



## modern dispatch #109

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## WWII-ERA SUPERVILLAINS

BY CHARLES RICE

As WWII swept across Europe, the Nazis unveiled and even more terrifying arm of their war machine: the "Kampfgruppe Eugenik", the Eugenics Brigade. These super-soldiers were unopposed for years, while the Allies tried desperately to come up with a super-soldier program of their own to combat them. Nationwide searches were undertaken for mutants (long known to exist) but only two: Old Glory and Captain Amazing were discovered. These two heroes would have to carry the burden alone for years, serving mostly in Britain at the side of Winston Churchill, before America and Britain were able to field more heroes and carry the fight to Europe.

heart alone. Physically weak, she revels in her new ability to crush tanks with a thought.

Though loyal to the Nazi Party and the Kampfgruppe, both sisters have a higher loyalty to

## WWII-ERA SUPERVILLAINS

### CHARISMATIC

**Background:** Brunhilde Albrecht is one of two daughters of an aristocratic family drawn into Doktor Eugenik's experiments. In addition to being wealthy and good breeding, both girls were well-known singers and upon conducting blood tests, Doktor Eugenik theorized they each had the potential for psychic powers. With their father's consent, the girls were experimented on and developed powers. In Brunhilde's case, the power to move physical objects by



each other and to their family. Wars come and go but their family has served Germany for generations. They are more than willing to flee from battle to save themselves. This divided loyalty causes trouble within the team, especially among the “lower class” members of the team, especially Uberkrieger and Kugelsicher.

**Quote:** “Please continue to struggle. Make me hurt you.”

**Role:** Charismatic is the physical psychic, with the power to move enormous objects with the power of her mind alone.

**Charismatic (Scientific Experiment Charismatic Hero 3/Tough Hero 1/Psychic 6):** CR 10; Medium-size humanoid; HD 3d6+6 plus 1d10+2 plus 6d6+12 plus 1; HP 59; Mas 15; Init +1; Spd 30 ft; Defense 24, touch 24, flatfooted 15 (+0 size, +1 Dex, +8 Wis, +5 class); BAB +4; Grap +3; Atk +3 melee (by weapon), or +10 ranged (6d6+0, Blast); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Albrecht Family, Nazi Party; SV Fort +7, Ref +7, Will +16; AP 5; Rep +5; Str 8, Dex 12, Con 15, Int 10, Wis 26, Cha 18.

**Occupation:** Celebrity (Perform)

**Skills:** Bluff +10, Concentration +11, Diplomacy +18, Disguise +10, Gather Information +12, Intimidate +10, Knowledge (Popular Culture) +6, Perform +11 (Opera), Sense Motive +14

**Feats:** Cover Fire, Enemy (The Allies), Iron Will, Lightning Reflexes, Poise, Power Mastery (Blast), Simple Weapons Proficiency, Teamwork (Kampfgruppe Eugenik), Trustworthy, Weapon Focus (Blast)

**Talents (Charismatic Hero):** Charm, Favor

**Talents (Tough Hero):** Robust

**Talents (Psychic):** Your mind is your own, Mental Armor, Mental Evasion

**Powers:** Blast (Physical) +12 (6d6 damage, Save DC 27), Superhuman Charisma +3, Superhuman Wisdom +12, Telekinesis +12

**Power Stunts:** Telekinesis: Telekinetic Disarm,

Telekinetic Flight, Telekinetic Shield, Blast: +2 attack rolls

**Possessions:** None.

**Disadvantages:** Code: Loyal to sister (DSR 3), Code: Belief in German superiority (DSR 2), Enemy: Allied superheroes (DSR 5)

## FEURSTRAHL

**Background:** Brandeis Richter was a pilot working on German jet aircraft prototypes. At the request of Doktor Eugenik, every member of the German military was given a blood test to look for certain anomalies in 1933. Following some initial successes, these tests were quickly expanded to the entire German population. As a military man in peak condition, Richter was one of the first test subjects. Following several applications of the activating agent, there was an explosion in the lab that was survived by only Richter. Germany had its first jet fighter: Feurstrahl.

Richter loves the destruction his power can wreak on those around him and enjoys using his powers a little *too* much. For now he has an outlet for his destructive urges and a license to unleash his powers. Should he survive the war, he will become a source of chaos that his former masters might regret they created.

**Quote:** “Burn schweinhund!”

**Role:** Feurstrahl provides a highly mobile long-range attacker for the Kampfgruppe. He will locate enemy positions, saturate vulnerable points (especially flammable ones) with fire and provide covering fire for his teammates.

**Feurstrahl (Fire Jet) (Scientific Experiment Fast Hero 3/Energy Projector 7):** CR 10; Medium-size humanoid; HD 3d8+6 plus 7d6+14; HP 59; Mas 15; Init +10; Spd 30 ft; Defense 29, touch 29, flatfooted 19 (+0 size, +10 Dex, +9 class); BAB +9; Grap +8; Atk +8 melee (1d4-1, Knife), or +20 ranged (6d6+0,

Fire Blast); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Nazi Party; SV Fort +5, Ref +17, Will +4; AP 5; Rep +4; Str 8, Dex 31, Con 15, Int 10, Wis 13, Cha 12.

**Occupation:** Military (Knowledge [Tactics], Pilot)

**Skills:** Craft (mechanical) +3, Drive +13, Escape Artist +16, Knowledge (Tactics) +14, Pilot +24, Spot +8, Tumble +16

**Feats:** Armor Proficiency (light), Armor Proficiency (medium), Coordinated Attack, Cover Fire, Enemy (The Allies), Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Simple Weapons Proficiency, Teamwork (Kampfgruppe Eugenik), Weapon Focus (Fire Blast)

**Talents (Fast Hero):** Evasion, Uncanny Dodge 1

**Talents (Energy Projector):** Energy Surge, Energy Resistance, Concentrated Energy, Concentrated Energy 2

**Powers:** Superhuman Dexterity +13, Flight +13 (260' per round), Energy Blast +15 (7d6 damage, Save DC 30): Common Special Effect, Fire (+2)

**Power Stunts:** Superhuman Flight: Perfect Maneuverability, +3 Dodge bonus to defense while flying

**Possessions:** None

**Disadvantages:** Code: Never leave an ally behind (DSR 3), Code: Pyromaniac (DSR 2), Enemy: Allied superheroes (DSR 5)

## KRIEGHUND

**Background:** Loring Halperin was an early member of the Kampfgruppe and like many of those early members was identified when Doktor Eugenik tested every German military man for potential mutation. When Loring's latent mutation was activated, he broke out of the lab and disappeared for several weeks. During this time nearby towns were terrorized by what seemed to be a werewolf. When Loring came to his senses, he returned to the military, ready to serve the Reich in a new, more vicious way.

**Quote:** None.

**Role:** Krieghund is the stealth and recon specialist of the Kampfgruppe Eugenik. He is also a skilled assassin and sniper, capable of eliminating enemies either at range or up close. He has been known to track wounded targets for days, priding himself on never leaving a mark alive once he has drawn blood.

**Krieghund (War Hound) (Scientific Experiment Tough Hero 3/Brick 7):** CR 10; Medium-size humanoid; HD 3d10+27 plus 7d10+63 plus 25; HP 171; Mas 40; Init +5; Spd 30 ft; Defense 21, touch 21, flatfooted 16 (+0 size, +5 Dex, +6 class); BAB +7; Grap +9; Atk +9 melee (2d10+2, Claws), or +13 ranged (2d6+0, Mauser Karabiner 98K); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Nazi Party; SV Fort +18, Ref +8, Will +4; AP 5; Rep +4; Str 14, Dex 20, Con 28, Int 10, Wis 12, Cha 8.

**Occupation:** Military (Hide, Move Silently)

**Skills:** Hide +20, Intimidate +9, Listen +12, Move Silently +20, Spot +12, Survival +4 (+26 for tracking)

**Feats:** Darkvision, Enemy (The Allies), Feral (Hide, Move Silently), Frenzy, Great Fortitude, Personal Firearms Proficiency, Power Attack, Simple Weapons Proficiency, Teamwork (Kampfgruppe Eugenik), Toughness, Tracking Scent

**Talents (Tough Hero):** Robust, Second Wind

**Talents (Brick):** Diesel, Never Give In, Never Surrender, Never Say Die

**Powers:** Claws +12 (2d10 damage), Enhanced Senses +11, Superhuman Constitution +12, Superhuman Dexterity +4

**Power Stunts:** Enhanced Senses: Enhanced Hearing, Enhanced Sight, Enhanced Smell, Superhuman Constitution: Resilience, Superhuman Dexterity: Swinging

**Possessions:** Masterwork Mauser Karabiner 98K w/ Scope, 30 rounds 8mm ammunition

**Disadvantages:** Code: never leave a wounded enemy alive (DSR 3), Code: Loyal to Nazi Party (DSR 2), Enemy: Allied Superheroes (DSR 5)

## KUGELSICHER

**Background:** Zelinda Maurer was one of the first civilian test subjects for Doktor Eugenik. Unlike later subjects, she did not wait to be asked but volunteered. The daughter of a WWI veteran, Zelinda is an idealist and sees the party as restoring Germany to its rightful place on the world stage, righting the wrongs done to the Fatherland by France. Of course the truth of the Nazi Party is different than its propaganda and Zelinda could be persuaded to change sides if the darker side of Nazi brutality were made clear to her.

Following her treatments, Zelinda became as strong as a tank and nearly as bulletproof. Now standing over 7 feet in height, she gets along much better with the men of the Kampfgruppe than the “bubble-headed twins from Bavaria” as she calls them (Charisma and Traumfrau).

A former office worker, Zelinda relishes her newfound strength and invulnerability but she isn’t stupid. She will often seek higher ground, using her Climb and Jump skills, then pounce down on her enemies. Once combat is joined however, she will try to go after the heaviest source of enemy fire, counting on her armored skin to carry her through.

**Quote:** “Stand behind me! Ha! You need a bigger gun my friend!”

**Role:** Kugelsicher is the team’s human shield, going first and taking enemy fire, clearing the way for her more vulnerable teammates.

**Kugelsicher (Bulletproof) (Scientific Experiment Tough Hero 3/Brick 7):** CR 10; Medium-size humanoid; HD 3d10+24 plus 8d10+64 plus 22; HP 171; Mas 39; Init -1; Spd 30 ft; Defense 21, touch 15, flatfooted 21 (+0 size, -1 Dex, +6 class, +6 natural); BAB +7; Grap +17; Atk +17 melee (1d8+10, Combat Martial Arts), or +6 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ 5 DR against Physical Attacks, 8 DR against Fire, 8 DR against Electricity; AL Nazi Party; SV Fort +17, Ref +2, Will +4; AP 5; Rep +4;

Str 30, Dex 8, Con 27, Int 10, Wis 12, Cha 16.

**Occupation:** Military (Drive, Knowledge [Tactics])

**Skills:** Climb +17, Intimidate +16, Jump +20, Knowledge (Streetwise) +3, Knowledge (Tactics) +3, Spot +4

**Feats:** Combat Martial Arts, Frightful Presence, Great Fortitude, Improved Combat Martial Arts, Improvised Weapons, Personal Firearms Proficiency, Power Attack, Simple Weapons Proficiency, Teamwork (Kampfgruppe Eugenik), Thick Skinned (3 DR vs. physical attacks), Toughness

**Talents (Tough Hero):** Fire Resistance, Electricity Resistance

**Talents (Brick):** Diesel, Improved Second Wind, Behemoth\*, Ham Handed

**Powers:** Armor +12, Superhuman Charisma +3, Superhuman Constitution +12, Superhuman Strength +12

**Power Stunts:** Armor: 2 DR against physical attacks, Superhuman Constitution: Resilience, Superhuman Strength: Brawn, HTH Damage Increase

**Possessions:** None.

**Disadvantages:** Code: Honest to a fault (DSR 2), Code: Loyal to her teammates (DSR 3), Enemy: Allied Superheroes (DSR 5)

## TRAUMFRAU

**Background:** Like her sister, Berta Albrecht was already well-known before Doktor Eugenik experimented on her. His experiments heightened her natural beauty to the point that it now seems no man can resist her. This is an ability the Fuhrer has put to good advantage, sending Berta to occupied countries to ferret out resistance cells, using her to interrogate subjects and even using her abilities on members of his own party to ensure their loyalty. Berta seems able to bend anyone to her will and even worse, over long-term exposure subjects seem to lose all free will, becoming puppets to her. For now she is content to follow the Party for the greater glory of Germany but



those who know her capricious and sadistic nature (like Uberkrieger) know that she will one day answer to no one and be perhaps the most terrifying member of the Kampfgruppe of all.

**Quote:** “Come closer. Give us a kiss.”

**Role:** Traumfrau is the spy and seductress. In open combat (something she will try to avoid) she will use her Mind Control to cause confusion, turning friend against friend.

**Traumfrau (Dream Girl) (Scientific Experiment Charismatic Hero 3/Personality 7):** CR 10; Medium-size humanoid; HD 3d6+6 plus 7d6+14; HP 56; Mas 14; Init +1; Spd 30 ft; Defense 23, touch 23, flatfooted 13 (+0 size, +9 Charisma, +1 Dex, +3 class); BAB +4; Grap +3; Atk +3 melee (1d4-1, Knife), or +5 ranged (2d4+0, Walther PPK); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Albrecht Family, Nazi Party; SV Fort +8, Ref +7, Will +3; AP 5; Rep +10; Str 8, Dex 13, Con 14, Int 14, Wis 10, Cha 28.

**Occupation:** Celebrity (Perform)

**Skills:** Bluff +22, Concentration +9, Diplomacy +22, Disable Device +9, Disguise +15, Gather Information +15, Knowledge (Behavioral Sciences) +9, Knowledge (Business) +9, Knowledge (Current Events) +8, Knowledge (Popular Culture) +15, Perform (Opera) +16, Read/Write Language +6 (German, English, Italian, Japanese, Russian, French), Speak Language +6 (German, English, Italian, Japanese, Russian, French)

**Feats:** Banter, Combat Expertise, Defensive Martial Arts, Durable Drain (DC 16 Fortitude Save or 3 points Wisdom damage is normal ability damage from Drain), Personal Firearms Proficiency, Point Blank Shot, Renown, Simple Weapons Proficiency, Teamwork (Kampfgruppe Eugenik)

**Talents (Charismatic Hero):** Charm, Favor

**Talents (Personality):** Unlimited Access, Bonus Class Skill 1 (Concentration), Royalty, Winning Smile, Bonus Class Skill 2 (Disable Device)

**Powers:** Ability Drain (Wisdom) +13 (3d4 Wisdom, returns one per round after 3 round delay), Mind Control +13 (Save DC 25), Superhuman Charisma +13

**Power Stunts:** Ability Drain (Wisdom): 3 round delay, Mind Control: 3 targets simultaneously

**Possessions:** Knife, Walther PPK

**Disadvantages:** Code: Loyal to sister (DSR 3), Code: Belief in German superiority (DSR 2), Enemy: Allied superheroes (DSR 5)

## UBERKRIEGER

**Background:** Despite his public exultation in the triumph of Nazi science that Doktor Eugenik had handed him, Hitler knew all too well that these “super-humans” could be used by his political enemies within Germany. Therefore, as the Kampfgruppe was being assembled, a quiet search was conducted for the perfect German soldier to lead the team. Unlike the rest of the Kampfgruppe, this new “super soldier” would be human and his loyalty to the party beyond reproach. SS Officer Manfred Neuberg was the candidate selected and he was trained extensively, given instruction by the finest military minds in the world, Olympic gymnasts and arms instructors. He was also given a prototype German “storm rifle” and a suit of bulletproof cloth was designed for him personally by Doktor Eugenik that would allow Neuberg to operate in almost any environment on Earth. Dubbed Uberkrieger, Neuberg quickly won over his team through his competent leadership and everyman personality. At 6’4, 225 lbs. with blonde hair and blue eyes, he is quite simply the perfect embodiment of the “master race” and has become a national hero, both to the German people and to his own team, who will follow him anywhere.

**Quote:** “Onward! To victory! For the Fatherland!”

**Role:** Uberkrieger is the supersoldier, the leader of a super-team. Though human, he is tough, smart and competent and almost always has a plan to lead his

team to victory. He knows their powers and abilities better than anyone and will use them to defeat his enemies.

**Uberkrieger (Supersoldier) (Advanced Training Fast Hero 3/Acrobat 7):** CR 10; Medium-size humanoid; HD 3d8+6 plus 7d8+14; HP 66; Mas 14; Init +8; Spd 30 ft; Defense 29, touch 25, flatfooted 23 (+4 armor, +0 size, +6 Dex, +9 class); BAB +7; Grap +7; Atk +7 melee (1d4+0, Knife), or +15 ranged (2d8+2, Sturmgewehr); FS 5 ft by 5 ft; Reach 5 ft; SQ +2 saves against Fire and Cold, +3 saves against Electricity; AL Nazi Party; SV Fort +5, Ref +13, Will +8; AP 5; Rep +4; Str 10, Dex 22, Con 14, Int 13, Wis 13, Cha 13.

**Occupation:** Military (Drive, Knowledge [Tactics])

**Skills:** Balance +19, Climb +7, Drive +13, Escape Artist +19, Jump +9, Knowledge (Tactics) +14, Pilot +12, Tumble +21

**Feats:** Acrobatic, Armor Proficiency (light), Coordinated Attack, Cover Fire, Dodge, Enemy (The Allies), Mobility, Personal Firearms Proficiency, Simple Weapons Proficiency, Spring Attack, Teamwork (Kampfgruppe Eugenik)

**Talents (Fast Hero):** Evasion, Uncanny Dodge 1

**Talents (Acrobat):** Improved Evasion, Evasive Dodge, Cat’s Feet, Wired

**Powers:** Super Feat +12: Burst Fire, Sharpshooter (Sturmgewehr), Tactician, Weapon Focus (Sturmgewehr), Super Skill +6, Superhuman Dexterity +6, Superhuman Wisdom +3, Unique Armor +12: +4 Armor bonus, Lightweight, Light Armor, +6 Max Dex, -0 Armor Penalty, 6 lbs; 1 hour air supply; Hazmat Protection (+2 saves against chemical and radiation effects); Climate Controlled (+2 saves against Fire); Climate Controlled (+2 saves against Cold); Nonconductive (+3 saves against Electricity); Personal (only Uberkrieger may wear this armor).

**Power Stunts:** Superhuman Dexterity: Swinging, Superhuman Wisdom: +4 to all Will saves

**Possessions:** Sturmgewehr, 6 clips 8mm ammunition (30 rounds each), Knife

**Disadvantages:** Code: Loyal to the Party (DSR 3), Code: Loves Kugelsicher (DSR 2), Enemy: Allied superheroes (DSR 5)

## **THE STAGG FIELD HEROES WWII SUPERS CAMPAIGN SET-UP**

### **POINT OF ORIGIN**

The date December 2<sup>nd</sup>, 1942 and America has been at war with Germany and Japan for almost a year.

At the University of Chicago, an experiment is being conducted in a secret lab under Stagg football field, the generation of a nuclear chain reaction. But something has gone awry and an unknown particle is generated during a brief, non-nuclear explosion.

This particle alters the physiology of some exposed to it while others are killed hideously. The PCs could be scientists working on the experiment or ordinary students. Either way, they've been mutated by the particle and their lives about to get much more interesting.

### **EARLY ADVENTURES**

#### **BMOC (BIG MONSTERS ON CAMPUS)**

Some of those affected by the experiment have changed, and not for the better. These poor souls have lost most of their humanity and are rampaging around campus with their newfound abilities. Even the National Guard is having trouble with these creatures, whose powers are tremendous. What are your heroes going to do about it? Following this battle, the government will insist (to put it mildly) that the PCs join the war effort and act as a counter to the Eugenics Brigade.

### **LATE BLOOMER**

While the PCs are undergoing training (in newly constructed facilities under Stagg Field), they are asked to investigate a series of mysterious occurrences. Did a student hide his powers from the government? Are some people being affected by the accident only now? The government needs to know.

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