

TABLE OF CONTENTS

Introduction	2
Metahuman Threat Scale	3
The Path of the Hero	4
Teaming Up-Super Hero Groups	6
The Lone Wolf	7
The Cowl	9
Damocles	12
The Pack	14
Alpha	16
Bloodhound	17
Hotdog	18
Howl	19
Maul	20
Starbound	22
Starbound's Monstrous Form	24
Warlock	26

INTRODUCTION

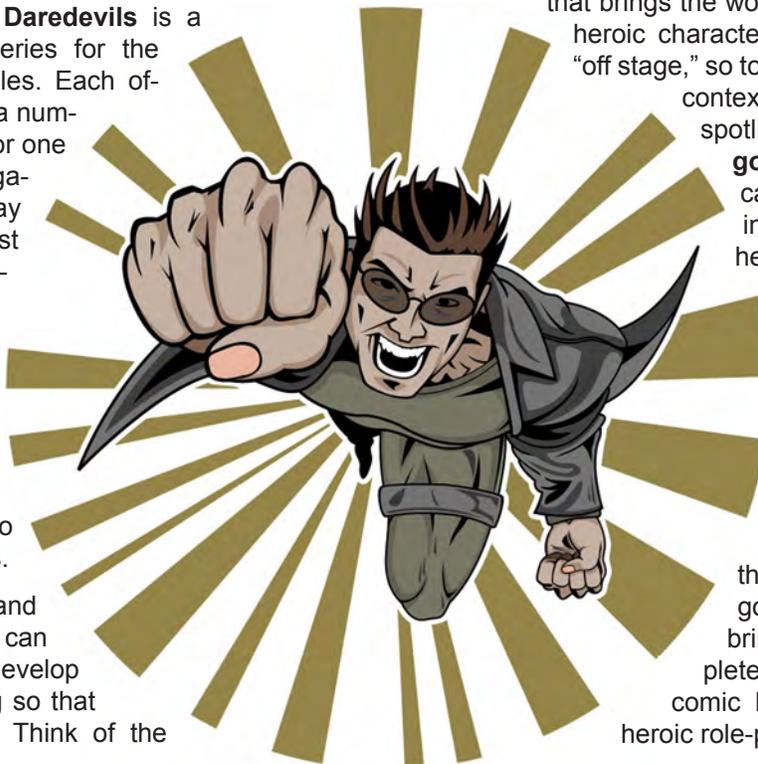
Do-gooders & Daredevils is a new sourcebook series for the **M&M Superlink** rules. Each offering will focus on a number of heroes, and/or one or more heroic organizations that may be inserted into most super-heroic campaigns with little effort. Each organization is built using the rules for constructing 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.



THE PATH OF THE HERO

Choosing to devote one's life to the betterment of one's fellow man is not easy, which would explain why there are so many more super villains than heroes. To use the power or exceptional talents that fate has given you for your own selfish reasons is easy, but to use those same abilities for good, despite the pain to oneself that may result, is how legends are born.

WHAT'S MY MOTIVATION?

With great power comes great responsibility—or so they say. But why should your character arduously toil down the often-thankless road of heroism instead of joyfully hopping and skipping down the relatively easy path of greed and villainy? What will set your super hero apart from all of those other people who have likewise come by superpowers but have chosen not to use them or instead turn them towards their own evil ends? The answers to these and similar questions are necessary if the hero is to have a complete and interesting background that explains why he has allied himself to the side of angels.

But why is a background so important to a character in the first place? Well, in some role-playing games, the explanation of "my character is an agent of the king" or "I'm the local sheriff" is sufficient to explain what motivates a character into heroics, but not so in a super hero campaign. In a world where strange powers set the character so far apart from the rest of mankind, there must be an explanation as to why the character has not succumbed to the corruption of his preternatural abilities.

The easiest answers lie within the realms of black and white, good and evil. Has the character been inspired by the gallantry of an existing, role model? Did he have family members who were also heroes and now it is up to him to carry on the tradition? Did the character witness a tragedy or horrific crime that drove him to fight similar atrocities?

It is equally likely the character's motivation is far more complicated and rooted within the world of gray that exists between the polar extremes of justice and crime. Maybe he is a mercenary hero who is only in the business of justice for the money and fame? Perhaps he is just as corrupt at heart as the criminals that he opposes except that for some reason he uses his evil to fight on the side of the just? Only the player behind the character can say for certain.

Whatever the character's motivation to choose heroism or villainy, there are no guarantees that one's efforts will be rewarded or even thanked or welcomed. Sometimes even heroes will be seen as no different than the criminals they fight in the public's eyes, a sad truth that may one lead to a fall from grace (and possibly a subsequent climb back into the light of righteousness.) As with most things concerning the players' characters, entire worlds of possibilities may be opened or closed depending upon what motivates the do-gooder.

TOGETHER WE STAND—HEROIC GROUPS AND ORGANIZATIONS

A constant problem in role-playing in general is coming up with a good reason for the player characters to band together as a group of heroes. In a super hero campaign it is possible to use the obvious, comic book tradition of a shared origin. Somehow, the characters were all in the same place when an incident occurred that would grant them their special abilities. This approach can create its own concerns, unfortunately, because it confines the characters' origins to a narrow commonality, restricting the hero types they may choose from. If the characters were all unwilling

