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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 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.

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.

THE CELESTIAL LEGIONS

An ancient race of energy beings, following an impressive span of technological and social evolution, the Gaothoem were one of three species to dominate the universal core many millions of years ago. During this time, all three civilizations expanded their holdings, colonizing new worlds slowly due to the restrictions of sub-light speed technology, increasing the breadth of their understanding of the universe, and bumping heads with each other in wars that lasted millennia, if not millions of years because of such restrictions on traveling between stars.

The balance of power was rarely stable for more than a few dozen millennia, with one civilization or another eventually—inevitably—growing too big for its current dominion or too greedy after viewing its neighbors' power and territories. Existing under constant threat, even from their current and ever-changing allies, each race swept aside smaller civilizations in their quest for supremacy, spurring on a spike in technological advancement unlike the universe had ever previously seen.

The Gaothoem Conclave's more mighty rival, the Titonathor Empire, sought to permanently upset the balance of power in its favor by developing a technology that would allow them to punch through reality into another dimension, creating a wormhole effect that would instantly gate them anywhere, and thus beat the Conclave and Zettex Assemblage to newly discovered, inhabitable worlds. Unfortunately for the universe, no one considered the dimension tunneled into to make the gateways would already serve a function, in this case as a prison for an evil that predated history.

Unleashed by the wormhole experiment, these Fell Hordes (as the ancient darkness came to be known) set about destroying everything in their path with impossible ease and a total lack of discrimination or mercy. Pushed to the brink of extinction, the mighty empire was left with no recourse but to call upon the Gaothoem Conclave and insect-like Zettex for aid. Recognizing the danger to themselves, the three intergalactic powers were able to create a united force strong enough to drive the darkness back beyond the edge of the known universe, but not before entire sectors of space were devastated and rendered uninhabitable.

Left weakened by the evil they'd unleashed in their territory, the Titonathor Empire was vulnerable enough for the Conclave to swoop in and assume control over many systems once the war ended. Expectedly, this led to many border skirmishes and eventually war, with the Zettex officially retaining a position of neutrality while covertly playing both sides against each other to their own benefit. When this duplicity was uncovered, and the extent of the influence it had in keeping the war going learned, both the Gaothoem and Titonathor turned on the Zettex.

Considering the Conclave and Empire had pressed each other so badly at the Zettex's secret urgings, both struck back with unprecedented fury, nearly wiping out their foe in their combined wrath. The resulting purging had a nightmarishly high death toll that finally purchased complete and utter peace for the next several thousand millennia. With the betrayers removed, the remaining peoples of the universal core knew a level of interracial cooperation and commingling never before been seen, yet even a golden age such as this could not last forever.

Following nearly four million years of peace, both the Titonathor and Gaothoem began to suffer mysterious troubles. At first it was just a matter of losing contact with a few scattered, fringe colonies, but this soon elevated to entire words being scoured clean without a sign of ever having been inhabited. Each race leapt to fault the other, forgetting the costly peace they had forged, but their tempers abided long enough for an exchange of information to reveal someone or something else entirely was to blame. All evidence pointed to a new power at work in the universe and it was very selective and efficient in its methods, but even that conclusion was a mistake. The Gaothoem and the Empire soon learned the perpetrator was not a new power at all, but rather an old one returned for vengeance. So began the Dread War.

The 'new' enemy was, in fact, the Zettex returned from their exile and near-extinction. Armed with a seemingly innumerable fleet of ships equipped with weapons far beyond anything either the Conclave or Empire could muster, the Zettex had also undergone a radical biological evolution mirroring their exponential leap forward in technology. Unable to