

SPACE SUPERERS


ROGUE GHOSTLIGHT CENTURION
MALEK GYRE



SPACE SUPERHEROES



ROGUE GHOSTLIGHT CENTURION
MALEK GYRE



WRITTEN BY MIKE LAFFERTY
ART BY WALT ROBILLARD
LAYOUT BY ADE SMITH
BASED ON CONCEPTS DEVELOPED
BY STEVE FERRIN AND
JASON TONDRO
IN THE GREAT GAME
FROM FAINTING GOAT GAMES

COMPATIBILITY WITH ICONS REQUIRES ICONS SUPERPOWERED
ROLEPLAYING FROM AD INFINITUM ADVENTURES
AD INFINITUM ADVENTURES DOES NOT GUARANTEE COMPATIBILITY,
AND DOES NOT ENDORSE THIS PRODUCT

MALEK GYRE

Abilities

Prowess 5
Coordination 5
Strength 4
Intellect 6
Awareness 4
Willpower 6

Stamina 10

Powers

The Ghostlight (Blast 8 and Damage Resistance 8, Extra: Invisibility and Phasing, Device), Flight 8 (Device), Life Support 4 (Cold, Vacuum, Radiation, Breathing, Device)

Specialties

Criminology
Investigation
Leadership, Pilot
Power Expert (Ghostlight)

Qualities

Rogue Ghostlight Centurion (Epithet)
Trained By The Best (Connections)

Challenges

Exile (Social)
Hunted Criminal (Personal)

Background: Malek Gyre was once a rising star in the Ghostlight Legion. He was given command of his own sector shortly after graduation from the academy and appeared to be headed for senior leadership roles. His path took a sharp turn and he has since been corrupted by bribery by space pirates and gone AWOL. He operates out of the pirate's haven of the Jacker Worlds and has even taken to assisting with pirate raids on shipping convoys.



GHOST SHIP

Abilities

Handling 7
Speed Flight 10 (Space Flight)
Structure 7
Armor 5

Powers

Blast 8 and Damage Resistance 8 (or Invisibility and Phasing 8)

Aspects

Regeneration Bay
Library Computer
Steadfast Crew

Description: Although the Ghostlight empowers the Centurions to fly through space, these Sirian officers are nevertheless issued personal patrol cruisers known as "Ghost Ships."



The Ghost Ships offer a number of amenities useful to a Centurion, including comfortable living quarters for the Centurion and a small crew of assistants and passengers, access to a powerful library and FTL computer network, a brig for the isolation of captured criminals, and a medical bay equipped with a regeneration ray reverse-engineered from Promethean relics.

A Ghost Ship is also armed with a powerful plasma beam projector.

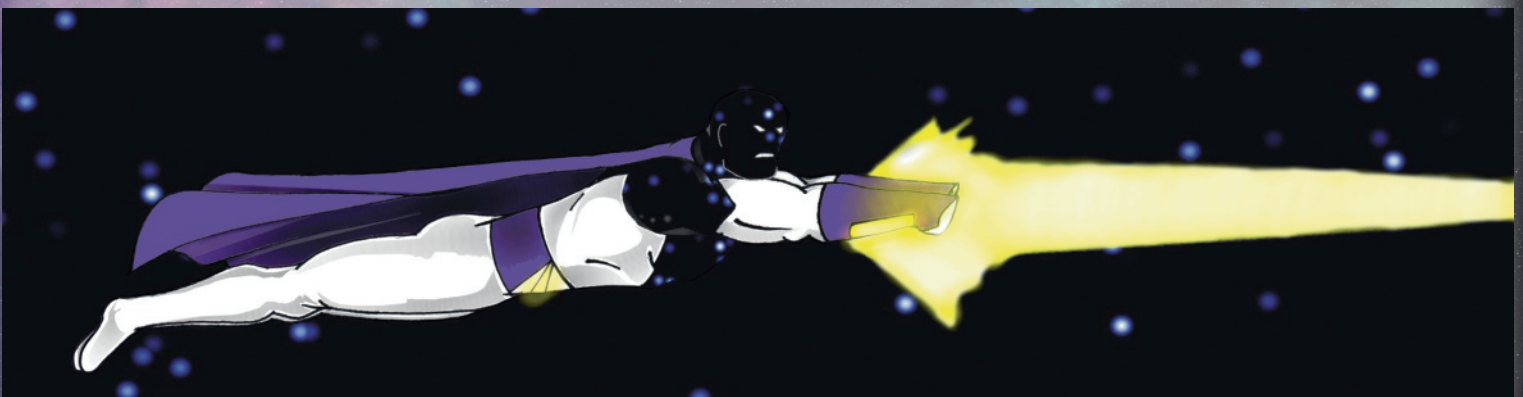
The most important system aboard a Ghost Ship, however, is its power converter, which allows a Centurion to extend the power of the Ghostlight over the entire ship. By this means, the ship and all its contents can become invisible and incorporeal. When the power

converter is active, the vessel ignores inertia and can move at faster-than-light speeds without need for fuel.

ADVENTURE HOOK

Malek Gyre is hunting an alien refugee in the PC's home town. The chaos caused by the high speed chase and shoot out through the city center gets the attention of the PCs. Malek introduces himself to the PCs and explains that he's an interstellar law enforcement agent trying to capture an escaped "terrorist".

His quarry will appeal to the PCs that he is a minor royal from the Sirian Principality and that Malek is trying to kidnap him under orders from a gang of space pirates.



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