

THREAT REPORT: DOCTOR SIN

From: Peyton Ramos <PeytonRamons1@AEGIS.emerald.pac.net>
To: Lucas Meriwether <MeriwetherLucas1@AEGIS.emerald.pac.net>
Subject: Threat Report — Doctor Sin

THE CONTENTS OF THIS EMAIL ARE CLASSIFIED AS RED/Highly Restricted

Director,

Given his potential involvement in recent incidents in the Eastern District of Emerald City, I'm including the (considerable) file on Doctor Sin.

Most of what we have comes from information provided by the original and current Raven under agreement with the Freedom League. According to the file, prior attempts to insert undercover agents into Doctor Sin's organization have met with failure (and, usually, the death of the agents in question). You'll note that there is no image of Doctor Sin included with this report. Regretably, our attempts to get a reliable, confirmed image of the man have failed so far.

If the so-called "Hand of Sin" operating in Emerald City really does work for Doctor Sin, then this may be a prime opportunity for us to acquire some valuable information about the "Doctor" and his organization.

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

DOCTOR SIN

REAL NAME: Tzin Sing

OCCUPATION: Crime-lord

BASE: Various hidden bases around the world

Dr. Tzin Sing was born well over a century ago in China to a family that clung to a bygone era of Imperial privilege and prestige. Even as a boy he was a brilliant scholar drawn to the study of science. As he grew older, he learned others did not appreciate his intellect or his achievements, often becoming intimidated or jealous because of them. It was the way of things: People feared their superiors and tried to drag them down to their own base and common level. Tzin Sing would not allow himself to be dragged down. Instead, he would use his intellect and his ambition to achieve greatness, such as few had ever seen before.

Starting in the 1920s, "Doctor Sin" (as he has become known in the West) built himself a criminal empire in China and struggled against various Western heroes who tried to thwart his schemes to expand his power and influence. World War II temporarily put his plans on hold, but Doctor Sin appeared again and again in the 1950s

and 1960s. His greatest enemy at the time was the hero known as the Raven, who foiled the devilish doctor's plans at every turn. Raven also won the heart of Sin's daughter, Jasmine. Eventually, Doctor Sin and the Raven had a final confrontation aboard Sin's airship armada that left the Raven crippled and Doctor Sin presumed dead.

Having cheated death many times before, Sin did so again. He extended his life with ancient potions and secret meditation techniques. He rebuilt his criminal empire from the shadows and plotted vengeance against his old foe, who was now married to Sin's daughter and with a child of his own. Doctor Sin attempted to kidnap his granddaughter, Callie, but Raven and Jasmine came to rescue her. When Jasmine took a killing blow meant for her husband, Doctor Sin was forced to flee. He has rededicated himself to his plans of conquest and has sworn that his granddaughter, the new Raven, will either join him or suffer her mother's fate as a traitor to her own blood. As for her father, words cannot describe the hatred Doctor Sin feels for the man he holds responsible for his beloved Jasmine's death.

Years of fencing with modern heroes has cooled Doctor Sin's fury somewhat. He can afford to take a long view of matters, and the world is changing more and more from the one he knew. He has spent considerable time rebuilding his criminal empire throughout East Asia, including various legitimate front companies, taking advantage of China's new economic boom. Once again, he is turning his attention towards the Western Hemisphere, only this time, China is a rising power in the world, and Doctor Sin intends for his power and influence to rise along with it.

PERSONALITY

Doctor Sin is a combination of inscrutable calm and detachment and supreme arrogance. He knows he is one of the greatest minds that has ever lived and believes it is therefore his destiny to rule over his inferiors, regardless of their simple wishes. He lives for the challenge of struggling against a worthy adversary, since victory without struggle is meaningless. He fancies himself a man of honor: He won't go back on his sworn word, although he's willing to use cunning and deception to achieve his ends.

Any challenge to his authority or inherent superiority must be met and overcome.

POWERS & ABILITIES

Doctor Sin has a brilliant scientific and analytical mind, making him one of the greatest scientists and inventors who has ever lived. He has adapted alien technology (salvaged from ancient Preserver, Serpent People, and Atlantean sites) for his own uses and has developed a number of technological innovations from them. He combines this with knowledge of ancient Chinese herbalism, alchemy, and martial arts.



DOCTOR SIN

PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	2	3	3	12	12	10	5

POWERS

Ageless: Immunity 3 (Aging, Disease, Poison) • 3 points

EQUIPMENT

Light Pistol: Ranged Damage 3 • 6 points

SKILLS

Acrobatics 2 (+5), Athletics 6 (+6), Close Combat: Unarmed 4 (+16), Deception 8 (+13), Expertise: Chemistry 8 (+20), Insight 8 (+18), Intimidation 8 (+13), Investigation 8 (+20), Persuasion 4 (+9), Ranged Combat: Guns 6 (+9), Sleight of Hand 5 (+8), Stealth 2 (+5), Technology 6 (+18), Vehicles 5 (+8)

ADVANTAGES

Artificer, Contacts, Defensive Attack, Defensive Roll 5, Diehard, Equipment 20, Evasion, Improved Critical 4 (Unarmed), Improved Initiative, Improved Trip, Inspire 3, Inventor, Jack-of-all-trades, Languages 5 (Cantonese, English, Latin, Japanese, Russian, Sanskrit and several others, Mandarin native), Leadership, Minions 20, Power Attack, Ranged Attack 3, Trance, Uncanny Dodge, Well-informed

Note: Distribute Doctor Sin's Equipment and Minion ranks as appropriate to suit the adventure.

OFFENSE

INITIATIVE +7

Concealed light pistol +12 Ranged, Damage 3

Unarmed +16 Close, Damage 0, Crit. 16-20

Doctor Sin prefers to operate as a mastermind behind the scenes, using various pawns to put his plans into action. He maintains secret bases hidden around the world and legions of followers awaiting his commands. Still, woe betide the foe who assumes he is merely a helpless old man hiding behind his foot-soldiers; Doctor Sin is a master of multiple styles of martial arts and one of the most skilled unarmed fighters alive.

ALLIES

Doctor Sin has no allies, only servants. The devilish doctor is associated with SHADOW, primarily to keep that organization out of East Asia, which Sin considers his by right. He is willing to share the world with Overshadow and his cohorts, but only if included in their inner circle. Working with SHADOW has also provided Doctor Sin with some useful technology, such as their expertise in forced-growth cloning.

Although he refuses to admit it, Doctor Sin holds the Chinese value of family close, and sought to create a legacy by having children. With his one living child now lost to him, and his own granddaughter his most dedicated foe, the doctor has looked elsewhere to create a lasting legacy, one truly worthy of his greatness, untouched by

DEFENSE

DODGE 14 **FORTITUDE** 9

PARRY 14 **TOUGHNESS** 7/2*

WILL 15 *Without Defensive Roll.

POWER POINTS

ABILITIES 94 **SKILLS** 40

POWERS 3 **DEFENSES** 25

ADVANTAGES 74 **TOTAL** 236

COMPLICATIONS

Arrogance: Doctor Sin is supremely arrogant, considering himself superior to the great "herd" of humanity, and most of his would-be foes.

Beyond His Years: Doctor Sin sustains his life with various potions, rare herbs, and meditation techniques, and has lived well beyond his natural lifespan.

Chivalrous: Doctor Sin's archaic sense of propriety makes him particularly polite to women and he is especially fond of explaining his greatness to a pretty companion.

Honorable: Doctor Sin has his own particular code of honor and considers himself something of a heroic warlord, so he is true to his word once it is given, and treats his foes with a degree of respect

the weakness of mother or childhood: his clone Shou Tzin, the so-called "Hand of Sin."

ENEMIES

Doctor Sin has numerous enemies, although he has outlived many. Criminals in Asia cringe and cower at the mention of his name, but some young and ambitious crime-lords believe "Doctor Sin" is nothing more than a myth, or at least a gross exaggeration. He takes pains to correct their error when challenged.

Doctor Sin's arch-foe is his granddaughter, the Raven, a member of the Freedom League. This has brought Sin into conflict with the League on occasion, although Raven prefers to handle such "family matters" on her own when possible.

HOOKS

A Draught of Silver: Given his prior study of ancient alien technologies, Doctor Sin takes a keen interest in the Silver Storm when additional information about it reaches him. He makes arrangements to acquire samples to study, perhaps hiring stormer mercenaries (who can potentially serve as experimental subjects as well). The technology has the potential to not only allow Doctor Sin to create his own super-powered army, but also to imbue himself with tremendous powers, if he is able to properly calibrate the transformation. Of course, even the slightest error could spell disaster.

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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 Boddien, Steve Kenson, Jon Leitheusser, Nicole Lindroos, Hal Mangold, Chris Pramas, Evan Sass, Marc Schmalz

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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



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