

LOCKDOWN: GEN-POP

A GREEN RONIN PRODUCTION

CREATED BY RONIN ARTS

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INTRODUCTION

Gen-Pop details six additional convicts specifically for use in *Lockdown*, although the convicts will prove useful as villains for any superhero campaign.

The six convicts include members of both genders and cover a variety of types and power levels. A summary of basic information on the six convicts is in the box on p. 2.

INTEGRATING THE CONVICTS

The convicts in this supplement are written to slot easily into any existing *Lockdown* campaign. With the

exception of Valkyrie, who has a connection to Berlin Betty, all of the convicts are individuals without any existing in-prison relationships (and even Valkyrie's connection with Berlin Betty can be easily ignored by the GM). This allows the GM to introduce the convicts into a *Lockdown* game in a number of fashions.

NEW CONVICT

The convict is a prisoner new to *Lockdown*. In this case, the GM should use the information included on the prisoner's history and stay in *Lockdown* to determine how the individual will react to his or her arrival at the prison and what, if any, groups or alliances the convict will join.

EXISTING CONVICT

The convict in question could have been at *Lockdown* all along, simply slipping under the heroes' radar until the GM decides that the introduction of the convict is important. This is especially easy with Two-Gun, Great Bear, Mr. Lucky, and La Pyra as each of these individuals for one reason or another keeps a low profile and does not associate much with the other inmates.

A lower profile is a bit harder to justify for Astral Maharishi due to his personality. At the same time it is precisely his personality that would most likely cause the heroes to want to stay as far away from him as possible.

The one least likely to keep a low profile is Valkyrie, especially if the GM maintains her connection with Berlin Betty. Of course, in this case the GM can simply rule that Valkyrie has been in either Ad. Seg. or the SHU for the duration of the heroes' presence at *Lockdown* (a not unlikely scenario for the big Swede).

The Ad. Seg./SHU option can also be used for any of the other convicts, as can the idea of having them be escaped prisoners returned to *Lockdown*.

THE CONVICTS AS TRUSTEES

None of the convicts in *Gen-Pop* have been given trustee status. That's not to say that they cannot be, either now or in the future, trustees. In fact a couple of

them, Astral Maharishi and Mr. Lucky, have been considered for acquisition, but in each case the Cartel has chosen not to give them the opportunity. However, in general the convicts here are not trustee material because of their previous history, personality, or prison relationships.

A NOTE ABOUT SKILLS

The skill bonuses for the characters in this PDF do not include any synergy bonuses they might receive for their skill ranks. The Gamemaster should apply these as appropriate. See **Skill Synergy** on page 29 of *Mutants & Masterminds* for details about synergy bonuses.

ABOUT THE AUTHOR

Michael Hammes has been freelancing in the role-playing industry since 2001. Starting small, he has steadily built his repertoire, and reputation, by working for such companies as Ronin Arts, Alderac Entertainment Group, Dark Quest Games, and E.N. Publishing. He is currently trying to balance his writing schedule with his role as stay-at-home father. To catch the latest from Michael's Imagination, please visit www.michaelhammes.com.

NEW CONVICTS

Name	Identity	Identification	Power Level
Karolina Åkesson	Valkyrie	II-H-017	12
Bernard Grayson	Two-Gun	I-A-003	17
James Iron Eyes	Great Bear	III-C-009	14
Kenneth Johnson	Mr. Lucky	V-E-002	16
Thomas McIntyre	Astral Maharishi	V-E-005	11
Claudia Martinez	La Pyra	III-F-011	13

VALKYRIE

"Never send a man to do a woman's job."

BACKGROUND

Athletically gifted from an early age, Karolina Åkesson was Sweden's top heptathlete and a world champion by the time she was a teenager. Finding it too easy to win in the female events, Karolina wanted to test herself against male athletes, but was barred from doing so. Disillusioned by the sexism of the decision, Karolina withdrew to the Swedish countryside and vowed never to compete again. Shortly thereafter, while jogging in the fields near her home, Karolina was confronted by the ghostly vision of a beautiful woman in armor who led Karolina to a cave. Inside she found a gleaming suit of armor and a mighty sword.

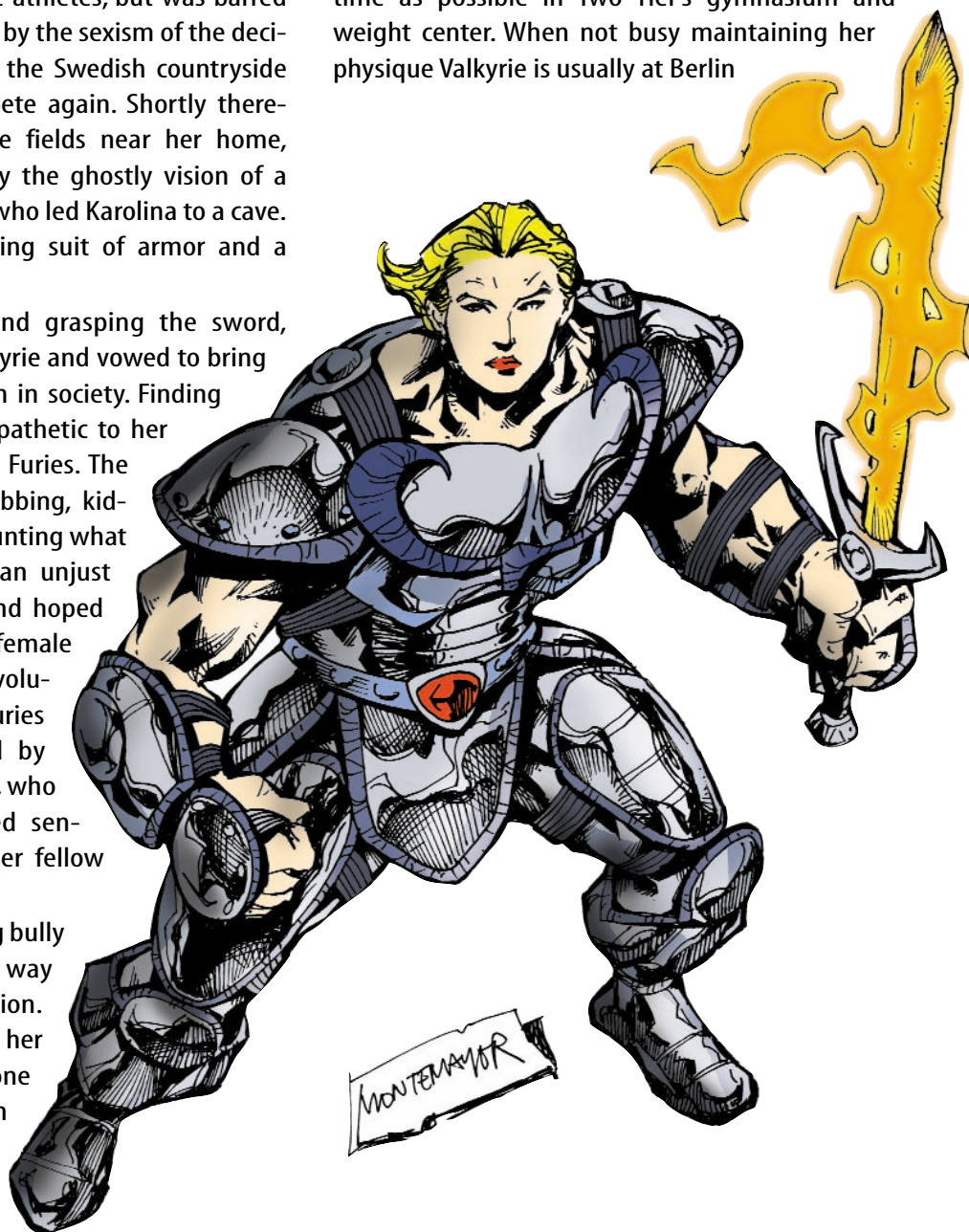
Donning the armor and grasping the sword, Karolina was reborn as Valkyrie and vowed to bring an end to male domination in society. Finding several female supers sympathetic to her cause, Valkyrie formed the Furies. The Furies spent their time robbing, kidnapping, and otherwise flaunting what they saw as the rules of an unjust male-dominated society and hoped by their actions to begin a female revolution. Of course, the revolution never came and the Furies were eventually betrayed by one of their own in La Pyra, who in exchange for a reduced sentence, agreed to turn in her fellow Furies to the government.

Valkyrie is a swaggering bully that prefers to get her way through physical intimidation. She is fully confident that her physical abilities make her one of the top dogs in Lockdown regardless of gender. While men, whom

Valkyrie considers the enemy, get no respect from her at all, even other women are not immune to her predations unless they can somehow impress in her the fact that size and strength aren't everything.

USING VALKYRIE

Valkyrie is an exercise fanatic and spends as much time as possible in Two Tier's gymnasium and weight center. When not busy maintaining her physique Valkyrie is usually at Berlin



Betty's side, acting as Holman's enforcer, bodyguard, and leader of her entourage. Valkyrie has this position because Berlin Betty enjoys having such a fine example of the Aryan ideal in her presence (Holman ignores Valkyrie's Swedish heritage; her true Aryan blood is obvious despite her substandard breeding).

Valkyrie is not a racist but a misandrist; she believes that all women regardless of color or ethnicity are superior to men. However, Berlin Betty, who actively encourages Valkyrie in her misandry, is slowly trying to get her Aryan charge to see that even among women there is a precedence of rank.

Valkyrie is aware of the fact that La Pyra is an inmate at Lockdown. While Valkyrie would love to get even with her former associate, she hasn't yet found an opportunity to do so.

TACTICS

Valkyrie carries the fight straight to her enemies, plunging into the midst of battle with her gleaming armor and swinging her sword. When facing female opponents Valkyrie will take every opportunity to enlighten her "sister" to her cause, hoping to turn her opponent to her side. But if this fails Valkyrie has no problem disposing of her "misguided" opponent (although she will usually try to knock a female opponent unconscious rather than kill her). Valkyrie attacks men without mercy. While Valkyrie believes that women are superior to men, Valkyrie is not stupid enough to underestimate male opposition nor, thanks to La Pyra's betrayal, does she trust women implicitly.

SPONSOR

Valkyrie's interest in, and respect of, her dependent is based on solely on whether the dependent

PROFILE: VALKYRIE

Power Level: 12

Classification: Type I

Concept: Former professional athlete turned female supremacist

Name: Karolina Åkesson

Other Aliases: Inmate #I-H-017

Base of Operations: Cellblock H, Lockdown

Affiliation: Furies

Nationality: Swedish

Age: 31

Height: 6'4"

Weight: 225 lbs.

Eyes: Blue

Hair: Blonde

shares Valkyrie's two big passions: physical exercise and a hatred of men. A love of, or at least a willingness to engage in, exercise is especially important as Valkyrie spends so much time in the gym that a dependent will rarely see her outside of it. However, even if Valkyrie actively dislikes her dependent, she will always come to her aid; as one of the toughest individuals in the facility (as long as everyone's powers are suppressed), Valkyrie has a reputation to uphold. Also, Valkyrie has every intention of reforming the Furies upon her release and will feel out her dependent to see if she might make a suitable recruit.

Valkyrie

PL 12; Init +7 (Dex, Imp. Init.); Defense 23 (+10 Base, +3 Dex); Spd 30 ft.; Atk +14 melee (+4S/5' reach/crit 20, punch or +16S/L/5' reach/crit 20, mystical sword); SV Dmg +5 (Armor +12), Fort +5, Ref +5, Will +4; Str 18, Dex 16, Con 16, Int 14, Wis 14, Cha 18.

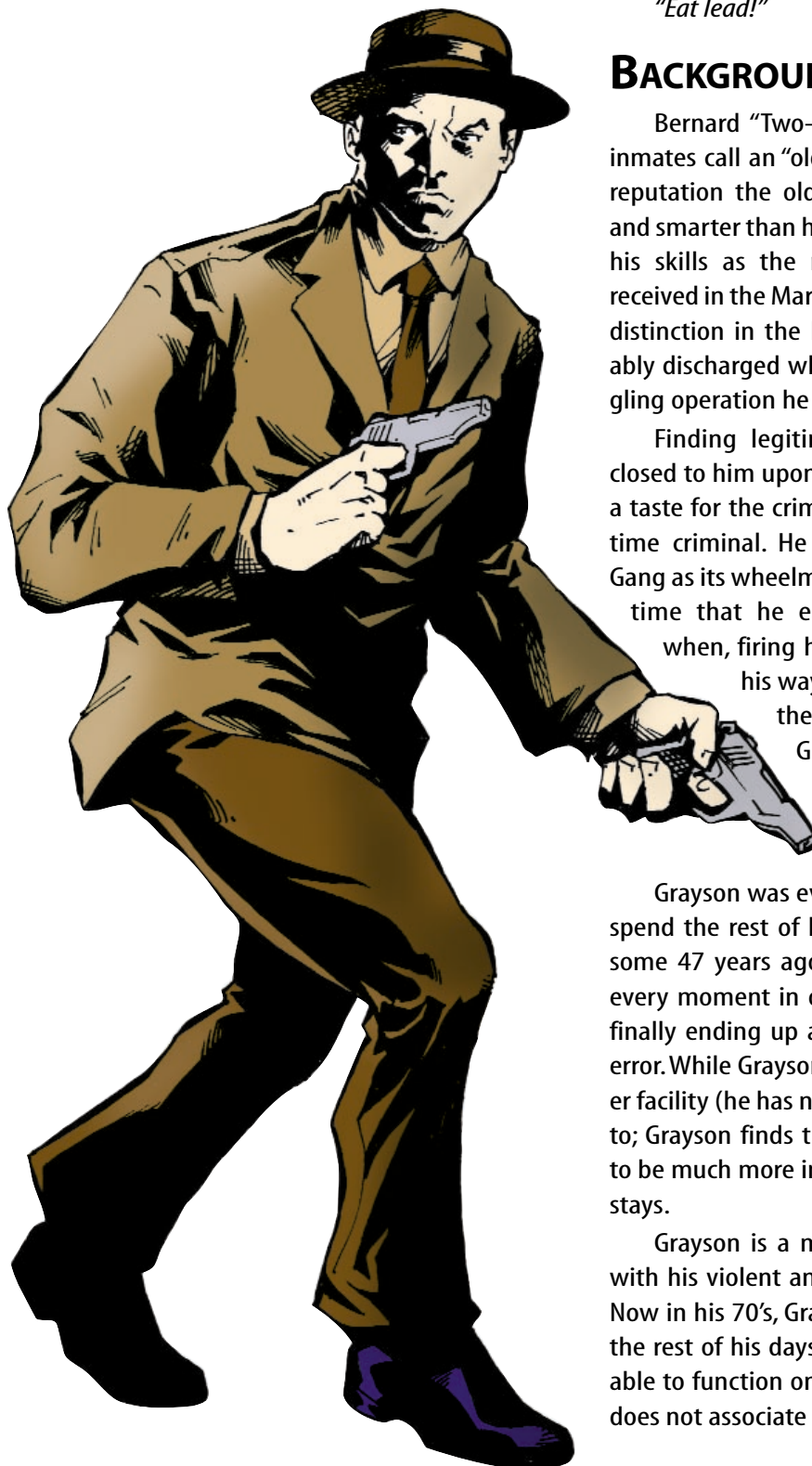
Skills: Acrobatics +5, Climb +4, Concentration +4, Drive +4, Intimidate +12, Jump +8, Knowledge (physical training) +5, Profession (athlete) +5, Taunt +9.

Feats: Attractive, Great Fortitude, Heroic Surge, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Toughness.

Equipment: Brilliant Armor [Armor +12; *Extra:* Dazzle, Super Charisma; *Power Stunt:* Immunity – critical hits; *Source:* Mystical; *Cost:* 3 pp; *Total:* 38 pp], Mystical Sword [Weapon +12S/L; *Power Stunt:* Dual Damage, Penetrating Attack; *Source:* Mystical; *Cost:* 1 pp; *Total:* 16 pp].

Total: Abilities 86 + Skills 30 + Feats 16+ Powers/Equipment 54 = 186 pp.

Two-Gun



"Eat lead!"

BACKGROUND

Bernard "Two-Gun" Grayson is what his fellow inmates call an "old school" criminal who earned his reputation the old-fashioned way: by being better and smarter than his opposition. Grayson got many of his skills as the result of the sniper training he received in the Marine Corps where, after serving with distinction in the Korean conflict, he was dishonorably discharged when a cigarette and alcohol smuggling operation he was a part of was uncovered.

Finding legitimate employment opportunities closed to him upon his discharge, and already having a taste for the criminal, Grayson soon became a full-time criminal. He joined the notorious Henderson Gang as its wheelman/enforcer and it was during this time that he earned the nickname "Two-Gun" when, firing his two nickel-plated .45s, he shot his way out of an FBI ambush. Later, after the other members of the Henderson Gang had been captured, Grayson hired himself out as a contract killer and quickly earned a reputation for getting things done.

Grayson was eventually caught and sentenced to spend the rest of his life in federal prison. That was some 47 years ago. In that time Grayson has spent every moment in one federal institution or another, finally ending up at Buckner Ridge due to a clerical error. While Grayson could demand transfer to another facility (he has no superpowers), he has chosen not to; Grayson finds the environment at Buckner Ridge to be much more interesting than any of his previous stays.

Grayson is a man that has long come to terms with his violent and criminal past and life in prison. Now in his 70's, Grayson is content to quietly live out the rest of his days in prison; he would no longer be able to function on the outside in any case. While he does not associate with any particular group, Grayson

is always glad to talk with other prisoners and, as he is a good storyteller, many of the inmates enjoy hearing tales of his exploits even as he enjoys listening to theirs.

USING TWO-GUN

Grayson is the wise old man of the tribe that is Lockdown. He spends most of his free time quietly walking around the prison and observing the goings-on. So unobtrusive is he that most prisoners take no notice of the elderly prisoner in their midst listening in on their conversations and observing their social interactions.

Through his observations Grayson has figured out more about the prison and how it works than anyone not a member of the Cartel. This knowledge, plus over four decades of incarceration, has led Grayson to conclude that something is fundamentally wrong at Buckner Ridge. While he doesn't know exactly what, Grayson has been keeping a close eye on both X-8 and Siegemaker, taking careful note of Kim's contraband activities and Puenzo's attitude, which he finds too self-satisfied for a genius without a creative outlet.

TACTICS

Never a big man, Grayson has always shied away from physical confrontation, preferring to let his guns do the talking and, despite his age, he's still quite good at it; give him his pair of nickel-plated .45's (or any other guns for that matter) and watch Grayson work using his trademarked two-gun shooting style. In a fight, Grayson prefers to find cover to hide behind while he rains lead down on his opponents, moving from cover to cover as the situation requires.

PROFILE: TWO-GUN

Power Level: 17

Classification: Type I

Concept: Long-time criminal just doing his time

Name: Bernard Grayson

Other Aliases: Old Man Grayson, Inmate #I-A-003

Base of Operations: Cellblock A, Lockdown

Affiliation: Henderson Gang

Nationality: American

Age: 74

Height: 5'9"

Weight: 130 lbs.

Eyes: Brown

Hair: White

SPONSOR

Grayson acts much like a kindly grandfather to his dependent, not only showing the dependent the ropes but also willingly sharing his insights on prison life and crime in general. Two-Gun never forces his advice down anybody's throat though, so if the dependent isn't interested in Grayson's hard-earned wisdom then Grayson leaves him alone to learn things the hard way.

Two-Gun

PL 17; Init +6 (+2 Dex, +4 Imp. Init.); Defense 20 (+7 Base, +2 Dex, +1 Dodge); Spd 30 ft.; Atk +12 melee (-1S/5' reach/crit

20, punch), +15 ranged (+5L/50' range/crit 19-20, nickel-plated .45); SV Dmg +2, Fort +2, Ref +2, Will +5; Str 8, Dex 15, Con 14, Int 16, Wis 20, Cha 16.

Skills: Bluff +10, Climb +2, Concentration +12, Demolitions +14, Diplomacy +6, Disable Device +13, Drive +3, Forgery +6, Gather Information +10, Hide +8, Innuendo +10, Intimidate +10, Knowledge (crimes and criminals) +10, Listen +12, Move Silently +6, Open Lock +8, Repair +10, Search +10, Sense Motive +12, Sleight of Hand +6, Spot +12, Swim +2.

Feats: Ambidexterity, Attack Focus (ranged weapon), Dodge, Far Shot, Improved Critical (ranged weapon), Improved Initiative, Infamy, Multishot, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Surprise Strike, Two-Weapon Fighting.

Equipment: Bulletproof vest [Armor +3; Cost: 1 pp; Total: 5 pp], 2 Nickel-plated .45s [Weapon +5L; Extra: Multifire; Flaw: Uses; Cost: 1 pp; Total: 5 pp].

Total: Abilities 82 + Skills 138 + Feats 28 + Powers/Equipment 15 = 263 pp.

GREAT BEAR

"The values of my tribe cannot be compromised."

BACKGROUND

Native American James Iron Eyes, AKA Great Bear, a shaman of his people, feels he is a man betrayed by his own people. When the elders of Iron Eyes' tribe wanted the tribe to join other Native American tribes that had revitalized their economies by building casinos, Iron Eyes campaigned against the tribal elders. Iron Eyes lost the vote by a landslide.

As construction for the casino began, Iron Eyes went into the wilderness of the reservation to ask the tribe's ancestral spirits for guidance. Four days Iron Eyes fasted, danced, chanted, and sweated. On the fifth day, almost delirious from his exertions, Iron Eyes the power of the Great Bear fused with him. Taking this as a sign, Iron Eyes/Great Bear went to the casino construction site and laid waste to it, destroying millions of dollars of work and construction equipment. Having no other choice, the tribal elders called upon the federal government for help; Iron Eyes/Great Bear was subsequently captured and incarcerated at Lockdown. Although the tribe had jurisdiction over Iron Eyes, he was turned over to the federal government, because the tribe lacked adequate internment facilities.

What he feels to be a betrayal by his people of not only him but also their tribal heritage has made Iron Eyes a sullen, bitter man. Iron Eyes does not see himself as a criminal, rather a crusader for a misguided people. The idea that he might have been wrong to go against the elders' and tribe's decision never enters his mind; after all, the spirit of the Great Bear would not have chosen him as a vessel if his cause was not just.



USING GREAT BEAR

Iron Eyes does his best to remain out of the mainstream of prison life. To Iron Eyes, virtually all the other prisoners are deserving of their place in Lockdown and for all he cares, they can go out and kill each other as long as they leave him alone. This “better than thou” attitude has not earned him many friends in gen-pop.

Iron Eyes tries to be a model prisoner and to pass his time in jail as quickly and quietly as possible. His few interactions with other prisoners are of the intellectual variety; Iron Eyes is an avid chess player and takes full advantage of Lockdown’s library and adult education programs.

TACTICS

Iron Eyes tries to talk his way out of any situation, believing that a peaceful resolution is always the best one. Of course, if that doesn’t work, Iron Eyes calls upon the spirit of the Great Bear and transforms.

As the Great Bear, Iron Eyes is a pure brawler, wading into the battle and using his great bulk to push his enemies around while slashing about with his claws. Although he fights ferociously, Great Bear is never out of control in a fight. Great Bear fights not to kill, but to subdue and will accept his opponents’ honest surrender if offered. Of course Great Bear is not naïve and he won’t let down his guard just because his opponent is offering to surrender.

SPONSOR

Iron Eyes treats his dependents as they treat him. If he gets respect, he gives respect and helps out to the best of his ability. If he is disrespected then he simply leaves his dependent to figure things out on his own. Iron Eyes also knows that a dependent’s atti-

tude may very well be a defense mechanism so if at a later time his dependent returns and honestly apologizes, Iron Eyes will gladly help the dependent learn the ropes.

James Iron Eyes

PL 5; Init +2 (Dex); Defense 14 (+2 Base, +2 Dex); Spd 30 ft.; Atk +5 melee (+3S/5’ reach/crit 20, punch); SV Dmg +2, Fort +2, Ref +3, Will +5; Str 16, Dex 14, Con 14, Int 14, Wis 16, Cha 16.

Skills: Concentration +4, Diplomacy +5, Handle Animal +4, Hide +6, Knowledge (Native American spirituality) +4, Listen +7, Move Silently +6, Ride +4, Search +4, Sense Motive +5, Spot +7, Survival +9, Swim +3.

Feats: Assessment, Identity Change, Iron Will, Track.

Total: Abilities 40 + Skills 36 + Feats 8 = 84 pp.

Great Bear

PL 14; Init +7 (Dex); Defense 20 (+8 Base, +3 Dex, -1 Size); Spd 40 ft.; Atk +14 melee (+19S/10’ reach/crit 20, punch); SV Dmg +11 (Protection +10), Fort +11, Ref +3, Will +2; Str 20, Dex 16, Con 20, Int 14, Wis 16, Cha 12.

Skills: Climb +24, Intimidate +20, Listen +11, Spot +11, Survival +15, Swim +16.

Feats: All-Out Attack, Identity Change, Improved Grapple, Improved Initiative, Improved Pin, Power Attack, Rapid Healing, Startle, Scent, Takedown Attack, Ultra Hearing.

Powers: Growth +4 [Source: Mystical; Cost: 6 pp; Total: 24 pp], Natural Weapon — claws +4 [Extra: Climbing; Source: Mystical; Cost: 3 pp; Total: 12 pp], Super Strength +6 [Extras: Protection, Super Constitution; Source: Mystical; Cost: 7 pp; Total: 42 pp].

Total: Abilities 81 + Skills 39 + Feats 22 + Powers/Equipment 78 = 220 pp.

PROFILE: GREAT BEAR

Power Level: 14

Classification: Type III

Concept: Betrayed tribal shaman.

Name: James Iron Eyes

Other Aliases: Inmate #III-C-009

Base of Operations: Cellblock C, Lockdown

Affiliation: None

Nationality: Native American

Age: 32

Height: 6’2” (8’4” as Great Bear)

Weight: 207 lbs. (700 as Great Bear)

Eyes: Brown

Hair: Black

MR. LUCKY

"I feel a lucky streak coming on."

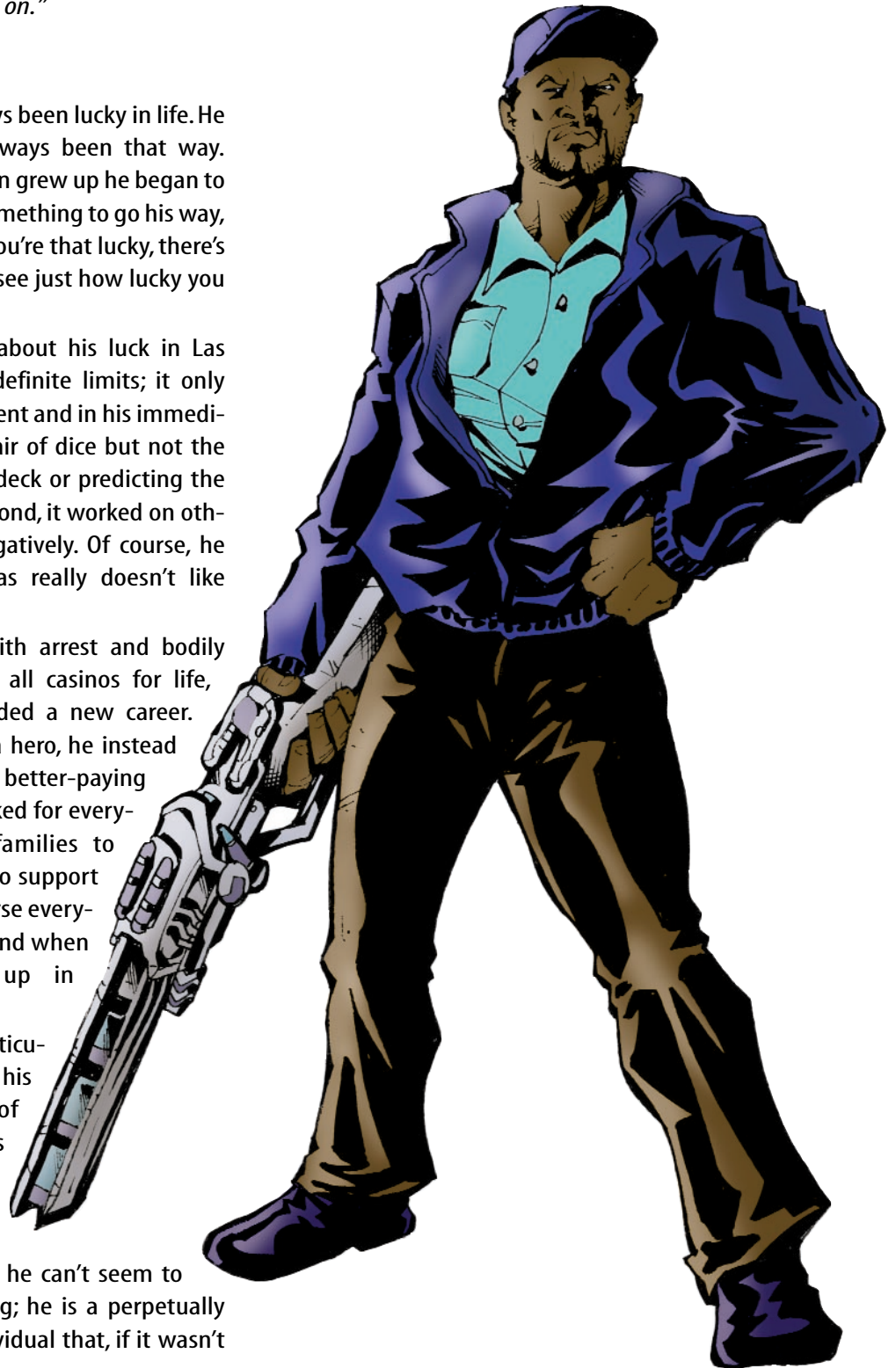
BACKGROUND

Kenneth Johnson has always been lucky in life. He doesn't know why, it's just always been that way. Whatever the reason, as Johnson grew up he began to realize that when he wanted something to go his way, it usually did. Naturally, when you're that lucky, there's only one place for you to go to see just how lucky you are: Las Vegas.

Johnson found out a lot about his luck in Las Vegas. For one, his luck had definite limits; it only worked in the immediate moment and in his immediate vicinity (i.e. the roll of a pair of dice but not the draw of cards from a shuffled deck or predicting the winner of a football game). Second, it worked on others to, both positively and negatively. Of course, he also discovered that Las Vegas really doesn't like "lucky" individuals.

After being threatened with arrest and bodily harm and being barred from all casinos for life, Johnson realized that he needed a new career. While he could have become a hero, he instead chose to hire his services out to better-paying criminal organizations. He worked for everyone from organized crime families to supervillains, using his ability to support his employers' activities. Of course everyone's luck eventually runs out and when Johnson's did, he ended up in Lockdown.

Johnson has been hit particularly hard by the suppression of his powers. After a lifetime of manipulating fortune in his favor he is completely unable to cope with the fact that he can no longer do so. It's a weakness on his part, but one he can't seem to overcome even with counseling; he is a perpetually depressed and depressing individual that, if it wasn't



for the fact that he is completely nonviolent and non-aggressive, would have been transferred to the PHU a long time ago.

USING MR. LUCKY

Johnson spends all of his time wrapped in his depression, rarely venturing forth from his cell to do anything other than eat or go to his mandatory counseling sessions with Dr. Lucy Mitchell. He doesn't interact much with the staff or other prisoners and they in turn ignore him, not wanting to be around someone that depressing.

Given Johnson's extensive work with other criminal organizations the Cartel had an initial interest in him, but the fact that he is handling his incarceration so poorly has made them rethink that; they can't use an individual that will crack under pressure the first time things don't go his way.

TACTICS

Johnson relies totally on his ability to manipulate luck in combat. He chiefly boosts the luck of himself and his allies, but in crucial situations, especially those involving Johnson directly, will jinx his opponents. Johnson isn't much of a tactician. He does the minimum planning he feels is necessary prior to any combat, counting on his ability to manipulate luck to make up for any unforeseen (unplanned) circumstances. Without his luck, as he currently is, Johnson is virtually useless, completely afraid to act without his "edge".

SPONSOR

Johnson makes a lousy sponsor. He wraps his "poor me" attitude around himself like a cloak and expects his dependent to constantly reassure him that things will be alright while at the same time telling the dependent that he doesn't know what he's talking

PROFILE: MR. LUCKY

Power Level: 16

Classification: Type V

Concept: Completely despondent criminal.

Name: Kenneth Johnson

Other Aliases: Inmate #V-E-002

Base of Operations: Cellblock E, Lockdown

Affiliation: Numerous criminal non-Cartel criminal organizations

Nationality: American

Age: 42

Height: 5'11"

Weight: 164 lbs.

Eyes: Brown

Hair: Black

about. Johnson's dependent will be lucky to get any answer out of Johnson about anything, and what answers that Johnson does give will always somehow lead back to him talking about how depressed he is.

Mr. Lucky

PL 16; Init +5 (Dex, Imp. Init.); Defense 19 (+8 base, +1 Dex); Spd 30 ft.; Atk +8 melee (+0S/5' reach/crit 20, punch), +9 ranged (+10L/100 ft. range/crit 20); SV Dmg +1, Fort +1, Ref +1, Will +2; Str 10, Dex 12, Con 12, Int 12, Wis 14, Cha 14.

Skills: Acrobatics +2, Computers +2, Demolitions +2, Disable Device +2, Medicine +3, Drive +2, Open Lock +2, Pilot +2, Repair +2, Sleight of Hand +2.

Feats: Assessment, Improved Initiative, Villainous (Heroic) Surge, Villain's (Hero's) Luck.

Powers: Amazing Save – Damage +13 [Extras: Fortitude, Reflex, Willpower; Source: Mystical; Cost: 4 pp; Total: 52 pp], Luck +16 [Extras: Fortune, Jinx; Power Stunts: Bestow Luck, Counter Luck; Source: Mystical; Cost: 7 pp; Total: 116 pp]

Equipment: Prototype Railgun [Weapon +10L; Source: Super-Science; Cost: 1 pp; Total: 10 pp].

Weakness: Lazy – The problem with being as lucky as Johnson is that you can begin to count disproportionately on your luck to get through life. Check the air pressure in the getaway car's tires? Not necessary. Do some extra training? Why? Post guards at the hideout? For what? Make detailed plans for the heist? Waste of time. Johnson doesn't bother to think overmuch or plan too deeply; after all, he has luck on his side. This tendency to forgo what are often basic and common sense precautions keeps Johnson from being nearly as effective as he could be.

Total: Abilities 54 + Skills 10 + Feats 8 + Powers/Equipment 178 - Weaknesses 10 = 240 pp.

ASTRAL MAHARISHI

"Anger is not the way to spiritual fulfillment."

BACKGROUND

Growing up on a commune in California a young Thomas McIntyre destined to become a seeker of the ultimate spiritual truth. After a couple of decades wandering the world McIntyre found his way to Sedona, Arizona. There, at the epicenter of the New Age movement, McIntyre spent his time meditating, often for days on end, until he finally succeeded in separating his spirit from his body.

Soon McIntyre was perfecting his astral traveling skills by moving about Sedona in astral form and observing people at their daily lives. Of course, Sedona being the haven psychics and spiritualists that it is, meant that many of the residents perceived McIntyre's astral form skulking about and it wasn't long before McIntyre had sheriff's deputies at his door with a search warrant. McIntyre would probably never have seen the inside of a jail cell if, upon entering the entranced McIntyre's apartment, the deputies had not discovered McIntyre's substantial stash of "spiritual enhancers."

McIntyre is a compact bundle of energy, excitedly moving about and prattling in a soft voice in his usual stream-of-consciousness style about New Age subjects of all kinds. While neither his constant jabbering nor the subject endears him to most anyone at Lockdown, McIntyre doesn't take the inevitable rejections personally; if anything, it just makes him more determined to show them the true ways to inner peace and spiritual enlightenment.

USING ASTRAL MAHARISHI

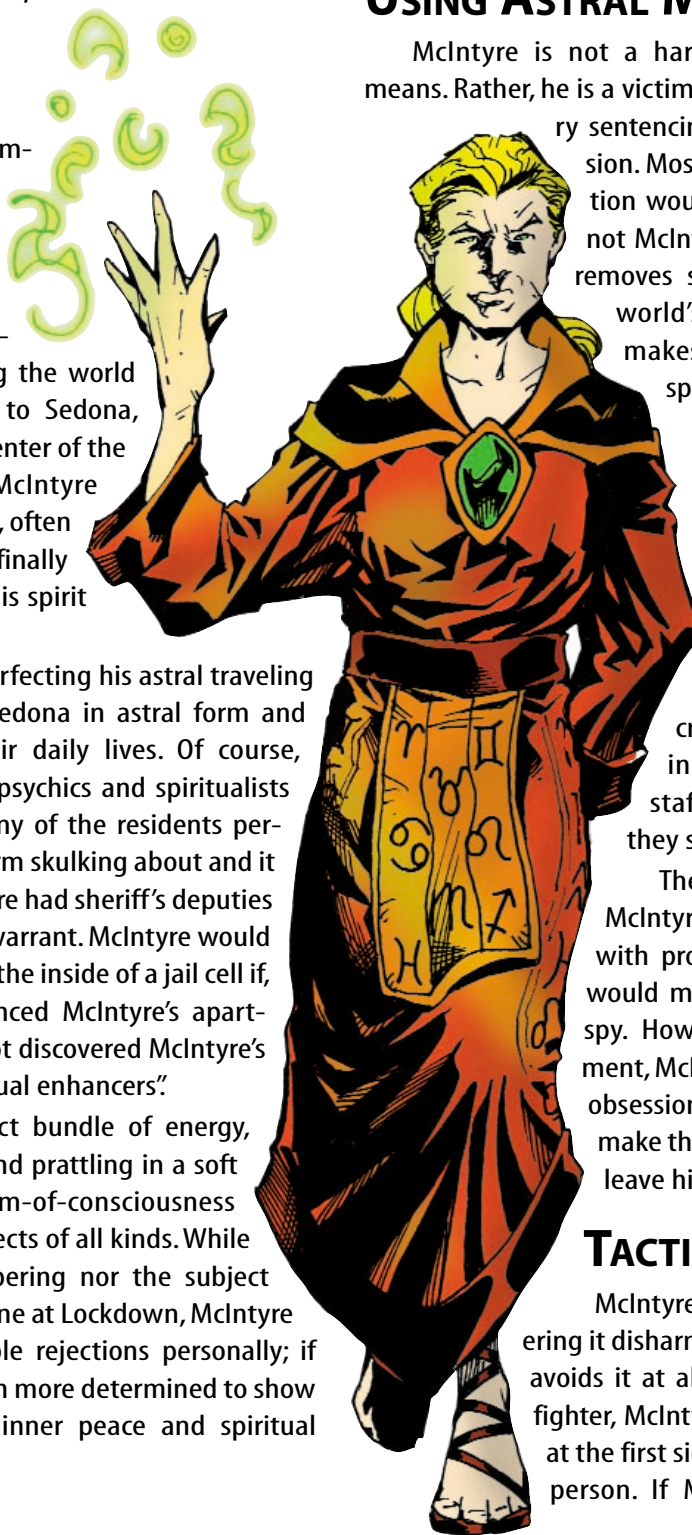
McIntyre is not a hardened criminal by any means. Rather, he is a victim of the Federal mandatory sentencing laws for drug possession. Most anyone else in his position would probably be mad, but not McIntyre. He finds that prison removes so many of the outside world's distractions that it makes seeking the ultimate spiritual truth easier.

McIntyre spends most of his time alone. Not because he doesn't like people, he does, but because his constant jabbering about all things New Age drives everyone around him crazy. Most of his fellow inmates and Lockdown's staff avoid him whenever they see him coming.

The Cartel would love to use McIntyre in their organization, as with proper training his powers would make him a very effective spy. However, in Hatchel's judgment, McIntyre's flaky attitude and obsession with all things spiritual make that impossible and so they leave him alone.

TACTICS

McIntyre abhors violence, considering it disharmonic in the extreme, and avoids it at all costs. Absolutely not a fighter, McIntyre will flee or surrender at the first sign of violence against his person. If McIntyre cannot flee or



realizes that surrender is not an option, he will defend himself as best as he can, but will always have an eye open for an opportunity to escape. In a fight McIntyre will only separate his astral body from his physical body, leaving his physical body at the mercy of his opponent, if he is certain that he is going to be killed (some chance is better than no chance).

SPONSOR

Unless his dependent is interested in New Age spirituality (i.e. harmonic crystals, yoga, meditation, etc.), McIntyre is arguably the most irritating sponsor at Lockdown as he does nothing to help his dependent learn about the prison but instead constantly prattles on about New Age subjects. Woe to the dependent that shows any actual interest (whether real or feigned) in McIntyre's banter for he shall never know peace.

McIntyre is an excellent reader of people's attitudes. Unfortunately, he filters everything through his spiritual prism. So, for example, rather than give an irritated dependent some space, McIntyre would suggest an hour of quiet chanting together. Being the optimistic guy that he is, McIntyre is not easily discouraged from "helping" his dependent and the dependent may have to resort to more drastic measures to let McIntyre know his comments are not welcome. The dependent may see the resulting stay in Ad. Seg. as a blessing.

PROFILE: ASTRAL MAHARISHI

Power Level: 11

Classification: Type V

Concept: Overeager New Age spiritualist out to enlighten the world.

Name: Thomas McIntyre

Other Aliases: Peeping Tom, Inmate #V-E-005

Base of Operations: Cellblock E, Lockdown

Affiliation: None

Nationality: American

Age: 44

Height: 5'8"

Weight: 120 lbs.

Eyes: Green

Hair: Blond

Astral Maharishi

PL 11; Init +4 (Dex); Defense 17 (+3 base, +4 Dex); Spd 30 ft. (astral movement 55 ft.); Atk +2 melee (+2S/5' reach/crit 20, punch); SV Dmg +2, Fort +2, Ref +4, Will +15 (Mental Protection +11); Str 14, Dex 19, Con 14, Int 14, Wis 18, Cha 12.35

Skills: Acrobatics +6, Balance +10, Concentration +17, Listen +17, Profession (spiritual guru) +16, Search +4, Sense Motive +17, Spot +17.

Feats: Indomitable Will, Trance.

Powers: Astral Projection +11 [*Extras:* Mental Protection (*Extra:* Impervious), Super Wisdom; *Power Stunts:* All-Around Sight, Darkvision, Psychic Awareness, See Invisibility, True Sight; *Source:* Psionic; *Cost:* 9 pp; *Total:* 109 pp].

Total: Abilities 37 + Skills 15 + Feats 4 + Powers/Equipment 109 = 169 pp.

LA PYRA

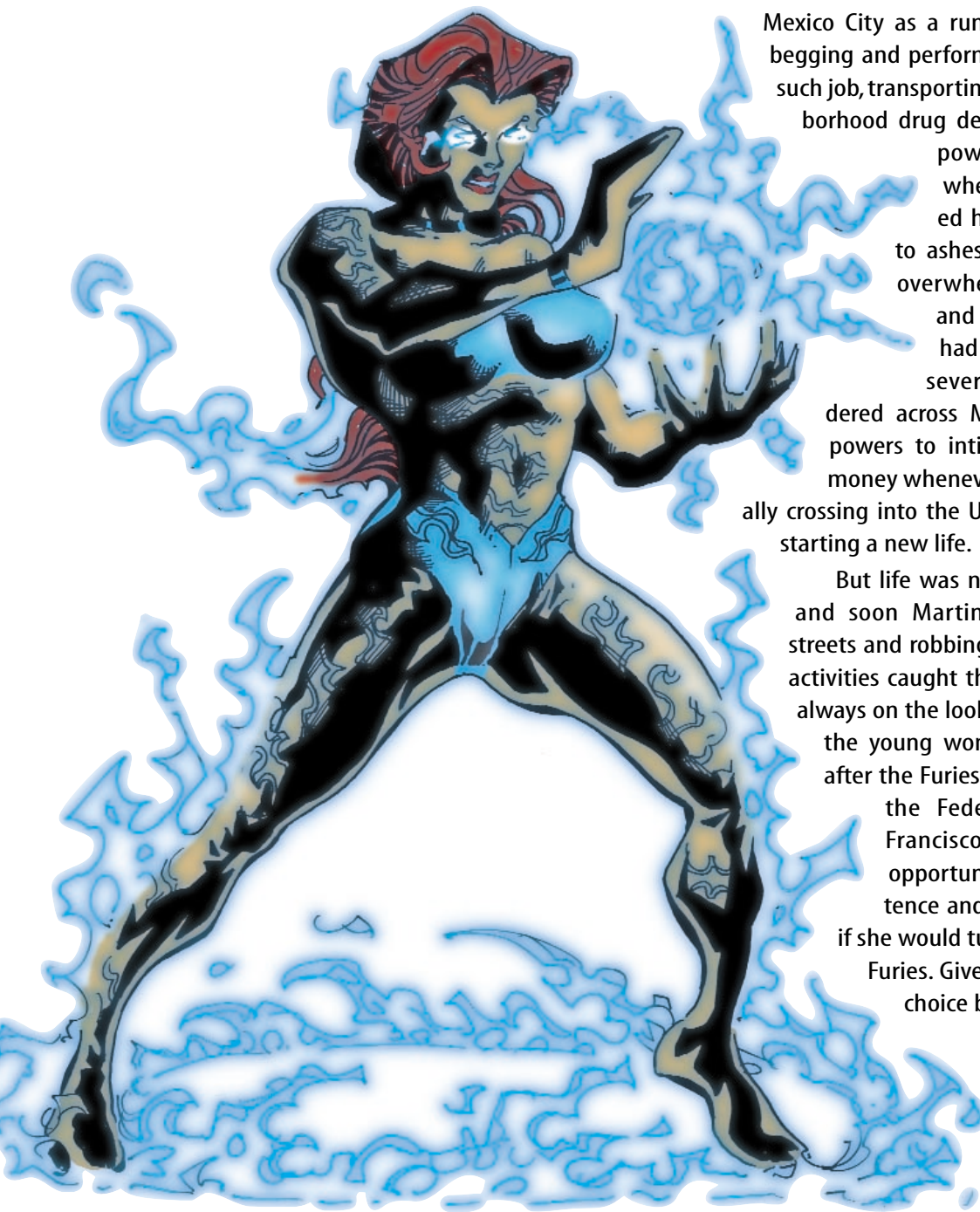
"Burn, baby, burn!"

BACKGROUND

Claudia Martinez grew up on the streets of Mexico City as a runaway, making her living by begging and performing odd jobs. It was on one such job, transporting some money for the neighborhood drug dealer, that her latent mutant powers revealed themselves when a quartet of toughs accosted her. After burning the toughs to ashes, Martinez fled Mexico City, overwhelmed by her new powers and panicked by the fact that she had just committed murder. For several months Martinez wandered across Mexico, using her newfound powers to intimidate people out of their money whenever she needed some, eventually crossing into the United States in the hopes of starting a new life.

But life was no better north of the border and soon Martinez was back roaming the streets and robbing people of their wallets. Her activities caught the attention of Valkyrie who, always on the lookout for new talent, recruited the young woman into the Furies. Caught after the Furies' failed attempt to break into the Federal Reserve Bank in San Francisco, Martinez was given the opportunity to earn a reduced sentence and avoid extradition to Mexico if she would turn witness against the other Furies. Given such a lifeline, she had no choice but to take it.

Although she did what was right for her, Martinez is still torn about her betrayal of the Furies as she considered a number of them friends. This, com-



bined with the fact that the Furies have vowed revenge on her, has made Martinez a generally morose person who would like nothing better than to get out of prison and begin a normal life. While she has been trying to get herself educated by borrowing copiously from the library, there are many days when the pressure just gets to her and she gives up all hope of ever being anything other than a criminal.

USING LA PYRA

Martinez knows that Valkyrie is also in Lockdown and, if given the chance, the big Swede will take revenge on Martinez for her betrayal. With her powers shackled, Martinez is no match for Valkyrie and the fact that Valkyrie associates with Berlin Betty only makes the situation more dangerous. As a result, Martinez keeps a low profile at all times and does not leave the Protective Custody Ward unless absolutely necessary. If she must leave the ward, she always requests that a CO accompany her.

TACTICS

La Pyra is a fierce fighter that immolates herself the moment trouble starts and flies around the battlefield to devastate her enemies with fiery blasts, usually evading any return fire with ease. Enemies that do manage to close to melee range with her find that despite her petite size, she is an eager brawler. Her quickness not only makes her hard to hit but also lets her place her punches, which are quite effective thanks to her fiery form, on target with surprising accuracy.

PROFILE: LA PYRA

Power Level: 13

Classification: Type II

Concept: Supervillain turned snitch keeping a low profile

Name: Claudia Martinez

Other Aliases: Inmate #III-F-011

Base of Operations: Cellblock F, Lockdown

Affiliation: Furies

Nationality: Mexican

Age: 20

Height: 5'2"

Weight: 92 lbs.

Eyes: Fiery red

Hair: Black with red streaks

SPONSOR

Given that she has some dedicated enemies, Martinez does not want to sponsor anyone. If she is forced to sponsor someone, Martinez will spend hours feeling out her charge while showing her dependent the basics to see if she might have some connections to the Furies or Berlin Betty. While cautious, Martinez is not paranoid and if she can satisfy her suspicions about her dependent she will slowly open up. While at that point Martinez will be more than happy to take the time to answer any questions and provide advice, the one thing that she will never talk about is her

own past and how she ended up in Lockdown.

La Pyra

PL 13; Init +4 (Dex); Defense 27 (+6 Base, +4 Dex, +1 Dodge, +6 Super-Dex); Spd 30 ft. (fly 65 ft.); Atk +10 melee (+15/5' reach/crit 20, punch and +14S/5' reach/crit 20, energy field), +10 ranged (+14S/210' range/crit 20, energy blast); SV Dmg +2/+10 (Evasion), Fort +2, Ref +10 (Super-Dex), Will +1; Str 12, Dex 18, Con 14, Int 14, Wis 12, Cha 16.

Skills: Acrobatics +12, Balance +12, Bluff +8, Gather Information +5, Intimidate +7, Knowledge (underworld) +4, Spot +3, Sense Motive +3, Taunt +10.

Feats: Aerial Combat, Attack Finesse, Dodge, Evasion, Immunity (energy (fire)), Surprise Strike.

Powers: Alternate Form — Fire +13 [*Extra:* Energy Blast (*Power Stunts:* Far Shot, Point Blank Shot; *Source:* Mutation; *Cost:* 6 pp; *Total:* 82)], Super Dexterity +6 [*Source:* Mutation; *Cost:* 4 pp; *Total:* 24].

Total: Abilities 56 + Skills 28 + Feats 12 + Powers/Equipment 106 = 202 pp.

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