A BOMBSHELL OF TOMORROW



ABOUT THE ADVENTURE

A Bombshell of Tomorrow is a modern, superheroic action adventure, where a team of mismatched heroes must stop a time-traveling villain with designs to start World War III. This adventure loosely takes place in the DC universe, but it can easily be adapted to other real-world or modern settings. This version is for *GURPS*, but a *Mutants & Masterminds* versions is available on www.1shotadventures.com). .

A Bombshell of Tomorrow is best for a handful of "street level supers," heroes who are more extraordinary than mortals, but not capable of tossing a battleship into orbit. In *GURPS*, this means ~300-point characters, although GMs can adjust the adventure for more powerful, four-color superheroes by increasing the power or number of some of the key supervillains. The end of this adventure includes six pregenerated street-level "Suicide Squad" characters so you can get started right away.

Key NPCs making their first appearance in the adventure are written in ALL-CAPS. Skill roll suggestions are in Small-Caps. Sections marked with a are side-quests not critical to the overall plot of the adventure. indicates a plot for one of the pregenerated PCs.

ADVENTURE OVERVIEW

As World War II was coming to a disastrous close for the Third Reich, a time travel obsessed Nazi scientist named Per Degaton successfully created several chronal duplicates of himself. Knowing the war was lost, he set his sights on triggering a World War III, one that would usher in a new Fourth Reich and topple the western powers he hated. Using vague knowledge of future events, he used a powerful time disc to send several chronal doppelgangers forward to random point in time. One of them, he was positive, would be able to trigger the apocalypse he craved.

A key part of Per Degaton's elaborate scheme was the capture and interrogation of a modern day U.S. Army officer, Colonel Benjamin Bliss. Per Degaton knew that Colonel Bliss was somehow key to the prevention of his future doomsday. *Exactly* how Bliss would stop Per Degaton was unknown, but Per Degaton knew he needed to pry the man's mind open and find out.

Per Degaton sent one of his doppelgangers forward in time to kidnap the colonel, interrogate him, and then kill him unless it was somehow Colonel Bliss' *death* that prevented WWIII. Temporal logic is tricky, even for time traveling supervillains...

Per Degaton's initial attack on the colonel is with the tactics he knows best – raw, brute force. Per Degaton sends a chronal duplicate along with a WWII-era platoon directly at the colonel, interrupting him at a commencement speech in Star City's central park. The attack is joined by two modern day metahuman, Nazi sympathizers, who have long studied Per Degaton's plans, and suspected this particular day would be momentous.

The initial appearance of the German military creates a wave of powerful *temporal lightning strikes*, surging local power, and making it too dangerous for the government to send in local support. The PCs, a super team with a reputation for facing impossible odds, are called in to take care of the situation as it is developing.

By the time the PCs arrive and stop the temporal invasion, the Colonel has already been kidnapped, and hurried away to one of Per Degaton's hidden bases. Since time is running out, the PCs must find the *original*, older version of Per Degaton, who is miraculously still alive, and held in a secret Siberian prison.

When the PCs arrive at the Russian prison, they will be surprised to find that it's been taken over by one of its former prisoners, the metahuman terrorist, The Gorgon. This horrifying villain has created an unholy machine, which allows him to drain fellow prisoners and guards alike and turn them into diabolical, super soldier minions... while draining them of their sanity to fuel the Gorgon's own immortality. To get to the original Per Degaton and discover the location of his doppelganger's likely hiding spot, the PCs must first deal with the Gorgon's infernal prison.

The original Per Degaton reveals that years ago, he set up a secret base of operations on small island in the Pacific Northwest. There, he constructed an industrial castle, and uses an old Japanese supersubmarine that acts as a base of operations... and also where he keeps his hostage, Colonel Bliss.

The PCs conclude the adventure with a daring rescue attempt, battling Per Degaton, his allies, and his super science before he can interrogate the colonel and discover exactly what he needs to do to trigger World War III!

Activating the Squad

If the GM is running this adventure as part of an existing campaign, the kickoff is easy. With Star City under attack, temporal lightning strikes everywhere, the government needs a *special* sort of hero team. While the authorities are hesitant to admit it, the temporal strikes in the area have made the area far too dangerous for other options. Not only are the strikes deadly to humans and superheroes alike, but there's a risk that the strikes might accidentally send modern military hardware *backward* in time... which would surely jeopardize the entire timeline. The PCs are hustled on to a supersonic jet and parachuted out at the edge of the war zone, with some bonus heavy equipment to help deal with the tanks.

If the GM is running this as a DC "Suicide Squad" adventure, the temporal strikes prompt the U.S. government to activate the black ops Task Force X. There's no way the government would risk any of the "real" superheroes on this kind of temporary attack. Quickly pushed from their prison cells to a briefing room, the PCs are briefed by Amanda Waller, Rick Flag, or another high-level government agent (see **Handout A** for a sample mission brief). The deal's always the same – complete a crazy black ops mission, get ten years off a prison sentence. Go off script, and a cortex bomb in each squad member's skull will end participation prematurely.

The mission is simple: wade into the temporal storm, kill the bad guys, and figure out who's behind the assault.

Part 1: Panzer Plans

The adventure kicks off at dusk, with breaking news that Star City's largest park, Villa Park, is under armored attack by a WWII-era German platoon!

GM's Note: Star City isn't a crucial location in this adventure. GMs running this adventure in their own world can easily swap it for a more familiar location, like New York, Nashville, or London. Any big city with a large, central park will work!

When the PCs arrive at the scene in Villa Park, chaos is everywhere. A staticky haze overwhelms the park, limiting visibility and giving objects a fuzzy, mirage-like quality. Shouts of civilians, students, and German soldiers fill the air along with gunfire and explosions.

Finally, every minute or two, a twisting, helix-shaped green lightning bolt surges from the sky, disintegrating anything in its path and shorting out non-shielded electronics in the vicinity.

Suddenly, a temporal lightning blast slices the air apart, and appearing in a temporary gash is a German tank, surrounded by several screaming infantry!

The Blitz

The most immediate threat to the area is the sudden appearance of German armor. Three Panzer III tanks have shimmered in from 1945 and begin bombarding everything in sight. A handful of squads of German infantry run alongside the tanks. Leading the attack is the foul-mouth, racist, battlesuited villain, WHITE DRAGON. See the Rogue's Gallery at the end of the adventure for the statistics of the notable supervillains.

While some local police and civilians are fighting back against the attack, they are outmatched, overwhelmed, and hunkered behind cover, much of their equipment fried and useless. PCs with strong social skills such as Leadership or Intimidation might be able to convince the locals to get back into the fight!

White Dragon is not one to fight to the bitter end. If he ever sees that he's clearly beat, *especially* by people with metahuman powers, he'll look to flee the fight, or even surrender if he has no other choices.

The Bombers

Soon after the PCs' arrival, another temporal bolt splits the sky, and with it comes three WWII-era Junkers bombers. The planes veer away from the park and begin dropping bombs on large civilian targets in the city, including bridges, skyscrapers, and stadiums.

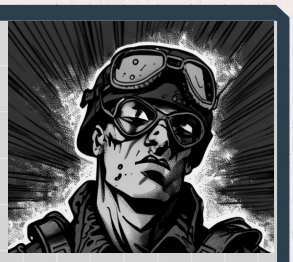
To put the pressure on the PCs, roll 3d every few turns. On a roll of 6 or less, a bomber drops a bomb somewhere in the city, perhaps creating opportunities for the PCs to save key landmarks and sites, earning a positive reputation from the city leaders later.

If the PCs have no real ability to stop the bombers, the modern-day Air Force will eventually bring long-range surface-to-air missiles into range and destroy them. Or, perhaps another nearby superhero with flight capabilities helps with the problem.

The Baroness

As the PCs are dealing with the chaos of the fight, one of them will spot a glimpse of a speedster, BARONESS

GERMAN INFANTRY



ST	12	HP: 12
DX	12	Will: 12
IQ	11	Per: 11
HT	12	FP: 12

Basic Speed: 5.75 SM: 0
Move: 5 Punch: 1d-1 cr (Parry 9)
Dodge: 8

Traits: Various, but all are fanatics, loyal to Per Degaton. Fluent in German and English (Broken).

Skills: Guns-13; Soldier-12; Throwing-12.

Gear: The soldiers carry Karabiner short rifles (7d pi, Acc 5, Range 1000/4400, RoF 1, Shots 5 (3), Bulk -5, Rcl 4, 10 lbs.) and helmets (DR 4). Some carry stick grenades (6d+1 cr ex, Bulk -1); one may have a *panzerfaust* rocket launcher (6dx3(10) cr ex *linked* 6dx2 cr ex, Acc 0, Range 10/80, RoF 1, Shots 1, Bulk -5, Rcl 1).

Armored Assault!

Per Degaton's tanks are specially modified Panzer IIIs, designed to make the trip through time. A tank has ST/HP 140, HT 10fx, DR 85/60 (DR 30 for the top, bottom, and treads), Hnd/SR -3/5, and SM +4. Its main gun does a massive 6dx9 (2) damage, but it prefers its mounted machine gun against man-sized targets (7d pi, Acc 5, Range 1100/4400, RoF 20!, Shots 50(5), Bulk -7, Rcl 2).

Per Degaton's forces move outward from the park towards random city locales. Choose or roll randomly:

1: The Harbor. The Germans mysteriously fire on the harbor. Why? Perhaps they hope to awaken a long-dormant elder god?

2: Financial District. Hundreds of lives are endangered.

3: A Familiar Neighborhood. Firefighters desperately respond... and there's a good chance a PC's friend or relative is there and needs saving.

4: Light Rail. A bridge is destroyed, with a passenger train racing towards the twisted wreckage!

5: Commercial District. A crowd of panicked people flee to escape the damage, causing mass confusion.

6: Star Bridge! The bridge's supports twist and groan as the entire thing threatens to collapse, dumping dozens of cars and trucks into the bay. Only emergency repairs or super-strength can save it!

BLITZKRIEG. She zooms into view about a hundred yards away from the fight holding the unconscious body of a silver-haired man in a military uniform. A SOLDIER or SAVOIR-FAIRE roll recognizes the uniform of the man she was carrying as a U.S. army colonel. The Baroness catches one of PC's eyes, perhaps recognizing them, and then zips away at supersonic speeds as a German infantryman fires a poorly-aimed panzerschreck rocket at one of heroes.

If playing with the pregenerated, criminal characters, it turns out that the Baroness is one of the PCs' ex-girlfriends! It's up to the GM which one this is (and never one of the "good guys" like Rick Flag), but give that player **Handout B** once they see her... it's a note she slipped into their pocket at lightning fast speeds.

Aftermath

Due to the unusual nature of Per Degaton's time disc, the German attackers are not grounded to this time period. As the PCs rack up wins against the Germans, the men of the platoon will start to vanish, returning to their original 1940s timeline. All that will remain is their equipment, which weirdly rusts, decays, and looks like it's been sitting in this park for decades.

However, the disappearance of the Nazis is not immediate... some stay anchored to the timestream longer than others. This gives the PCs some time to interrogate some of the survivors before they all vanish.

- The Nazis do their best to resist interrogation, but eventually their fanatical arrogance will get the better of them, and they'll proudly admit that they serve Per Degaton on this mission. They all exclaim how honored they were to be selected for this suicide mission.
- The Nazis also crow that Per Degaton has "achieved his objective" and that any day now this perverted, futuristic United States will be destroyed.
- The Nazis have no idea where Per Degaton is, but taunt the PCs that he's "far smarter than they are," and unlike themselves, he and his duplicates will stay in this timeline. "Per Degaton is infinite now... he will haunt your dreams and create new nightmares."
- If asked about the Baroness or her white-haired captive, the Nazis will laugh and allude to how this kidnapping will usher in a Fourth Reich. "Check your calendars... the date of your downfall might as well be written on every one now."

An Unlikely Rescue?

It's possible that despite the Baroness' speedster abilities, a superhero character can find a way to stop her and rescue the colonel just as the adventure is beginning. After all, superhero characters can have all kinds of crazy abilities, or they may even be able to outrun her.

In this event, Colonel Bliss tells the PCs that the Baroness made off with his secure briefcase, which contains highly-sensitive files that include blueprints and construction plans to several experimental military projects. If Per Degaton is able to return to 1945 with these plans, WWII will end very differently! Now, instead of rescuing the colonel as the MacGuffin for the adventure, it is critical that the PCs find Per Degaton and recover the briefcase before he can return back to his original timeline.

White Dragon, if he was captured, has more to say. While he's a mechanical genius, he's offensive, insulting, and difficult to have a conversation with wanting to punch him. He quickly changes topics and complains about all the ways the "wrong people" have taken over the world. His list of the "wrong people" extends to most of the globe.

White Dragon generally requires an INTERROGATION, SEX APPEAL, or similar roll to get talking about useful topics:

- White Dragon found out about today's attack when he read a recent manifesto written by the original Per Degaton. He knows that the manifesto was written in the last couple of years, and so he still believes that the original Per Degaton is still alive. "Rumor has it the Russians still have the old guy... if I knew where he was, I'd bust him out."
- Like the other Nazis, White Dragon will tell the PCs how pleased he is to work with someone as brilliant and focused as Per Degaton. In fact, he's hoping that his loyalty will convince Per Degaton to give him access to the technical specifications of his time disc to incorporate into his suit.
- Whether through trickery or intimidation, White Dragon will let it slip that Per Degaton's target was Colonel Benjamin Bliss, who he wanted to kill because of some "future event that must be stopped at all costs."
- He's not clear why Per Degaton kidnapped the colonel. "Thought we was just gonna splat him..."

- If the interrogation goes exceptionally well, White Dragon admits he was supposed to meet up with Per Degaton on a sailing yacht five miles offshore. *GM's Note: This is a red herring, and there is no yacht. Per Degaton purposely lied about his location to White Dragon, as his knowledge of the timeline meant he knew that White Dragon would give him up.*

If the PCs talk to the survivors in the crowd, they'll get some similar takes on what happened:

- The assault began in the middle of Colonel Benjamin Bliss's commencement speech. It started when uniformed Nazi soldiers rushed into the crowd, and within minutes everyone's electronics surged and tanks had appeared at the scene.
- Colonel Bliss was attacked by a speedster dressed in gold – the Baroness Blitzkrieg. Some of his aides defended him with service pistols, but she used her astonishing velocity to atomize them into clouds of bloody mist. She knocked out the colonel and zoomed away.
- Several of the survivors have cell phone photos of Per Degaton, a young and handsome red-haired German man. *GM's Note: This will help confirm that Per Degaton is a chronal duplicate.*

Sure enough, investigating the stage where the attack took place finds evidence of the assault. Three splattered corpses have been hit by a high-velocity weapon; PCs with any familiarity with Baroness Blitz will recognize this form of attack as one of her cruel trademarks.

As the PCs are investigating, their team is contacted by the authorities. A no-nonsense general, GENERAL JULES FILGRANO, arrives and informs the PCs that they need to recover the colonel at all costs. Now that the government knows that a Per Degaton doppelganger is behind the attack... it fears that he's going to pry military secrets out of the colonel and return to change the outcome of World War II.

The secret to finding this Per Degaton duplicate is understanding that the *original* Per Degaton is still alive. The PCs can discover this in a few ways:

- White Dragon can confirm Old Per Degaton is likely still alive and in Russia somewhere.
- A computer and a RESEARCH-2 roll learns that Per Degaton was captured by Russians after WWII, and he indeed released a manifesto a few years ago.
- Underworld contacts might have information that Per Degaton, along with other metahuman villains, are being held by the Russians at a secret, "off the record" Siberian prison.
- General Filgrano, or another one of the PCs' government contacts, will eventually admit that the government suspects that the original Per Degaton is being held in a secret, Siberian prison, the Red Swan. "Even if he's not alive anymore, we know that he was prolific... maybe his diaries or notes can point us in the right direction."

The Russians won't admit to the existence of the Red Swan prison, nor reveal whether the original Old Per Degaton is alive. There's literally no feasible or sanctioned way for anyone to visit the prison or speak to Old Per Degaton without creating an international incident with Russia. But this fact shouldn't stop the PCs...

Part 2: The Red Swan

No prisoner sent to the Red Swan was ever meant to leave its walls. The prison was founded in 1937 as a Soviet penal colony to hold Stalin's most despised political opponents. By 1960, it was modified to isolate the USSR's most dangerous prisoners, with zero communication allowed to the outside world. To help prevent the guards from succumbing to bribes and intimidation, the Soviets injected the guards with a specially devised serum designed to boost their willpower and loyalty.

Today, the Red Swan has a darker secret. The tentacled villain Gorgon, once a mere inmate, seized control of the prison facility a decade ago, when he was able to



secretly modify the guard's serum, transforming them into mindless, cruel servants, loyal only to him. He and his "Gorgon Guard" took delight in torturing the remaining prisoners, draining their very life essence into a "Cantus Cathedra" an infernal machine the Gorgon constructed at the prison. With the dark energy he gains from this experiment, the Gorgon rules his small kingdom, knowing that eventually the machine will make him powerful enough to escape.

The Russian government knows about the takeover, but hasn't made any action to move against Gorgon. Instead, they monitor him and his experiments with great fascination. They continue to feed him their worst political and superhuman prisoners, hoping that they'll learn more about the serum that he seems to be perfecting, and eventually take it over themselves.

The original 1940's-era Per Degaton is a prisoner at the Red Swan, but the Gorgon and his minions have mostly left him alone, content to keep him in solitary confinement. Gorgon knows that Old Per Degaton has chronal duplicates running up and down the timeline, and the last thing he wants is to make an enemy of the crazy old Nazi. Furious at his containment, Old Per Degaton has sworn to get his revenge against both the Gorgon, as well as the Russians who are letting him rot away.

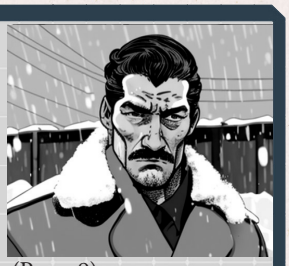
Getting There

The Russian government will not allow known western metahumans into their country; this is especially true if any of the PCs have criminal records! Unless some of the PCs are Russian citizens, or have *fantastic* government or military contacts, they're going to have to sneak into Russia to get to the Red Swan.

Without a better plan, Task Force X will fly the PCs to a remote island in the Arctic Circle, where a long-range, stealth-modified black ops Cheyenne helicopter drops them off a few miles from Ust-Ulimsk, a small Siberian town whose population mostly works in the logging industry or at one of the town's two power plants. From there, it's about a thirty mile hike south to the Red Swan prison compound.

GM's Note: You can simply handwave the travel to the Red Swan, or give the PCs the opportunity to roleplay their way through a small Russian town, looking for supplies and the best way to get to the prison. Trekking through the Siberian wilderness to the prison requires a Navigation *roll and will take about two*

RUSSIAN SENTRIES



ST	13	HP: 12
DX	12	Will: 12
IQ	11	Per: 11
HT	12	FP: 12

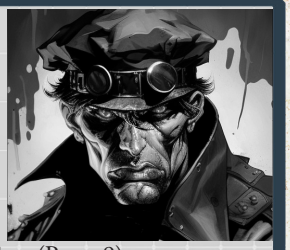
Basic Speed: 5.75 SM: 0
Move: 5 Punch: 1d cr (Parry 9)
Dodge: 8

Traits: Various. Fluent in Russian and English (Broken).

Skills: Boxing-13; Guns-14; Intimidation-12; Soldier-10.

Gear: These guards are well-equipped with comm gear; combat earplugs; improved assault vests (DR 12/5); assault rifle w/ extra clips (7d pi, Acc 5, Range 1000/4200, RoF 3, Shots 10+1(3), Bulk -6, Rcl 3, 10 lbs.); knife (1d+1 imp, reach C); stun grenade (HT-5 affliction, 10 yards, roll HT-5 to recover each turn); Vektor backup pistol (2d+2 pi, Acc 2, Range 160/1800, RoF 3, Shots 17+1(3), Bulk -2, Rcl 2, 3 lbs.)

GORGON GUARDS



ST	15	HP: 15
DX	12	Will: 12
IQ	9	Per: 10
HT	12	FP: 12

Basic Speed: 6.0 SM: 0
Move: 6 Punch: 1d+1 cr (Parry 9)
Dodge: 9 Fireaxe: 2d+3 cut (Parry 9U)

Traits: DR 1; Hard to Subdue 1; High Pain Threshold. Fluent in Russian and English (Broken).

Skills: Axe/Mace-13; Brawling-14; Guns-13; Throwing-11.

Gear: The guards carry a combination of improvised fire axes along with appropriated Izmekh pistols (Damage 2d pi, Acc 2; Range 110/1200, RoF 3, Shots 8+1 (3), Bulk -2, Rcl -2, 2 lbs.). At least one has a stolen stun grenade (HT-5 affliction, 10 yards, roll HT-5 to recover each turn).

days. If the PCs are unprepared for the hike, GMs may also require a Survival (Plains) *roll or else inflict 2d-4 damage from dehydration, sunburn, and various wilderness maladies on the heroes.*

Infiltrating the Red Swan

The prison's exterior is sparsely guarded. About a dozen soldiers man its three guard towers. Unlike the guards *inside* the prison, who have been corrupted by the Gorgon, the outer sentries are fresh Russian special forces, swapped out every few weeks to ensure that they don't get captured by the Gorgon and his serum-treated men and added to his ranks.

The sentries are led by the frustrated CHIEF WARRANT OFFICER VOLKOV, who has been ordered to ensure that the Gorgon and his serum-treated men don't escape the prison without the Russian FSB knowing. If that happens, they've been instructed to immediately call in a wing of M-28 gunship helicopters to sweep the area, hit the prison with laser-guided rockets, gun down any fleeing prisoners, and call in a heavier airstrike to permanently destroy the place!

There are many ways the prison can be entered, though creative PCs can come up with more:

- The soldiers guarding the prison can be overpowered. There's about a dozen of them, four to each tower. They rarely leave the towers, afraid of the Gorgon's serum-treated men inside the prison. If, however, the guards don't regularly radio in to their command every hour, the Russian army will send a wing of M-28 gunship helicopters to investigate the area and look for signs of an escape.
- The prison can be snuck into. A skilled climber can scale the 8-yard outer fence with a Climbing-4 roll, cut the specially gauged razor wire cut at its top, and then rappel down into the courtyard. Some Stealth rolls will then be required to infiltrate the lower prison, where the Gorgon and his own guards spends most of their time.
- Soon after the PCs arrival, an armored truck carrying an accused Russian serial killer is delivered to the prison (whether this man, FYODOR BABABIN, is innocent or guilty is up to the GM!) This event might give the PCs the opportunity to trick their way inside the prison, perhaps pretending to be guards or additional prisoners themselves. If this occurs, the soldiers' commander, Volkov will escort the PCs into a small waiting area while he confirms their arrival with his superiors. Unless utterly con-

The Cantus Cathedra

Constructed from experimental equipment the Soviets gathered at the prison over decades, Gorgon's "Cantus Cathedra" chair is a horrendous amalgam of KGB and alien technology. When activated, dark electro-psychic energy waves pour into the subject, imbuing them with great strength and fearlessness... in exchange for a material piece of their humanity. As the chair works, it fills vials mounted underneath the chair, essence that the Gorgon drinks to become physically and psychically stronger.

In game terms, those subjected to the chair must make a Will-2 roll, or -5 if treated with the Soviet serum. Failure gives the victims ST+3, HT+2, IQ-1, DR 1, and -20 points in mental disadvantages, most commonly On the Edge and a minor phobia. The chair also makes its victims loyal to the administrator of the process (usually Gorgon himself); treat this as a -2 point Sense of Duty.

In a Suicide Squad-style antihero campaign, one or two of the criminal PCs will receive a secret message from their government contact – the U.S. government wants three key parts of the chair retrieved and brought back to the U.S. for black ops research. These include the serum, the seemingly-alien power source (which requires a suitable Electronics Repair roll to remove without damaging), and a blood sample from one of its possessed subjects. See **Handout E** for an example communication the player might receive.



vincing, the Russians will send a more trained Army squad and special officer from the Russian Federal Security Service (FSB) who knows what is happening in the prison to interrogate the PCs. This whole process takes about an hour, which may give the PCs time to escape into the prison.

- If the PCs are found snooping around the prison, the soldiers will first attempt to chase away the PCs, yelling that the place is off-limits and they've been authorized to fire on them, but then will try to arrest them and lock them in a holding cell while they await orders from their command.
- If the PCs *really* irritate the guards, Volkov will get fed up, try to capture them, and force march them into the lower prison, where he knows the Gorgon will be delighted to receive new victims for his experiments...

Also, if the PCs scout the perimeter of the prison, they'll discover that an older communications tower is located on a tall hill to the rear of the prison. Disabling the tower's antenna will dramatically slow down the prison's communications to the outside world. There are hardwired phones inside the prison, but the guards otherwise rely on the communications tower to contact their commanding officers.

Inside the Prison

Once past the courtyard, the interior of the prison can be broken into fairly easily. The facility hasn't been upgraded since the 1960s, so most of the locks are mechanical, the security cameras are old and barely work, and the alarms are rusted and frozen. The larger danger inside the prison is the presence of the Gorgon Guard, several dozen ex-guards and convicts who have been treated by his serum and are inhumanly strong. They rove the prison like sadistic guards, enjoying terrorizing and torturing the few remaining *actual* prisoners inside the cell block, men who refused to swear loyalty to the Gorgon and undergo his "treatments". These surviving prisoners are in horrible state. They are pathetically undernourished, mostly unclothed, and have fresh scars and welts on their bodies from the Gorgon's torture. The prisoners do know where Old Per Degaton is kept (solitary confinement) and will trade that information in exchange for their freedom.

Once the Gorgon has been alerted to the PCs presence, he will send his guard to capture or contain them. He rules the prison like a king, and expects any newcomers to swear loyalty to him, and agree to undergo his modified Soviet serum and a trip or two to his chair – "Cantus Cathedra" – the infernal device that painfully



drains essence from prisoners and transfers it into purplish-green vials which are mounted around the chair.

Gorgon's lair is located in the basement of the prison. The basement is filled with refuse, old equipment, the Cantus Cathedra, and a makeshift throne festooned with Soviet memorabilia found in the prison.

Old Per Degaton

Once inside the main prison building, finding Old Per Degaton isn't too hard – he's the only German national over the age of 90 in the prison, and is located in the area reserved for solitary confinement.

Old Per Degaton is an angry, deranged madman. He talks in riddles that span time and space, along with uncanny scientific formulas that haven't been invented yet. He also has an unusual condition that the PCs will quickly observe: due to his experiments, his body is slightly out of phase with this reality. Every few minutes, he shakes and spasms, and shifts out of this reality for a few seconds before returning, exhausted and mumbling about moments of the future he just barely glimpsed. Furthermore, he is furious at his situation.

Old Per Degaton hates Russia and hates the Gorgon more. He happily explains that he was the one who helped the Gorgon build the Cantus Cathedra, thinking the two of them would use it to escape together. But the Gorgon betrayed him and confined him.

Now, Old Per Degaton has sworn vengeance against the monster. If Per Degaton suspects the PCs are able to take action against the Gorgon, he'll agree to give them some help... in exchange for his freedom from the prison.

Interrogating Old Per Degaton

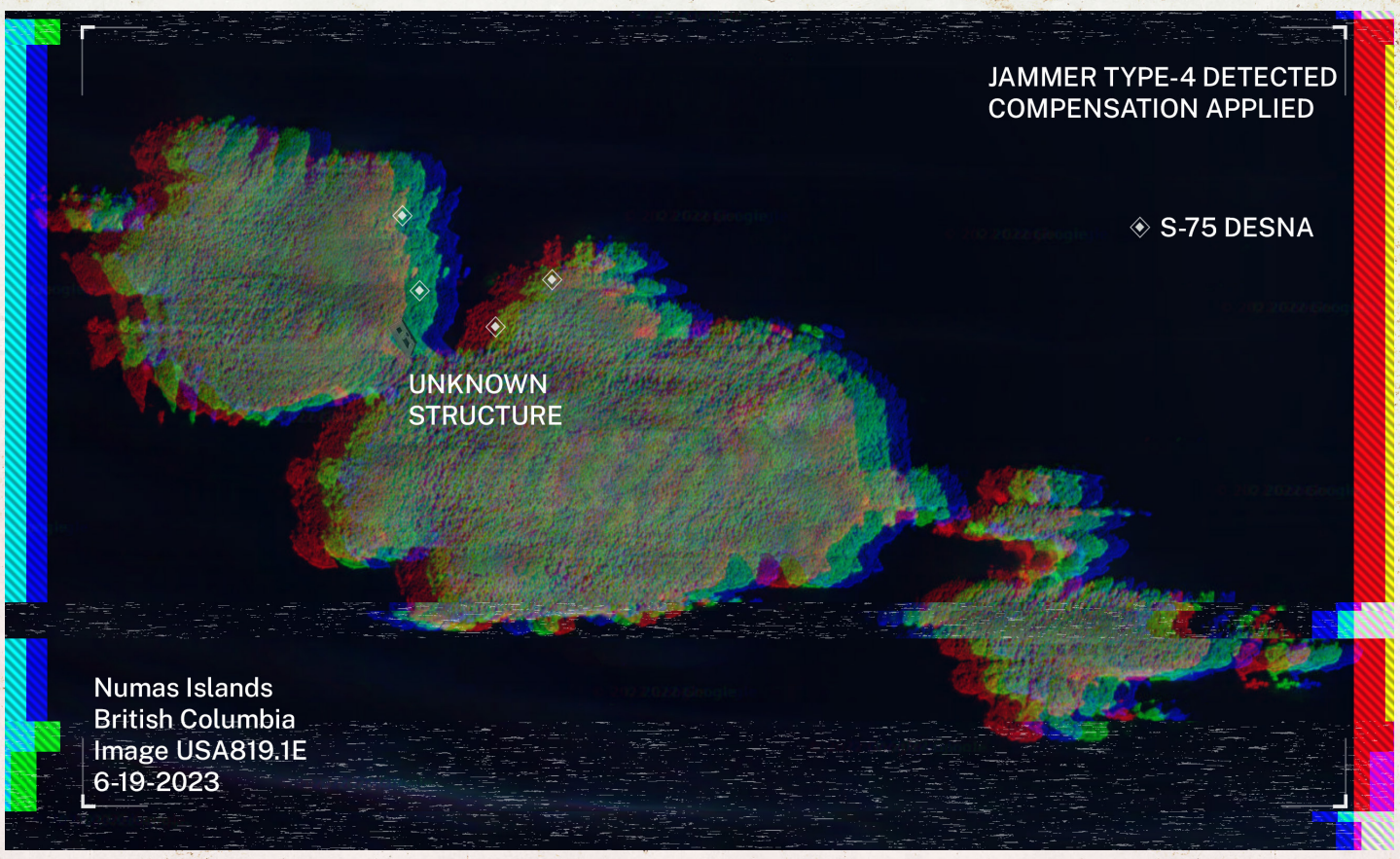
Old Per Degaton is unlikely to talk until the Gorgon is dead and he is freed from the prison. Even once that's done, Old Per Degaton is loath to give up his secrets to westerners.

Good roleplaying and social skill rolls can eventually get Old Per Degaton to reveal that in 1944, he purchased an experimental Japanese I-402-class super-submarine. Almost twice the size of other WWII submarines, the *Nagara* was uniquely large enough to contain and launch three seaplanes. Per Degaton stationed the *Nagara* at Numas Island, a small, unoccupied Pacific Northwest island between Seattle and Vancouver, figuring it was an ideal spot to launch a surprise, atomic attack on the western United States. However, Old Per Degaton never knew what became of the base,since clearly, his plans to attack the U.S. from that location never came to fruition.

There are a few approaches the PCs can take to get this information out of him:

- It's difficult to intimidate the old man. He's heard far nastier threats than any the PCs will likely give him. Rolls to Intimidate him are at -5 or worse.
- Tricking Per Degaton that they are his allies, sympathetic to his cause is likely the best solution to pry information out of him. After all, the PCs did rescue him from his long-time imprisonment, so he's liable to believe them that they are friendly.
- Old Per Degaton is fragile. Any physical acts of violence on him have a good chance of causing him to have a heart attack and dying! If the PCs kill Per Degaton or otherwise utterly botch the interrogation, a nearby prisoner LYUDMYLA will call out and say that he has the information the PCs are looking for, and that he will tell them in exchange for his freedom. This prisoner will explain that Per Degaton talked to himself a lot in the last few weeks, and kept saying that he was going to "meet the others at the *Nagara*." Some appropriate research discovers that the *Nagara* was an old WWII Japanese submarine, and that the captain of a fishing boat recently reported seeing a similar submarine in the Strait of Georgia in the Pacific Northwest (see **Handout C**).

Once he reveals that he set up a hidden citadel on Numas Island, Old Per Degaton will shudder and collapse into a chronal coma before he can give out more information about the place. However, once the PCs know about Numas Island, they can easily obtain a map of the place (see **Handout D**).



Part 3: Numas Island

The adventure concludes on Numas Island, the small Pacific Northwest island which is home to Per Degaton's secret castle, his submarine the *Nagara*, and the kidnapped Colonel Bliss. Because of the danger of temporal anomalies at the castle, the government is *still* not willing to send in any heavy-hitting heroes to the location. The PCs' first priority is to rescue Colonel Bliss; the secondary objective is to capture or kill this chronal duplicate of Per Degaton.

Since Per Degaton established his base on Numas Island, various chronal duplicates have used the place as a headquarters. For years, his chronal duplicates attempted to sneak parts for atomic bombs to the location. Their attempts were largely unsuccessful.

Over the decades, the *Nagara* and its island base were upgraded, and they are now a curious amalgam of technology from past and future alike. The location has remained hidden as well, thanks to its remote location, dense fog banks, and advanced surveillance jammers. Per Degaton has also established a false identity for himself – the eccentric, reclusive Norwegian oil billionaire, "Asmund Erik Numas," a man who hates civilization and collects old maritime memorabilia. This isn't far from the truth... although the story has convinced locals enough that they leave his island alone.

GM's Note: If the PCs perform research on Numas Island, they'll find only a few articles on Asmund Erik Numas, his old money fortune, and his history. However, enough time and study of the articles (e.g., making a Research *roll by 3+) will find enough holes in the stories that the PCs will realize that something is up.*

Several of Per Degaton's allies are stationed at the docks and at the estate, including a dozen or so well-equipped Nazi guards, pulled from his original timeline, and the speedster Baroness Blitzkrieg. At the GM's option, Per Degaton may have other villainous guests at his estate. This may be a great way to bring in another supervillain or two from the PCs' past.

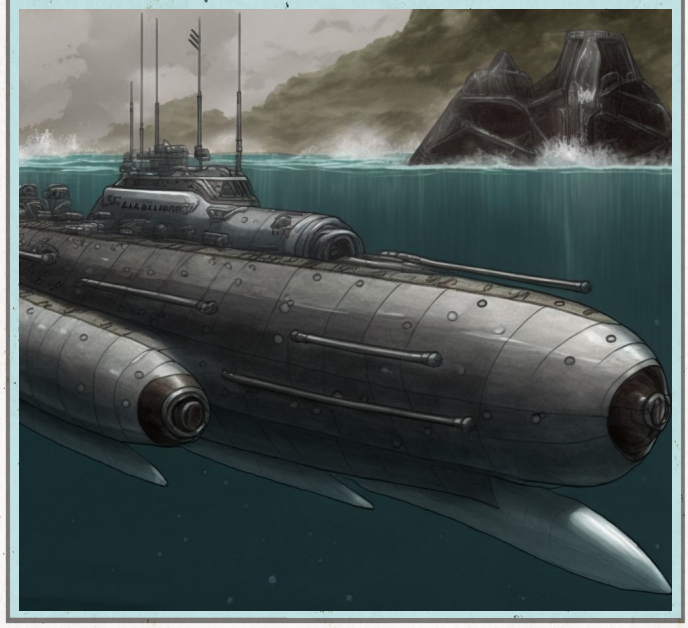
Approaching the Island

The PCs must figure out how to get to Per Degaton's secret island. There are two obstacles to getting on the island. First, Per Degaton and his guards keep a constant vigil (treat as Per 12). Second, satellite scans reveal that the island has missile defenses located in several places on the island.

The I-402 *Nagara*

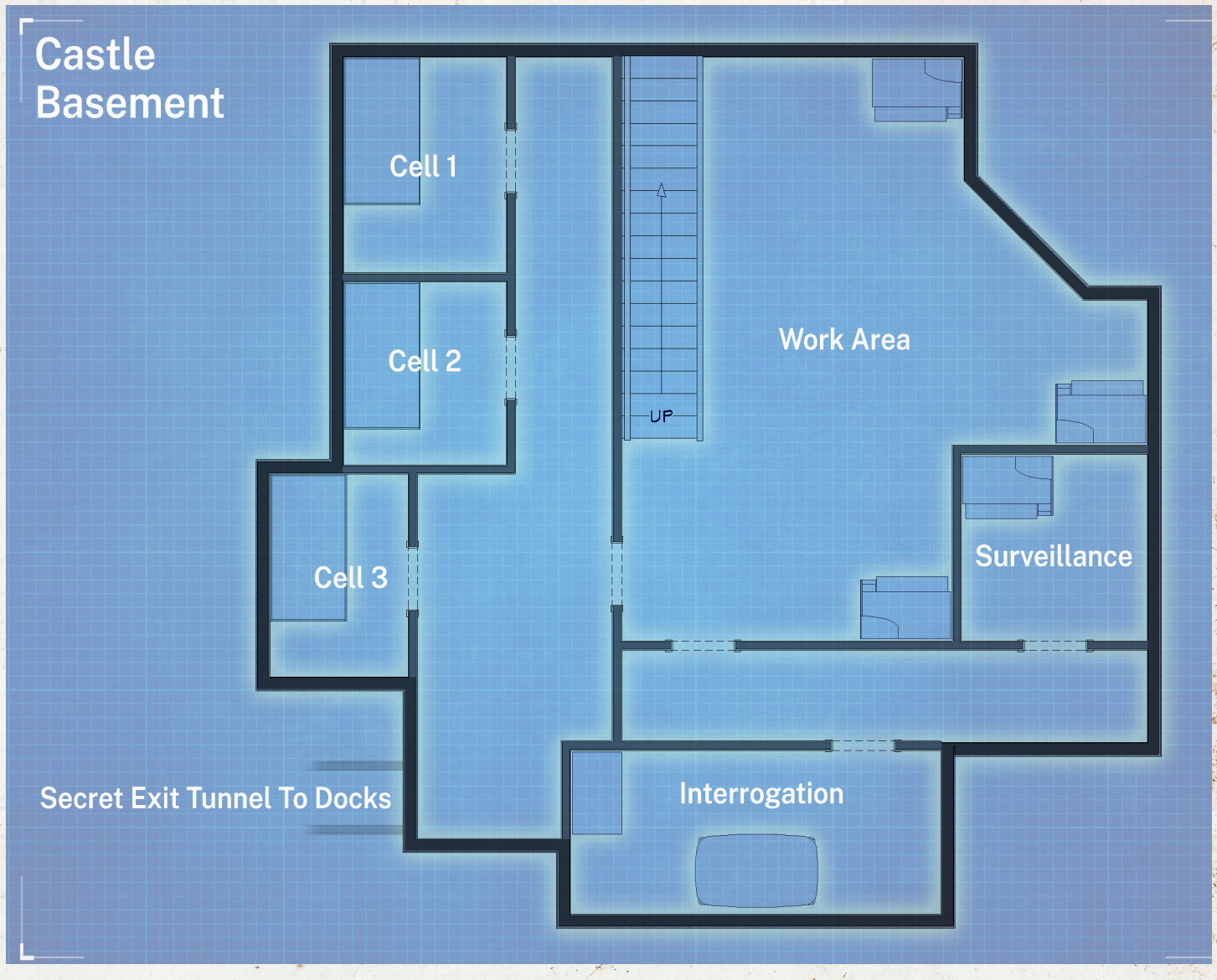
Per Degaton's diesel-electric supersubmarine is not-only big by WWII standards, it is a large vessel by today's standards. It has five levels, can support a crew of 130 (although has been automated to only need a handful), displaces 5,000 tons, and is 400-feet long, rivalling modern nuclear submarines. It is armed with multiple torpedoes and machine guns, and is also capable of launching multiple small seaplanes, although only one is currently functional in its bay.

The *Nagara* has ST/HP 160, HT 12, DR 110, and Hnd/SR -2/+3, and SM +10. It has a top speed of 25 knots (29 mph).



The safest way to the island is to approach it in the dark, perhaps using a small boat, ultralight plane, or parachuting from an aircraft. An ultralight plane or glider can avoid the island's defenses by flying under the radar, in which case a Piloting roll vs. the radar's Per 12 will do the trick. A stealth-equipped vessel adds +4 to the roll.

Any larger vessel approaching within two miles of Numas Island will receive an automated radio warning that they have entered "secure Canadian military airspace" and that they must not approach the island or else they will get fired upon. While this warning is a ruse, fabricated by Per Degaton to scare away would-be tourists, it has teeth behind it. If the warning is not heeded, the island's defenses will launch a 1980's-era surface-to-air missile at the approaching vessel.



Once targeted, vessels can avoid the missile with either countermeasures, using an Electronics Operations (Electronic Warfare) roll vs. the homing missile's effective skill of 14 to avoid the missile; aircraft can also make a Piloting dodge. Any hit will bring a plane down, forcing the pilot to make a Piloting-3 roll to make an emergency water landing, and triggering an immediate sweep for survivors by Per Degaton's Nazi guards.

Savvy PCs might try a more diplomatic approach to gain a foothold on the island, perhaps trying to convince the elusive "Asmund Erik Numas" to host them for a visit on his island. Such an outreach, so soon after his attack on Star City will arouse Per Degaton's suspicion. If the danger seems low, however, he might accept such an outreach, trusting that his intellect and cunning can trap any would-be saboteurs.

In this event, Per Degaton asks one of his trusted servants to play the part of Asmund Eric Numas while he monitors the conversations from another room. The servant plays the part well (Acting-14), and will happily give the PCs a tour of the *Nagara* docks and the more normal parts of the castle. However, at a key moment during dinner, he orders the Baroness and his guard to surround and capture the PCs, using stun weaponry. From there, he plans to imprison them in his basement and question them as to why they are on his trail.

The island effectively has three locations: the industrial castle, the *Nagara* docks, and the missile defenses:

The Industrial Castle

Per Degaton's three-story estate is loosely inspired by Hitler's Eagle's Nest retreat, but built out of an eclectic mix of native island wood, old military equipment,

and salvaged maritime scrap. It is perched on a tall cliff overlooking the inlet where the *Nagara* is stationed, which means PCs must approach it by either climbing the winding stairs that lead to its main entrance, or scaling the 30-yard cliff. While the cliff is sheer, enough exposed roots make the feat doable – Climbing rolls are at +1.

The interior of the castle is an unusual combination of fine, Victorian-style staterooms, 1980s-style surveillance rooms, and large museum rooms which display various wartime memorabilia from fascist Germany. The castle is attended by a handful of older and very loyal servants, weirdly pulled from late 19th century Germany. (Per Degaton prefers old world servant stylings...)

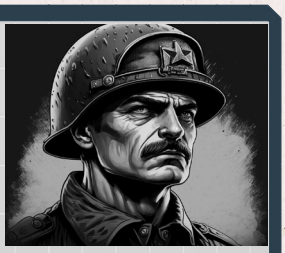
The two towers in the castle contain a weapon labs, where Per Degaton still works on weapons of mass destruction capable of starting WWIII, and a temporal laboratory, which acts as a helper beacon to pull his chronal duplicates from other timelines to this location.

In the basement are three prisoner cells, along with a room so festooned with blades, vials, and serums that it can only be a torture chamber. Colonel Bliss is typically kept inside one of these cells, barely conscious from all the truth serums that Per Degaton has pumped him with. There's an escape tunnel hidden behind a massive and ornate painting of Hitler, Himmler, and Per Degaton studiously examining a map of Europe together.

The castle is guarded at all times by about a dozen loyal Nazi soldiers. Unlike the previous soldiers the PCs may have faced, these carry experimental, advanced weaponry – "Humanity Erasers" – guns designed by Per Degaton himself to not only kill foes, but to also maim them horribly in the process, horrifying onlookers (treat the first wound by such a weapon as causing a Fright Check-2 as it explodes tissue and muscle outward in a spectacular fashion!) A few guards are always stationed in the main workroom of the basement to make sure Colonel Bliss doesn't attempt an escape.

The captain of the guards is OBERSTLEUTNANT GRAUSAM, a pyromaniac who craves a chance to burn foes alive with his hand-designed incendiary munitions. He's waited decades to try out his own experimental weaponry, and any chance he gets to cruelly use it against the PCs will be exploited.

CASTLE GUARDS



ST	12	HP: 12
DX	12	Will: 12
IQ	11	Per: 12
HT	12	FP: 12

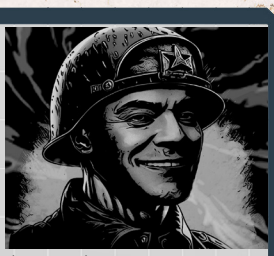
Basic Speed: 6.0 SM: 0
Move: 6 Punch: 1d-1 cr (Parry 9)
Dodge: 10 DR: 12/5 (assault vest)

Traits: Combat Reflexes; High Pain Threshold; various others. Fluent in German and English.

Skills: Area Knowledge-12; Boxing-13; Guns-14; Gunner-13; Intimidation-12; Knife-13; Seamanship-12.

Gear: Per Degaton's guards carry brutal "humanity eraser" carbines (4d+2 pi, Acc 4, Range 750/2900, RoF 11, Shots 30+1 (3), Bulk -4, Rcl 2, 8 lbs.). During an all-out assault, some guards will have had time to put on assault vests (DR 12/5, 8 lbs.) and old-fashioned German helmets (DR 4). Most also carry fine survival knives (1d+1 imp, Parry 9).

OTL. GRAUSAM



ST	13	HP: 13
DX	12	Will: 13
IQ	12	Per: 12
HT	13	FP: 13

Basic Speed: 6.25 SM: 0
Move: 6 Punch: 1d cr (Parry 9)
Dodge: 10 DR: 12/5

Traits: Combat Reflexes; Hard to Kill 1; Hard to Subdue 1; High Pain Threshold; Pyromania. Always smiling, barely moves his mouth when he speaks. Fluent in German and English.

Skills: Beam Weapons-14; Boxing-14; Guns-14; Gunner-13; Intimidation-12; Knife-13; ; Seamanship-13.

Gear: Grausam carries an exotic hand flamer of his own design (4d burn, Acc 3, Range 30/90, RoF 1, Shots 30, Bulk -2, Rcl 1). This attack typically lights someone's clothes on fire for 1d-1 burn damage per second and -3 DX.

The *Nagara* Docks

The *Nagara* is docked in the inlet below the Industrial Castle, along with two modern boats – an old fishing boat, which is used to transport goods back and forth from the island, and a more modern 33' yacht, the *Ludendorff*, which Per Degaton uses when he himself travels to and from the island.

The *Nagara* is always stationed with a handful of crewmen who are capable of getting the submarine ready for a quick departure. Like most submarines, the *Nagara* is cramped, although Per Degaton has equipped it with more spacious captain's quarters, a small temporal laboratory, and a larger kitchen. While its heavy deck machine gun is undergoing repair, a smaller, machine gun is still very capable of defending the docks (treat as an MG42, capable of 7d-1 pi damage, Acc 5, Range 1100/4400, RoF 20!, Shots 50 (5), Bulk -7, Rcl 2, 30 lbs.).

A dozen diesel fuel storage tanks are near the dock, along with a large metal building used to store various supplies and naval scrap. Inside this storage is a hidden, locked **trapdoor** which leads to a tunnel that goes into the basement of Per Degaton's castle.

Missile Defense Positions

Per Degaton's estate is protected by four trucks equipped with older, Soviet SA-3 GOA medium altitude surface-to-air missile systems. These trucks are reasonably camouflaged in the forested hills around the island, since Per Degaton does not want them to be easily spotted by government satellites.

Although purchased in the mid-1960s, the SAMs still make for good protection. Each truck contains two missiles and a radar (Per 12), along with two operators capable of launching the missiles at targets that come close to the base.

Once the PCs are on the island, the missile defenses are effectively useless. However, it's possible that inventive PCs can take over one of these positions and modify the missiles to fire somewhere on the island with an appropriate Armoury or similar roll (-2 due to the age of the systems), which will give the missile an effective skill of 12. Treat the missiles as capable of destroying any vessel or structure on the island (i.e., 6dx7(10) cr ex *linked* to 7dx5 cr ex damage)!



The Finale

Colonel Bliss is barely conscious in the basement of Per Degaton's well-guarded castle. Despite being tortured, pumped with drugs, and threatened, the colonel has been unable to give Per Degaton any useful information relating to how he stops WWIII. Per Degaton is an impatient man, and is on the verge of killing the colonel, taking a bet that the man's death will aid his apocalyptic vision of the future.

With the colonel in imminent danger, the PCs must find a way to get into the castle, grab Bliss, and escape before Per Degaton can fully react. There are many ways the PCs can pull off a rescue on the island. Some examples that might work:

- **Stealth Approach.** The PCs can stealthily gain entry into the castle and smuggle Colonel Bliss out. The PCs must avoid the guards, Baroness Blitzkrieg, *and* Per Degaton's surveillance equipment (treat as Per 12), so it's unlikely that this approach will go perfectly and without incident.
- **All-out Assault.** The PCs can storm the compound, dealing directly with Per Degaton and his minions. This will be a difficult fight, as the guards are experienced and well-armed and it's unlikely that Per Degaton will keep Colonel Bliss alive for long once he realizes this castle is under assault (see below).

- **A Distraction.** The PCs may try to distract the castle guards, perhaps causing an event on one area of the island to pull many of them away. Blowing up the diesel tanks near the *Nagara* is one way to do this; so is destroying any of the missile trucks in a spectacular fashion. If something like this happens, Per Degaton will send the Baroness and half of his guards to investigate the incident, while he prepares an escape from the island.
- **Hit and Run.** PCs may devise a way to appear suddenly (for example, parachuting in, or sneaking in through the escape tunnel in the castle basement), break into the castle, and rescue Colonel Bliss before Per Degaton knows what hit him. While the Baroness is too fast to not intercept the PCs, a fast assault might avoid the other villains.
- **Double Agent.** If one of the PCs has had a previous relationship with Baroness Blitzkrieg (see p. 4), fantastic roleplaying and persuasion may convince her to switch sides against Per Degaton, helping rescue the Colonel. Her super speed makes her a powerful ally in this rescue, so GMs should make it difficult for the PCs to convince her to help! Her price will be high...

Regardless of the PCs' approach, if Per Degaton ever believes his island sanctuary is under outright assault, he'll react quickly. First, he'll move Colonel Bliss into his torture chamber. He straps the colonel into the chair in the room and spend a few minutes brutally interrogating the man to get any last bit of information out of him. He's desperate to try to figure out what the colonel is going to do to stop WWIII in the next year. Since the colonel cannot reliably give Per Degaton an answer, eventually Per Degaton will grow frustrated, shoot the colonel in the gut, and leave him to die as he escapes to the *Nagara*. Per Degaton has spent many years planning for an emergency evacuation, and can pull off an entire escape in under 15 minutes. Meanwhile, his loyal soldiers, plus the Baroness, will fight the PCs to give their boss time to escape; they care more about him and his cause than their own welfare.

With some clever planning and a bit of old-fashioned dumb luck, the PCs can rescue Colonel Bliss and stop this particular duplicate of Per Degaton. The world is safe, for the moment.

If Per Degaton *does* manage to kill Colonel Bliss, the future is unclear. What was his exact role going to be in stopping Per Degaton's WWIII. Did he need to be alive to fulfill this destiny, or is his death at the hands of Per Degaton be the thing that stops doomsday? Perhaps the person who gets promoted in his place is the one that is critical to the future? No matter what, the details of how WWIII might or might not start is out of the scope of this adventure, although there is no doubt another chronal duplicate of Per Degaton will return again soon to accelerate his dark vision of the future.

COL. BENJAMIN BLISS



ST	12	HP: 12 (-9)	
DX	13	Will: 13	
IQ	12	Per: 13	
HT	12	FP: 12	

Basic Speed: 6.0 SM: 0
Move: 6 Punch: 1d-1 cr (Parry 9)
Dodge: 10

Traits: Charisma 2; Combat Reflexes; High Pain Threshold; Honesty; Military Rank 5; Nightmares; Sense of Duty (College Kids); loves old cowboy songs, especially around a campfire.

Skills: First Aid-12; Guns-14; History-12; Karate-13; Leadership-14; Piloting-12; Public Speaking-14; Singing-12; Soldier-13; Swimming-12; Strategy-12; Tactics-12.

Gear: None

Wrapping Up

For completing the adventure, surviving PCs should receive 2 character points. They should receive an additional 1-2 character points for good roleplaying or excellent performance (i.e., avoiding casualties, rescuing Colonel Bliss with ease, capturing any of the key villains in the adventure, etc.).

Rescuing the colonel might earn the PCs a Patron or positive Reputation, depending on his treatment. However, he'll be generally less likely to offer future help to criminals. But at least any surviving convicts will receive 10 years off their very long sentences.

Special Thanks

Special thanks to thispersondoesnotexist.com for photo reference for the various characters in this adventure. Midjourney was also used to create some of the artwork of the adventure's locations.

Thanks to allartsonline on Fiverr for providing wonderful voice work for the adventure's opening (available in the VTT assets for this adventure on 1shotadventures.com).

If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know how it went. Please post a note on 1shotadventures.com

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Update Log

1.0 - Original release
1.1 - Typos fixed (November 2026)

Timeline Cheat Sheet

Since this adventure includes some potentially confusing time travel shenanigans, here is a nice summary for GMs:

1944: Per Degaton purchases the *Nagara* and sends it to the Pacific Northwest.

1945: Per Degaton invents the time disc and creates hundreds of chronal duplicates, who escapes into the timestream. The original Per Degaton is captured by the Russians and imprisoned in the Red Swan.

1955: One of Per Degaton's chronal duplicates begins building his Industrial Castle on Numas Island, intending to use it as a base to launch atomic warheads on the U.S. These plots are foiled, but the base stays hidden.

1989: A Per Degaton duplicate creates the alter ego of Asmund Erik Numas to better hide his island base. He imports upgraded defensive systems, but is killed in a boating accident.

2019: Old Degaton smuggles a manifesto out of his Russian prison. In it, he leaves a hidden message to his sympathizers, asking them to help in his doppelgangers' future plots. It catches the attention of White Dragon and Baroness Blitzkrieg.

Today: One of Per Degaton's chronal duplicates appears in Star City to capture and interrogate Colonel Bliss.



BILLY HELLER - AKA WHITE DRAGON

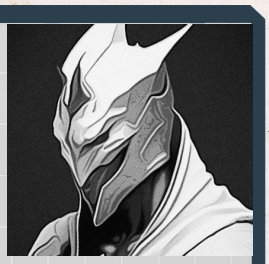
ST	12*	HP: 12
DX	12	Will: 12
IQ	14	Per: 14
HT	13	FP: 13

Basic Speed: 6.0 SM: 0
Move: 6 Punch: 2d+3 cr, Parry 11 (suit)
Dodge: 10 DR: 70/50

Traits: Combat Reflexes; Gadgeteer; High Pain Threshold; Impulsiveness; Intolerance (Everyone); Luck; Odious Personal Habit (Spews horrible things constantly); Social Stigma (Criminal Record); Status -1; Wealth (Wealthy).

Skills: Armoury-16; Beam Weapons-14; Brawling-14; Engineer-16; Fast-Talk-14; Guns-14; History-14; Smith-16.

Battlesuit: *ST 25; DR 70 (50 to non-torso areas); Absolute Direction; Darkvision; Enhanced Move (Flight) 2; Flight (Move 24); Ultrahearing. The suit is keyed to only work with White Dragon's voice print.



Gear: White Dragon's suit is armed with a fiery force beam cannon, which can be fired from either one of his fists: Damage 4d (2), Acc 6, Range 600/1200, RoF 1, Bulk -5, Rcl 1. He can also fire it at RoF 6, but it takes it a turn to recharge afterwards.

Personality: Fascinated by the extinct Third Reich, Billy Heller has utterly embraced its despicable values. Several years ago, after reading material written by Per Degaton, he swore allegiance to the old scientist and his doppelgangers. Discovering that Per Degaton was about to enact an crazed time travel attack on Star City, Billy Heller traveled there with his acquaintance Baroness Blitzkrieg to help with the assault. However, soon after meeting the White Dragon, Per Degaton decided the man was too unpredictable to trust, and refused to tell him where to gather after the attack.

THE GORGON

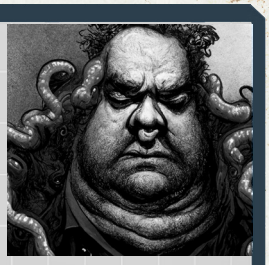
ST	18	HP: 18
DX	12	Will: 13
IQ	11	Per: 11
HT	14	FP: 14

Basic Speed: 6.5 SM: +1
Move: 6 Tentacle Bite: 3d-1 cut, Reach 2
Dodge: 9 DR: 8 (10 on torso)

Traits: Appearance (Hideous); Bloodlust; Head Tentacles (Extra Arms 4, Extra Flexible, Long 2); Callous; Claws (Sharp); Delusion (Believes he's from another dimension); DR 8; Extra Attack 1; High Pain Threshold; Overconfidence; Social Stigma (Criminal Record); Striking ST+10.

Skills: Brawling-14; Chemistry-16; Guns-13; Interrogation-12; Intimidation-14; Leadership-13; Pharmacy-15; Wrestling-13.

Gear: The Gorgon wears a heavy leather apron, giving him DR +2 on the torso. He also carries a prison guard's stolen Izmekh pistol (2d pi, Acc 2; Range 110/1200, RoF 3, Shots 8+1 (3), Bulk -2, Rcl -2, 2 lbs.)



Personality: The Russians found the Gorgon in a crater filled with strange, alien debris. The Gorgon declared himself a resident of Angor, a supposed other-dimensional duplicate of Earth, but after interrogating and researching the man, the Russians decided that he was just a crazed, mutated madman who was exposed to too much radiation from *whatever* it was he found in that crater. The Gorgon escaped custody and murdered 17 civilians before the Russians recaptured him and sent him to the Red Swan. However, soon after his arrival, he led several inmates to take over the prison, reverse engineer the serum the Russians were using to empower the guards, and bend the prison to his will. With the help of the original Per Degaton, the Gorgon built several infernal devices in the basement of the prison, each capable of warping and transforming men to become his unnatural minions.

BRITTA FELNYK - AKA BARONESS BLITZKRIEG

ST	13	HP: 12
DX	16	Will: 13
IQ	13	Per: 14
HT	13	FP: 13

Basic Speed: 8.0 SM: 0
Move: 8/512 Punch: 1d cr, Parry 12
Dodge: 13 DR: 2 (12 on head)

Traits: Appearance (Beautiful); DR 35 (own slam damage only); Catfall; Charisma 1; Daredevil; Enhanced Time Sense; Enhanced Dodge; Enhanced Move 6 (1000 mph); Fit; High Pain Threshold; Impulsiveness; Luck; Perfect Balance; Sense of Duty (Per Degaton); Trademark (Splatters Foes); Walk on Liquid. Enjoys writing poetry; romantic at heart.

Skills: Brawling-17; Navigation-14; Poetry-12; Sex Appeal-14.

Speedster Slam: The Baroness' high speed slam does 8d cr damage to opponents.



Insubstantiality: The Baroness' super speed allows her to phase through matter, although this costs her 4 FP to activate for one minute.

Tornado: Treat this as a 2d cr attack in a 5 yard radius area, with double knockback effect. Those inside the area also suffer DX-2, Per-5.

Vacuum: Treat this as a 2d+2 Fatigue Attack in a 5 yard radius area. Victims inside begin to suffocate until she stops the attack.

Gear: The Baroness' advanced friction suit provides DR 2. Her visored helmet provides DR 12.

Personality: After reading Per Degaton's lost manuscripts, Felnyk swore loyalty to the man and his plot to devise World War III. Soon after, she found White Dragon, who told her that one of Per Degaton's chronal duplicates would be appearing in Star City. After joining in his attack, she kneeled before him, and Per Degaton was impressed enough to take her back to his secret base on Numas Island.

PER DEGATON

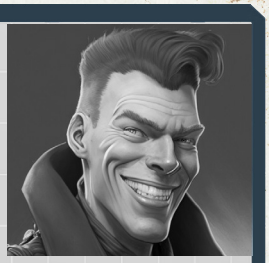
ST	15	HP: 15
DX	12	Will: 15
IQ	14	Per: 14
HT	14	FP: 13

Basic Speed: 6.25 SM: 0
Move: 6 Punch: 1d cr, Parry 10
Dodge: 10 DR: 14/7

Traits: Ancestral Memory; Altered Time Rate (Non-combat); Appearance (Attractive); Combat Reflexes; Danger Sense; Hard to Kill 1; High Pain Threshold; Intuition; Megalomania; Obsession (Start WWIII); Precognition (Can't see own death); Social Stigma (Criminal Record).

Skills: Acting-14; Engineer (Temporal)-17; Fast-Talk-14; Guns-14; History-15; Leadership-15; Research-15; Stealth-13; Throwing-13.

Gear: Leather trench coat (DR 2). In emergencies, Per Degaton equips an assault vest (DR 12 vs. piercing and cutting, 5 vs. other attacks). He prefers an old MP28 SMG (3d pi, Acc 3, Range 170/1900, RoF 8, Shots 32(5), Bulk -5, Rcl 2, 11 lbs), but also keeps a pistol on him as well (2d pi, Acc 2; Range 110/1200, RoF 3, Shots 8+1 (3), Bulk -2, Rcl -2, 2 lbs.)



Time Spinners. Per Degaton's original time disc is long lost. However, some of his doppelgangers carry one or two smaller versions. When thrown, they explode, doing 6d(10) cr ex damage and forcing victims to make a HT-2 roll. On a failure, the victim is mentally stunned and takes an additional 1d damage from an accelerated metabolism. On a success, the victim gains Enhanced Time Sense for 1d minutes!

Personality: A time travel obsessed Nazi scientist, Per Degaton managed to send dozens of chronal duplicates all over the timeline to start WWIII and avenge the defeat of the Third Reich. However, his many trips across the timestream have fragmented his memory, and he's never 100% sure how to assemble the puzzle pieces in the right way that will trigger his vision of doomsday.

Handouts

DOCID: 3991650

TOP SECRET

NATIONAL SECURITY AGENCY
CENTRAL SECURITY AGENCY
NSS/CSS/ARG POLICY 3-47

Issue Date: 16 [redacted]
Revised:

(U) VILLA PARK TEMPORAL INCIDENT

(U) TIMELINE AND MISSION PURPOSE AND SCOPE

(U) On 6/23 at 18:17 pm, satellite imagery from [redacted] detected D-class tachyon particles in Villa Park in Star City. By 18:21 pm, particles had evolved into temporal lightning, with NSF verifying.

(U) At 18:24, President was informed. All military ordered to stand down due to risks with the temporal lightning strikes, including [redacted] The [redacted] organization was also ordered to stand down due to temporal risk.

(U) At 18:27, intelligence received 57 civilian reports from the park. All reported enemy combatants in the park and civilian casualties. Combatants described as speaking German and wielding heavy munitions. Intelligence now believes that Villa Park is experiencing a temporal invasion, likely targeting Colonel Benjamin Bliss, a high-ranking U.S. Army official who is present in the park.

(U) Due to severe temporal risk, it is recommended that Task Force X is activated to form an Immediate Response Force (IRF) to repel all enemy combatants. Successful completion of this mission will reduce participants' criminal sentences by 10 years. Immediate travel to Star City by military aircraft is authorized.

Approved for Release by NSA
FOIA Case # 60718

TOP SECRET

Handout A - Mission Brief

Listen up, folks.

Right now, I have a big problem in Star City. For those of you without an attention span, all you need to know is this: I am looking for an Immediate Response Force willing blow up some bad guys and likely get killed in the process. But I'll make it worth your while.

For those of you still listening… an hour ago, satellites detected a temporal anomaly in a Star City park. Just five minutes ago, it ramped up into a full-power, temporal lightning storm. Suffice to say, one hit from that kind of energy has an even chance of disintegrating you on the spot or shooting you back in time to some random point in history where, let's just say, you'll be stuck without cell service for a long time.

This means I'm not risking sending in the Army, Air Force, or Marines, and neither am I going to risk any of the fine heroes that would ACTUALLY be good at doing this job. In other words, you get a once-in-a-lifetime opportunity to save the day and stop what I believe is likely to be a full-scale temporal invasion.

I usually end this speech telling you that each one of you was chosen to be here for a reason. That I need you on this team because of your specific set of unique abilities. But I don't have time for that crap today. You were all picked because you're the most expendable idiots within 35 minutes of Star City.

You know the deal: successfully complete the mission and you get ten years off your sentence. You fail to follow my orders in any way, and I detonate the explosive device in the base of your skull.

Are you in or are you out?

Bonus - Opening Monologue
Note that you can download a professionally voice acted supplement to this briefing on 1shotadventures.com

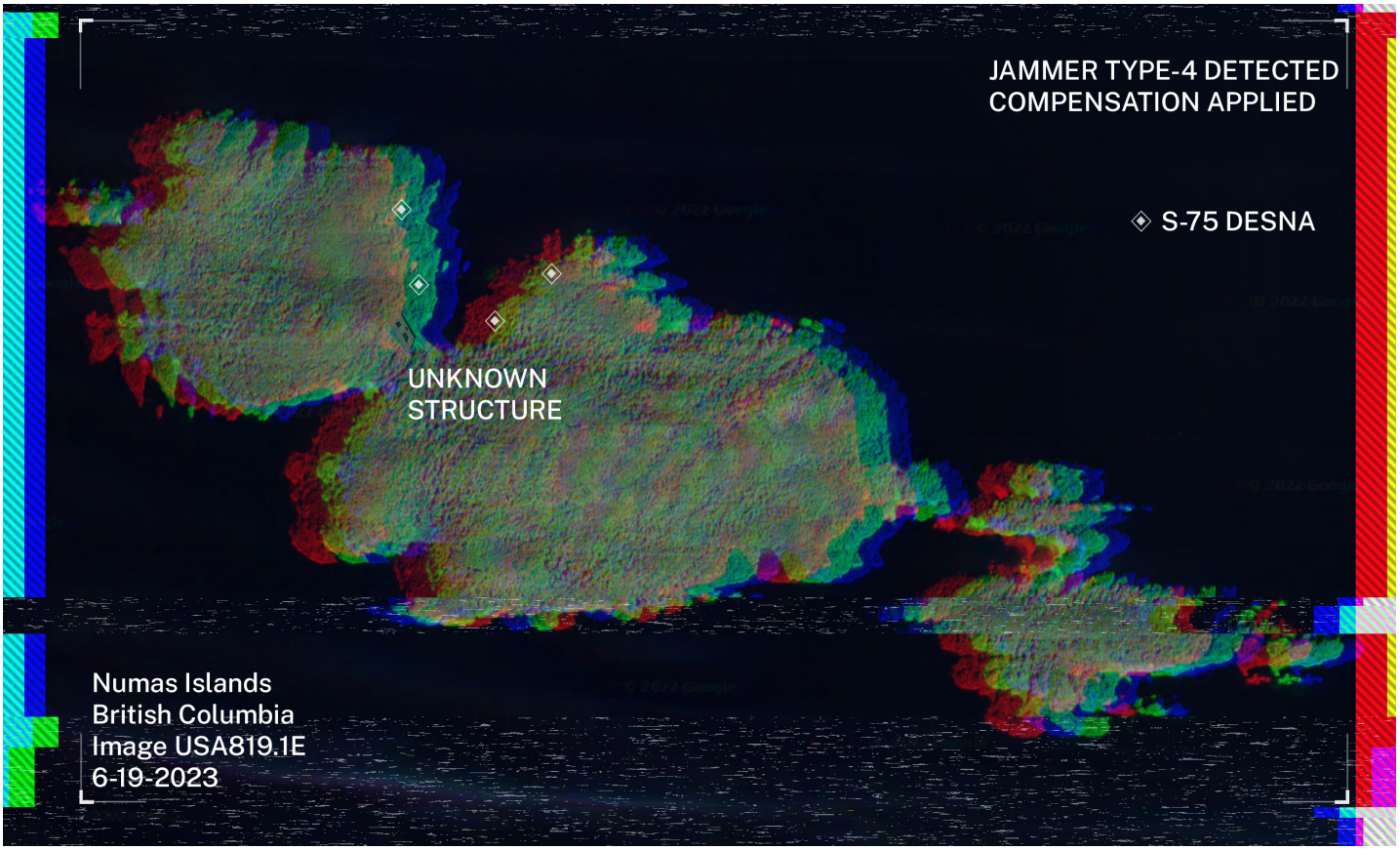
Hey Gorgeous-

Been a while since that night in Cabo. We were a couple on fire, weren't we? Haha, actually, I guess it was that jerk waiter that was on fire-

Thought u were locked up in Belle Reve for good. Surprised to see u. Would talk, but I have a thing to do. If u still want to hang sometime, come find me.

♡ BRITTA

Handout B - Baroness Note for an Optional Plot Hook - Dropped into one of the PC's pockets at super speed during the opening battle at the park.



Handout D - Satellite map of Numas Island

SEATTLE

Fishing captain spots rare historical submarine in local waters

Local eccentric collector once again surprises locals with a mysterious purchase. His island estate said to be a "jewel" of maritime lore and history.



Author: **Brad Wakay**
Published: **5:23 PM PST December 17, 2020**
Updated: **5:23 PM PST December 17, 2020**

BRITISH COLUMBIA - While tending to his halibut, local fisherman Brian Loach saw an unusual site — a WWII-era submarine, sailing right past his boat and then submerging.

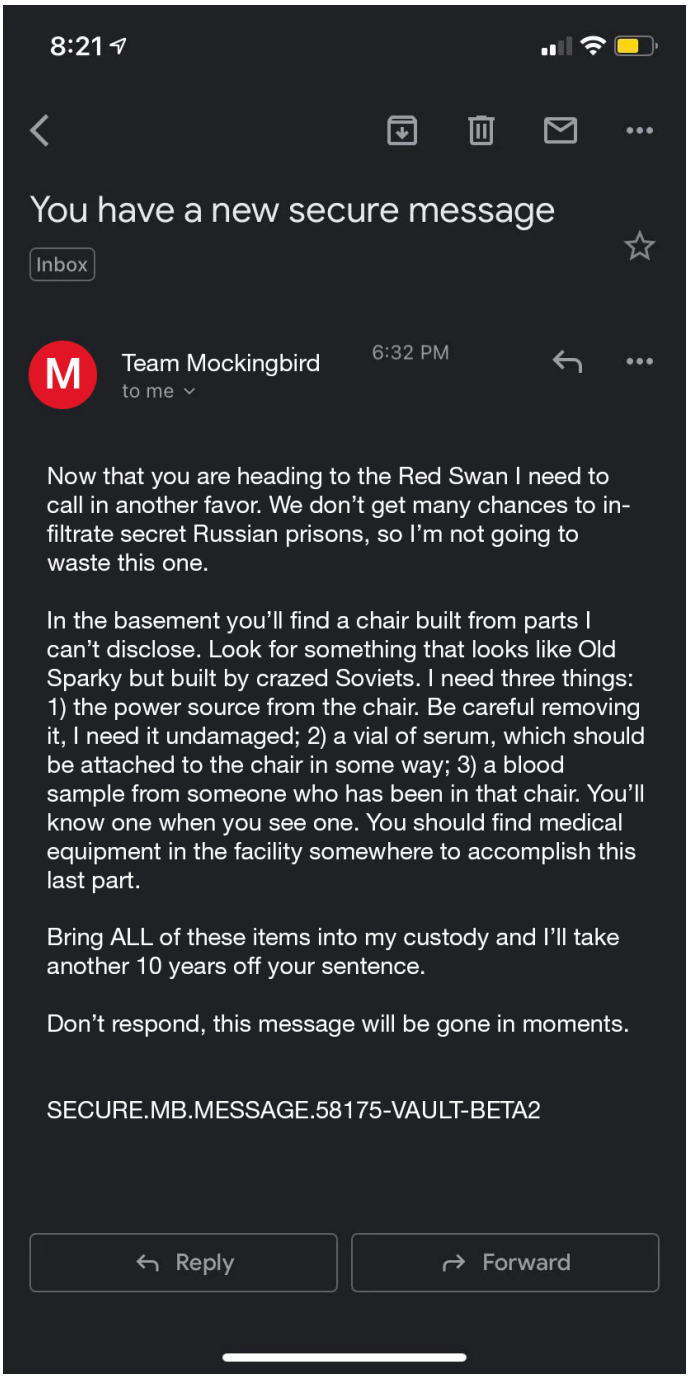
"I couldn't believe my eyes," said Loach. "I'm a history buff and knew right way I was seeing an original Japanese Sentoku-type submarine. No doubt in my mind. None of those are supposed to exist anymore."

Local authorities confirmed that the submarine belongs to the enigmatic Norwegian oil tycoon Asmund Erik Numas, who maintains a secluded island estate on Numas Island. While only a few visitors have been to his island, they say that it is rich in artifacts from maritime history.

"The man is obsessed with maritime lore," said CNN journalist Wolf Blitzer, who once visited the island. I saw amazing collections of artifacts, including an intact steam funnel from the *Lusitania*, and the anchor from the *Bismarck*. It was an incredible tour he gave me that day."

It is unknown where Numas purchased the seemingly-working Japanese submarine. Canadian authorities did not comment on this story, but requested that locals keep their distance from Numas Island, as it is private property.

Handout C - Sighting of the Numas



Handout E - Optional side quest given to one of the PCs before they enter the Red Swan facility

SUICIDE SQUAD

Name LtCol. Rick Flag Jr. **Player** _____ **Point Total** 333

Ht 6'2" **Wt** 190 **Size Modifier** 0 **Age** 39 **Unspent Pts** -

Appearance Field commander of Task Force X - fighting wars no soldier could prepare for

				CURRENT		
ST	14	[40]	**HP**	14		[0]
DX	14	[80]	**Will**	13		[0]
IQ	13	[30]	**Per**	13		[0]
HT	13	[30]	**FP**	13		[0]

MOVE 6

DR 16/6 (Vest)



BASIC LIFT (ST × ST)/5 39 lbs **DAMAGE** Thr 1d Sw 2d

BASIC SPEED 6.75 [0] **BASIC MOVE** 6 [0]

ENCUMBRANCE

None (0) = BL	39
Light (1) = 2 × BL	78
Medium (2) = 3 × BL	117
Heavy (3) = 6 × BL	234
X-Heavy (4) = 10 × BL	390

ACTIVE DEFENSES

Dodge	Parry	Block
10	11 (Unarmed)	-

REACTION MODIFIERS

Appearance +1

Status +1 from Military Rank

Reputation -1 from Stubbornness

+3 from Born Soldier (other soldiers); +2 (w/pilots)

+1 from Born Tactician (those you serve with)

+2 from team mates in danger

+2 from Reputation (great commander)

ADVANTAGES & PERKS

Appearance (Attractive)	[4]
Born Soldier 3	[15]
Born Tactician 1	[10]
Combat Reflexes (+2 to Fright Checks, +6 to recover from mental stun)	[15]
Danger Sense	[15]
Fit (+1 to all HT rolls)	[6]
High Pain Threshold (ignore pain penalties)	[10]
Hot Pilot 2	[10]
Military Rank 5 (Lt. Colonel)	[15]
Reputation +2 (Great Commander)	[10]
	[ ]
	[ ]

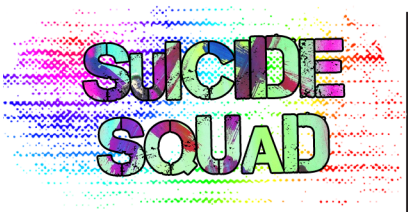
DISADVANTAGES & QUIRKS

Code of Honor (Soldier's)	[-10]
Duty (Task Force X, 15 or less, extremely hazardous!)	[-20]
Light Sleeper	[-5]
Pacifism (Won't harm innocents and civilians)	[-10]
Sense of Duty (Task Force X)	[-5]
Stubbornness	[-5]
	[ ]
	[ ]
Extra dose of intolerance for sociopaths	[-1]
Stoic and serious - has no time for emotions	[-1]
Frustrated when others don't show him respect	[-1]
Never turns down a good bourbon	[-1]
Patriotic	[-1]
	[ ]

SKILLS

Name	Level	
Armoury (Small Arms)	12	[1]
Artillery (Cannon)	12	[1]
Camouflage	13	[1]
Driving (Automobile)	13	[1]
Explosives (Demolition + Ordinance Disposal)	13	[4]
Fast-Draw (Ammo + Pistol) (incl. +1 for Combat. Reflexes)	15	[2]
First Aid	14	[2]
Gunner (Machine Gun + Rockets) (incl. +2 for Hot Pilot)	16	[2]
Guns (LAW + Shotgun + SMG)	15	[4]
Guns (Pistol + Rifle)	16	[7]
Intelligence Analysis (incl. +1 for Born Tactician)	13	[2]
Interrogation	12	[1]
Intimidation (+/- Reputation bonus... maybe)	14	[4]
Judo	13	[2]
Karate	14	[4]
Knife	15	[2]
Law (International)	11	[1]
Leadership (incl. +4 from Born Soldier and Tactician)	17	[2]
Parachuting	14	[1]
Piloting (Heavy + Light + High-Performance + Helicopter)	16	[8]
Psychology	12	[2]
Savoir-Faire (Military)	17	[1]
Soldier	17	[2]
Stealth	13	[2]
Strategy (Land) (incl. +1 from Born Tactician)	13	[2]
Tactics (incl. +4 from Born Soldier and Tactician)	17	[4]

NOVICE



HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Karate punch	1d+1 cr	C	11	Skill 14	-	-
Karate kick	1d+2 cr	C, 1	11	Skill 12	-	-
Fine combat knife	2d-1 cut	C, 1	10	Skill 15	$200	1 lb.
	1d+1 imp	C				

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight
H&K HK416D10RS Rifle	4d pi	4	600/2500	3	30+1(3)	-4	2	Skill 16	$1600	10 lbs.
w/ laser sight								+1 to Guns skill, but +1 to foe's Dodge if he sees it!	$450	- lbs.
								Reliable - won't malfunction		
Glock 17 Pistol	2d+2 pi	2	160/1800	3	17+1(3)	-2	2	Skill 16	$600	2.5 lbs.

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

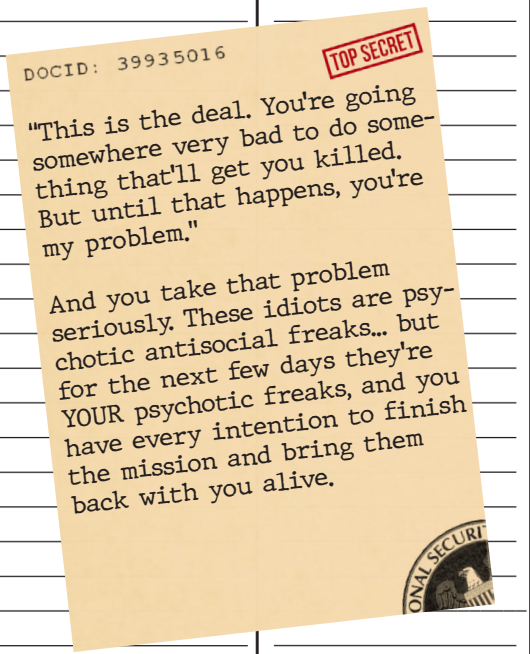
CASH

$2000



POSSESSIONS

Item	Location	Cost	Weight
Combat boots (DR 5/2)	Feet	$75	3 lbs.
Infantry utility uniform	Body	$310	5 lbs.
Adv. Ballistic Helmet (DR 16)	Head	$700	2.5 lbs.
Lightweight Night Vision Goggles	Pack	$15,000	1 lb.
Assault Vest (DR 16 vs. pi or cut; DR 6 vs. everything else)	Torso	$1,300	10 lbs.
Shooting gloves (DR 2)	Hands	$30	- lbs.
2x frag grenades (3d-1 [2d] cr ex)	Webbing	$50	1 lb.
2x stun grenades (HT-5 aff, 10 yds)	Webbing	$60	1 lb.
Cortex detonator watch	Wrist	$400	- lbs.
Extra clip and mag	Wrist	$60	2 lbs.
Earpiece communicator	Ear	$100	- lbs.
Combat earplugs	Head	$15	- lbs.
Burner cellphone	Pocket	$200	- lbs.
Totals:		$ 21250	39 Lbs.



CHARACTER NOTES

SUICIDE SQUAD

Name Drury Walker (Killer Moth) **Player** _____ **Point Total** 300

Ht 5'8" **Wt** 160 **Size Modifier** 0 **Age** 32 **Unspent Pts** -

Appearance The Batman of Criminals (in his own mind)

				CURRENT		
ST	12	[20]	**HP**	12		[0]
DX	14	[60]	**Will**	11		[5]
IQ	10	[0]	**Per**	12		[10]
HT	12	[20]	**FP**	12	CURRENT	[0]

MOVE 7 (28 Flying)

DR 4 (Suit)



BASIC LIFT (ST × ST)/5 29 lbs **DAMAGE** Thr 1d-1 Sw 1d+2

BASIC SPEED 7.0 [0] **BASIC MOVE** 7 [0]

ENCUMBRANCE

None (0) = BL	29
Light (1) = 2 × BL	58
Medium (2) = 3 × BL	87
Heavy (3) = 6 × BL	174
X-Heavy (4) = 10 × BL	290

ACTIVE DEFENSES

Dodge	Parry	Block
12 (w/suit)	11 (Karate)	-

REACTION MODIFIERS

Appearance _____

Status -1 from Social Stigma

Reputation +3 from engineering employers

ADVANTAGES & PERKS

Ambidexterity	[5]
Artificer 3	[30]
Combat Reflexes (+2 to Fright Checks, +6 to recover from mental stun)	[15]
Fit (+1 to all HT rolls)	[5]
	[ ]
MOTH SUIT (Can be removed by force)	[110]
DR 4	[ ]
Enhanced Dodge +1 and Increased Speed 2	[ ]
Dark Vision	[ ]
Flight with Enhanced Move 1 (Move 28, ~50 mph)	[ ]
Acrobatic Feints (can use Acrobatics/Aerobatics to feint)	[ ]
	[ ]

DISADVANTAGES & QUIRKS

Delusion (Thinks he's a master extortionist)	[-5]
Duty (Suicide Squad, 9 or less, hazardous, involuntary)	[-15]
Impulsiveness	[-10]
Low Self-Image	[-10]
Social Stigma (Criminal Record)	[-5]
	[ ]
	[ ]
	[ ]
Brags that he's a risk taker	[-1]
Enjoys acting as a playboy	[-1]
Loves Elvis	[-1]
Views himself as the Batman of criminals	[-1]
Rants a lot when he gets frustrated	[-1]
	[ ]

SKILLS

Name	Level	
Accounting	9	[2]
Acrobatics	13	[2]
Aerobatics	15	[8]
Armoury (Body Armor+Small Arms)	13	[4]
Beam Weapons (Projector)	15	[2]
Computer Operations	10	[1]
Current Affairs (Business)	11	[2]
Driving (Automobile)	13	[1]
Electronics Operations (Comms + Surveillance)	10	[4]
Electronics Repair (Computers)*	13	[2]
Engineer (Automobile+Small Arms)*	12	[4]
Engineer (Microtechnology)*	13	[4]
Guns (Grenade Launcher)	15	[2]
Guns (Pistol)	14	[1]
Intimidation	10	[1]
Karate	14	[4]
Mathematics (Applied)	8	[1]
Merchant	10	[1]
Navigation (Air)	10	[2]
Piloting (Flight Pack+Ultralight)	13	[2]
Savoir-Faire (High Society)	10	[1]
		[ ]
		[ ]
		[ ]
		[ ]
*includes +3 for Artificer		[ ]

NOVICE

SUICIDE SQUAD

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Karate punch	1d-1 cr	C	11	Skill 14	-	-
Karate kick	1d cr	C,1	11	Skill 12		

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight
Charaxes Grenade Launcher	8d cr ex [3d cut]	2	100/300	1	2	-4	2	Skill 15 3 second reload per grenade	$600	8 lbs.
Cocoon Sprayer	1d pi++	2	30/190	3	8+1	-4	2	Skill 14 3 second reload per grenade	$600	5 lbs.

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

CASH

$50



CHARACTER NOTES

Cocoon sprayer binds the victim so that they cannot move and are at DX-4. They can break free with a ST or Escape roll vs. the web's ST 15 (+1 per web layer). The cocoon has DR of 1/3 its ST.

POSSESSIONS

Item	Location	Cost	Weight
Comfortable Purple Boots (DR 2)	Feet	$80	3 lbs.
Moth Helmet w/ radio (DR 12)	Head	$2000	5 lbs.
Glow Sticks (x10)	Pocket	$2	1 lb.
DR 5 vs. everything else)			
Totals:		$ 3282	22 Lbs.

DOCID: 39935016

TOP SECRET

"I am the darkness. I am the night. I am the shadow that makes the police tremble and look over their shoulders when they see my signal in the sky..."

Well, they'd see your signal if the Gotham PD hadn't smashed it to pieces, compounded your Mothmobile, and locked you in this maximum security prison for the last three years!



SUICIDE SQUAD

Name Jake Baker (Zebra-Man) **Player** _____ **Point Total** 300

Ht 6'3" **Wt** 240 **Size Modifier** 0 **Age** 29 **Unspent Pts** -

Appearance The victim of a radiation accident, Zebra-Man can repel or attract almost anything!

				CURRENT	
ST	13 [30]	**HP**	13		[0]
DX	11 [20]	**Will**	11		[0]
IQ	11 [20]	**Per**	11		[0]
HT	13 [30]	**FP**	13		[0]

MOVE 6

DR 14 (Force Field)



BASIC LIFT (ST × ST)/5 45 lbs **DAMAGE** Thr 1d Sw 2d-1

BASIC SPEED 6.0 [0] **BASIC MOVE** 6 [0]

ENCUMBRANCE

None (0) = BL	45
Light (1) = 2 × BL	90
Medium (2) = 3 × BL	135
Heavy (3) = 6 × BL	270
X-Heavy (4) = 10 × BL	450

ACTIVE DEFENSES

Dodge	Parry	Block
9 (w/suit)	9 (Brawling)	-

REACTION MODIFIERS

Appearance _____

Status -1 from Social Stigma

Reputation +2 from scientist types

ADVANTAGES & PERKS

Clinging	[20]
DR 14 (Force Field, Hardened 1, Affects Two Others, Works on 14-)	[161]
Lifting ST +2	[15]
Natural Scientist 2	[20]
Telekinesis 24 (Doesn't work on metal, visible, attract/ repulse only - see reverse)	[24]

DISADVANTAGES & QUIRKS

Aichmophobia (Sharp Things)	[-10]
Curious	[-5]
Duty (Suicide Squad, 9 or less, hazardous, involuntary)	[-15]
Kleptomania	[-15]
Social Stigma (Criminal Record)	[-5]
Loves bad science jokes	[-1]
Hates the name Zebra-Man, prefers Crime Spree	[-1]
Doesn't like sitting around	[-1]
Distinctive feature - zebra stripes	[-1]
Doesn't enjoy outright violence	[-1]

SKILLS

Name	Level	
Brawling	13	[4]
Chemistry*	12	[2]
Computer Operation	11	[1]
Driving (Automobile)	10	[1]
Explosives (Demolition)	11	[2]
First Aid	11	[1]
Intimidation	11	[2]
Mathematics (Applied)*	11	[1]
Physics*	10	[1]
Research	12	[4]
Search	10	[1]
Streetwise	11	[2]
Throwing	12	[4]

*includes +2 for Natural Scientist

NOVICE

SUICIDE SQUAD

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Brawling punch	1d cr	C	9	Skill 13	-	-
TK Punch	2d cr	10		Skill 13		

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight
TK Throw (5-10 lbs.)	2d cr	0	40/80	-	-	-	-	Skill 12		
TK Throw (11-20 lbs.)	2d+1 cr	0	12/24	-	-	-	-	Skill 12		
TK Throw (22-45 lbs.)	2d+3 cr	0	7/14	-	-	-	-	Skill 12		

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

CASH

$50

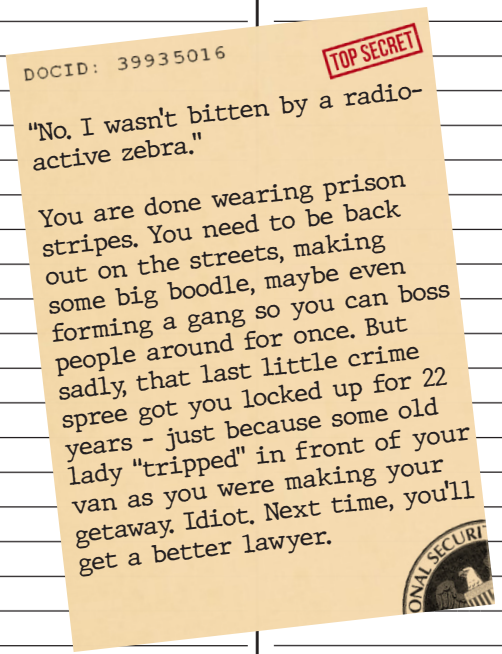


CHARACTER NOTES

Telekinesis requires concentration, but allows you to grab objects up to 10 yards away at ST 24 (basic lift 125 lbs, max 1250 lbs). You can also attack with a telekinetic push with your Brawling-13 skill. Your foe defends as if you were invisible (-4 to defenses).

POSSESSIONS

Item	Location	Cost	Weight
Old combat boots (DR 2)	Feet	$75	3 lbs.
Big-buckled belt	Head	$100	-
Earpiece communicator	Head	$100	- lbs.
		Totals:	$ 3282 / 22 Lbs.



SUICIDE SQUAD

Name Abigail O'Shay (Madame Crow) **Player** _____ **Point Total** 300

Ht 5'7" **Wt** 120 **Size Modifier** 0 **Age** 26 **Unspent Pts** -

Appearance The first victim of the Scarecrow, she's now determined to rid the world of fear...

				CURRENT		
ST	13	[30]	**HP**	13		[0]
DX	13	[20]	**Will**	14		[5]
IQ	13	[20]	**Per**	13		[0]
HT	12	[30]	**FP**	12	CURRENT	[0]

MOVE 6

DR 12/5 (Vest)



BASIC LIFT (ST × ST)/5 34 lbs **DAMAGE** Thr 1d Sw 2d-1

BASIC SPEED 6.25 [0] **BASIC MOVE** 6 [0]

ENCUMBRANCE

None (0) = BL	34
Light (1) = 2 × BL	68
Medium (2) = 3 × BL	102
Heavy (3) = 6 × BL	204
X-Heavy (4) = 10 × BL	350

ACTIVE DEFENSES

Dodge	Parry	Block
10 (w/suit)	11 (Karate)	-

REACTION MODIFIERS

Appearance +1

Status -1 from Social Stigma

Reputation +2 from victims of vigilantes

ADVANTAGES & PERKS

Appearance (Attractive)	[4]
Combat Reflexes (+2 to Fright Checks, +6 to recover from mental stun)	[15]
Contact Group (Victim Syndicate, 6 or less, skill 15, supernatural)	[8]
Fit (+1 to HT rolls)	[5]
Luck (once per hour, reroll a roll two more times)	[15]
Night Vision 3	[3]
	[ ]
NEEDLE GAUNTLETS (can be removed by force, talons, Reach C,1)	[78]
Affliction 4 (HT-3 or Paralysis)	[ ]
Affliction 4 (HT-3 or Euphoria)	[ ]
	[ ]
	[ ]

DISADVANTAGES & QUIRKS

Chummy	[-5]
Duty (Suicide Squad, 9 or less, hazardous, involuntary)	[-15]
Flashbacks (Severe, 6 or less, suffer -5 to rolls for 1d minutes)	[-10]
Sense of Duty (Victims of Vigilante Justice)	[-5]
Social Stigma (Criminal Record)	[-5]
Stubbornness	[-5]
Vow (Major - Get revenge on the Bat Family)	[-10]
	[ ]
Believes no one should feel fear	[-1]
Inserts psychology terms wherever she can	[-1]
Loves skull jewelry	[-1]
Reminds people of her own trauma... a lot	[-1]
Smiles a lot - maybe too much	[-1]
	[ ]

SKILLS

Name	Level	
Chemistry	13	[4]
Computer Operation	13	[1]
Current Affairs (Vigilantes)	13	[1]
Diagnosis	11	[1]
Electronics Operation (Medical)	12	[1]
First Aid	14	[2]
Intimidation	14	[2]
Judo	13	[4]
Karate	15	[12]
Kicking	15	[4]
Pharmacy (Synthetic)	14	[8]
Psychology	13	[4]
Research	13	[2]
Sex Appeal	12	[2]
Shadowing	13	[2]
Sociology	12	[2]
Stealth	14	[4]
Swimming	12	[2]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]

NOVICE

SUICIDE SQUAD

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Karate punch	1d+1 cr	C	11	Skill 15	-	-
Karate kick w/ boots	1d+3 cr	C,1		Skill 15	-	-
Needle Gauntlet	1d+1 imp	C	11	Skill 15	-	-

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

CASH

$50



CHARACTER NOTES

POSSESSIONS

Item	Location	Cost	Weight
High boots (DR 2)	Feet	$100	6 lbs.
Concealable vest (DR 5 or DR 12 vs pi/cut)	Torso	$1000	2 lbs.
Leather skull cap (DR 2)	Head	$20	2 lbs.
Earpiece communicator	Head	$100	- lbs.
Totals:		$ 1120	10 Lbs.

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TOP SECRET

"I have something you might enjoy..."

Dr. Crane mesmerized you in grad school... convinced you to sign up for his first experiments. He locked you in a box and pumped you full of fear toxins, trying to find the perfect dose. But when you emerged, you knew that anyone who used fear against others deserved the WORST. But your plot to drop an ecstacy drug into Gotham's water supply was foiled... and it landed you in prison for the next 17 years...

SUICIDE SQUAD

Name Leah Wasserman (Mindboggler) **Player** _____ **Point Total** 300

Ht 5'6" **Wt** 112 **Size Modifier** 0 **Age** 27 **Unspent Pts** -

Appearance Ex-assassin, tough New Yorker - will make you walk off a roof

				CURRENT		
ST	12	[20]	**HP**	12		[0]
DX	12	[40]	**Will**	13		[0]
IQ	13	[60]	**Per**	13		[0]
HT	11	[10]	**FP**	11		[0]

MOVE 5

DR 12/5 (Vest)



BASIC LIFT (ST × ST)/5 29 lbs **DAMAGE** Thr 1d-1 Sw 1d+2

BASIC SPEED 5.75 [0] **BASIC MOVE** 5 [0]

ENCUMBRANCE

None (0) = BL	29
Light (1) = 2 × BL	58
Medium (2) = 3 × BL	87
Heavy (3) = 6 × BL	174
X-Heavy (4) = 10 × BL	290

ACTIVE DEFENSES

Dodge	Parry	Block
8	10 (Unarmed*)	-

REACTION MODIFIERS

Appearance +1

Status -1 from Social Stigma

Reputation +1 from Smooth Operator (Cons)

+1 from Merchant (buying/selling)

+1/-1from Comp. Carousing (party-goers vs. sober)

-1 from Stubbornness

+1 from Born to be Wired (hackers)

ADVANTAGES & PERKS

Appearance (Attractive)	[4]
Born to Be Wired !	[5]
Contact (Assassination Bureau, skill 15, 9 or less, usually reliable)	[4]
Fearlessness +2 (bonus to Fright Checks)	[4]
Fit (+1 to all HT rolls)	[5]
Smooth Operator !	[15]
	[ ]
MENTAL ILLUSIONS (see back)	[ ]
Vertigo (Affliction 2, Nauseated, Malediction, No Signature)	[50]
Illusion (Mental Illusions)	[50]
Mind Control	[50]
	[ ]

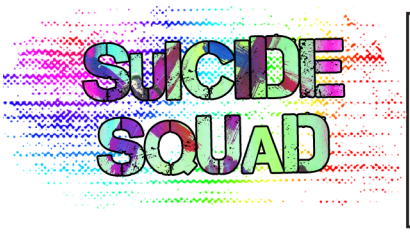
DISADVANTAGES & QUIRKS

Chronic Pain (Migraines, 9 or less, lasts 2 hours, -4 DX, IQ)	[-10]
Duty (Suicide Squad, 9 or less, hazardous, involuntary)	[-15]
Impulsiveness	[-10]
Social Stigma (Criminal Record)	[-5]
Stubbornness	[-5]
Unluckiness	[-10]
	[ ]
	[ ]
Never lets a slight go unpunished	[-1]
Won't mess with her friends	[-1]
Loves punk music	[-1]
Can't decide if she regrets her life of crime or not	[-1]
Must visit "Breathtaker" every few months to keep powers	[-1]
	[ ]

SKILLS

Name	Level	
Artist (Illusion)	12	[2]
Brawling	14	[4]
Computer Hacking (includes +1 for Born to Be Wired)	13	[4]
Computer Operation (incl. +1 for Born to Be Wired)	15	[2]
Computer Programming (incl +1 for Born to Be Wired)	14	[4]
Connoisseur (Music)	12	[1]
Cryptography (includes +1 for Born to Be Wired)	13	[2]
Current Affairs (People)	13	[1]
Driving (Motorcycle)	11	[1]
Electronics Operations (Security + Surveillance)	12	[2]
Fast-Talk (includes +1 for Smooth Operator)	13	[1]
Filch	12	[2]
Guns (Pistol)	13	[2]
Merchant	13	[2]
Psychology	12	[2]
Research	12	[2]
Savoir-Faire (Syndicates) (incl. +1 for Smooth Op.)	14	[1]
Sex Appeal (incl. +2 for Appearance and Smooth Op.)	12	[1]
Shadowing	12	[1]
Singing	11	[1]
Stealth	12	[2]
Streetwise (includes +1 for Smooth Operator)	14	[2]
Urban Survival	12	[1]
		[ ]
		[ ]
		[ ]

EXPERT



HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Brass knuckles punch	1d cr	C	10*	Skill 14	$10	-

* Brawling parries are -3 vs. weapons

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight
SIG-Sauer P226 pistol	2d+1 pi	2	160/1800	3	15+1(3)	-2	2	Skill 13 Reliable - won't malfunction	$850	3 lbs.

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

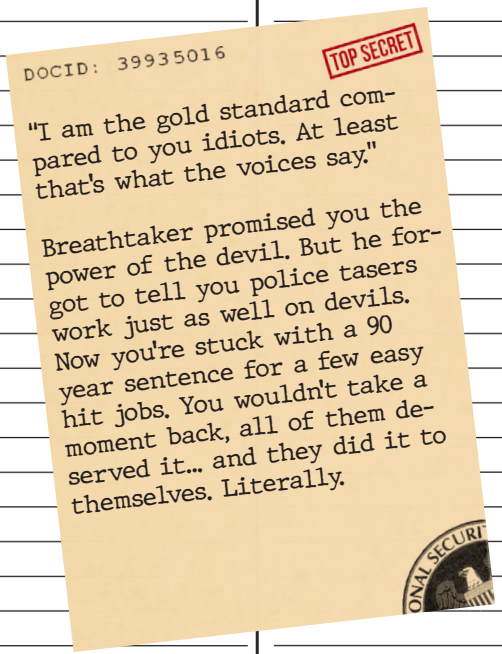
CASH

$200



POSSESSIONS

Item	Location	Cost	Weight
Studded pyramid belt	Waist	$100	1 lb.
Fingerless red gloves (DR 1)	Hands	$50	0.5 lb.
Concealable Vest (DR 12 vs. pi or cut; DR 5 vs. everything else)	Torso	$1,000	2 lbs.
Extra clip	Belt	$20	1 lb.
Earpiece communicator	Head	$100	- lbs.
Totals:		$ 2180	8 Lbs.



CHARACTER NOTES

Vertigo - Roll a contest of Will vs. subject's Will-1. You are at -1 per yard of distance. If you win, victim suffers -2 to all attributes and skill rolls, and -1 to active defenses. He rolls HT-1 each minute to recover. Critical failure causes them to vomit!

Illusion - Concentrate. To trick someone, roll a quick contest of your IQ vs. their Per. You are at -1 per person already affected. For a complex or frightening illusion use your Artist (Illusion) skill vs. their IQ or Per, whichever is higher.

Mind Control - Concentrate and make a quick contest of IQ vs. subject's Will. You suffer normal range penalties, -1 per slave you already control, +2 if you concentrate for a full minute, +4 if you concentrate for an hour. If you win, you control the subject as long as you concentrate, plus 1 minute for each point you won the contest. Reroll the contest if you ask him to do something against his principles! If you lose, you cannot retry for 24 hours.

SUICIDE SQUAD

Name King Shark (Nanaue) **Player** _____ **Point Total** 300

Ht 8'2" **Wt** 380 **Size Modifier** +1 **Age** ? **Unspent Pts** -

Appearance Son of a Hawaiian shark god - always makes a bloody mess of bad situations

				CURRENT		
ST	27	[153]	**HP**	27		[0]
DX	12	[40]	**Will**	10		[15]
IQ	7	[-60]	**Per**	12		[25]
HT	12	[20]	**FP**	12		[0]

MOVE 6 (9 in water)

DR 8 (Skin)



BASIC LIFT (ST × ST)/5 146 lbs. **DAMAGE** Thr 3d-1 Sw 5d+1

BASIC SPEED 6.0 [0] **BASIC MOVE** 6 [0]

ENCUMBRANCE

None (0) = BL	146
Light (1) = 2 × BL	292
Medium (2) = 3 × BL	438
Heavy (3) = 6 × BL	876
X-Heavy (4) = 10 × BL	1460

ACTIVE DEFENSES

Dodge	Parry	Block
10	12 (Unarmed*)	-

REACTION MODIFIERS

Appearance -5

Status _____

Reputation _____

-3 from Social Stigma (Eats People)

ADVANTAGES & PERKS

Acute Taste and Smell +3	[6]
Amphibious and Enhanced Water Move (x1/2)	[20]
Combat Reflexes (+2 to Fright Checks, +6 to recover from mental stun)	[15]
Damage Resistance 8 (Tough Skin)	[24]
Discriminatory Smell	[15]
Fearlessness +3	[6]
Hard to Subdue +3 and Hard to Kill +4	[10]
High Pain Threshold (ignore pain penalties)	[10]
Night Vision +6 and Peripheral Vision	[15]
Pressure Support 1	[5]
Jaws (Born Biter 1, Sharp Teeth, Striking ST+20 Bite Only)	[42]
Vibration Sense (Water)	[10]

DISADVANTAGES & QUIRKS

Appearance (Monstrous)	[-20]
Bloodlust (you always go for the kill)	[-10]
Cold-Blooded (you stiffen up below 50°)	[-5]
Color Blindness	[-10]
Duty (Suicide Squad, 9 or less, hazardous, involuntary)	[-15]
Ham-fisted (-2 to DX rolls for manipulation)	[-10]
Low Empathy	[-20]
Odious Personal Habit (Eats People)	[-15]
Restricted Diet (Carnivore)	[-10]
Always hungry	[-1]
Curious and nosy	[-1]
Easily distracted by pretty things	[-1]
Patient	[-1]
Smells funny - like a shark	[-1]

SKILLS

Name	Level	
Brawling	16	[12]
Climbing	12	[2]
Connoisseur (Literature)	6	[1]
Intimidation (includes +3 for Appearance)	14	[4]
Occultism	8	[4]
Stealth	13	[4]
Survival (Open Ocean)	12	[2]
Swimming	14	[4]
Throwing	11	[1]
Tracking (add +4 if using smell)	10	[1]
Wrestling	14	[8]
Breakfall	15	[1]

NOVICE

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Bite	5d+5 cut	C	-	Skill 16	-	-
Brawling slap	3d+1 cr	C, 1	12*	Skill 16	-	-

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
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Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

CASH

$50



CHARACTER NOTES

* Brawling parries are -3 vs. weapons

POSSESSIONS

Item	Location	Cost	Weight
Hawaiian shorts	Torso	$25	- lbs.

Lt. Col. Rick Flag

(Squad Leader)



Per 13 - Danger Sense

Drury Walker

“Killer Moth”



Per 12

Jake Baker

"Zebra-Man"



Per 11

Abigail O'Shay

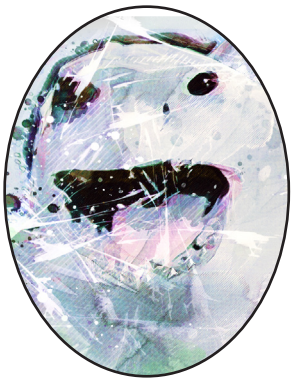
"Madame Crow"



Per 13 - Flashbacks (6-)

Nanaue

"King Shark"



Per 10

Leah Wasserman

"Mindboggler"



Per 13 - Chronic Pain (9-)