

# **Bonds of Steel**

**An Adventure for Truth & Justice,  
By John Kim**

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## 2 Introduction

"Bonds of Steel" is a tailored superhero adventure using the Truth & Justice system, by Chad Underkoffler. It is a twist on the idea of a superhero family, taking in part from the Fantastic Four and Furst Family (from Astro City), but mainly The Incredibles. Its brief pitch could that it's like The Incredibles with a less vanilla family.

It is intended for 3 to 8 players, all playing members of the Steele family. The kickoff of the adventure is when the older daughter, Crystal, finally brings her boyfriend Gordon home to meet the family one Friday evening. The core characters should be Crystal, Gordon, and at least one of Crystal's parents (her father Adrian or mother Fiona).

The heart of this adventure is in the backgrounds of the heroes and the villains and their situation.

The full list of pregenerated player characters is:

### Adrian Steele (*Mr. Steel*)

An accident at his father's work revealed Adrian's power to turn into living steel and form steel shapes. He started as the dark teenage avenger of Lakefront City taking on the gangs and rackets. Later, he joined Lakefront's Freedom Squad. After several years they disbanded, and he married their former ally Fiona Blais. He still fights crime on the side - but in civilian life he's been doing contracting and high-risk security, working nights and weekends while Blaze does 9-to-5.

### Fiona Blais (*Blaze*)

Blaze first appeared as a fiery avenger against the secret plots of Herbert Enterprises, shooting gouts of flame. She had a checkered career as a crimefighter: defeated many villains, but also clashed with several "heroes" and had romances with a few as well. Meanwhile, she kept up a secret identity as a paralegal doing worker's rights. She was married for a few years to Vincent Holt, then divorced and later married Adrian.

### Crystal Steele (Crystal)

The rebellious daughter of Adrian and Fiona, now 16. She discovered her powers at age 11 -- making her body transparent, hard, and super-strong. These days, she tends to disappear a lot to go off doing her own thing with her friends.

### Hunter Gabriel Steele (Mercurial)

The slacker younger son of Adrian and Fiona, now 12. "HG", as he goes by with his friends, discovered by age 6 that he can change into liquid metal. He is fiercely loyal to his family, but doesn't always do what they say. His parents worry about how his video game playing and skateboarding seem to take precedence over his grades.

### Gordon Kingsley (Golden Boy)

Crystal's new boyfriend, Gordon goes to her school and his powers manifested just a few months ago. He has super-strength and reflexes, along with new-found skills, that he is still adjusting to.

### Vincent Holt (Volt)

Fiona's ex-husband and former teammate of Adrian. Vincent is a talented scientist and inventor who can generate electricity from his body, allowing him to use an array of gadgets. He was a founding member of the Freedom Squad, and its leader.

### Harriet Caitlin Blais (Hurricane)

The mother of Fiona and a long-time superheroine, once the sidekick to WWII superheroine Speedstress. She can fly and act with super-speed, but tends to leave chaos in her wake.

### Aurora Bryant (Aura)

The youngest daughter of the former government liaison to the Freedom Squad, Aurora is now in college. She discovered her telekinetic powers slowly over the years. She has been a close friend of Adrian and Fiona, and babysat for them for several years. (Watching super-kids takes special talents, after all.)

You can distribute the characters as you see fit. Volt has a number of secrets and can be played to help provide tension within the group, if there is an experienced player whom the GM can trust. Gordon is simpler to play but also is a source of tension. The others all are more straightforward. Mr. Steel, Blaze, and Crystal are the most central to the plot, but the others are all colorful side characters that are strongly connected, and should have plenty to do.

### 3 Player's Background

Lakefront City is a fictional metropolis located in an unspecified state on the western shore of Lake Michigan. It sort of a cross between Milwaukee, Chicago, and Detroit -- like Metropolis or Gotham are to New York. Superheroes are a bit like in the comics. A few supers showed up around WWII in a "Golden Age", like Minuteman and Speedstress. They started appearing again in the "Silver Age" starting in the late sixties, and then exploded in the seventies with much more power. Powerful new heroes like Dragon Knight and Ultrawoman appeared -- usually gaining their earthshaking powers in spectacular accidents, like being bitten by a chemically-mutated octopus or being in a meteor strike.

In the eighties, dark heroes like Manticore became more prominent as well as villains more disturbed than evil. The eighties was also the age of superhero teams. Lakefront City even had it's own super-team: the Freedom Squad. Founded by Volt and Powerhouse, they were joined by skyborn champion Raven Hawk, the street vigilante Mr. Steel, the enigmatic Portal, the trickster Spinneret, and lastly by the fiery Avenger Blaze. Together they cleaned up the city.

In the nineties, the heroes had begun to hit reality. Growing older and with their personal lives too often exposed, many superheroes cashed out to join with corporations who would pay them well and guard their privacy. Lakefront City's Freedom Squad broke up to pursue individual goals. The new SuperCorps (as they are known) appeared. Highly conscious of public relations, the SuperCorps do a lot of pro bono work, but still draw criticisms of abuse. Volt and Powerhouse had originally founded Paragon Industries PLC to do good work, but they split over how to market inventions like bio-adaptive clothing and power joints.

Today, Lakefront City is still well-patrolled by superheroes (corporate and independent). However, the new breed of criminals has learned how to avoid the costumed crimefighters. There are fewer fights in the streets, but the underground fights can be savage. It's rumored that Sacred Ghost terrorists may have a cell in the region, but nothing has been confirmed.

## 4 Gamemaster's Background

It all started with a secret plan by Vincent Holt (aka Volt). In this world, like in many comics, heroes happen by accident: stung by a genetically-mutated scorpion, doused in acid, struck by lightning. However, Volt has invented a gadget to awaken dormant superpowers safely. It will not turn just anyone into a superhuman – just a tiny fraction of the population. However, it is enough to increase by many times the number of superhumans in the world if used widely.

Unfortunately for him, most of his former teammates have turned to evil. The former leader of the Freedom Squad, Powerhouse, is now a power-hungry millionaire who secretly goes by the pseudonym of *Blackout*. Upon hearing roughly what Volt's plan is, he became concerned that a massive new influx of superhumans would destabilize the balance of power. To others, he would say that a random person turned superhuman is a dangerous force that could be used for evil. To himself, though, he realizes that what really matters is that he and his cronies would no longer be as unique and powerful.

Blackout has also brought three others of the former Freedom Squad into his fold. Sandra Garret, formerly Spinnerette, is now *Backlash*. Patrick O'Toole, former Portal, is now *Blindside*. And Raymond Harick, formerly RavenHawk, is now *Warhawk*. See individual character backgrounds for more on each of these.

Meanwhile, Volt is beginning to test his device. At present, his prototype only works on children, though he believes that with development it could work on adult subjects. His first subject was a young man named Gordon Kingsley. After testing his potential, he contacted Gordon and his mother and they agreed to take part in the test. In the two months that followed, Volt has been testing Gordon to see if there are any side effects from his powers or his use of them. A CODA (Child of Deaf Adult) who was formerly mocked for his shyness and awkward speech, Gordon has now become *Golden Boy*, a superpowered paragon. He even successfully asked out talented classmate Crystal, secretly daughter of Mr. Steel and Blaze and super-powered herself.

Having gotten wind of this plan, Blackout has set Blindside to go deal with Volt and his new device. Wanting to expose himself as little as possible, Blindside has then hired other mercenaries, armed them with company gadgets, and sent them after Gordon.

*NOTE:* If Volt is a PC, then he should accompany Golden Boy in the opening scene as his mentor. If he is not a PC, then he should have already been captured by Blackout and be held at his house or some secret base.

## 5 Running the Adventure

The adventure begins with a set-piece scene that juxtaposes domestic life and action. Crystal is finally bringing home her boyfriend Gordon along with his single mother Lisa Kingsley. Crystal and Gordon know about each other's powers, and Lisa knows about Gordon's, but Gordon does not know about Crystal's parents or friends (since Crystal wouldn't reveal their secret identities without their permission). The players will all know this, however, and can work out what each of them has told the others.

The scene begins with Gordon and his mother Lisa arriving for dinner. This is set at the Steele's home – so encourage the players of family members to improvise what their home is like, according to their vision of the characters. Lisa is deaf, which you should make clear. The scene is rife with opportunities to play out many of the relationships.

About halfway through dinner, though, everyone at the table hears the distinct sound of a laser blast in the kitchen followed by a crash. Everyone, of course, except for Lisa who is deaf. To keep up their secret identities, the Steele's must make excuses to deal with this. The attack is a group of agents hired by Blindsight to capture and bring back Gordon – make it roughly two more agents than there are PCs. One agent is an advance scout (first in the door), while another is the rear guard out behind the fence or garage. They are equipped with advanced weapons and armor, designed by Volt and stolen (with Blackout's help) from Paragon Industries PLC. They do not know who hired them except that it was a supervillain named Blindsight who can create dimensional gateways. They have special communicators to signal for a gate to be created, and when losing, the rear guard will try to escape by this means.

After the attack, there are a lot to deal with. First of all, there is the domestic situation. Lisa will probably go home afterwards, but secretly remains a potential target for the agents to get Gordon. Then there are questions to answer. How were agents equipped with weapons designed by Volt? Why are they after Gordon? It is unlikely that Gordon or Volt will give up their secret until it seems necessary, though the adventure still works fine without it.

For what next, note that the agent's attack should generate at least several Story Hooks from damage. Ideally the next steps should incorporate these in them. As some ideas;

- Adrian's "Street Fighter" – One of the thugs is an old foe of Mr. Steel from his vigilante days, who's recently gotten out of jail. He hates Steel with a passion and will try his best to get him in trouble.
- Fiona's "Crusading Paralegal" – one of the thugs is a former client of Fiona, a Russian immigrant down on his luck. After finding she was in the house, he is very sorry for what he's done – but will she help him?
- Crystal's "Student" – One of the thugs has yearbook clippings from Crystal's school, with pictures of Gordon, Crystal, and their friend Kani. They are clipped to a file marked "potential subjects".

- Gordon's "Bookworm" – cut to a flashback where the thugs are looking up records in the local library, where they see someone checking out a bunch of books on superheroes along with Gordon's name and home address.

The next steps are likely to lead them either to Aurora's father, the former government contact for the Freedom Squad, or directly to Preston/Powerhouse as the head of Paragon Industries. Preston will smoothly take this in stride, and say that he has had suspicions about Portal (and Volt is an NPC and captured). He will offer to help and try to work his way into their investigation, and eventually lead them into a trap. He is self-serving rather than a purely evil villain, and may try to recruit them, but if they reject it he will have no regrets attacking them.

Possible locations include:

- Preston/Blackout's mansion in the hills, a posh newly-designed modern home looking out over his wooded lot. The other team members should have similarly ritzy homes: a downtown penthouse apartment for Backlash, a refitted historic country house for Warhawk, and a secret headquarters for Portal.
- The agent's hideout, which may hold clues to Portal's identity and location, though not any of the others.

## 6 Designer's Notes

This adventure is something of a reaction to the 2004 film, *The Incredibles*. First of all, I found the incredibly white-bread family a bit overly cliché. My real beef was with the whiny nature of the premise – that somehow superpowered folk were a threatened class, to the point that rather than defending ordinary people, the superheroes were defending themselves and other people with powers against the oppression of the masses. In my scenario, the people with superpowers are the ones in charge.

## **7 Appendix I: Character Backgrounds and Stats**

The following pages have:

- 1) Single-sided character sheets for each of the four villains.
- 2) A single-sided sheet with combined stats for all four villains.
- 3) A single-sided sheet with combined stats for the agents.
- 4) Two sheets for each of the player characters: one for background and description, and one for stats. These may be printed out double-sided for ease of use by the players.



# Powerhouse / Blackout

## VILLAIN

**Name:** Preston T. Hauser

**Background:** Preston Hauser is a leader who has become obsessed over his own leadership, forgetting the causes he once stood for. He was the son of a self-made millionaire industrialist, who gained his powers when locked in a generator room overnight. During the eighties, he took on the alter-ego of "Powerhouse" -- a superhero who fought for good, and together with Volt lead Lakefront City's Freedom Squad. He and Volt founded Paragon Industries PLC to do charitable work and support the team, using Volt's invention. After a short time as head of the corporation, though, he began to think that his crime-fighting was a bit of a waste. He could stop crime more effectively by using his talents and fame to earn money, and simply hire a team of investigators.

Eventually, he and Volt parted ways over how to run the company. Volt left him as CEO, surrendering the existing patents for a no-questions-asked, first-class research lab of his own. Volt worked on his pet projects, while Preston ran the company. On his own, Preston began to become more obsessed with what he could do if he ran things. He started to develop his own powers more -- stretching what he could do. Soon personal and financial power became an obsession. He recruited Sandra (aka Spinnerette) and Raymond (aka RavenHawk) to his view. He also found that Portal had already gone bad, and simply hired him by his usual mercenary contract.

Then, just a few weeks ago, he got hints what Volt was doing from his informant network: developing a device which could awaken latent superpowers in people, which could potentially triple or more the number of superhumans. He could see only one result: his and many other people's edge would be lost. He became determined to first track down all the people Volt has brought in on the secret and then wipe out all trace of it.

**Motivation:** be the leader and looked up to, no matter what the cost

**Qualities:** Master [+6] Wealthy, Expert [+4] Opportunist, Expert [+4] Deceiver, Poor [-2] Humility

**Origin:** locked in generator room overnight, activating powers to escape

**Powers:** Blackout can absorb energy into his body, increasing his strength. Formerly, as Powerhouse, he could only absorb energy which directly hit him. As Blackout, he can suck energy out of everything within a city block or so. His power is defined as "Energy Drain", which can be used to neutralize energy attacks (like Power Neutralization only for energy attacks) or to drain electrical power from buildings. As long as he is charged up, he can add his Energy Drain bonus to his Super-strength, effectively making it Master rank [+6].

Good [+2] Super-strength, Expert [+4] Invulnerability, Expert [+4] Energy Drain

**Stunts:** Take advantage of sudden darkness +2 (Signature off Energy Drain)

**Villain Point Pool:** 5/10

# Spinnerette / Backlash

## VILLAIN

**Name:** Sandra Garret

**Background:** Sandra Garret tried to do it all, and failed. At one point she was the superheroine Spinnerette, the less-recognized bright-eyed trickster of Lakefront City's Freedom Squad who would use her telekinetic power to send opponents spinning off into a dumpster or somesuch, always with a witty quip. Now, she has been recruited to evil by her former teammate Powerhouse -- now known as Blackout -- and has mastered her power of direction control to turn attacks back on the firer and other tricks, calling herself Backlash.

She gained her powers while at a ballet performance in college, which she went on with despite an ear infection. In the middle of the show, she collapsed as everything started spinning -- and then everything really *was* spinning. Back in the eighties, she was starting a serious career as a fashion designer, while also being the superheroine Spinnerette, as well as keeping up her personal life and interests. After a promising start, her career stalled. She was part of the Freedom Squad, but her telekinetic spinning power was seen as a one-trick pony, and she was always the last member mentioned in news reports. In her secret identity, she married twice and divorced each time within two years. As the Freedom Squad broke up in the early nineties, she dropped out of superheroing and was struggling to make ends meet in her mundane life.

A few years later, though, her former teammate and CEO of Paragon Industries PLC Preston (aka *Powerhouse*) contacted her. He offered to hire her for superpowered work, and to develop her superpowers. Something in her cracked and she jumped at the chance, not caring what the cause was. She has developed an unrequited love for Preston, and is devoted his cause -- though perks like her posh city loft don't hurt.

**Motivation:** ride to power on Blackout's ticket

**Qualities:** Expert [+4] Stealthy, Expert [+4] Trickster, Good [+2] Fashion Designer, Poor [-2] Independence

**Origin:** dancing while sick set off a vertigo attack

**Powers:** As Spinnerette, Sandra could send people or objects spinning off. As Backlash, though, she can now change the direction of anything. She has limited flight by turning away from the ground as she falls; she can reflect attacks back at people; or turn people coming at her to the ground. Master [+6] Direction Control (Meta-Power), Master [+6] Reflection (Sub-Power)

**Stunts:** Crash flying people into ground/wall +2 (Spin-off)

**Villain Point Pool:** 5/10

# RavenHawk / Warhawk

## VILLAIN

**Name:** Raymond Harick

**Background:** Raymond Harick was a U.S. Air Force fighter pilot whose plane was torn apart in a mystical storm over the Atlantic. When he awoke, he was on an unknown island with wings growing from his back. Unable to lead a normal life any longer, he took to being a minor superhero along with publicity stunts and charity events. However, his ability to fly did not make him super-fast or agile. He did learn that his flight was mostly powered by a psychic lift ability, allowing him to lift impossible things by flying: like lifting a car by its bumper.

With this, he joined Lakefront City's Freedom Squad. His was often a rescuer, though he would drop large objects on villains from time to time. When the team fell apart in the nineties, though, he went into a funk. Unable to fit into normal life, and tired of a dangerous life without super-defenses, he lived a secluded life for a few years. Then he was contacted by Powerhouse with a proposal. His lifting ability would let him wear armor too heavy for a normal man to move in. So he came back to be a soldier for Powerhouse, now enhanced by a power armor suit built for him, including jointed metal armor over his wings. He became "Warhawk", and converted whole-heartedly to Powerhouse's schemes. From now on, beware anything which got in his way.

**Motivation:** show his power, be feared

**Qualities:** Expert [+4] Fighter Pilot, Expert [+4] Tactician, Good [+2] Gadgeteer, Poor [-2] Anger management

**Origin:** bailed out in a mystical storm over the Atlantic

**Powers:** As RavenHawk, he had the psychic power to fly with his wings despite the impossible aerodynamics. He also found that he could lift impossible weights by flight, carrying tanks by a handle on their rear. As WarHawk, he uses this to lift a heavy armored suit built by Paragon Industries -- with built-in anti-tank missiles and high-power guns.

Good [+2] Flight, Expert [+4] Psychic Lift, Expert [+4] Power Armor, Expert [+4] Built-in Super-weaponry

**Stunts:** Dive-bomb +2 (Signature off Psychic Lift)

**Villain Point Pool:** 5/10

# Portal / Blindside

## VILLAIN

**Name:** Patrick O'Toole

**Background:** Patrick / Portal used to be the undervalued workhorse of the Freedom Squad, who got them to the scene and got them out again. His power of creating a dimensional portal, gained from an accident with a rare interdimensional traveller, was the ultimate in transportation, but didn't make him a star. He would set up portals for his teammates to knock villain's through, but that still left him a second-stringer. Tired of this, in the nineties, he went into work for himself. At first he worked as a private eye and ultra-secure courier, using his transportation abilities to their fullest. He made some good money at this. However, somewhere along the way, his scruples disappeared. He started also working with mercenaries, putting people behind security lines and defenses.

About a year ago, he was recontacted by Preston (formerly Powerhouse, now Blackout), who offered him a permanent position along with the agents he had trained. Though he didn't trust Powerhouse (or anyone), he accepted. Now he works anonymously in a full-head black mask as "Blindside" doing Blackout's dirty work.

**Motivation:** look out for number one

**Qualities:** Expert [+4] Geographer, Expert [+4] Private Eye, Good [+2] Conspirator, Poor [-2] Scruples

**Origin:** accident with a rare interdimensional traveller

**Powers:** Portal can create a pair of dimensional portals tied to each other, each up to 2 meters across. One end can anywhere up to a few dozen yards from him; while the other can be a few hundred miles away or more. The further the other end, though, the longer it takes him to open the portal (up to a minute or so). Since going on his own, he's mastered a number of tricks. The first is using one end of the portal as a shield "held" in front of him and moved to block attack. The last, he moves the far end of the portal to in front of a remote-controlled missile launcher he has prepared, presses a control, and sends out a super-scale damage strike. He also has a signature stunt of shooting people in the back through the portal, adding in his Stunt bonus to the attack he's doing (normal damage or failure ranks). Master [+6] Portal (Meta-power), Expert [+4] Shield (Sub-power), Expert [+4] Remote weapons (Sub-power)

**Stunts:** Blindside strike +4 (Signature)

**Villain Point Pool:** 5/10

<b>Name:</b> Powerhouse / Blackout											
Qualities	+6	+4	+2	+0	-2	Powers	+6	+4	+2	+0	-2
Wealthy	●	○	○	○	○	Invulnerability		●	○	○	○
Opportunist		●	○	○	○	Super-strength			●	○	○
Deceiver		●	○	○	○	Energy Drain		●	○	○	○
Humility					●		○	○	○	○	○

<b>Name:</b> Spinnerette / Backlash											
Qualities	+6	+4	+2	+0	-2	Powers	+6	+4	+2	+0	-2
Stealthy		●	○	○	○	Rotation (Meta-Power)	●	○	○	○	○
Trickster		●	○	○	○	Reflection (Sub-power)	●	○	○		
Fashion Designer			●	○	○		○	○	○	○	○
Independence					●		○	○	○	○	○

<b>Name:</b> RavenHawk / Warhawk											
Qualities	+6	+4	+2	+0	-2	Powers	+6	+4	+2	+0	-2
Fighter Pilot		●	○	○	○	Flight			●	○	○
Tactician		●	○	○	○	Psychic Lift		●	○	○	○
Gadgeteer			●	○	○	Power Armor		●	○	○	○
Anger Management					●	Built-in Super-weapons			●	○	○

<b>Name:</b> Portal / Blindside											
Qualities	+6	+4	+2	+0	-2	Powers	+6	+4	+2	+0	-2
Geographer		●	○	○	○	Portal (Meta-Power)	●	○	○	○	○
Private Eye		●	○	○	○	Portal Shield (Sub-power)		●	○		
Conspirator			●	○	○	Remote Weapons (Sub-power)		●	○		
Scruples					●		○	○	○	○	○

**Name:** Agent #1

Qualities	+6	+4	+2	+0	-2	Gadgets	+6	+4	+2	+0	-2
Special Ops Training		●	○	○	○	Armor				●	○
	○	○	○	○	○	Super-tech Weapons			●	○	○

**Name:** Agent #2

Qualities	+6	+4	+2	+0	-2	Gadgets	+6	+4	+2	+0	-2
Special Ops Training		●	○	○	○	Armor				●	○
	○	○	○	○	○	Super-tech Weapons			●	○	○

**Name:** Agent #3

Qualities	+6	+4	+2	+0	-2	Gadgets	+6	+4	+2	+0	-2
Special Ops Training		●	○	○	○	Armor				●	○
	○	○	○	○	○	Super-tech Weapons			●	○	○

**Name:** Agent #4

Qualities	+6	+4	+2	+0	-2	Gadgets	+6	+4	+2	+0	-2
Special Ops Training		●	○	○	○	Armor				●	○
	○	○	○	○	○	Super-tech Weapons			●	○	○

**Name:** Agent #5

Qualities	+6	+4	+2	+0	-2	Gadgets	+6	+4	+2	+0	-2
Special Ops Training		●	○	○	○	Armor				●	○
	○	○	○	○	○	Super-tech Weapons			●	○	○

**Name:** Agent #6

Qualities	+6	+4	+2	+0	-2	Gadgets	+6	+4	+2	+0	-2
Special Ops Training		●	○	○	○	Armor				●	○
	○	○	○	○	○	Super-tech Weapons			●	○	○

<b>Character Name</b>	<b>Aurora Bryant</b>	<b>Player Name</b>	
<b>Background</b>	FBI agent's daughter	<b>Motivation</b>	Protect the innocent

<b>Codename</b>	<b>Aura</b>	<b>Hero Point Pool</b>	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
<b>Origin</b>	caught bits of magician's soul	<b>Uniform</b>	

Qualities	Master [+6] TN 13	Expert [+4] TN 11	Good [+2] TN 9	Average [+0] TN 7	Poor [-2] TN 5	Notes
Science nerd		●	○	○	○	
Caretaker		●	○	○	○	
Social skills			●	○	○	
Killer Instinct					●	

Powers	Master [+6] TN 13	Expert [+4] TN 11	Good [+2] TN 9	Average [+0] TN 7	Poor [-2] TN 5	Notes
Telekinetic force fields	●	○	○	○	○	Meta-power, stunt at 2 ranks lower
Telekinetic touch-sense				●	○	see Intensity Chart for range

Stunts	Base Ability	Stunt Type	Rank	HP Cost	Stunt Notes
Hold aloft	Telekinetic force fields	Spin-off	+2	0	
Wall of force	Telekinetic force fields	Spin-off	+2	0	
		Spin-off Signature			
		Spin-off Signature			
		Spin-off Signature			

**Name:** Aurora Bryant

**Background:** Aurora is a 22-year-old graduate student starting work on her Master's in Education. She wants to change the world, but isn't quite sure how. She's still new to superheroing, and still goes back and forth over what sort of superhero she wants to be.

She is the youngest child of Lance Bryant, the former FBI metahuman liaison who worked with the Freedom Squad and other superheroes in the Lakefront City area. He is now officially retired, but still keeps his hand in occasional investigations. Growing up, she got to know the Freedom Squad pretty well as well as some other superheroes. Her father was more than an official liaison -- he was a friend and confidant of many. It was after Enchanter mysteriously fell into a coma in her house, when she was nine, that she started to notice her powers. Over the following months, she started to notice that she could make things glow. This glow was actually a force-field around the object, and she could make things move with it as well.

When she was 13, she started babysitting. She liked kids, and her father was pretty strict about spending money. Her best customers, though, were Mr. Steel and Blaze -- who loved her since their kids had special needs. She could keep little Hunter from slipping away, and could sense when Crystal was trying to sneak out. She hasn't babysat for two years, however.

**Secret:** Last week, she overheard her father talking on the phone about the Freedom Squad. Someone high up in the company they spun off, Paragon Industries PLC, has been covering up records and projects. He suspects that some of the former Freedom Squad have gone bad -- but he is not sure who. He suspects Volt has created some incredibly dangerous device which is being produced by the company. However, he's not sure whether any of the others are also in on it. He's more inclined to trust Mr. Steel and Blaze, but can't be sure.

These days, she dresses in nicely-styled casual outfits. She is tall with long strawberry blonde hair, with light freckles from a lot of time outdoors. She still hesitates at hurting people, but is outspoken and quick to act in stopping violence and protecting the innocent.

- **Adrian Steele** is a nice guy. You admire his early work as an avenger on the streets, but he is also a devoted father now.
- **Fiona Blais** you don't know so well, but she's a dedicated fighter for justice both as a superhero and in her professional work.
- **Crystal Steele** is a smart kid, but she has a rebellious streak that has gotten worse since teenager-hood.
- **Hunter Steele** is a nice kid, less prone to tantrums but also doesn't apply himself. He also has a crush on you for ages.
- **Harriet Blais** you've met a few times, and was always impressive and really nice to you. She was a kid sidekick in WWII, and has had an amazing superhero career.
- **Vincent Holt** seemed like the most idealistic of the Freedom Squad. But your father seems to suspect him of something, and he's a careful man.
- **Gordon Kingsley** you've never met before.

**Motivation:** Protect the innocent

**Qualities:** Expert [+4] Science nerd, Expert [+4] Caretaker, Good [+2] Social skills, Poor [-2] Killer instinct

**Origin:** caught bits of mystic energy released from a magician's soul

**Powers:** Aura can create glowing force fields and move them around with roughly the strength of an elephant. She can use this to lift up herself and others and fly them about, or to surround people and protect them. The force fields always have a distinct pink-orange glow like early dawn. Telekinetic Force Fields is a Meta-Power which lets her do a wide variety of effects at a base rank of Good [+2]. She can also use her power to feel things within 10 yards as if by touch, even through walls. Master [+6] Telekinetic force fields, Average [+0] Telekinetic touch-sense

**Stunts:** Hold aloft (Spin-off); Wall of force (Spin-off)

**Hero Point Pool:** 5/10



<b>Character Name</b>	<b>Fiona Blais</b>	<b>Player Name</b>	
<b>Background</b>	Rebellious Irish-American woman	<b>Motivation</b>	Punish oppressors/exploiters

<b>Codename</b>	<b>Blaze</b>	<b>Hero Point Pool</b>	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
<b>Origin</b>	Lashed out when struck in a brawl	<b>Uniform</b>	

Qualities	Master [+6] TN 13	Expert [+4] TN 11	Good [+2] TN 9	Average [+0] TN 7	Poor [-2] TN 5	Notes
Crusading Paralegal		●	○	○	○	
Fiery Temper		●	○	○	○	
Mother				●	○	
Hot Mama			●	○	○	
Self-control					●	

Powers	Master [+6] TN 13	Expert [+4] TN 11	Good [+2] TN 9	Average [+0] TN 7	Poor [-2] TN 5	Notes
Fire Control	●	○	○	○	○	Meta-power, stunt at 2 ranks lower
Super-Armor				●	○	ignore up to TN normal-scale damage downshift 1 rank to ignore one attack

Stunts	Base Ability	Stunt Type	Rank	HP Cost	Stunt Notes
Blinding Flare	Fire Control	Signature	+4	1	
		Spin-off Signature			
		Spin-off Signature			
		Spin-off Signature			
		Spin-off Signature			

**Name:** Fiona Blais

**Background:** Fiona is a Irishwoman who fights for civil rights by day as a paralegal, and rights wrongs as the fiery avenger on the side. She grew up the daughter of a Golden Age superheroine, Harriet Caitlin Gail, aka *Hurricane*. In ordinary life, her mother and father were a good Irish family in Lakefront's Irish district. When she was 17, a brawl broke out on her street over union issues, and she rushed out to help. When a bully struck her, though, she lashed out and burnt his club to cinders. It was only after this that her mother revealed her secret.

She had a checkered history after that -- dropping out of college to fight overseas with Sundiata, returning to fight crime as "Blaze", uncovering a supervillain in a political campaign, and then returning to finish her education as a paralegal. She clashed a few times with Lakefront City's Freedom Squad before hitting it off with Volt, the genius of the team. He was an idealist set on using his inventions (and the money they made) for good causes. It didn't hurt that he was also handsome and talented. They married after eight months, and she briefly joined the team. However, they divorced a year and a half later when it was clear that his obsessive overachievement didn't fit with a family life.

A few months later, she was in a fight with the lake monster Turtlezilla when she accidentally blasted Mr. Steel, already wounded, through a wall. She rushed up to help him and apologize, but he just smiled at her. One thing lead to another, and now eighteen years later they are happily married with two children. Adrian keeps an eye on the kids and works nights and weekends, while she works 9-to-5. They have occasional family outings to do superheroics -- the last one fighting techo-pirates in Washington DC -- but for the most part Blaze's appearances are few and far between these days.

- **Adrian Steele** is your anchor and heart, your better half, and still looks good in a leather jacket.
- **Crystal Steele** is your willful daughter, prone to disappearing -- presumably to go off clubbing and/or boy stalking.
- **Hunter Steele** is your slacker son. His prime interests are video games and skateboarding, but at least he still listens to you and his father.
- **Harriet Blais** is your mother. She is insufferable in many ways, from her superior way of talking about her own superheroics to her constant criticism of Adrian, your childrearing, and everything else.
- **Vincent Holt** is still a good guy, and you wish him well on his endeavors as long as they don't involve you.
- **Aurora Bryant** is a suspiciously nice friend, the daughter of an FBI superhero liaison. She babysat for you for many years.
- **Gordon Kingsley** is Crystal's new boyfriend, and it seems pretty serious if she'll put up with having him and his mother invited over for dinner.

**Motivation:** Punish the oppressors and exploiters of the people

**Qualities:** Expert [+4] Crusading Paralegal, Expert [+4] Fiery Temper, Average [+0] Mother, Good [+2] Hot Mama, Poor [-2] Self-control

**Origin:** lashed out when struck trying to break up a street brawl

**Powers:** Fiona can project and shape flame into any form, with extremely fine control -- from a wisp to semi-solid. She cannot fly, but she can run like the blazes, leap upwards on a jet of flame, or race up flammable walls leaving scorch marks behind. Her Fire Control is a Meta-Power, which lets her attempt a variety of effects as Spin-Off Stunts with a base of Good [+2].  
Master [+6] Fire Control, Average [+0] Super-Armor

**Stunts:** Blinding Flare (Signature)

**Hero Point Pool:** 5/10

<b>Character Name</b>	Crystal Steele	<b>Player Name</b>	
<b>Background</b>	Super-family's teen daughter	<b>Motivation</b>	

<b>Codename</b>	Crystal	<b>Hero Point Pool</b>	0 0 0 0 0 0 0 0 0 0
<b>Origin</b>	Skated on thin ice	<b>Uniform</b>	

Qualities	Master [+6] TN 13	Expert [+4] TN 11	Good [+2] TN 9	Average [+0] TN 7	Poor [-2] TN 5	Notes
Snoop/Stalker		●	○	○	○	
Judge of Character			●	○	○	
Athlete/Skater			●	○	○	
Student			●	○	○	
Obedience					●	

Powers	Master [+6] TN 13	Expert [+4] TN 11	Good [+2] TN 9	Average [+0] TN 7	Poor [-2] TN 5	Notes
Invisibility			●	○	○	MOD upshifts to attack unless sensed MOD downshifts to opp. attacks
Body of Crystal			●	○	○	adds to defense, or use for stunts
Super-strength			●	○	○	super-scale damage (+TN to normals)

Stunts	Base Ability	Stunt Type	Rank	HP Cost	Stunt Notes
Reflect light	Body of Crystal	Spin-off	-2	0	
Sharp-edge fingers	Body of Crystal	Spin-off	-2	0	
		Spin-off Signature			
		Spin-off Signature			
		Spin-off Signature			

**Name:** Crystal Steele

**Background:** Crystal is the 16-year-old daughter of Adrian Steele and Fiona Blais, aka the famed superhero team Mr. Steel and Blaze. She does well in school and has plenty of friends, but she's fed up with all the rules and expectations. Even if she does well, she still gets in trouble for not watching her little brother Hunter, meeting increasing standards, or doing chores. So she does what most teens would do in that case: disappear.

She discovered her powers at age 11 when she broke through the ice while skating. Somehow between her father and mother, she has the ability to make her body transparent, hard, and super-strong -- hence "Crystal" is her super name as well. Most often, she uses it to slip out of the house, get into bars and clubs, and spy on boys.

A few weeks ago, she noticed something seemed odd about Gordon at her school. He had been a bookish nerd, then suddenly he was on the football team and winning debates. Cleaned up, he was kind of cute, so one day she followed him. She watched him slip into the locker room, change into a superhero costume, then go leaping off the roof. She started hanging out with him more, and pretty soon they were going out. It seems he had gained his powers recently, and her dad's old friend, Volt, was teaching him about how to use them.

Soon the two became a clear item at school. They told each other about their powers, but she hasn't mentioned about her family yet -- she wants them to at least meet him before giving them away. So this evening, she's going to bring Gordon and his mom over for dinner. His mother is single and deaf from an accident, and you're hoping desperately to impress her.

- **Adrian Steele** is a bit sad as a dad -- because he used to be really cool as a street vigilante. He gave up a lot to watch after the kids and house.
- **Fiona Blais** also seems past her prime. You respect her idealism, but it's hard to live with.
- **Hunter Steele** is your bratty little brother, who always sucks up to the 'rents.
- **Harriet Blais** is your scary grandmother, who always seems to create more trouble than she solves.
- **Vincent Holt** is one of your dad's old friends and Gordon's mentor. Genius, supposedly.
- **Aurora Bryant** is your old babysitter, whose dad is some government spook or something. Nice enough, but kind of boring.
- **Gordon Kingsley** is your boyfriend. Very promising raw material, but you're not yet sure how he'll fill out.

**Motivation:** Prove herself, and teach anyone who gets in the way a lesson

**Qualities:** Expert [+4] Snoop/Stalker, Good [+2] Judge of Character, Good [+2] Athlete/Skater, Good [+2] Student, Average [+0] Teenage Daughter, Poor [-2] Obedience

**Origin:** skating on thin ice

**Powers:** Crystal has the power to turn her body into living crystal (along with her special bio-adaptive clothes). The crystal is super-strong and tough, ranging from the feel of fiberglass to hardened pyrex. She can also make it completely transparent or translucent.

Good [+2] Invisibility, Good [+2] Body of Crystal, Good [+2] Super-Strength

**Stunts:** Reflect lasers/flashes (Spin-off); Sharp-edge fingers (Spin-off)

**Hero Point Pool:** 5/10

<b>Character Name</b>	<b>Gordon Kingsley</b>	<b>Player Name</b>	
<b>Background</b>	Son of deaf single mother	<b>Motivation</b>	Live up to his gift

<b>Codename</b>	<b>Golden Boy</b>	<b>Hero Point Pool</b>	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
<b>Origin</b>	Mystery (see description)	<b>Uniform</b>	

Qualities	Master [+6] TN 13	Expert [+4] TN 11	Good [+2] TN 9	Average [+0] TN 7	Poor [-2] TN 5	Notes
Kid of Deaf Adult			●	○	○	
Bookworm			●	○	○	
Natural Athlete	●	○	○	○	○	
Smooth Talker*		●	○	○	○	from Intense Training Power Slot
Confidence					●	

Powers	Master [+6] TN 13	Expert [+4] TN 11	Good [+2] TN 9	Average [+0] TN 7	Poor [-2] TN 5	Notes
Invulnerability			●	○	○	ignore all normal-scale damage
Super-strength				●	○	super-scale damage (+TN to normals)
Adaptation				●	○	ignore cold, gas, vacuum, etc.
Telepathy				●	○	

Stunts	Base Ability	Stunt Type	Rank	HP Cost	Stunt Notes
Rescue/Interpose	Invulnerability	Spin-off	-2	0	
Stunning Presence	Telepathy	Spin-off	-2	1	
		Spin-off Signature			
		Spin-off Signature			
		Spin-off Signature			

**Name:** Gordon Kingsley

**Background:** Gordon is a high school softmore who has just gone from zero to hero overnight. He was a bookish nerd living with his deaf single mom. He had trouble in school for talking funny, and never quite connected. Now he is the star of the football team, leading debate, and has the hottest girlfriend.

His mother is single, and has been completely deaf since a car accident when he was still a toddler. Since then she's struggled to raise him up normally, getting occasional help from her family or sometimes other families of KODAs (Kid Of Deaf Adults). She does the best she can, but it is difficult. Despite training and exposure, his speech was always a little funny-sounding to others. And they often struggled to make ends meet.

Three months ago, Vincent Holt (aka Volt) approached him while he was donating blood at a local blood drive. He had a new device to safely unlock the latent superpowers in some people, but at least the prototype would only work on children. The device would work on only 0.1% of the population, but that still could multiply the number of supers in the world. Volt wants to carefully plan its release to avoid it being used selectively by villains, corporations, or governments for their own ends. After Gordon's potential was confirmed, then Volt talked to him and his mother. They agreed to try it with Volt's promise for financial and educational support. The device felt like just a mild shock, but over the next week everything changed.

With his new powers, Gordon became stronger and faster. New skills started coming to him. His speech smoothed out, his awkwardness vanished, and his body sculpted itself. Soon he was on the football team and even met the coolest girl, Crystal Steele. On their second date, he found out about her superpowers as well. Tonight, he's going to meet her family for the first time.

**Secret:** Vincent has sworn Gordon to secrecy about the device, and he agrees that there would be an enormous firestorm if the secret device were to become public. Gordon has told Crystal about his powers but not how he got them -- saying just that he discovered them one day. Crystal, in turn, has told Gordon about her powers -- but not about the fact that her family are also superpowered.

- **Adrian Steele** is Crystal's dad. She says that he used to be really cool, but is a little stodgy these days.
- **Fiona Blais** is Crystal's mom. Crystal says she's got quite a temper, so you should stay on her nice side.
- **Crystal Steele** is your girlfriend. You are serious about her, imagining if maybe you two would stay together after school.
- **Hunter Steele** is Crystal's brother. You heard he was a bit of a brat, but you still want to make a good first impression.
- **Harriet Blais** you've never met before.
- **Vincent Holt** is your mentor. Soon, his awakening device will change the world.
- **Aurora Bryant** you've never met before.

**Motivation:** Use his new powers for good, live up to the trust placed in him

**Qualities:** Good [+2] Kid of Deaf Adult, Good [+2] Bookworm, Master [+6] Natural Athlete, Expert [+4] Smooth Talker, Poor [-2] Confidence

**Origin:** powers unlocked by Dr. Holt's machine

**Powers:** Gordon's body has turned into a perfect machine. He can be hurt only by super-scale attacks. He can throw a motorcycle; go without air, food, or water; and he has the uncanny but still unconscious ability to know what people are thinking.

Good [+2] Invulnerability, Average [+0] Super-strength, Average [+0] Adaptation, Average [+0] Telepathy, 1 rank Intense Training (adds +4 to Qualities, already included above)

**Stunts:** Rescue/Interpose (Spin-off of Invulnerability) ; Stunning Presence (Spin-off of Telepathy)

**Hero Point Pool:** 5/10

<b>Character Name</b>	Harriet Caitlin Blais	<b>Player Name</b>	
<b>Background</b>	Golden Age superheroine	<b>Motivation</b>	Get the job done

<b>Codename</b>	Hurricane	<b>Hero Point Pool</b>	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
<b>Origin</b>	Caught in lightning ray	<b>Uniform</b>	

<b>Qualities</b>	<b>Master</b> [+6] TN 13	<b>Expert</b> [+4] TN 11	<b>Good</b> [+2] TN 9	<b>Average</b> [+0] TN 7	<b>Poor</b> [-2] TN 5	<b>Notes</b>
Grandmother		●	○	○	○	
Baton twirler			●	○	○	
Long life			●	○	○	
Connections			●	○	○	
Impulse control					●	

<b>Powers</b>	<b>Master</b> [+6] TN 13	<b>Expert</b> [+4] TN 11	<b>Good</b> [+2] TN 9	<b>Average</b> [+0] TN 7	<b>Poor</b> [-2] TN 5	<b>Notes</b>
Flight		●	○	○	○	see Intensity chart for speed
Super-speed			●	○	○	add to attack <i>or</i> hit multiple targets

<b>Stunts</b>	<b>Base Ability</b>	<b>Stunt Type</b>	<b>Rank</b>	<b>HP Cost</b>	<b>Stunt Notes</b>
Spinning baton launch	Flight	Signature	+2	1	
Stunning sonic snap	Flight	Signature	+2	1	
		Spin-off Signature			
		Spin-off Signature			
		Spin-off Signature			

**Name:** Harriet Caitlin Blais

**Background:** Harriet Caitlin is a know-it-all grandmother who can do everything. Preternaturally preserved, she still fits in her prom dress at seventy and looks good in it. She dresses with style and elegance, and is always quick to take action. She has little patience for those who refuse to keep up. She lives in Drakesville some ways away, but with her powers is frequently popping in on her daughter and grandchildren.

Harriet grew up in the Golden Age of superheroes. As a teenager, she became the young sidekick of WWII superheroine Speedstress, having gained her powers by being caught in the same Nazi lightning ray that struck the established superheroine Speedstress. After the war, she quit superheroics to finish school and college, and started a career in the sciences. She married her college sweetheart -- a handsome Irish boy named Kellan Blais. However, after marriage, she soon grew restless. As superheroes showed up again in the sixties, she began to moonlight as "Hurricane".

Since then, she hasn't kept up superheroics full time (i.e. having her own comic), but she often shows up to deal with one of her old foes like Mr. Twister or Sidewinder. In the meantime, her family has grown up including her superpowered daughter Fiona and her two grandchildren. Fiona dropped out of college to do overseas volunteer work and superheroics, and when she got back, she continued to do everything half-assedly. She did eventually pull things together: managed to keep her second husband, find a steady job, and raise her kids decently. However, she is still erratic and needs keeping an eye on.

**Secret:** Last week, Harriet was contacted by Lance Bryant, former FBI liaison to the Lakefront City Freedom Squad. Someone high up in the company they spun off, Paragon Industries PLC, has been covering up records and projects. He suspects that some of the former Freedom Squad have gone bad -- but he is not sure who. He contacted Hurricane since she was never a member, but might find out. He suspects Volt has created some incredibly dangerous device which is being produced by the company. However, he's not sure whether any of the others are also in on it. He's more inclined to trust Mr. Steel and Blaze, but can't be sure.

- **Adrian Steele** is well-intended enough, but he doesn't compare to Volt.
- **Fiona Blais** is your hot-headed daughter.
- **Crystal Steele** is a fine granddaughter. Sneaking away from Fiona's house is to be expected, not a sign of problems.
- **Hunter Steele** is a troublemaker and a slacker. You fear that Adrian isn't disciplined enough with him.
- **Vincent Holt** is Fiona's one that got away.
- **Aurora Bryant** is an old babysitter. You're not sure why she keeps hanging around.
- **Gordon Kingsley** you've never met.

**Motivation:** Get the job done, done right, and right now

**Qualities:** Expert [+4] Grandmother, Good [+2] Baton twirler, Good [+2] Long Life, Good [+2] Connections, Poor [-2] Impulse Control

**Origin:** caught in Nazi lightning ray with Speedstress

**Powers:** Harriet can fly at up to supersonic speeds, and perform normals actions at superfast rate. Her super-speed can be used either to attack many targets within an area, or can simply be added in to her fly-by attack. She sometimes carries a baton (disguised as a can or umbrella) to strike with.  
Expert [+4] Flight, Good [+2] Super-speed

**Stunts:** Spinning baton launch (Signature of Flight); Deafening sonic snap (Signature of Flight)

**Hero Point Pool:** 5/10



<b>Character Name</b>	<b>Hunter Gabriel Steele</b>	<b>Player Name</b>	
<b>Background</b>	Super-family's little brother	<b>Motivation</b>	Defend his family

<b>Codename</b>	<b>Mercurial</b>	<b>Hero Point Pool</b>	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
<b>Origin</b>	Tasted mercury	<b>Uniform</b>	

<b>Qualities</b>	<b>Master [+6] TN 13</b>	<b>Expert [+4] TN 11</b>	<b>Good [+2] TN 9</b>	<b>Average [+0] TN 7</b>	<b>Poor [-2] TN 5</b>	<b>Notes</b>
Video-game reflexes		●	○	○	○	
Skateboarding		●	○	○	○	
Mechanical Intuition			●	○	○	
Attention span					●	

<b>Powers</b>	<b>Master [+6] TN 13</b>	<b>Expert [+4] TN 11</b>	<b>Good [+2] TN 9</b>	<b>Average [+0] TN 7</b>	<b>Poor [-2] TN 5</b>	<b>Notes</b>
Body of Quicksilver		●	○	○	○	adds to defense, or use for stunts
Regeneration				●	○	heal MOD (min 1) ranks instead of attacking
Super-stretching				●	○	see Intensity Chart for range

<b>Stunts</b>	<b>Base Ability</b>	<b>Stunt Type</b>	<b>Rank</b>	<b>HP Cost</b>	<b>Stunt Notes</b>
Flow thru cracks	Body of Quicksilver	Spin-off	+0	0	
Engulfing Grapple	Body of Quicksilver	Spin-off	+0	0	
		Spin-off Signature			
		Spin-off Signature			
		Spin-off Signature			

**Name:** Hunter Gabriel Steele

**Background:** Hunter usually goes by "HG" with his friends, the chemical symbol for mercury, but on his brief forays as a superhero he uses "Mercurial", -- "Quick and changeable in temperament; volatile". He's the 12-year-old son of Adrian Steele and Fiona Blais, aka the famed superhero team Mr. Steel and Blaze. He's had the power to change into liquid metal since age 7 when he broke a thermometer and first handled mercury. He's been a bundle of trouble as a result.

Most things have come easily to him. His parents made good livings as well as being superheroes on the side. He's avoided formal sports in school, but does well skateboarding, even winning a few competitions. He does not have many friends in school, though, and is not doing well in his classes. Besides skateboarding, he is an avid video game player. He genuinely tries to be a good kid. He likes his parents and wants to please them. However, while he listens to what he is told and tries to follow instructions, he inevitably forgets it within minutes and does something else.

Mostly his dad has taken care of him since his mom works 9-to-5. Luckily, at first worried about vengeful supervillains, they also had a super babysitter: Aurora Bryant, who has telekinetic force fields. At first he simply found her annoying, but has since crushed hard on her. As is typical, he clashes often with his snoop of an older sister.

- **Adrian Steele** is the coolest dad ever. He watches you, protects rock stars, and fights crime -- and all with style.
- **Fiona Blais** is your hot-tempered mother, whom you've learned to avoid and disarm.
- **Crystal Steele** is your sister and an incorrigible snoop.
- **Harriet Blais** is your grandmother, who always finds some excuse to rag on you -- usually saying you're "difficult".
- **Vincent Holt** is an old friend of your dad's and your mom's ex-husband. Dad secretly hates him.
- **Aurora Bryant** was your babysitter for six years, and remains the most gorgeous woman you've ever met (plus smart, funny, and superpowered).
- **Gordon Kingsley** is your sister's new boyfriend, but you haven't met him yet. You heard he was kind of a dork, though.

**Motivation:** Have fun; protect his family and friends

**Qualities:** Expert [+4] Video-game-honed reflexes; Expert [+4] Skateboarding; Good [+2] Mechanical intuition; Poor [-2] Attention span

**Origin:** when first touched mercury as a thermometer broke

**Powers:** HG can turn his body (along with her special bio-adaptive clothes) into liquid metal -- ranging from flesh-like solidity to the liquidity of mercury. He's nearly invulnerable in this form as he rolls with any blow. He can squeeze through thin spaces and skate at high speeds. He can stretch about 10 yards, form his arms into whips, distort his proportions. However, he can't form into non-human shapes.

Expert [+4] Body of Quicksilver, Average [+0] Regeneration, Average [+0] Super-Stretching

**Stunts:** Flow through cracks (Spin-off); Engulfing grapple (Spin-off)

**Hero Point Pool:** 5/10

<b>Character Name</b>	<b>Adrian Steel</b>	<b>Player Name</b>	
<b>Background</b>	Italian/Colored Factory Worker' Son	<b>Motivation</b>	Show what he's made of

<b>Codename</b>	<b>Mr. Steel</b>	<b>Hero Point Pool</b>	O O O O O O O O O O
<b>Origin</b>	Rushed thru molten sparks for rescue	<b>Uniform</b>	

<b>Qualities</b>	<b>Master [+6] TN 13</b>	<b>Expert [+4] TN 11</b>	<b>Good [+2] TN 9</b>	<b>Average [+0] TN 7</b>	<b>Poor [-2] TN 5</b>	<b>Notes</b>
Amateur detective		●	O	O	O	
Street Fighter		●	O	O	O	
Father			●	O	O	
Husband			●	O	O	
Sociability					●	

<b>Powers</b>	<b>Master [+6] TN 13</b>	<b>Expert [+4] TN 11</b>	<b>Good [+2] TN 9</b>	<b>Average [+0] TN 7</b>	<b>Poor [-2] TN 5</b>	<b>Notes</b>
Super-strength		●	O	O	O	super-scale damage (+TN to normals)
Body of Steel			●	O	O	adds to defense, or use for stunts
Steel Generation			●	O	O	create smooth steel out of body

<b>Stunts</b>	<b>Base Ability</b>	<b>Stunt Type</b>	<b>Rank</b>	<b>HP Cost</b>	<b>Stunt Notes</b>
Pellet Spray	Steel Generation	Signature	+0	1	
Deafening Clang	Super-strength	Signature	+2	1	
		Spin-off Signature			
		Spin-off Signature			
		Spin-off Signature			

# Mr. Steel

# HERO

**Name:** Adrian Steele

**Background:** Adrian Steele is a mixed-race tough guy (Italian, black, and American Indian) who worked his way up off the streets. He's now a husband and father of two. He watches the kids and house during the day, working part-time nights and weekends as a contractor or security guard -- and superheroing on family vacations and rare nights off.

In her attic room, his half-Cherokee grandmother prophesized of him, "When the time is right, you will see what you are made of." When he was 15, he was visiting the factory where his Italian father worked -- and he saw a man almost engulfed in molten steel. Racing through the hot spray, he saved him and discovered his power to change into living steel.

At first, he was a dark vigilante of the streets where he lived -- taking on the gangs and rackets of Lakefront City. He worked with the rackets by day, then broke them up at night. Later, Volt of Lakefront's Freedom Squad invited him to join them and he accepted. Cleaning up his image some, he became the amateur detective of the group. He first met Blaze when she married Volt and joined the team. Six years later, Volt and Blaze got divorced and the team quickly disbanded. A few months later, Blaze accidentally blasted him through a wall when they fought the lake monster Turtlezilla. She rushed up to help him and apologize, but he just smiled at her. One thing lead to another, and now eighteen years later they are happily married with two kids.

These days, he cares for his kids Crystal and Hunter. He works a lot on the house -- stylish yet well-armored and sound-proofed. On nights and weekends he has some contracting work and some security work. A few times a year, they get away on family vacations where they can all go use their powers. Their last one was Memorial Day in May, when they took out a bunch of modern-day pirates in Washington DC.

- **Fiona Blais** is the love of your life. She motivates you and makes you think by being completely open.
- **Crystal Steele** is your rebellious daughter, who keeps disappearing these days. You believe in her and trust her, but it would be nice to know more about where she is and what (or who) she is doing.
- **Hunter Steele** is your troubled son, whom you're worried is taking after you a little too much. He's badly in school, concentrating more on video games and skateboarding.
- **Harriet Blais** is very much like a hurricane. You usually survive her visits by hunkering down and trying to contain the damage.
- **Vincent Holt** is a cool guy, but a bit overwhelming. He seems to do everything.
- **Aurora Bryant** is a lifesaver. She was your babysitter for seven years, protecting the kids and keeping control of them as no one else could. She's a nice girl, too, and you wish Crystal could take after her a little more.
- **Gordon Kingsley** you don't know much about, but he's the first boyfriend that Crystal's ever taken home to dinner -- so something's up.

**Motivation:** Prove what he's made of, protect the innocent, strike fear into evil-doers

**Qualities:** Expert [+4] Amateur detective; Expert [+4] Street fighter; Good [+2] Father; Good [+2] Husband; Poor [-2] Sociability

**Origin:** rushing through molten sparks to save someone at his father's steel factory

**Powers:** Adrian can transform his body into living steel, with the strength and and toughness to match. He is still fast and agile in this form, and is perhaps twice as heavy as a normal person his size. He can also grow and shape simple steel shapes off his body -- though he cannot make sharp edges or corners. He will often fight with steel sticks or a staff, or spray pellets.

Expert [+4] Super-strength, Good [+2] Body of Steel, Good [+2] Steel Generation

**Stunts:** Pellet spray (Signature); Deafening Clang (Signature)

**Hero Point Pool:** 5/10

<b>Character Name</b>	<b>Vincent Holt</b>	<b>Player Name</b>	
<b>Background</b>	Wealthy socialite	<b>Motivation</b>	Change the world

<b>Codename</b>	<b>Volt</b>	<b>Hero Point Pool</b>	O O O O O O O O O O
<b>Origin</b>	electrocuted by own invention	<b>Uniform</b>	

<b>Qualities</b>	<b>Master [+6] TN 13</b>	<b>Expert [+4] TN 11</b>	<b>Good [+2] TN 9</b>	<b>Average [+0] TN 7</b>	<b>Poor [-2] TN 5</b>	<b>Notes</b>
Gadgeteer	●	O	O	O	O	
Socialite heir		●	O	O	O	
Humility					●	

<b>Powers</b>	<b>Master [+6] TN 13</b>	<b>Expert [+4] TN 11</b>	<b>Good [+2] TN 9</b>	<b>Average [+0] TN 7</b>	<b>Poor [-2] TN 5</b>	<b>Notes</b>
Super-gadgeteering		●	O	O	O	create super-gadgets with HP cost
Electrical Control			●	O	O	no range; requires touch

<b>Gadgets</b>	<b>Master [+6] TN 13</b>	<b>Expert [+4] TN 11</b>	<b>Good [+2] TN 9</b>	<b>Average [+0] TN 7</b>	<b>Poor [-2] TN 5</b>	<b>Notes</b>
Tailored armor suit		●	O	O	O	downshift 1 rank to ignore one attack
Needler holdout gun			●	O	O	palm-size silent pistol
Earpiece comm-set			●	O	O	a dozen with half-mile range
Spy-gear van			●	O	O	changes color and license advanced sensor suite
<i>Holographic disguise</i>			●	O	O	watch that projects a visual disguise
<i>Superpower awakener</i>			●	O	O	see description

<b>Stunts</b>	<b>Base Ability</b>	<b>Stunt Type</b>	<b>Rank</b>	<b>HP Cost</b>	<b>Stunt Notes</b>
Arc Weld	Electrical Control	Spin-off	-2	0	
Defibrillate	Electrical Control	Spin-off	-2	0	- start or stop heartbeat
		Spin-off Signature			
		Spin-off Signature			
		Spin-off Signature			

**Name:** Vincent Holt

**Background:** Vincent Holt was the son of Terrence and Veronica Holt, wealthy socialites. He grew up in Lakefront City's affluent suburbs. His father died and his mother went into a coma in a senseless train accident when he was 14. He became obsessed with trying to find a way to revive his mother. Experimenting frantically with his awakener device, it blew up and electrocuted him. Absorbing the unique mix of chemicals, he awoke to find himself changed. However, his mother never recovered. He vowed to use his considerable inheritance and his genius to make life better for mankind.

After college, he created the identity of the superhero Volt. As Volt, he was a founding member of Lakefront City's Freedom Squad -- partnering with Powerhouse. Other members soon joined, including Mr. Steel. He had a romance with another superheroine, Blaze. Within a few months, he asked her to marry him and she accepted. However, she divorced him in little more than a year. He was called on too much -- by the squad, by his manufacturing company, and by his own research projects.

In the years since the Freedom Squad disbanded, Vincent has been trying to unlock the secret of superpowers themselves. Finally, he believed that he found a device which could awaken superpowers in others. In the age he dreamed, superheroes would be found and mentored rather than gaining their powers in near-fatal accidents. Not everyone would have powers, but still perhaps three to six times as many superhumans as there are today.

From his medical contacts, he found a candidate: Gordon Kingsley, the son of a woman gone deaf from an auto accident. A brief test confirmed his potential, and soon he offered Gordon and his mother Grace a deal. They accepted, and within hours Gordon had superpowers. Just days ago, you realized with a shock that Gordon's new girlfriend is actually the daughter of your former teammate and your ex-wife. Hastily, he called Fiona to secure an invitation to dinner.

**Secret:** Vincent has sworn Gordon to secrecy about the device, since there would be an enormous firestorm if the secret device were to become public. Also, he has not told Gordon about the Steele's superhero identities -- protecting their confidence. While he thinks well of the Steele's, he does not want to tell them about his device as he is paranoid that it will get out and be misused.

- **Adrian Steele** is a brave ex-team-mate, and husband to Fiona.
- **Fiona Blais** is your ex-wife. To your regret, you weren't able to balance work, crime-fighting, and family for her.
- **Crystal Steele** seems like a fine girl, and your protege Gordon is infatuated with her.
- **Hunter Steele** is a talented kid, but you don't know him very well.
- **Harriet Blais** you've never met.
- **Aurora Bryant** is the daughter of Lance Bryant, an FBI superhero liaison. He was helpful in the old days, but lately you suspect he's been watching you.
- **Gordon Kingsley** you think of as your protege.

**Motivation:** Serve the good of humankind

**Qualities:** Master [+6] Gadgeteer, Expert [+4] Socialite Heir, Poor [-2] Humility

**Origin:** electrocuted by own invention

**Powers:** Volt can generate enough electricity to run a car engine out of his skin. He cannot shoot bolts of lightning, but he can give shocks, shoot off sparks, and arc weld. His electrical powers run a variety of devices that he carries on him -- most of his gadgets only work with him powering them.

Expert [+4] Super-gadgeteering, Good [+2] Electrical Control

**Gadgets:** Tailored armor suit [+4]; Needler Holdout Gun [+2]; Earpiece communicator set [+2]; Spy-gear-equipped van [+2]

**Super-Gadgets:** Holographic disguise watch [+2]; Superpower awakening chair [+2]

**Stunts:** Arc weld (Spin-off); Defibrillate (Spin-off)

**Hero Point Pool:** 5/10