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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 superheroic campaigns with little effort. Each organization is built using the rules for constructing organizations presented in **Better Mousetrap**, also from **Misfit Studios**.

The characters and organizations within can be used 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 book 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 can help out when needed, granting the Gamemaster a voice in the game, 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.

adventurer and by occasionally signing on with super-hero teams (especially those devoted to the American ideal.)

Although limited by his incorporeal nature, American Spirit is able to concentrate and briefly render himself solid enough to strike at his opponents. The nature of his death has also greatly tied him to America's patriotic spirit, causing his powers to wax and wane with the atmosphere of national pride and devotion around him.

**APPEARANCE:** Dressed in the translucent uniform of the Continental Army, American Spirit appears as a phantom Revolution-era soldier, right down to the tri-corner hat, although with a torn and holed American flag from the period worn around his neck like a cape. He is a willowy young man with pencil-thin moustache and a mask tied about his eyes.

## Playing a 150 PP American Spirit

Using American Spirit as a PL 10 player character requires cutting his expended PP back to 150. Here are some suggestions on doing so:

- Reduce his **Boost** power by several ranks (-2 PP per rank)
- Reduce his **Enhanced Inspire** power by several ranks (-1 PP per rank)
- Reduce his **Enhanced Inspire** power's **Increased Maximum** power feat by several ranks (-1 PP per rank)
- Reduce his **Attack** modifier (-2 PP per +1 reduction)
- Reduce his **Defense** modifier (-2 PP per +1 reduction)

## Team-Up Ideas

The following may give Gamemasters ideas on how to incorporate American Spirit into their game.

### Heart of America

The US has been plagued of late with drought, unseasonable and deadly weather (hurricanes, tornadoes, etc.), and all manner of disasters. No one

can explain why or how it is happening considering the phenomenon don't occur following the usual meteorological indicators, nor have any know super-villains with the ability to pull something like this off been tied to the events. The truth behind matters is far worse than anyone suspects.

American Spirit is tied to the nation's well-being at levels unrealized by anyone except one villain who has taken that knowledge, trapped the heroic spirit, and is somehow manipulating him in such a way as to inflict the disasters upon America.

Unless someone discovers the truth and frees American Spirit, the US will continue to suffer this onslaught unless the villain's demands (as the Gamemaster determines) are met.

### Off to War

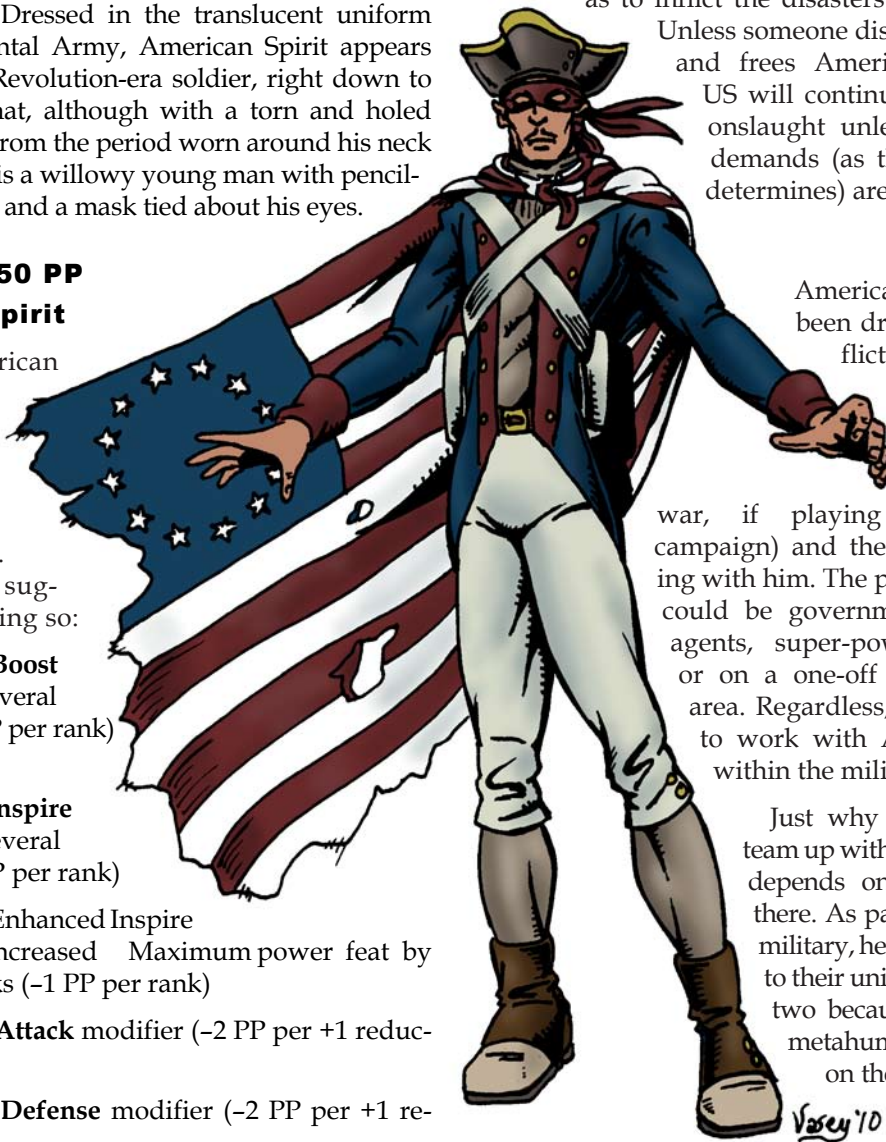
American Spirit has been drawn to the conflict in the Middle-East (or is acting on behalf of the nation in another war, if playing a historical campaign) and the heroes are going with him. The player characters could be government sanctioned agents, super-powered soldiers, or on a one-off mission in the area. Regardless, they will need to work with American Spirit within the military theater.

Just why the heroes will team up with American Spirit depends on why they are there. As part of the regular military, he may be assigned to their unit for a mission or two because of suspected metahuman involvement on the other side's behalf. If super-soldiers, it would

only be natural for American Spirit to join their squad. Normal heroes in a war zone could be chasing down a villain looking to hide amongst the carnage or give aid to the enemy, also making American Spirit's involvement a matter of common sense.

### Death of America's Spirit

Somehow American Spirit has been slain (or, more accurately, released from his ties to the mortal world and allowed to finally pass on into true



## NEW EXTRA—EASY FORTUNE (ENHANCED FEAT; +1)

When applied to an enhanced Fortune feat, this extra means using the feat no longer requires spending a HeroP. However, the extra may only be applied if the power also has at least one flaw with a value of -1 or greater.

You cannot apply the Heroic drawback to this power once Easy Fortune has been applied.

death.) However, all that he stands for won't similarly disappear so long as America is still around, and so the power is waiting to pass on to another dead soldier of an equally patriotic nature.

This could be a good opportunity to introduce a new player character who may inherit some or all

of his predecessor's abilities, or gain all new ones that still honor the character's theme. If not, the new non-player character American Spirit could be an old friend (from when he was alive, of course) come back looking for allies and possibly a mentor to help him adjust to his new role and abilities.

## NEW FLAW—CIRCUMSTANTIAL (-1)

This flaw limits the trait's effective rank to an amount based on exposure to a specified circumstance—the greater the degree of exposure, the more ranks one may employ. This circumstance may be exposure to a specific emotion in the character or others in his surroundings, a chemical or environmental condition, or the like. Whatever it is requires the Gamemaster's approval, though, to ensure it is both fair and appropriate.

Consult the Exposure Table to determine how many ranks are available based on the degree of contact with the indicated circumstance.

### EXPOSURE TABLE

Exposure	Available Ranks *	Circumstantial Exposure
Negligible	None	When none (or an insignificant amount) of the required circumstance is present
Minimal	One-Third/One-Quarter	Some exposure exists, but not much
Moderate	One-Half	There is a near balance between the presence and absence of the required circumstance
Major	Two-Thirds/Three-Quarters	More of the circumstance is present than not
Maximum	Full	Peak saturation of the circumstance

\* Round down and use whichever the power's ranks are most easily divisible by

An example exposure table specific to American Spirit is provided here.

### PATRIOTISM

Exposure	Available Ranks *	Circumstantial Exposure
Negligible	None	No or insignificant amounts of American patriotism present, such as in a foreign country that doesn't like the USA
Minimal	One-Third/One-Quarter	A small degree of American patriotism present, such as in a foreign country allied with the USA
Moderate	One-Half	A typical exposure of American patriotism, such as may be found in an average crowd of Americans
Major	Two-Thirds/Three-Quarters	Strong pro-American sentiment present, as would be found at an American military facility
Maximum	Full	Peak exposure to American patriotism, such as one would find at a pro-government political rally or war memorial ceremony

\* Round down and use whichever the power's ranks are most easily divisible by