

### **The Underground**

The Underground is made up of renegade heroes and villains who have gathered together for a common goal, their normality. Each one has a dark secret which they are trying to repent for. Some seek a normal human life while others are looking to free themselves from damnation. The Underground is funded by an unknown benefactor who provides a secret cavern base in Brazil and anything else the team might need. The roster is constantly changing. The recent team includes Dr. Franklin Moore, Crimson and SS Specter. The base itself has living quarters, a training facility and an equipment locker. There is also a Hall of Redemption, where statues line the walls representing past heroes who gave their lives for the cause. The cave also has hundreds of mystic runes which allow heroes to teleport to and away from a scene without leaving a trace (this can be tracked with Magic Rank 40 and up). They also protect against intruders. Each Protection Rune generates a Rank 40 Magic Force Field in addition to mystic bolts to repel invaders. Most missions are based against the Ones Before and their followers, although recent operations have been against GodTech.



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Main Stats	Dr. Moore	
Secondary Stats		
INT	40	4
AGI	20	2
MGT	50*	5*
SPT	20	2
MVT	20	2
ST	100	
HP	100	
IN	60	6
Action	40	4
Dodge	40	4
Perception	80	8
Education*	80	8
Damage	50*	
Natural AC	50	
Leaping	50	
Adrenaline Boost**	100	
Regeration	20	
GIA Feed***	100	

**Name:** Dr. Moore

**Real Name:** Franklin Moore

**Legal Status:** American Citizen

**Age:** 55

**Group Affiliation:** N/A

**Base of Operations:** Mobile

**Quote:** *I may look like a monster, but I can still outthink any of you fools!*

Doctor Franklin Moore was one of the world's leading experts on GIA energy. His career came to an end when he was caught in a GIA bomb explosion under the sea. His body was never found, but the doctor was far from dead. The GIA energy he absorbed caused extreme mutation and displacement in reality. When Dr. Moore rematerialized it was miles away from the blast site. Dr. Moore appeared normal at first, but it became quite apparent that his body had undergone a change. His skin was dark purple and his muscle mass had increased ten-fold. Luckily for the doctor, his intellect was still intact. Doctor Moore contacted his peers in GodTech to see if they could assist him in restoring his body to its normal state. The end result was a battle with GodTech agents and Dr. Moore, who became stronger as he got angrier. Now he is on

the run, looking for a cure and seeking revenge on his fellow GodTech scientists.

\* **Skill Highlights:** Medicine: 40, Physics: 50, Geology: 40

\*\***Adrenaline Surge:** When Doctor Moore is in combat his MIGHT increases every 3 turns until it peaks at Supreme (100). During this time is INT decreases by 3 Ranks (representing a battle rage).

\*\*\* **GIA Feed:** Same as in GU Black Galaxy. Dr. Moore can soak GIA energy and use it to enhance any of his powers.



Main Stats	Crimson	
Secondary Stats		
INT	40	4
AGI	10	1
MGT	10/40	1/4
SPT	40	4
MVT	10/30	1/3
ST	20	2
HP	20	
IN	50	5
Action	20/40	2/4
Dodge	20/40	2/4
Perception	80	8
Education*	80	8
Damage	10/40	
Armor	40	80 Body
GIA Power Cell	100	
Environmental Shielding	50	
Reflector Field**	40	
Pulse Cannon***	50	
Flight	70	
Onboard AI****	40 INT	
Life-Support	48 hrs	
Scanners	40	
Communications	50	

**Name:** Crimson  
**Real Name:** Randy Rocket  
**Legal Status:** American Citizen  
**Age:** 24  
**Group Affiliation:** N/A  
**Base of Operations:** Mobile  
**Quote:** *Did you see that? I am a one man metal war machine!*

Randy Rocket was one of Dr. Moore's favorite up and coming engineers. His skills were unmatched in the field of robotics. When Dr. Moore was killed, Randy was recruited into GodTech. Here he helped construct power suits to rival those of Freelance International. When Dr. Moore returned from the dead, GodTech sent Randy to retrieve his friend. Unknown to him, GodTech had other ideas. They ambushed the two men and Randy was seriously wounded. Dr. Moore saved Randy's life by linking his vital organs to a Nano-Netic life support unit and left him to think about his place in GodTech. Randy returned home and went into business using his family's vast fortune. Seeking a way to take down GodTech, Randy built Crimson, a one man war machine of nano-electronics and weaponry. As Crimson, Randy carried out clandestine operations against GodTech in the United States,

taking out leading figures in the organization. Some day Randy hopes to help his old friend, the good Dr. Moore. Until then he works to help mankind and crush GodTech.

**\*Skill Highlights:** Computers: 40, Robotics: 50, Engineering: 50, Weapon Design: 50

**Crimson Armor Power Rule:**

The Crimson armor has a GIA power cell. This offers 1000 Energy Units per hour. Crimson unit expenditure is as follows:

**Reflector Field:** 40 Units per Hour (or per weapon usage)

**Pulse Cannon:** 50 Units per use

**Flight:** 70 Units per FULL speed, Variable for lesser speeds

**Might Boost:** While using MIGHT for lifting at full strength, 40 Units

**Communication, Onboard AI, Scanners:** 5 Units each Hour

**\*\*Reflector Field:** Using reverse magnetism and force field technology, Crimson can reflect ballistic attacks away from himself. He can also use it to fire a burst of magnetic energy towards a metal target.

**\*\*\*Pulse Cannon:** By utilizing the GIA power cell in the Crimson armor, Randy can fire pulsing beams of PURE GIA energy. He can only do this every other turn because of the power drain on the suit.

**\*\*\*\*Onboard AI (Artificial Intelligence):** The Crimson armor is loaded with 'Chuck,' a buddy program that Randy created to keep him company. Chuck has many uses, including multi-tasking on the battlefield, and keeping Randy awake on long flights.



Main Stats Secondary Stats	SS Specter	
INT	30	3
AGI	20	2
MGT	20	2
SPT	50	5
MVT	20	2
ST	40	
HP	40	
IN	50	5
Action	50	5
Dodge	50	5
Perception	60	6
Education*	60	6
Damage	20	
Reconstitution**	100	
Terror***	20	
Mystic Aura	20	AC
Heavy Re- volver	25	Le- thal

**Name:** SS Specter, aka SS das Gespenst

**Real Name:** Unknown

**Legal Status:** German Citizen

**Age:** 92

**Group Affiliation:** N/A

**Base of Operations:** Mobile

**Quote:** *You think you're evil? I guess you haven't met me!*

Before the fall of the 3<sup>rd</sup> Reich, Hitler was on overdrive trying to find a mystical way to win the war. In the ruins of an ancient Roman temple, agents of the Reich tried summoning a One Before. The Allies were onto Hitler and set off a bomb in the temple partway through the ceremony. The man who would become SS Specter was too close to the portal during the blast and he touched the event horizon. Within seconds his flesh and muscle were peeled away and all that remained was a living skeleton with a soul bound to it. His remains were taken to Area 51 for storage. SS Specter awoke and he was not amused. He escaped the facility and fled to South America where he sought to regain his flesh. Here SS Specter met The Underground, a group of super-beings who had been forced to work behind the scenes for the common goal of achieving normality. There are many theories as to

who SS Specter really is. Some say he is Hitler, others think he is some spirit of retribution. Whoever he is, this dark hero hunts down those who would bring an end to our world.

**\*Skill Highlights:** Occult Knowledge: 40, Military Skills: 40

**\*\* Reconstitution:** No matter how many times SS Specter is shattered, blow apart or destroyed, he always reforms. The only way to prevent it is by either dispersing his pieces over long distances or via magic means. SS Specter's reconstitution is Rank 100, meaning only Demi-Gods and Gods of Mythology can really destroy him.

**\*\*\*Terror:** Seeing a walking talking skeleton is pretty scary. Anyone seeing SS Specter must make a Spirit save difficulty 20 or run away in fear.

