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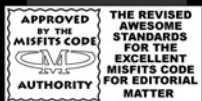
STEVEN TRUSTRUM

# DO-GOODERS & DAREDEVILS

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## COLLECTION ONE



REQUIRES THE MUTANTS AND MASTERMINDS RPG  
BY GREEN RONIN PUBLISHING FOR USE



MIS5023

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With a thankful nod of thanks to Mike W. Barr and Brian Bolland for the inspirational comic, **Camelot 3000**.

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## INTRODUCTION

Do-gooders & Daredevils is a sourcebook series for the M&M Superlink rules. Each focuses on a number of heroes, and/or one or more heroic organizations that may be inserted into most super-heroic campaigns with little effort. Each group is built using the rules for constructing organizations presented in *Better Mousetrap*, also from *Misfit Studios*. This collection combines four of the e-books from this series, *Mixed Heroes*, *Good I\$ Capitali\$m*, *Champions*, and *Oddities*, including some minor changes for the sake of errata, clarification, or to alter the material to something accommodate later rethinking or customer feedback.

The characters and organizations within may be used as player characters or to help develop your game's

setting so that it is more colorful. Think of the world created within a comic book: it isn't just the character(s) focused on within that particular product that brings the world to life, but also the heroic characters in the background—"off stage," so to speak—who provide a context around which the spotlight floats. *Do-gooders & Daredevils* can help fill this role in your game, offering heroes that lend aid when needed, granting the Gamemaster a voice in play, or they can be used by the players as characters when time or inspiration is short. Either way, these pre-designed good guys can help bring a sense of completeness and a truly epic, comic book feel to a super-heroic role-playing campaign.

# METAHUMAN THREAT SCALE

To make using the accompanying characters easier, a threat scale is used throughout this work. Each character will be assigned a threat level from this scale, giving players and Gamemasters alike an idea of how characters and law enforcement agencies should perceive the villain, regardless of actual PL. The assigned threat level takes into account more than the immediate threat posed, as it also considers goals, ideals, behavior, state of mind, and so on.

If desired, this metahuman threat scale (MTS) can be incorporated into your game as the system actually used to assess metahuman threats, in much the same way as the government uses a color system to indicate states of national security awareness and preparedness.

**Alpha:** Of minimal danger, an Alpha-level threat is relatively low-powered and/or modestly trained. Such metahumans offer little more threat than a common non-metahuman street thug. A typical law-enforcement response should be sufficient to deal with the threat in most instances.

Such a threat can be restrained within standard containment facilities.

**Beta:** Beta-level threats possess sufficient metahuman abilities and/or training to pose a risk to a typical law-enforcement response. Tactical response units are likely the best way of dealing with such a threat, just to be safe.

Such a threat can usually be restrained within standard containment facilities, or those that have undergone a minimum of alteration.

**Gamma:** Threats of this level are an exceptional danger to society and are not easily dealt with by standard law-enforcement personnel (including normal tactical response units.) This is the most common metahuman threat level in most societies and usually represents the apex of threats whose abilities are based entirely on knowledge and training rather than metahuman powers.

Such a threat can rarely be held for long within standard containment facilities, usually requiring specially prepared conditions for long-term confinement.

**Delta:** Extremely dangerous, and only to be approached in force and with extreme care, Delta-level threats have the capability of causing great damage and represent a significant, immediate threat to life and public resources/services. Delta-level threats are best handled by other metahumans of comparable (individual or combined) power, or by specially trained response units and/or the military.

Such a threat cannot be held within standard containment facilities, requiring specially prepared conditions for long-term confinement.

**Epsilon:** Entire nations, continents and possibly even whole planets are at risk from Epsilon-level threats. Possessing abilities and/or influence to literally shatter civilizations, nations put great amounts of resources into anticipating and countering such beings before their machinations or rampages cause irreparable damage to a planet's social order, political stability, and/or physical well-being.

Such a threat cannot be held within standard containment facilities, requiring specially prepared, often-unique conditions for long-term confinement. In the most extreme cases, practical containment is impossible and more extreme (permanent?) solutions must be found.

**Omega:** Omega-level threats are the greatest threat known, as they can affect things on a cosmic scale, be it by eradicating entire intergalactic civilizations or putting the very fabric and stability of reality at risk. This threat level is the broadest in its scope, allowing for a variety of actual ability potencies.

Restraining such threats requires a legendary act by beings of lesser threat levels, or an intervention of another Omega being/artifact/power. Generally speaking, though, Omega-level threats are considered unstoppable forces of nature/the cosmos/whatever, and are better tricked, negotiated with, or avoided altogether than directly opposed, as undertaking the latter can easily result in the dangers meant to be avoided.

Containing such beings requires the power of a sun, act of god, or similarly extraordinary expenditure of cosmic power or influence, feats usually only available to other Omega-level beings or incredibly advanced civilizations.

**“-A” Notation:** When added to a threat level, this notation indicates the threat is arcane/magical in nature.

**“-E” Notation:** When added to a threat level, this notation indicates the threat is extraterrestrial (alien) in nature.

**“-D” Notation:** When added to a threat level, this notation indicates the threat is extradimensional (from another plane of existence) in nature.

**“-P” Notation:** When added to a threat level, this notation indicates the threat is psychic in nature.

**“-T” Notation:** When added to a threat level, this notation indicates the threat is Terran (from Earth), but not human in nature.

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