



THE ATOMIC BRAIN

THE ATOMIC AGE *BEGAN* WITH ME. FITTING, AS IT WILL *END* BY MY HAND.

Power Level 20 **Concept:** Power-Mad Nuclear Mastermind **Occupation:** International Terrorist

ABILITIES

SAVES

STR 16 +3	DEX 14 +2	CON 16 +3	INT 20 +5	WIS 14 +2	CHA 13 +1
DAMAGE +13 SAVE	FORTITUDE +13 SAVE	REFLEX +2 SAVE	WILL +12 SAVE	DEFENSE 17/15 (FLAT-FOOTED)	SPEED 30/100 (FLIGHT)

MELEE +13 ATTACK BONUS	RANGED +12 ATTACK BONUS	INITIATIVE +2 (DEX)
DAMAGE BONUS +13S/+15L (PUNCH/BLAST)		

SKILLS

Computers +25, Profession (scientist) +8, Science (nuclear physics) +26, Science (robotics) +26, Science (all others, untrained) +20.

FEATS

All-Around Sight, Darkvision, Headquarters, Photographic Memory, Power Immunity.

CHARACTERISTICS

Real Name: Harold Hamilton
Height: 6' 5"
Weight: 310 lbs.
Eyes: None
Hair: None

POWERS/DEVICES

Armor +10: The Atomic Brain's articulated armor boasts the latest advances in protective technology and represents the pinnacle of his achievements in robotics. Of all the battlesuits he has "worn" in his decades of menacing the world, this one is undoubtedly the toughest. It provides the Atomic Brain with protection from all forms of harm, virtual immunity to environmental conditions, and tremendous physical strength. [Extras: Amazing Save (Damage, Fortitude), Immunity (aging, disease, energy—cold, energy—heat, energy—radiation, exhaustion, poison, pressure, starvation, suffocation), Super-Strength; Source: Super-Science; Cost: 7 pp; Total: 70 pp].

Energy Control (radiation) +15: Hamilton's exposure to experimental nuclear energies in the earliest days of America's atomic weapons program infused him with radioactivity, destroying his body but leaving his mutated brain intact. The experience should have killed him, but instead granted him the ability to generate and project deadly radiation directly from his brain. By simply willing it, the Atomic Brain can suffuse his armored body with radioactive energy, allowing him to fly through the air at great speed. [Extras: Energy Blast, Flight +10; Power Stunts: Super-Flight; Source: Mutation; Cost: 4/3 pp; Total: 57 pp].

Reincarnate +10: If the Atomic Brain is killed, he immediately makes a Reincarnate power check against a DC of 10 +1 for each stun hit he suffers, and +2 for each lethal hit. If the check is successful, the brain lives on and can be attached or insert into a prepared host as explained on p. 80. [Flaw: Serial Reincarnation; Source: Mutation; Cost: 3 pp; Total: 30 pp].

Super-Intelligence +15: The Atomic Brain's mutated gray matter makes him one of the most brilliant minds on Earth. His mind is shielded from outside influences and his senses no longer rely on physical organs, protecting them from overload. [Extras: Amazing Save (Will) +10, Mental Protection +10, Sensory Protection +10; Source: Mutation; Cost: 5 pp/2 pp; Total: 60 pp].

WEAKNESSES

Disturbing: Little more than an irradiated brain supported by an advanced robotic armor system, the Atomic Brain presents a frightening image. He suffers a -5 penalty on Bluff and Diplomacy checks and cannot pass in normal society (not that he has any desire to do so).

PERSONALITY

The Atomic Brain does not suffer fools lightly, and since his extreme Intelligence ranks him among the smartest beings ever to have lived, he considers just about everyone on Earth his inferior. Rather than lament his transformation, Hamilton views his powers as a great gift which he can use to prove his genius to the world.

Even after all this time, he still harbors resentment at the rest of the scientific community, who he hates for their theft of his nuclear weapons secrets. His plots usually involve revealing those secrets by the most explosive means imaginable.

The Atomic Brain is not above enlisting the aid of lesser supervillains to do his dirty work for

him, but his trademark arrogance allows him to tolerate very few mistakes from his subordinates. Those who question his tactics and motivations can expect a severe dressing down in the best case and a severe case of radiation poisoning in the worst.

Because the Atomic Brain cannot trust his underlings, he tends to populate his elaborate hideouts with robotic servitors who never question his genius. On rare occasions he has kidnapped a superhero and forced him or her to do his bidding. Such prisoners usually endure painful torture and radioactive mutation in order to ensure their eternal loyalty.

HISTORY

In the early 1940s, as the Nazi menace marched across Europe and into the Soviet Union, America and her allies engaged in furious research into the possibility of harnessing atomic energy as a weapon. One scientist involved in the project, a radical but undeniably brilliant atomic theorist named Harold Hamilton, commanded such respect among his colleagues that he was given his own cadre of experts to explore radical ideas not wholly accepted by the scientific community at large. No one was surprised when Hamilton immolated himself in an early field test, but nearly everyone was astonished to discover that the unconventional professor survived the blast, after a fashion.

Realizing they were out of their league, the scientists turned over Hamilton's glowing, obviously alive brain to Scorpio-2, the secret government body then tasked with investigating paranormal and superhuman activity. Scorpio's scientists rigged a machine to read the thoughts of the brain, which happily instructed America's scientists on how to build the atomic weapons that would bring the Japanese to their knees.

In 1954, Scorpio scientists constructed a primitive robotic body to provide voice and ambulation to Hamilton's brilliant mind. The now-insane Hamilton declared himself the Atomic Brain, murdering everyone in the organization's secret Washington base. He would have triggered a nuclear strike on America itself as a proof of his genius had he not been stopped and apparently killed by Gavin Pierce, the second hero to be known as Everyman. Since then, the Atomic Brain has resurfaced numerous times, always attempting to bring the gift of radiation to the world. Though he has yet to succeed in triggering armageddon, he reappears with a troubling regularity. Given his extreme intelligence, many fear it will only be so long before he succeeds.



DAMOCLES

GIVE YOUR POWER FREELY
TO THE COLLECTIVE
OR I WILL COLLECT IT FROM
YOUR SMOLDERING CORPSE!

Power Level 15 **Concept:** Robotic Power Collector **Occupation:** Planetary Champion of Earth Adrift

STR 16 +3	DEX 16 +3	CON - -	INT 18 +4	WIS 10 +0	CHA 10 +0	MELEE +14 ATTACK BONUS	RANGED +14 ATTACK BONUS	INITIATIVE +3 (DEH)
DAMAGE +10 SAVE	FORTITUDE +0 SAVE	REFLEX +3 SAVE	WILL +10 SAVE	DEFENSE 22/19 (FLAT-FOOTED)	SPEED 30	DAMAGE BONUS +8S (PUNCH)		

SKILLS

Knowledge (super-powers) +13, Listen +9, Spot +9.

FEATS

Detect (super-powers), Extra Limbs (tentacles), Headquarters, Improved Pin.

CHARACTERISTICS

Real Name: Damocles
Height: 6'
Weight: 255 lbs.
Eye: Red
Hair: None

POWERS/DEBITS

Amazing Save (Will) +10: Damocles' computer brain is resistant to most forms of manipulation. [Source: Super-Science; Cost: 1 pp; Total: 10 pp].

Drain (powers) +5: Numerous prehensile tentacles from Damocles' head and forearms can strike a target to begin the process of draining that subject's powers. Victims must make a successful Will save or lose up to 5 ranks per round of a power of Damocles' choice. Once Damocles has initiated the drain, it continues each round he maintains contact with the target. The robot prefers to drain offensive powers such as Disintegrate or Energy Blast, which are the most useful to the robot army being assembled on Earth Adrift.

Drained power ranks return at a rate of 1 per month, but if Damocles is able to return to his headquarters and upload the drained power to the Collective for transfer to Earth Adrift, the power loss is permanent. Damocles usually spends several weeks in the field collecting powers, so drained characters have some time to recover their stolen powers before it is too late. Reprogramming Damocles to restore lost power ranks requires manipulating the databanks of the disabled robot (a DC 20 Computers check). Stored powers cannot be granted to anyone other than the person from whom they were drained. Restoring drained powers removes them from Damocles' storage banks. [Extras: Duration—continuous (x2), Slow Recovery (x5, see above); Source: Super-Science; Cost: 9 pp; Total: 45 pp].

Hardness +10: As a construct, Damocles is built from steel alloys, giving him hardness 10 and a base Damage save of +10. [Source: Super-Science; Cost: 0 pp; Total: 0 pp].

Immunity: As a construct, Damocles has immunity to aging, disease, energy—cold, energy—heat, exhaustion, poison, pressure, starvation, and suffocation. [Source: Super-Science; Cost: 0 pp; Total: 0 pp].

Super-Strength +5: Damocles' robotic construction grants him super-human strength, which he uses primarily to grapple his opponents so he can drain their powers. He is also armored against light weapons and resistant to more powerful attacks. [Extra: Protection; Source: Super-Science; Cost: 5 pp; Total: 25 pp].

Weapon (firesword) +10: Damocles carries a flaming sword with a damage bonus of +13L. Anyone struck by it must make an additional Damage save against +10L damage for the sword's fiery sheath. [Extra: Energy Field; Power Stunt: Extra Attack (Energy Blast +10—fire); Source: Super-Science; Cost: 2 pp; Total: 20 pp].

HEADQUARTERS

Damocles resides in the old lair of his creator, Professor Panic. Though discovered by the Statesmen decades ago, the site has long since fallen off military and super-team patrols and might as well be secret. It is maintained by two humanlike robot servitors, Ajax-9 and Jessica-7.

Headquarters Features: Communications, computer, concealment, defense systems, fire prevention system, garage, hangar, holding cells, laboratory, library, living space, power system, security system, staff, workshop (robot construction).

PERSONALITY

Reacting to special instructions personally encoded into his response cortex, Damocles prefers to hunt down and drain members of the Statesmen, many of whom are now retired. He mentions nothing of his creator and is not one for negotiation, so thus far no one really understands his motives (which is just as Professor Panic had hoped, since the scientist is well aware than many of Earth's superheroes would willingly venture to Earth Adrift to assist its

innocent people). Damocles reveals only that the stolen powers will be used to aid a people in need, decrying any attempt by his victims to learn more as the meddling of those who would see an entire world cast into flames. In a strange way, Damocles considers himself a hero, seeing the indolent residents of our world as undeserving of their protectors, whose jealously guarded power would be better off serving a more deserving populace.

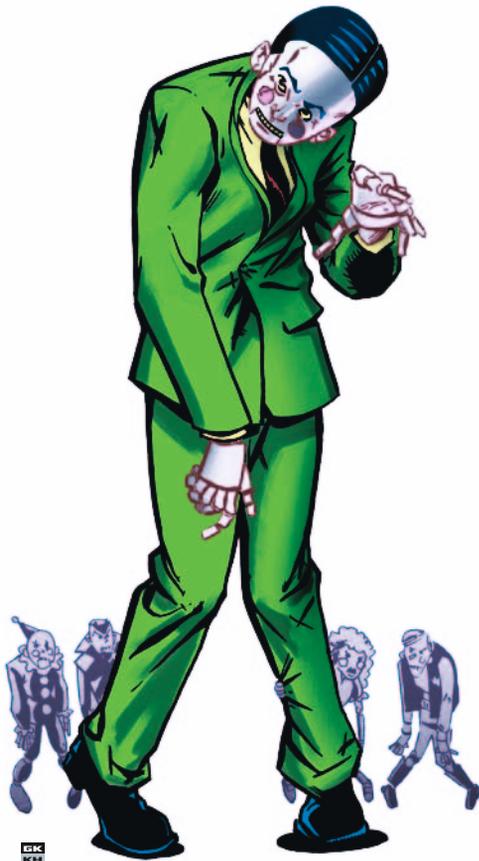
HISTORY

In the summer of 1979, the brilliant criminal mastermind Professor Panic discovered Earth Adrift, a parallel world that had no superhumans to call its own. Thinking quickly, he modified his small army of servitor automata for conquest, leading the host through a dimensional rift to make himself planetary emperor of a world that lacked the tools to protect itself.

Panic's sworn enemies, a group of American heroes called the Statesmen, discovered his Nevada mountain lair just as the dimensional portal closed. Teammates Trinity and Skyscraper Joe cobbled together their own dimensional gate, managing to venture to Earth Adrift and put an end to Panic's plans. The alternate government demanded to imprison Panic for his crimes, and the heroes left Earth Adrift, never to cross paths with Professor Panic again.

In 1999, harbingers of a spacefaring race of tyrant aliens called the Broan paid a destructive visit to Earth Adrift, announcing their plans of planetary conquest. Isolated from the heroes who had saved them in the 70s, the governments turned to the only force powerful enough to stop the Broan invasion: the hyper-intelligent mind of Professor Panic. Panic promised the government an army of superhero robots, each with a host of powers designed to send the Broan packing. The heart of his plan was the robot champion Damocles.

Armed with a flaming sword and the ability to drain the powers from superhumans, Damocles passed through a microportal to Earth and set up shop in Professor Panic's long-abandoned lair. The robot constructed a trans-dimensional computer known as the Collective, a vast archive into which he uploads the powers of his victims for eventual transfer to Earth Adrift, where they are programmed into the planet's robotic defenders.

GDK
KRE**HISTORY**

The criminal career of Chester Dibbs began long before he acquired super-powers. A disgraceful upbringing instilled in Chester an early conviction to be the best father a child could ever want. His desire to father children drove most of his young adulthood, and he clumsily fumbled from relationship to relationship, eager to ask a woman's hand in marriage within weeks of the couple's first meeting. His first marriage went two years without children, and in a fit of frustration, Chester strangled his young wife. He dodged the authorities by creating a false identity and was married again within five months. He murdered that wife and yet another for failure to produce a child before beginning to suspect that the problem might be his. He moved to the city in the mid-1960s, using money stolen from his dead wives to set up a new identity as the caretaker of a prosperous urban orphanage.

Finally surrounded by children every minute of every day, Chester Dibbs became far less violent. Though he occasionally crossed the line and truly injured a child during an act of discipline, he was for the most part able to control his homicidal urges.

Then, in the troubled spring of 1968, race riots erupted in his home town. Fires set by looters engulfed the city block on which his orphanage was situated, killing all 27 of the building's youthful inhabitants. Dibbs, who occupied the sole basement apartment, survived the disaster, though his face and body were twisted and scarred by the flames. Distraught, Dibbs attempted to commit suicide by consuming handfuls of prescription medicines kept in the infirmary. When he finally awakened from his drug-induced coma, he discovered that the drugs had unlocked powerful psychic energies that would, at long last, allow him to become the father he had always known he could be.

GEPETTOOH, WHAT A *PRECIOUS* CHILD YOU'LL MAKE!Power Level 10 **Concept:** Insane Master of Marionettes **Occupation:** Would-Be Father

ABILITIES

SAVES

STR 10 +0	DEX 15 +2	CON 14 +2	INT 16 +3	WIS 14 +2	CHA 13 +1	MELEE +6 ATTACK BONUS	RANGED +8 ATTACK BONUS	INITIATIVE +2 (DEX)
DAMAGE +4 SAVE	FORTITUDE +2 SAVE	REFLEX +2 SAVE	WILL +7 SAVE	DEFENSE 19/17 (FLAT-FOOTED)	SPEED 30	DAMAGE BONUS +5L (HEAVY PISTOL)		

SKILLS

Bluff +10, Craft (wood-carving) +8, Diplomacy +10, Hide +6, Listen +8, Profession (caretaker) +8, Sense Motive +8.

FEATS

Ambidexterity, Dodge, Infamy, Point Blank Shot, Precise Shot, Rapid Shot, Toughness, Two-Weapon Fighting.

CHARACTERISTICS

Real Name: Chester Dibbs
Height: 5' 9"
Weight: 155 lbs.
Eyes: Blue
Hair: White (thinning)

POWERS/DEVICES

Animation +10: Through sheer force of will, Gepetto can bring inanimate wooden marionettes of his own creation to life, using his silent thralls to carry out his commands. He cherishes these marionettes as the children life denied him, and dotes on them with great affection. He can have up to 20 marionettes under his control at any one time and occasionally custom-designs them for particular crimes. He favors the strong, versatile marionette detailed below. [*Extra:* Horde; *Flaw:* Limited (marionettes only); *Source:* Psychic; *Cost:* 2 pp; *Total:* 20 pp].

Typical Marionette: Small construct; Int +0; Defense 17; Spd 30 ft.; Atk +5 melee (+5S, punch); SV Dmg +5, Fort +0, Ref +0, Will —; Str 18, Dex 10, Con —, Int 1, Wis 1, Cha 1.

Mind Control +10: In addition to lavishing attention upon his handcrafted "children," Gepetto delights in using his psychic abilities to make metaphorical marionettes out of his enemies. He can attempt to take control of the mind of anyone in sight by making a Mind Control check opposed by the victim's Will save. If successful, he takes command of the victim's mind, frequently causing him or her to commit terrible crimes in his name. Victims of Gepetto's Mind Control slacken their muscles, moving with a jerky motion as if pulled by the strings of an invisible puppeteer. At his discretion, victims do not remember anything that happened while under his control. [*Extra:* Mind Blank; *Flaw:* Obvious; *Source:* Psychic; *Cost:* 2 pp; *Total:* 20 pp].

Super-Wisdom +5: Gepetto is remarkably strong-willed and observant, he's also adept at imposing his formidable will on others. [*Extra:* Super-Charisma; *Source:* Training; *Cost:* 4 pp; *Total:* 20 pp].

Weapon +5: Gepetto carries a pair of heavy pistols that do +5L damage [*Extra:* Additional Weapon; *Cost:* 2 pp; *Total:* 10 pp].

WEAKNESSES

Disturbing: Scarred terribly by the fires that destroyed his orphanage in 1968, Gepetto wears a haunting wooden mask that echoes the vacant stare of a ventriloquist's dummy. Segmented gloves lined with a thin veneer conceal scars on his skillful hands. Though his costume does much to cover his horrific appearance, it does little to make it any less disturbing. He suffers a -5 penalty on Bluff and Diplomacy checks and cannot pass in normal society.

PERSONALITY

No one who has encountered the lunatic known as Gepetto could safely claim that the man retains even a shred of sanity. The rare moments of passivity and even compassion are fiercely tempered by a manic obsession with collecting more and more marionettes, which he refers to as his "children."

Gepetto is ranked among the most-wanted serial killers in the United States; authorities speculate that the deranged psychopath has been responsible for dozens of deaths over the past 35 years. He kills all kinds of victims, but seems to favor young adults (and will never knowingly harm a child). He kills in order to obtain a sample of blood, which he paints on the chest of newly carved marionettes. Whether or not Gepetto's Animation power actually requires the marionettes to be smeared in blood is a matter of serious debate among those who track his habits.

Gepetto cares for his wooden creations more than anything else in the world; seldom will he willingly sacrifice a marionette for anything other than his own safety. He prefers to dress the marionettes in gaudy costumes such as clowns or cowboys, imagining a different personality for each of his criminal brood. He often carries on one-sided conversations with his puppets, but they never respond anywhere outside of Gepetto's head.

Gepetto has been detained five times since his debut in the late 60s, but has managed to escape each time (usually as part of the mass prison breaks that seem endemic to those institutions slated to deal with the nation's super-criminals). The madman loathes the distance prison puts between him and his children, and hence he will go to extreme lengths to avoid any return visits.



HYENA

QUOTE:

YOU NEVER KNOW *WHO* MIGHT BE FOLLOWING YOUR SCENT!

Power Level 10 **Concept:** Bestial Urban Menace **Occupation:** College Dropout

ABILITIES		SAVES		CHARACTERISTICS	
STR 16 +3	DEX 16 +3	CON 14 +2	INT 10 +0	WIS 13 +1	CHA 9 -1
MELEE +12 ATTACK BONUS	RANGED +12 ATTACK BONUS	INITIATIVE +3 (DEX)	DAMAGE +4/+8 (EUSION)	FORTITUDE +2 SAVE	REFLEX +8 SAVE
WILL +6 SAVE	DEFENSE 19/15 (FLAT-FOOTED)	SPEED 30	DAMAGE BONUS +11L (CLAWS)		

SKILLS

Hide +10, Intimidate +10, Move Silently +10, Survival +13.

FEATS

Blind-Fight, Blindsight, Darkvision, Dodge, Evasion, Immunity (disease), Instant Stand, Penetrating Attack (claws), Power Attack, Scent, Surprise Strike, Toughness, Track.

CHARACTERISTICS

Real Name: Elijah Lennox

Height: 7' 1" (as Hyena), 5' 10" (as Lennox)

Weight: 300 lbs. (Hyena), 130 lbs. (Lennox)

Eyes: Green (Hyena), Brown (Lennox)

Hair: Brown (Hyena), Black (Lennox)

POWERS

Amazing Save (Reflex, Will) +5: The Hyena's fierce, animalistic mind allows him to avoid danger and to shake off attempts to influence him. [*Extras:* Will; *Source:* Mystical; *Cost:* 2 pp; *Total:* 10 pp].

Natural Weapon (claws) +8: The Hyena's sharp claws combine with his supernatural Strength for a damage bonus of +11L. His Penetrating Attack feat imposes a -2 penalty to his target's Protection (and Damage save, if they have no remaining Protection). Hyena often uses Power Attack to enhance his damage-dealing capacity. [*Source:* Mystical; *Cost:* 2 pp; *Total:* 16 pp].

Paralysis +10: The Hyena's magical touch forces victims to make a Will save (DC 20) or double over in insane laughter. Victims receive a primal sense of the absurdity of existence, tapping into the communal joke shared by all hyenas. Laughing victims are helpless, unable to move or act physically. They have effective Strength and Dexterity scores of 1, but may take purely mental actions. The victim can make a new Will save each round to break free of the effect, with a cumulative +1 bonus each round. If the Hyena concentrates on maintaining his power, the victim does not gain a bonus to the Will save. [*Flaw:* Touch; *Source:* Mystical; *Cost:* 1 pp; *Total:* 10 pp].

Regeneration +5: The Hyena heals rapidly, regaining 1 hit every other round. He receives a +5 bonus to Con checks to regain consciousness, to Fortitude saves to avoid dying, and to his stabilization checks. If disabled, he receives a Con check on the following round to recover, with a +5 bonus. [*Source:* Mystical; *Cost:* 2 pp; *Total:* 10 pp].

Super-Senses +10: The Hyena adds a +10 bonus to all checks involving the use of his sense of smell, including Search, Spot, Listen, and Survival checks for tracking. [*Flaw:* Limited—smell only; *Source:* Mystical; *Cost:* 1 pp; *Total:* 10 pp].

WEAKNESSES

Disturbing: In bestial form, the Hyena's canine features, dangerous claws, and intimidating girth grant him a -5 penalty on Bluff and Diplomacy checks. He cannot pass in normal society.

Transformation: Whenever Elijah Lennox suffers a lethal damage hit, he transforms into the Hyena King, ravenous beast of African legend. He can attempt to stave off the transformation with a DC 15 Will save, but can only delay the inevitable. He suffers a cumulative -1 penalty to his Will saves every round until he transforms. He remains in Hyena form until he is disabled or unconscious for more than two rounds.

Elijah Lennox: PL3; Init +2 (Dex); Defense 15 (13 flat-footed); Spd 30 ft.; Atk +4 melee (+1S, punch); SV Dmg +0, Fort +0, Ref +2, Will +2; Str 12, Dex 14, Con 11, Int 16, Wis 14, Cha 12. *Skills:* Bluff +6, Knowledge (culture) +7, Language (French), Search +8, Survival +8. *Weakness:* Transformation (suffering lethal damage).

PERSONALITY

Elijah Lennox remembers nothing that happens while in Hyena form and has only a vague impression of the crimes he has committed. The prospect of becoming the Hyena horrifies him, and he takes precautions others might consider eccentric to remove the potential of harm (and hence the potential of further transformations). Though he trusts Minotaur implicitly he is slow to make friends, always suspecting that strangers mean him harm. He lives with his godfather but is wary of seeming a burden. Stress related to his condition and not-infrequent attacks ruined his promising college career,

which Elijah deeply resents.

The Hyena sees Elijah as a useless weakling who has allowed himself to be a victim by listening to the "wise" council of his godfather. The Hyena retains Elijah's memories and some of his mannerisms but has none of the young man's morals, conscience, or self-restraint. He enjoys exploiting Elijah's memories of past treasures rescued by his father, liberating such items from their current owners and selling them on the open market. He delights in bloodshed, cackling gleefully as he tears at opponents with blood-soaked claws.

HISTORY

While seeking out an ancient magical artifact known as the Orb of Amma in the heart of Mali, young Elijah Lennox and his father Malcolm, a famous explorer, were kidnapped by the Nama cult, a collection of hyena-worshipping zealots who held to the oldest, most violent religion of the lost times. Malcolm was shot and killed while attempting to help his son escape, and the angry cultists abandoned all hope of ransom. Instead, they tied Elijah to a stake in the desert, leaving him to be devoured by the cult's private pack of hyenas.

The pack, much to the cult's surprise, instead selected Elijah to be the host of its collective soul. Bolstered by the Hyena spirit, Elijah's regard for human life evaporated. He tracked down and viciously murdered those responsible for his father's death, crossing paths with his godfather, the American superhero known as Minotaur, at the cult's headquarters in Timbuktu. Elijah's newfound bloodlust grew too great in the conflict, and he attacked his godfather. After the conflict, Minotaur brought the very confused young Elijah back to America, where he remains to this day.

Though Elijah has not since left the United States, members of the Nama cult have circled the globe to find him. Not known for their conversation, the cultists usually plunge a curved knife into Elijah's stomach, which triggers the inevitable transformation. Despite the Nama's tenacity, Elijah has no real interest in leading a cult. Recently, however, he has grown to relish the power granted to him by the Hyena King spirit, and has come to view his "normal" incarnation as ineffectual and weak. He involves himself in criminal activity in part to ease his life with money and in part because he's simply angry at the world.

Kalak

THE MYSTIC

CAN YOU FEEL IT? CAN YOU FEEL THE RISING HEAT OF THE FIRES THAT WILL BURN US TO OBLIVION?

Power Level 20 **Concept:** Deranged Bodysnatching Sorcerer **Occupation:** Mystic

STR 12 +1	DEX 12 +1	CON 20 +5	INT 20 +5	WIS 20 +5	CHA 18 +4	MELEE +1 ATTACK BONUS	RANGED +1 ATTACK BONUS	INITIATIVE +5 (DEX, IMP. INT.)
DAMAGE +5 SAVE	FORTITUDE +5 SAVE	REFLEX +1 SAVE	WILL +7 SAVE	DEFENSE 20/19 (FLAT-FOOTED)	SPEED 30/100 (FLIGHT)	DAMAGE BONUS +20L (MYSTIC BLAST)		

SKILLS

Bluff +9, Concentration +20, Intimidate +9, Knowledge (occult) +15, Language +5, Listen +10, Sense Motive +10.

FEATS

Darkvision, Detect (magic), Improved Initiative, Iron Will, Power Immunity, True Sight.

CHARACTERISTICS

Real Name: Kalak
Height: 6' 2"
Weight: 145 lbs.
Eyes: Red
Hair: White



HISTORY

The ancient Mayans turned their eyes to the heavens, seeing in the distant stars clues to what the future would hold. Charting the movements of celestial bodies, they developed a calendar of unequalled precision to guide notorious religious rituals of bloodthirsty human sacrifice. Modern scholars view these ceremonies as attempts to placate angry gods, but the truth is more complicated. The Mayan calendar charted celestial phenomena that predicted the end of the world on December 21, 2012, and the pervasive blood tribute of the ancient Mayans was a recognition and celebration of the inevitability of that planetary death.

No Mayan was more obsessed with sacrifice and death than the scheming Kalak the Mystic, Sorcerer-Prince of the city of Tikal, situated in modern-day Guatemala. From the ramparts of the Temple of the Destroyer, Kalak fantasized about the world in its dying days until his mind could consider nothing else. Bursting long-sealed chambers beneath the temple, Kalak discovered the lost art of astrally projecting his soul into the future, hoping to drink in its decadence and terror as oblivion drew near. With excitement in his heart, the wizard released his material form, experiencing the wisdom of the ages as his astral form hastened through the centuries.

Kalak's journey came to a halt in 1780, when his soul was trapped in a parlor mask by a spiritualist named Prescott Wynne, who had hoped to impress a small group of friends with some minor magic. He had expected the mask to wobble a bit, perhaps to glow slightly. Instead, the mask spoke with a seductive telepathic voice, entreating (some say commanding) the charlatan to place the mask on his face. He obliged, and Kalak, now trapped in the golden mask, destroyed Wynne's soul, using the magician's body as his new host.

POWERS/DEVICES

Sorcery +20: Kalak has spent the last several centuries mastering the mystic arts and is able to cast any of the following spells with ease. Casting a spell duplicates the effects of the listed power at rank 20. Using extra effort (p. 105) he can cast any spell from the Sorcery spell groups on p. 82. To cast a spell, Kalak must be able to speak and gesture freely. [*Power Stunts:* Additional Spells (x4); *Source:* Mystical; *Cost:* 7 pp; *Total:* 148 pp].

Create Object: Kalak can form objects out of mystical energy. Created objects have hardness 20 and can occupy up to 20 5-foot cubes. The objects must be fairly simple geometric shapes, often symbols reminiscent of ancient Mayan architecture. When threatened, he prefers to surround enemies with walls featuring leering faces and time-lost skulls. (See p. 64.)

Disintegration: Kalak can weaken the structure of nonliving matter, reducing the hardness of a target within normal range by 20 as a half action. Against animate objects or objects held by a person, he must make a normal ranged attack roll. Objects reduced to hardness less than 0 are destroyed and crumble to dust.

Element Control (earth): Drawing up the mystical might of his long-dead ancestors, Kalak can control earth within normal range as if he had Telekinesis +20.

Energy Blast: Kalak can generate blasts of heat to normal range. The blasts have a damage bonus of +20L.

Flight: Kalak can fly through the air at a speed of 100 ft.

Force Field: Kalak can surround himself with a shimmering field of mystic force that reduces the damage bonus of any attack against him by 20. Any attack reduced to a damage bonus less than 0 has no effect against him.

Illusion: Kalak can command spirits to manifest a variety of bewildering images and illusions. (See p. 73.)

Mind Control: Kalak delights in taking control of the minds of his enemies, weaving a sliver of his own consciousness into the psyche of a target in his line of sight. The target must make a Will saving throw opposed by Kalak's power check. Failure indicates Kalak has taken control of the victim's mind. (See p. 76.)

Obscure: Kalak can cover an area up to 100 ft. in radius with a thick smoke that reduces visibility like Obscure +20.

Telekinesis: Kalak can cause up to 25,000 tons of objects to move through the air. If attempting to move a being, he must make a ranged attack roll. The target makes a Strength check opposed by Kalak's Sorcery power check to resist being moved.

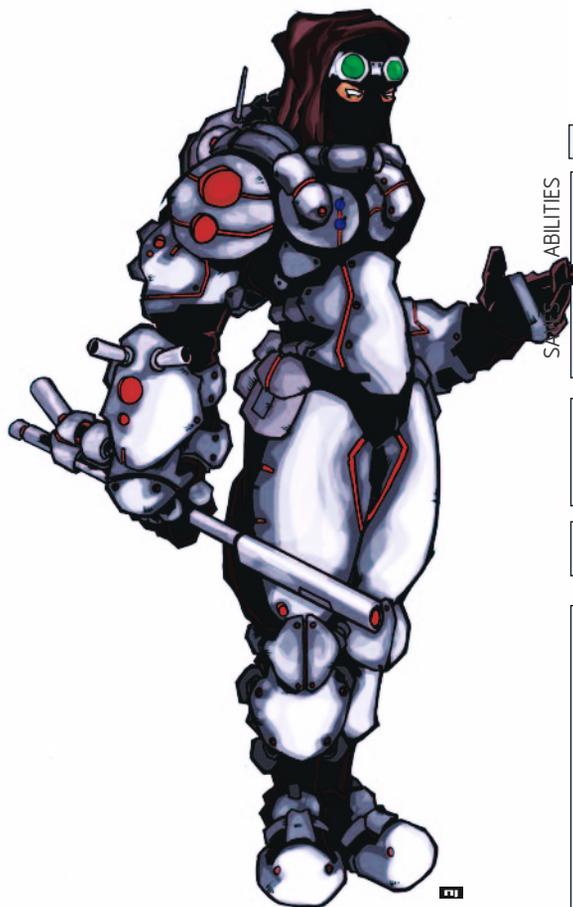
Telepathy: Kalak can read minds and project his thoughts into the minds of others. (See p. 87.)

PERSONALITY

Unable to astrally project, Kalak has been trapped in the mask ever since 1780. Every few years he burns out his host body and must find another, a cycle that has seen him in more than a dozen forms, both male and female. He was last defeated in 1951 by Mister Mystery and his ghostly companion Lady Hex, who turned over the mask to Scorpio-2. Kalak languished in storage for the rest of the century, and was only recently freed when an unknowing thief attempted to steal the mask and instead ended up as Kalak's latest host. With less than a decade before the end of the world, Kalak

knows there is much evil to do, and even more destruction to be joyfully experienced.

Kalak delights in all manner of destruction and personal suffering, seeing his heinous crimes as a tribute to the entropy that controls the universe. He approaches murder and demolition with a clinician's touch, frequently commenting on some element of suffering he had not yet witnessed in his many years upon the earth. Since he has been cataloguing human fear and death for several centuries, it takes a lot to surprise him, which only drives the sorcerer to greater displays of depravity.



REMLOK

THE ROVER

PERSONALLY, I PREFER YOUR LATER WORK, BUT THIS NEW PAINTING IS MORE THAN WORTH MY TIME.

Power Level 15 **Concept:** Time-Traveling Thief **Occupation:** Acquisitions

STR		DEX		CON		INT		WIS		CHA		MELEE		RANGED		INITIATIVE	
14	+2	18	+1	14	+2	16	+1	16	+1	16	+1	+14	+14	+9			
DAMAGE		FORTITUDE		REFLEX		WILL		DEFENSE		SPEED		DAMAGE BONUS					
+2/+9		+2		+9		+3		21/10		30		+12S/+10L					
(EVASION)		SAVE		SAVE		SAVE		(FLAT-FOOTED)				(MELEE/RANGED)					

SKILLS

Acrobatics +14, Balance +11, Bluff +8, Climb +4, Computer +5, Disable Device +9, Escape Artist +13, Knowledge (art) +8, Move Silently +14, Open Lock +14, Taunt +8.

FERTS

Attack Finesse, Dodge, Evasion, Surprise Strike.

CHARACTERISTICS

Real Name: Unknown
Height: 5' 11"
Weight: 170 lbs.
Eyes: White
Hair: Unknown

POWERS/DEVICES

Armor +10: Composed of a yet-to-be-invented polymer, Remlok's advanced body armor grants him Protection +10. The suit contains dozens of secret pockets for hiding items, and four extradimensional chambers (one on each shoulder and gauntlet) that allow the thief to collapse and store priceless works of art without damaging them. Some of his enemies speculate that his armor is the source of Remlok's Time Control power, but he has been seen manipulating time despite heavy damage to his armor, so no definitive connection has been made. Regardless, Remlok never appears in public without his armor, which also features a mask and cowl to conceal his identity. [Source: Super-Science; Cost: 1 pp; Total: 10 pp].

Gadgets +5: If the GM spends a Villain Point, Remlok can open one of the extradimensional chambers in his armor and produce a futuristic gadget with an effect similar to any power with a cost per rank of 2 or less. Most such devices assist him in breaking into places where he isn't wanted or help him to escape dangerous situations. Alternately, he can use his Gadgets power to augment the abilities of his multi-staff (see below). [Source: Super-Science; Cost: 1 pp; Total: 5 pp].

Super-Dexterity +5: One of the greatest thieves in history, Remlok has extraordinary agility, balance and coordination. [Source: Training; Cost: 4 pp; Total: 20 pp].

Time Control +5: Remlok has the power to alter the flow of time itself, speeding it up or slowing it down for himself or others. He can grant himself or one other person the benefits of Super-Speed +5 (p. 85). He also can freeze an enemy in time as if he had Paralysis +5. Finally, Remlok's command of the time stream allows him to travel backward or forward in time, even summoning up to five temporal duplicates of himself from other points in time. [Extra: Temporal Fugue; Power Stunts: Time Freeze, Time Travel; Source: Unknown; Cost: 10 pp; Total: 54 pp].

Weapon +10 (multi-staff): If Remlok's multi-staff represents a glimpse at the future of warfare, weapons nuts will have a lot to look forward to in the coming centuries. Essentially a glorified club, the multi-staff has a damage bonus of +12S and can project potent Energy Blasts of coherent light with a +10L damage bonus. [Power Stunt: Extra Attack (Energy Blast); Source: Super-Science; Cost: 1 pp; Total: 12 pp].

See-All Goggles: Remlok's goggles provide him with the Darkvision and See Invisibility feats. [Flaw: Device; Source: Super-Science; Cost: 2 pp total].

PERSONALITY

Remlok is well aware that his bizarre activity is causing all the right people to ask all the wrong questions, and that his thievery is bound to get him caught some day (in fact, he's visited several futures in which just such a thing has occurred), yet he remains undaunted. He has little fear of mundane authorities such as security guards or the police, but unlike many supervillains he at least attempts not to kill such individuals when they cross his path.

Instead, he prefers the company of superhumans, whom he views as his equals in some sort of cultural elite. His encounters with superheroes inevitably lead to protracted combats, which he takes to with great relish, often duplicating himself through the use of Super-Speed to confound and surround his foes. Though he does not hesitate to flee to another time if he feels his life is in danger, he seems to enjoy hand-to-hand combat, often stay-

ing much longer than is needed in order to deliver a choice insult or particularly crippling blow.

Remlok's motives are a complete mystery. He clearly enjoys the objects he steals, tracking the careers of his favorite artists throughout the timeline. One of his most common tactics is to visit an unknown artist who, unbeknownst to her, one day will be fabulously popular. He makes off with a then-worthless early work, bringing it to the far future where it fetches obscene amounts of money.

Remarkably, the world's struggling artists have come to view Remlok as a kind of folk hero. A visit and theft early in an artist's career generally means that artist is due for greatness, and unscrupulous agents and gallery owners follow news clippings of his crimes to discover the "next new thing," which in turn perpetuates the cycle.

Remlok wouldn't have it any other way.

HISTORY

Shortly after the turn of the 20th Century, researchers of the unknown discovered a strange phenomenon in the deepest vaults of academia. Once-complete books dedicated to cataloguing valuable works of artistic or cultural importance started to develop heretofore unforeseen flaws. No matter how complete, no matter how meticulously researched and edited, several of the entries in these tomes ended abruptly, often mid-sentence, just as some item of importance was about to be described. This held true for documents hundreds of years old, as well as in those concerned with contemporary archeology. It seemed to the researchers that not only had these works of art vanished, but that they had been forgotten, as well. It was, they concluded, as if someone had raided the vaults of history and denied mankind knowledge of some of its most impressive works of art.

That someone was the time-traveling mercenary thief known as Remlok the Rover.

Remlok is a complete enigma. The only thing the authorities can say for sure is that he is a violent criminal with refined, very expensive artistic tastes. Though such masterpieces as the *Mona Lisa* remain out of his pilfering hands, no one can be sure how much Remlok has managed to get away with (in part because items stolen from the past are soon forgotten in the present).

That Remlok comes from the future cannot be doubted. His knowledge of future events is as impeccable as it is revealing. Clearly, he got his advanced armor and weaponry somewhere, but as he isn't telling and it's virtually impossible for anyone else to venture through time, it appears that his origins will remain a mystery.