

## Doctor Saturn



Born in 1937 to a family who had been part of the American upper crust for three generations before him, Franklin Zane grew up in the lap of luxury with a silver spoon in his mouth. In his early teens, it became apparent that he was, as his grandfather had been before him, a scientific prodigy, who graduated from MIT at the age of fifteen and went to work for the family business soon after. Anything he could possibly want came to him extremely easily, and so he found himself looking for a greater challenge.

When the first wave of superpowers got underway, he decided that he had found it. Believing that his intelligence made him the equal of any dubiously empowered individual, he set out to win the fame he thought he deserved. He did not, of course, do anything as *stupid* as becoming a criminal to oppose them. Rather he presented himself as a rival private investigator who claimed to be able to resolve the strange situations that the supers encountered without the use of any powers.

Five years later, his ego thoroughly bruised, Franklin had to admit that those powers afforded their users quite a few advantages that his intellect could not quite match. If he was going to demonstrate his superiority, he would need some advantages of his own. So he studied, for the first time in quite a while, and discovered an affinity for psychic electronics, or *psionics* as it was called, developing the prototype of his thinking cap.

The rush of actual power that he felt the first time he used the device somewhat went to his head, and so he embarked on an ill-considered scheme that led to him taking the place of the Voice who commanded **the Grim Brigade**. His fraud was exposed in short order when the members of the team realized that his knowledge did not extend to certain things about them that the Voice did know, and he ended up kicked off the team. More bruises to the ego, more reasons to keep trying.

Despite this difficult start to the relationship, Doctor Saturn (a name he picked from nowhere) ended up as an ally of the Grim Brigade, called on for their most dangerous missions, and found himself in a romance with **Janey Quantum**. He found her fascinating, both on a personal level as well as for the scientific implications of her powers, which seemed to have potentials that she had yet to explore. She also challenged a lot of his convictions about how the world should work, pointing out that the inventions he came up with for the company were so expensive to purchase that they ultimately provided little benefit to anyone -- and not much in the way of profit, either.

During the Battle of Vietnam, Doctor Saturn chose to remain at the rear with the command, assisting in developing strategy and communicating it to the front line through his telepathy. It was the most horrifying experience of his life, and he was haunted for the rest of his days about the loss of life and material that he witnessed. It soured him on the superheroic life, and he took off the thinking cap for what he expected to be the last time almost immediately afterwards. The fact that his wife had almost the exact opposite reaction, that she felt obligated to keep up the fight, was a source of enormous frustration to him in the years that followed.

Most of the subsequent events of his life are discussed in the profile of his daughter, **Billie Zane**. Two things of importance are not discussed there. First, in the process of keeping Billie out of the think tanks, he ended up learning a great deal about how Hyperbrains functioned, and developed the theory that many (if not most!) of them had low level telepathic abilities that allowed them to learn quickly by absorbing information directly from the brains of other people. This led him to theorize that there might be a more powerful form of the ability that would literally consume that information and human consciousness, an intellivore, and he worked out a model of what such the development of such an entity would look like.

It looked exactly like the development pattern of his only daughter.

The other thing is that, while it was believed that no one else could use the thinking cap, that is not quite true. A copy of his consciousness resides in its circuitry and would allow the device to function for any individual Franklin approves of, as well as serving as an adviser. The primary goal of this ghost-like entity would be to stop Billie from her path of destruction. As of yet, the thinking cap remains in the archives of **Argus**, unused.

**Doctor Saturn -- PL 9**

**Abilities:**

STR 2 | STA 1 | AGL 2 | DEX 2 | FGT 4 | INT 9 | AWE 4 | PRE 1

**Powers:**

**Thinking Cap:** Removable (-16 points)

\* **Telepathy:** Mental Communication 3 (regional); Cumulative Mind-Reading 5 - 27 points

\* **Telepathic Reactions:** Enhanced Advantages 8 (Defensive Roll 2, Evasion 2, Improved Defense, Seize Initiative); Enhanced Defenses 16 (Dodge 8, Parry 8) - 24 points

\* **Telepathic Techniques:** Array (27 points)

- **Mental Blast:** Perception Range Damage 9, Resisted by Will, Tiring - 27 points
- **Mental Illusions:** Perception Range Cumulative Affliction 9 (Resisted by Will; Figment, Phantasm, Hallucination), Tiring - 1 point
- **Mental Paralysis:** Perception Range Cumulative Affliction 9 (Resisted by Will; Dazed, Stunned, Paralyzed), Tiring - 1 point

**Advantages:**

Benefit 3 (Millionaire), Eidetic Memory, Equipment 4, Inventor

**Equipment:**

Stately Manor headquarters (*Hero's Handbook DE* p. 231) - 19 points

**Skills:**

Deception 10 (+11), Expertise: Business 5 (+14), Expertise: Science 4 (+13), Insight 6 (+10), Perception 8 (+12), Persuasion 8 (+9), Technology 5 (+14).

**Offense:**

Initiative +2

Unarmed +4 (Close Damage 2)

Mental Blast -- (Perception Range Damage 9, Resisted by Will)

Mental Paralysis -- (Perception Range Will 9)

**Defense:**

Dodge 10/2, Parry 12/4, Fortitude 5, Toughness 6/1, Will 11

**Totals:**

Abilities 50 + Powers 64 + Advantages 9 + Skills 23 + Defenses 10 = 156 points

**Offensive PL:** 9

**Defensive PL:** 9

**Resistance PL:** 8

**Skill PL:** 9

**Complications:**

***Fame--Motivation. Relationship*** (Janey Quantum). ***Responsibility*** (Zane Enterprises). ***Temptation of Power.***

## Current State -- PL 11

### Abilities:

STR -- | STA -- | AGL -- | DEX -- | FGT -- | INT 9 | AWE 4 | PRE 1

### Powers:

**Mental Connection:** Senses 1 (mental communication link with wearer of the thinking cap) - 1 point

**Thought-Form:** Permanent Concealment 8 (All but Mental), Innate; Immunity 30 (Fortitude); Permanent Insubstantial 4, Innate; Protection 11 - 79 points

### Advantages:

Eidetic Memory, Speed of Thought

### Skills:

Deception 10 (+11), Expertise: Business 5 (+14), Expertise: Science 4 (+13), Insight 6 (+10), Perception 8 (+12), Persuasion 8 (+9), Technology 5 (+14).

### Offense:

Initiative +9

No attacks

### Defense:

Dodge 0, Parry 0, Fortitude Immune, Toughness 11, Will 11

### Totals:

Abilities -22 + Powers 80 + Advantages 2 + Skills 23 + Defenses 10 = 93 points

**Offensive PL:** 0

**Defensive PL:** 6

**Resistance PL:** 11

**Skill PL:** 9

### Complications:

**Responsibility--Motivation. Family** (daughter).

**Update 2022:** The "thinking cap" has come into the possession of Phillip Francks, whom Zane is trying to guide as the superhero **Doctor Tempus**. Through him, and the provisional membership he has accepted with **Heroic Enterprises**, Zane has developed the well-founded suspicion that novice hero **Jack Neutron** is similarly being influenced by the psyche of Janey Quantum, and confirmed these suspicions through closer investigation. While this version of her psyche is

apparently suffering from a condition like dementia, he hopes to be able to help restore her consciousness with a bit of effort. Okay, a lot of effort.