

THE SENTINELS



MUTANTS & MASTERMINDS
THIRD EDITION



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DRAGONEYE

REAL NAME: Longwei "Larry" Chin

OCCUPATION: Magician

BASE: Emerald City

Dragoneye started life as Longwei Chin, the son of Chinese immigrants who came to America with their son to start a new life. They chose Emerald City because they had distant family who'd moved there years previously and they told the Chins the Chinese community there was well-established, well-respected, and mostly left to the residents to run. They were right. The Chins loved the city and lived there for years. Longwei took an Americanized name, Larry, and started working as a handyman as a teenager. He turned that into a full-time job when he left school and made a nice living serving the people of the Eastern District for the past decade. When his parents moved to Phoenix for his father's health, Larry got an apartment and continued to lead a comfortable, but unremarkable life.

Then he went to bed on the night of his 28th birthday and everything changed. In his dreams he found himself floating before an immense dragon that explained he'd been chosen to become the dragon's representative on Earth. The former representative had been his father's uncle, Uncle Zhi, a notorious gangster who lead one of the larger

and more successful criminal organizations in Emerald City—the relative who'd told Larry's family to move to Emerald City years before. Uncle Zhi had died that night and the dragon found the nearest "worthy" blood relative to take his place. The dragon explained it didn't care what Larry did with the power, it was his to do with as he wished. Then he touched Larry's forehead and opened his Dragoneye. Knowledge and power flooded into him. He understood more about magic and the mystical world in an instant than he'd learned about anything else in his entire life. He knew the power he had, what others before him had done with it, and what he could do with it.

When he woke, his alarm was going off and he was lying in his bed dressed in a traditional ivory and gold silk suit with a golden dragon embroidered on it. The first thing he did was enter the astral plane to check on his Uncle Zhi. He had passed away late the night before and his men were on the lookout for the new Dragoneye, whom they feared would appear back in China. With that bit of news, Larry knew he had some thinking to do, so he canceled his business for the day and sat in contemplation. By the next morning he'd decided to use his powers not as his Uncle Zhi had, but to act as the protector of his people. Dragoneye made his debut in the city, quickly establishing himself as the guardian of the Eastern district.

Larry no longer works as a handyman, instead supported by the people of the Eastern District. He eats for free, is given clothing and housing, and wants for nothing. He repays his community by keeping them safe and using his magic to help them however he can. The sight of Dragoneye walking and floating around the neighborhood is a comfort to its people.

PERSONALITY

Dragoneye is a genuinely kind and caring man who feels actions speak louder than words. He enjoys helping out the people of Emerald City, especially those in his home in the Eastern District. Since his transformation into the Dragoneye he's gained a quiet wisdom that's undeniable, but underneath he's still fun-loving, pragmatic Larry Chin, professional handyman.

USING DRAGONEYE AS A VILLAIN

As a boy and then as a teenager, Uncle Zhi lavished Larry with attention, grooming him to become a member of his gang, and then eventually bringing him into the fold despite his parents' protests. When Uncle Zhi died and passed the powers of the Dragon on to Larry, he decided his uncle had the right idea and revealed his powers to the organization. He killed the men who thought they'd be running things with the Dragoneye as their lapdog (as if) and became the leader of the gang. Now he "protects" his people as he sees fit and they honor and fear him.



DRAGONEYE

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	0	1	3	1	3	6	4

POWERS

Astral Projection: Remote Sensing 10 (visual, auditory, mental), physical body is defenseless, Subtle 2 • 32 points.

- **Levitation:** Flight 4 (30 MPH) and **Mystic Shield:** Protection 12, Impervious, Sustained • 1 point.

Dragoneye Open: Senses 2 (Magical Awareness, Radius) • 2 points.

Dragon Channeling: Array (24 points)

- **Dragon's Breath:** Ranged Damage 12 • 24 points
- **Dragon's Roar:** Cone Area Affliction 10 (Resisted by Will; Dazed, Stunned, Incapacitated) • 1 point
- **Dragon's Blessing:** Healing 6, Affects Objects, Energizing • 1 point
- **Dragon's Shield:** Deflect 8 • 1 point
- **Dragon's Will:** Create 8, Movable • 1 point
- **Dragon's Curse:** Nullify 8 Broad—All Magic Effects, Simultaneous • 1 point

SKILLS

Expertise: Magic 10 (+13), Insight 6 (+12), Intimidation 4 (+8), Perception 4 (+10), Sleight of Hand 4 (+7)

ADVANTAGES

Accurate Attack, Fearless, Languages 1 (Mandarin), Ranged Attack 5, Ritualist, Trance

POWERS & ABILITIES

Dragoneye was given the ability to channel different aspects of the Dragon and manifest them as magical effects. In order to use his powers he has to be able to move freely. His ritual movements mimic the moves of dragon-style kung fu, but instead call on the power of the Dragon. With his powers, he's able to create a wide range of effects including firing gouts of flame, a deafening, overwhelming roar, a mystic shield, dispelling other magic, creating magical constructs, and the power to heal not only people, but to also repair non-living objects. In addition, he's able to astrally project, fly, and sense nearby magic.

In addition to the effects listed, Dragoneye can perform rituals (using his Ritualist advantage), and if it's an emergency he can spend a Hero Point to gain a different Alternate Effect for his Dragon Channeling.

OFFENSE

INITIATIVE +1

Spellcasting +8	Ranged, Damage 12 plus others
Unarmed +1	Close, Damage 0

DEFENSE

DODGE	8	FORTITUDE	8
PARRY	6	TOUGHNESS	12
WILL	12		

POWER POINTS

ABILITIES	36	SKILLS	14
POWERS	64	DEFENSES	26
ADVANTAGES	10	TOTAL	150

COMPLICATIONS

Motivation – Responsibility: When Dragoneye accepted his powers he also accepted the role of servant and defender of his community.

Enemy: The gang the previous Dragoneye ran still exists and its new leaders are after Larry to convince him to join them or, if that fails, to kill him and recruit the next Dragoneye.

Power Loss: Dragoneye isn't able to use his Dragon Channeling powers if he's unable to speak or move his hands.

ALLIES

In addition to the Sentinels, Dragoneye counts most of the people of the Eastern District among his allies. He holds a special place in the community and is treated as protector, adviser, and holy man.

ENEMIES

Dragoneye is the most recent in a long line of Dragoneyes that go back for centuries. As such, he will no doubt be threatened by enemies of Dragoneyes past looking to revenge themselves upon the current Dragoneye. Additionally, the previous Dragoneye in Emerald City was a cruel, self-serving gangster who told his men to recruit the new Dragoneye or risk losing everything he'd built.



KID ROBOT

REAL NAME: Kid Robot

OCCUPATION: Hero

BASE: Emerald City

A graduate of the prestigious Hanover Institute of Technology, Dr. Natalie Hallemier earned a reputation as a brilliant applied physicist and engineer for ground-breaking work in networking, cybernetic systems, and quantum technology. Working for Kinettix, a high-tech development firm, she spearheaded the ambitious Kinetic Deflector project, a sophisticated system of force generation and projection. So sophisticated, in fact, that a massively parallel control system was required to manage it. Dr. Hallemier spent at least as much time working on the quantum computer prototype to control her "KiD" (as she called it) as on the kinetic systems themselves.

The prototype had just entered the testing phase when a F.O.E. team tried to steal it. The break-in wrecked the lab,



but the real surprise came when the prototype demonstrated not only a sense of self-preservation, but a desire to safeguard Dr. Hallemier. A barrage of force field and kinetic blasts made short work of the off-guard F.O.E. members, and left Hallemier with the revelation that her "KiD" had become a self-aware artificial intelligence!

Working in secret, Natalie complied with "the Kid's" request for a more humanoid form. She built a compact robotic housing for the kinetic deflector system and quantum computer. When Kinettix learned about her secret project, they attempted to seize the robot, who fled at Dr. Hallemier's insistence. "Kid Robot" found shelter with Emerald City mechanic Harry Faubry and used his force-projection capabilities to stop a crime in progress. The press dubbed him "Kid Robot".

In a court case with Kinettix, precedents involving new and novel life forms awarded Kid Robot legal status as a person, not company property. However, citing the relative inexperience and immaturity of "Kid Robot" (as pointed out by Kinettix), the court did respond to the company's request that a legal guardian be appointed for the A.I., and chose Dr. Hallemier. Without the quantum computer system to run it, the doctor's kinetic deflector prototype was useless to Kinettix, and their parent company, Brande Management.

Now Kid Robot (just "Kid" to many of his friends) splits his time between fighting crime and protecting people in danger and learning how to be "a real boy."

PERSONALITY

In spite of being a cutting-edge quantum-computing artificial intelligence, Kid Robot has the personality of a human ten year-old boy. He's inquisitive, eager-to-please, and fun-loving, but also easily bored and with a thirst for adventure and excitement. He loves being a super-hero and looks up to his teammates, and chafes somewhat under the guidance of his guardian, Natalie. People are often taken aback at how emotional Kid Robot is; his personality is not at all cold or "machinelike." Quite the opposite, in fact.

POWERS & ABILITIES

Kid Robot has a compact (boy sized) mechanical body, which is tougher and stronger than a normal human boy's. His computer "brain" is immune to mental powers that work on living minds. His real power is the kinetic deflector system he was designed to control, now built into his robotic body. With it, Kid Robot can project various types of force, from a skintight deflector field to carefully focused force blasts and beams. He's still learning how to control and manipulate his force projections, and has the potential for a lot of power stunts and new Alternate Effects.

KID ROBOT

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	—	4	6	2	4	2	0

POWERS

Armored Chassis: Protection 4 • 4 points
Artificial Intelligence: Immunity 10 (Mental effects) • 10 points
Force Field: Sustained Protection 8 • 8 points
Force Flight: Flight 7 (250 MPH) • 14 points
Force Generation: Array (24 points)

- **Force Drill:** Line Area 2 (60 feet) Damage 8 • 24 points
- **Force Blast:** Ranged Damage 10, Accurate 2 • 1 point
- **Force Bolts:** Ranged Multiattack Damage 7, Accurate 3 • 1 point
- **Deflection Shot:** Deflect 8 • 1 point

Kid Robot: Immunity 30 (Fortitude effects); Shrinking 4, Innate, Permanent • 39 points

SKILLS

Expertise: Science 4 (+8), Intimidation 0 (-2*), Perception 6 (+8), Stealth 0 (+8*), Technology 6 (+10)

ADVANTAGES

Improved Initiative, Power Attack

OFFENSE

INITIATIVE +8	
Unarmed +2	Close, Damage 0
Force Blast +10	Ranged, Damage 10
Force Bolts +12	Ranged, Damage 7, Multiattack
Force Drill—	Close, Line Area 2 (60 feet) Damage 8

DEFENSE

DODGE	8*	FORTITUDE	Immune
PARRY	8*	TOUGHNESS	12/4**
WILL	6***		

*Includes Shrinking modifiers. **Without Force Field. ***Immune to Mental Effects.

POWER POINTS

ABILITIES	28	SKILLS	8
POWERS	102	DEFENSES	10
ADVANTAGES	2	TOTAL	150

COMPLICATIONS

Enemy: Although Brande Management has largely abandoned their legal case against Kid Robot, they have still invested millions in his technology and want to recoup their investment—any way they can.

Motivation—Acceptance: Kid Robot wants to be a real boy—and thinks of himself as one most of the time, even though he knows he’s not.

Quirk—Naive: Kid Robot is unfamiliar with many facets of modern life and often takes things too literally or misunderstands completely, which can lead to problems.

Relationships: Dr. Natalie Hallemier is Kid Robot’s legal guardian as well as his metaphorical “parent”. He also looks up to his friend, mechanic Harry Faubry, who helped him out when he was on his own. He would *really* like it if Natalie and Harry were to hit it off...

USING KID ROBOT AS A VILLAIN

The KiD system, while intelligent, had no concept of morality or sense of right and wrong. Thus the new “Kid Robot” was a prime target for manipulation by the unscrupulous Dr. Hallemier and the board of Brande Management. They saw the potential to mass-produce a robotic army, once sufficient testing was done on the prototype. What better way than to fake the destruction of Dr. Hallemier’s lab and to set the “rogue” robot loose on the world?

ALLIES

Dr. Hallemier has been Kid Robot’s staunchest ally since the day he was “born” and continues to look out for him, educate him, and maintain his systems. Although she finds Harry Faubry a bit uncouth, Natalie realizes the Kid likes him, and even acknowledges the usefulness of a male role model in her young charge’s life. He also does have a surprising amount of insight into the mechanics of Kid Robot’s systems.

ENEMIES

Brande Management has not given up on reclaiming their “property” and finding a way to put Dr. Hallemier’s discoveries to work for their bottom line. That means “testing” Kid Robot in the field with various scenarios and looking for opportunities to co-opt or outright capture and reprogram the young A.I., all hopefully without damaging him beyond repair, although salvage is an option, if necessary.



MONGREL

REAL NAME: Michael Morgan

OCCUPATION: Paramedic

BASE: Emerald City

Michael Morgan moved to Emerald City a few years ago to take a job as a paramedic. He wanted the challenge of working in a large city. In the years that followed, he got plenty of challenge from the violence and corruption the city is known for, but he also learned a lot about the city, its neighborhoods, and the people who lived there.

One night, he was called to the scene of an accident just outside the city. The roads in the area twisted through the thick and hilly forest, so accidents here weren't uncommon. Michael began treating one of the victims. Some of his injuries didn't seem to be the result of the car accident, but he couldn't worry about that; the man had lost a lot of blood. As Michael set to work, the victim regained consciousness and began to struggle. In his panic he even bit Michael on the arm, not badly, but enough to break the skin, then the man collapsed and died.

Michael didn't think much of the incident and moved to help his partner with the other victim. Afterward he cleaned his wound, filed his report, and went home. The next few days were fine, but he felt more ill with each

passing day until he just couldn't go in to work. Late one night he woke up feeling great. His fever had broken, the soreness in his joints was gone, he didn't have a headache, but when he turned on the light he discovered he'd turned into some sort of beast-man! After his initial shock he learned he could control his transformation, shifting between his human and bestial forms at will. He spent a few more days on "sick leave" while he investigated his new abilities and even stopped some muggings, fights, and other street crimes. He'd always liked that he was smart and quick-witted enough to be a good paramedic, but now with these powers he could help people in ways he never could before. For the last few weeks, the new hero Mongrel has been on the streets, making a name for himself as Emerald City's newest protector.

PERSONALITY

Michael Morgan is a likable and responsible guy; attentive, well-intentioned, and serious about his job. He would like to believe Mongrel is the same, but he's becoming aware that he's more aggressive, fun-loving, and a bigger risk-taker in his heroic identity. He's unsure if that's simply because he feels freer as Mongrel or if his transformation is more than merely physical.

USING MONGREL AS A VILLAIN

Instead of being in full control of himself, Mongrel is truly bestial. As Michael Morgan, he's haunted by Mongrel's actions and dealing with his condition has caused him to lose his job, friends, and home. Now he wanders the streets of Emerald City desperately searching for a way to control the beast inside him that emerges each night to hunt in the urban jungle.

POWERS & ABILITIES

Mongrel's powers all stem from his bestial nature. He's stronger, faster, has more endurance, and is more aware of his surroundings in addition to being able to perceive in ways he can't in his human form. In both forms he recovers faster than he did before he gained his powers and seems to have a closer connection with animals.



MONGREL

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
5	6	7	4	7	2	5	4

POWERS

Bestial Form: Activation (Move action, -1 point) • 112 points

- **Animalistic Senses:** Enhanced Skill 2 (Perception +4), Senses 4 (Danger Sense, Extended Hearing, Infravision, Tracking) • 6 points
- **Beastlike:** Enhanced Agility 6, Enhanced Awareness 3, Enhanced Dexterity 3, Enhanced Fighting 6, Enhanced Presence 4, Enhanced Stamina 4, Enhanced Strength 4 • 60 points
- **Claws:** Enhanced Advantages 1 (Improved Critical (Unarmed)), Movement 1 (Wall-Crawling) • 3 points
- **Instincts:** Enhanced Advantages 9 (Chokehold, Evasion, Improved Initiative, Instant Up, Move-by Action, Power Attack, Precise Attack 1 (Close; Concealment), Takedown, Uncanny Dodge), Enhanced Defenses 20 (Dodge 7, Fortitude 6, Parry 7), Enhanced Skills 10 (Acrobatics +7, Athletics +5, Close Combat: Unarmed +6, Stealth +2) • 39 points
- **Pounce:** Leaping 2 (30 feet), Speed 3 (16 MPH) • 5 points

Quick Recovery: Regeneration 1 • 1 point

SKILLS

Acrobatics 0 (+14*), Athletics 2 (+12*), Close Combat: Unarmed 2 (+15*), Expertise: Paramedic 4 (+6), Expertise: Streetwise 2 (+4), Intimidation 2 (+6), Perception 3 (+12*), Persuasion 4 (+8), Stealth 3 (+12*), Treatment 4 (+6), Vehicles 2 (+6)

ADVANTAGES

Animal Empathy, Chokehold, Diehard, Evasion, Improved Critical (Unarmed), Improved Initiative, Instant Up, Move-by Action, Power Attack, Precise Attack 1 (Close; Concealment), Takedown, Uncanny Dodge

OFFENSE

INITIATIVE +11

Unarmed +15 Close, Damage 5, Crit. 19-20

DEFENSE

DODGE	14	FORTITUDE	12
PARRY	14	TOUGHNESS	6
WILL	6		

POWER POINTS

ABILITIES	20	SKILLS	14
POWERS	113	DEFENSES	1
ADVANTAGES	2	TOTAL	150

COMPLICATIONS

Identity: Mongrel keeps his identity as Michael Morgan a closely-guarded secret.

Motivation – Responsibility: Mongrel believes he has a responsibility to use his abilities to help however he can.

MICHAEL MORGAN **PL3 - 38 POINTS**

Abilities Str 1, Sta 2, Agl 1, Dex 1, Fgt 1, Int 2, Awe 2, Pre 0

Powers Quick Recovery: Regeneration 1

Advantages Animal Empathy, Diehard

Skills Athletics 2 (+3), Close Combat: Unarmed 2 (+3), Expertise: Paramedic 4 (+6), Expertise: Streetwise 2 (+4), Intimidation 2 (+2), Perception 3 (+5), Persuasion 4 (+4), Stealth 3 (+4), Treatment 4 (+6), Vehicles 2 (+3)

Offense Initiative +1, Unarmed +3 (Damage 1)

Defense Dodge 1, Parry 1, Fortitude 2, Toughness 2, Will 3

Totals Abilities 20 + Powers 1 + Advantages 2 + Skills 14 + Defenses 1 = 38

MUTANTS & MASTERMINDS

PRINCESS

REAL NAME: Jessica Prentiss
OCCUPATION: Student, pre-med
BASE: Emerald City

Jessica Prentiss grew up in the suburbs of Emerald City. She was a cute, precocious girl until puberty hit, then she turned into a painfully gawky, clumsy girl—all legs and elbows—who always managed to walk away from this accident or that fall without a scratch on her. In addition, despite her relative lack of exercise, she was incredibly physically fit. She was always the fastest and strongest in gym class, which brought her to the attention of her school's coaches who all tried to recruit her. She wasn't really interested in sports, but tried a few of them and went from novice to record-breaker in no time.

Jessica wasn't stupid and suspected there was more to her success at sports than simply being a "natural athlete," as everyone called her. She withdrew from all extra-curricular activities and started studying physiology, medicine, and mutant biology. She didn't know for certain, but she was pretty sure she was a mutant, or had been mutated



somehow. MarsTech wasn't far from her home, and who knew what *they* got up to in their labs?

She worked up her courage and started experimenting. At first she starting working out with her brother's weight set and within a week she could lift as many weights as she could pile on. Then she "accidentally" fell off the roof of her house and nothing happened. She held her hand over, then in, the flames of the family's gas stove; nothing. She could feel the flame, she knew it was hot, but it didn't hurt her. She kept all of these discoveries to herself, but continued her experiments.

By the time she started college at Emerald City University in pre-med, she could lift about a ton (as near as she could figure), leap about 60 feet, run about 15 miles an hour, and had never suffered a wound from anything she'd tried to hurt herself with. Her powers seemed to plateau, but then Junkpile went on a rampage near the ECU campus. A hurtling car struck the cafe Jesscia was in. She was fine, but many other patrons were injured and being crushed by the car and the debris. She tried to shift the car, and found herself lifting it! She took a moment to make sure no one in the cafe needed medical attention, then took the car outside and set it down... right in front of Junkpile. The creature picked up the car in one hand and batted Jessica aside with the other. She flew down the street, skidded to a stop, then got up and charged Junkpile.

The fight was definitely one-sided; Jessica, who the press dubbed "Princess" because of the pink sequined shirt she wore, took a beating, but bounced up every time stronger than she was just seconds earlier, but it still wasn't enough. Eventually, Jessica managed to lead Junkpile to a nearby wrecking yard and trap him under a wall of cars. Then she returned to the scene of the rampage to make sure everyone was okay. She was surprised no one recognized her; they didn't bat an eye at her. The paramedics even asked if she needed any medical attention because she looked like she'd been trapped in the rubble. Stunned that her activities were being ignored, but secretly thrilled she wasn't being mobbed by the press, she recovered her bag from the coffee shop and walked home.

That was over a year ago and since then Princess has made a handful of appearances around town, usually near ECU, which has lead many to theorize the heroine is a student at the university, but so far no one has been able to find her. For her part, Jessica is happy to have a private life with Mitch while being able to help out as Princess when she's needed.

PERSONALITY

Princess is a bombastic and powerful personality. Her appearance makes her the center of attention and she's naturally helpful and supportive. When not operating as Princess, Jessica is a shy and mousy geek girl who enjoys anime, the latest computer games, and reading. She ac-

PRINCESS

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
12	12	5	3	6	2	2	2

POWERS

Fast: Speed 4 (30 MPH) • 4 points
Leaping: Leaping (900 feet) • 7 points
Resilient: Immunity 5 (Cold, Heat, Pressure, Radiation, Vacuum); Impervious Toughness 8; Regeneration 2 • 15 points
Unrecognizable: Feature 1 (No one can tell Jessica and Princess are the same person) • 1 point

SKILLS

Acrobatics 3 (+8), Athletics 2 (+14), Close Combat: Unarmed 2 (+8), Expertise: Student 3 (+5), Intimidation 6 (+8), Perception 4 (+6), Ranged Combat: Throwing 3 (+6), Treatment 3 (+5)

ADVANTAGES

All-out Attack, Attractive, Diehard, Extraordinary Effort, Improved Initiative, Inspire 2, Interpose, Power Attack, Ultimate Effort (Toughness checks), Well-Informed

OFFENSE

INITIATIVE +9

Unarmed +8	Close, Damage 12
Thrown Object +6	Ranged, Damage 12

DEFENSE

DODGE	8	FORTITUDE	12
PARRY	8	TOUGHNESS	12
WILL	8		

POWER POINTS

ABILITIES	88	SKILLS	13
POWERS	27	DEFENSES	11
ADVANTAGES	11	TOTAL	150

COMPLICATIONS

Identity: Jessica doesn't talk about the fact that she's Princess with others because if she does, it breaks the "spell" that keeps people from recognizing her.

Motivation – Doing Good: Princess aspires to be a genuinely good and helpful person and can't keep from helping when she sees trouble. She tries to do the right thing as much as possible.

Power Loss: Princess' powers are tied to her confidence and ability to take on challenges. When she falters, so do her abilities, leaving her ranks reduced, even to those of an ordinary woman.

Relationship: Jessica is in a serious, long-term relationship with Mitchell Allen, who's aware of her dual identity and tries to "help" her however he can. They are in constant contact by phone and text.

tively cultivates the differences between her two identities in an effort to make them distinct personalities. Regardless of which identity she's in at the moment, she's a smart, confident young woman who wants to make something of herself.

POWERS & ABILITIES

Princess' powers revolve around her enhanced strength, speed, and resilience. While she has the build of a tallish, but fairly average-sized young woman, she's a physical powerhouse. In addition to her powers, she's quite bright and is excellent at motivating those around her to perform better. With mentoring, she may become an excellent leader.

The secret to Princess' powers lie in being challenged. Her strength, speed, and invulnerability have increased in sudden bursts over the years in response to outside

dangers and threats. In theory there's not upper limit to her power, but for now she seems to have hit a plateau.

The one thing Princess really doesn't understand about her powers is the fact that when she's not "being" Princess, people simply don't recognize her. People close to her, or to whom she's told about her role as Princess, can see her for who she is, but everyone and *everything* else view Jessica and Princess as completely different people.

USING PRINCESS AS A VILLAIN

Princess is the ultimate party girl. She's out at the bars every night pursuing the next high and pushing the envelope however she can. She's a thrillseeker and danger junkie of the highest order. Most of the time she's happy to find her boy for the night, have some fun, then spend the next day looking for more trouble to get into. She particularly enjoys joyriding, which usually ends after a high-speed run through the streets of Emerald City in a fantastic crash she casually walks away from.

What she wants or needs, she either takes from her boy-toys or, really, anyone. The last person who refused her—a particularly stubborn old bitty behind the jewelry counter at the mall—was dangled from the top floor of the mall's three-floor atrium until she relented. When the police arrived, Princess had already melted back into the crowd as mousy, little Jessica and walked away unseen.

ROCKY

REAL NAME: Rocky Jones
OCCUPATION: Former entertainer
BASE: Emerald City

Rocky was born with his powers and quickly given up for adoption. He spent his childhood as a ward of the state and spent a lot of his time in government labs where he was poked and prodded so scientists could learn more about mutations—he was even featured on the cover of TIME Magazine because of his role in helping science (and the world) understand more about mutants.

Shortly after all this publicity he was approached by a television producer who wanted him to star in a new show. It was supposed to be about a mutant orphan who came to live with a wealthy industrialist and his family. Rocky was told it would open doors for him and show everyone what it was like for people like him to live in the world. Rocky was young, but he liked that idea.

Freakin' Out! was an absolute hit! Rocky played the precocious mutant perfectly and it didn't hurt that he was actually a pretty cute kid, even if he was made of stone. His catchphrase, "I'm gonna knock your block off!" (with lower lip extended comically) is still quoted by people, even those with only a passing familiarity with the show. From the time he was eight until he was almost 15 he played the eponymous Rocky Jones. Until the accident.

When he hit his teens, his strength grew exponentially, seemingly overnight. He broke things constantly and one day he accidentally turned to point at something and knocked his female co-star, Diana Williams, across the stage and broke her jaw, neck, arm, and a few ribs. The media sharks went into a feeding frenzy and Rocky was quickly labeled dangerous, out of control, and even accused of punching Diana in a fit of rage. Rumors flew about an illicit affair, about drugs and involvement in mutant supremacist causes. The show was quickly shut down and Rocky was on his own.

He tried for years to get back into the business and spent a fair amount of time in his 20s in Japan, guest-starring on talk shows and participating in crazy game-show stunts that not only paid him a living wage, but also taught him the extent of his full strength. He is still quite popular in Japan.

For most of the last few years, Rocky's spent most his time alone in his basement apartment (built to withstand his strength and weight), sometimes venturing out for a coffee or burger at nearby eateries. He is known and well-liked by the locals, but whenever he goes out, some non-local always cracks a joke, so he doesn't go out much.

Recently, while fighting off another bout of the blues, Rocky decided he was done with his past. He called his agent, fired him, got up, and started taking nightly walks around the city. He ignored the honking cars and the people



ROCKY

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
12	14	2	-2	6	2	0	4

POWERS

Powerful Legs: Leaping 4 (120 feet); Speed 3 (16 MPH) • 7 points

Stone Man: Density 3 (Feature 3; Weight 1,600 lbs.); Immunity 11 (Aging, Cold, Critical Hits, Disease, Heat, Poison, Pressure, Radiation, Suffocation (30 minutes, must hold breath), Vacuum); Impervious Toughness 10 • 24 points

Strongman Tricks: Array (10 points), All effects are AEs of Strength Damage

- **Groundstrike:** Burst Area Damage 10, Limited—Rocky and targets must be in contact with ground • 1 point
- **Thunderstomp:** Burst Area Affliction 10 (Resisted by Fortitude; Vulnerable, Prone), Instant Recovery, Limited Degree, Limited—Rocky and targets must be in contact with ground • 1 point

SKILLS

Athletics 2 (+14), Expertise: Perform 4 (+8), Intimidation 4 (+8), Perception 6 (+6), Persuasion 2 (+6), Ranged Combat: Throwing 8 (+6), Stealth 2 (+4)

ADVANTAGES

All-out Attack, Benefit 3 (Status: Big in Japan, Status: Former celebrity, Wealth: Well-off), Close Attack 2, Connected, Diehard, Great Endurance, Improved Grab, Improved Smash, Interpose, Languages 1 (Japanese), Power Attack, Takedown, Ultimate Effort 2 (Toughness checks, Fortitude checks)

yelling, “I’m gonna knock your block off!” and looked for ways to help. Since he’s started going out he’s helped the fire department with some fires, stopped an out-of-control car, and broken up a number of drunken, late-night fights. Some people have started to take note, but many believe he’s trying to jumpstart his dead career. Rocky doesn’t care what they say. He’ll be out there every night.

PERSONALITY

Rocky has many reasons to be bitter: he’s a has-been and he knows it, he’s never had a real girlfriend, he looks like a freak, he can’t have a regular job, and his mere presence is a danger to everyone around him due to his sheer physical power. And for years he *was* bitter. Recently, however, he realized none of that matters. He’s decided he’s going to make a difference in the world; fame doesn’t matter, the fact that he’s a joke to so many people doesn’t matter, the only thing that matters is helping people and making things better—and he’s going to do it, even if everyone makes fun of him the whole time.

POWERS & ABILITIES

Rocky has a genetic “twist” that was obvious when he was born; he looks like he’s made of slate-gray stone. His features and contours are angular and over the years he’s grown stronger, “rockier,” and more impervious to harm.

OFFENSE

INITIATIVE +2

Unarmed +8	Close, Damage 12
Throwing +6	Ranged, Damage 12

DEFENSE

DODGE	6	FORTITUDE	14
PARRY	6	TOUGHNESS	14
WILL	6		

POWER POINTS

ABILITIES	76	SKILLS	14
POWERS	33	DEFENSES	10
ADVANTAGES	17	TOTAL	150

COMPLICATIONS

Accident: When Rocky cuts loose he tends to tear things up, sometimes damages the ground just by walking, and generally causes a lot of collateral damage.

Fame: Rocky is well-known as a former celebrity and can’t go anywhere without being recognized or approached by fans.

Motivation – Responsibility: After years of listening to the people around him, Rocky has decided to take his destiny into his own hands and use the powers he’s been given to help people.

Reputation: Rocky is regarded as a has-been. He used to be a famous entertainer, especially when he was a child, but now he’s washed up and people never let him forget he used to be somebody.

As a child he could lift hundreds of pounds, then thousands, and now, in his 30s, he’s able to lift around 100 tons. He’s had some training in how to fight and harness his strength, so he has a few tricks up his sleeve. Rocky doesn’t know it, but he’s effectively immortal; his body stopped aging a few years ago.

ALLIES

Rocky has an agent, who he recently fired because he’s no longer interested in a career as an actor. Due to his past fame he’s known to almost everyone, but he doesn’t really have any close friends or allies.

USING ROCKY AS A VILLAIN

Rocky is a bitter, angry man. He feels he was made into a sideshow freak and tossed away when he became inconvenient. After living in obscurity for years, he decided to take out his frustrations on the world. He takes whatever he wants and crushes anyone who gets in his way. He enjoys lording his power over everyone and loves to cut loose—for the slightest provocation. People who bring up his role (or tagline) on *Freakin’ Out* really make him very, very angry.

THE ROOK

REAL NAME: Jack Cooper

OCCUPATION: Retired dotcom entrepreneur

BASE: Emerald City

Jack Cooper's parents were successful lawyers who worked with large multinational corporations, which meant a lot of travel. Jack grew up as a jet-setter and absorbed everything he could about everywhere they went. He especially enjoyed martial arts and trained in a number of styles over the years. By the time he was in his teens he was attending a college prep school and was quickly accepted to a well-respected tech school.

After school he and some friends started one of the many dotcom search engine companies. He saw the way things were going and sold his interest in his company. By the time he was 26, he was a multi-millionaire looking for something to do "in his retirement." He toyed with politics, but couldn't make much headway. He entertained thoughts of starting another company, but nothing he saw inspired him.

Then he saw the Freedom League in action on one of his trips to Freedom City. He was particularly impressed by

the Raven, who held her own against foes who completely outclassed her in power. Later when doing some reading on her he came across a rare interview in which she said, "There's a lot of injustice in the world. There are a lot of... predators. I want to show people things can be better; that just because something is unfair today, doesn't mean it needs to be unfair forever. I want to live in a just world, so I work every day to make that a reality. I think we all do in our own way."

The next day Jack Cooper went into his workshop and started designing, he also increased his time in the gym and hired a series of trainers to get him into the best shape of his life. Finally, after a couple of years of intense training and a fortune spent to secretly build his wings, cowl, and base of operations, the Rook hit the streets, to help make a just world a reality.

PERSONALITY

The Rook can be intimidating when he needs to be, but most of the time, he's friendly, easy with a smile, and has a demeanor that puts people at their ease. He's a natural



THE ROOK

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	3	5	5	8	5	2	3

POWERS

Cowl: Senses 3 (Extended Vision, Low-Light Vision, Radio), Removable (-1 point) • 2 points

Wings of the Rook: Flight 5 (60 MPH), Subtle, Wings; Movement 1 (Safe Fall), Removable (-2 points) • 6 points

SKILLS

Acrobatics 3 (+8), Athletics 5 (+8), Intimidation 5 (+8), Investigation 1 (+6), Perception 6 (+8), Ranged Combat: Throwing 8 (+13), Stealth 9 (+14), Technology 5 (+10), Treatment 1 (+6), Vehicles 1 (+6)

ADVANTAGES

Benefit 4 (Multi-millionaire), Close Attack 7, Defensive Roll 3, Equipment 6, Inventor, Jack-of-all-trades, Move-by Action, Power Attack, Quick Draw, Well-Informed

EQUIPMENT

Flashlight: Feature 1 (Illumination) • 1 point

Mini-Tracers: Feature 1 (Tracking) • 1 point

Arsenal: Array (9 points)

- **Flash Bombs:** Ranged Burst Area Affliction 3 (Resisted by Fortitude; Vision Impaired, Vision Disabled, Vision Unaware) • 9 points
- **Explosive Talons:** Ranged Burst Area Damage 3 • 1 point
- **Fighting Staff:** Strength-Based Damage 2, Reach 1 • 1 point
- **Taser Talons:** Ranged Affliction 4 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • 1 point
- **Throwing Talons:** Strength-Based Ranged Damage 2 • 1 point

HEADQUARTERS: THE ROOST 15 POINTS

Size: Large **Toughness:** 10 **Features:** Communications, Computer, Concealed, Gym, Infirmary, Laboratory, Library, Living Space, Power System, Security System, Workshop.

leader with the charisma to command the attention of a crowd and the confidence to look comfortable in any situation. When in costume he tends to take things more seriously than the other members of the Sentinels, but that's because he doesn't have powers to fall back on, just his own intelligence and natural abilities.

POWERS & ABILITIES

Most of the Rook's abilities are the result of years of training, physical conditioning, and study. He is an excellent hand-to-hand combatant as well as being skilled with his arsenal of gadgets. The Rook's cowl and wings are advanced pieces of technology granting him enhanced senses and the ability to fly using anti-gravity engines and wings for propulsion. Even if his wings are restrained the anti-gravity functions enough to allow him to float safely to the ground. This feature has already saved his life a couple of times.

OFFENSE

INITIATIVE +5

Unarmed +15	Close, Damage 3
Fighting Staff +15	Close, Damage 5, Reach 1
Rook's Talons +13	Ranged, Damage 5

DEFENSE

DODGE	14	FORTITUDE	8
PARRY	14	TOUGHNESS	6/3*
WILL	8	*Without Defensive Roll.	

POWER POINTS

ABILITIES	68	SKILLS	22
POWERS	8	DEFENSES	26
ADVANTAGES	26	TOTAL	150

COMPLICATIONS

Honor: The Rook won't take unfair advantage of anyone in or out of combat. He believes in right and wrong no matter the circumstance.

Identity: No one knows the Rook is actually Jack Cooper and he plans to keep it that way for as long as he can.

Motivation – Justice: The Rook is looking to bring justice to those who deserve it—whether it be the victims of a crime or the perpetrators.

USING THE ROOK AS A VILLAIN

For Jack Cooper, life wasn't just easy, it was like taking candy from a baby. He grew up the handsome child of two well-to-do lawyers, captained his high school football team, went to the best schools, traveled the world, indulged every interest, from martial arts to computers to just about anything else he could think of. His parents encouraged his interests, mostly to keep him out of their hair, especially after their messy divorce. When he left college he started a successful dotcom company, turned it into an "overnight" success with a few years work, sold his interest in the company for millions and looked for the next thing to fill his time.

One of his business associates made no bones about his past as a C-list supervillain, a gadgeteer named Thinkfast, and he talked with fondness of those days and the challenges, dangers, and payoffs they held. The idea grew slowly, but steadily, in Jack's head; he was going to become a super-villain. Not some lame, second-stringer, but a real threat. He'd be the thinking man's supervillain; able to organize and work with others, but perfectly capable of working on his own as well. After a couple of years of training and tinkering, the Rook made his debut as a thief and organizer of super-crimes.

ULTRAMARINE

REAL NAME: Veronica Steeley

OCCUPATION: Entrepreneur

BASE: Emerald City

The history of Ultramarine began decades ago with Veronica Steeley's father, Capt. Gil Steeley. Gil was a Navy diver for years before he retired and began work as a salvage operator and inventor. Both endeavors proved quite successful and he and his family were able to travel the world (on salvage jobs) while still maintaining a permanent home in Emerald City.

Due to his interest in diving, he began innovating designs for diving suits. It started simply enough, slight adjustments and additions to a standard wetsuit, but then he began developing specialized pieces of equipment that allowed divers to stay under longer, dive deeper, lift more, and on and on. This process took years, during which he and his wife Marcia had a daughter, Veronica. When Veronica was only ten years old, Marcia died in an accident during a salvage operation. Gil and Veronica were devastated, but Gil surprised everyone by marrying Elene Kostas within a year of Gail's death. Elene's son Bradford, two years younger than Veronica, happily accepted Gil as his step-father.

Veronica never really forgave her father for her mother's death or for remarrying so quickly. Gil, in turn, had a difficult time showing his feelings for Veronica. He always

pushed her with his stories about responsibility; that those with greater capabilities also had a greater duty. He wanted the best for her. Her step-mother Elene was a weak and dependent woman compared to her mother, even more so after she fell ill and it became Veronica's responsibility to hold the whole family together and to look after her younger step-brother, Brad.

Brad idolized his step-father, but was always being reminded how Veronica was his superior in every way: "Listen to your sister" ... "Why can't you be more like Veronica" and so on. She was the better swimmer, the better student, the ideal. When Brad's mother passed away, he tried even harder to win his stepfather's approval, but Veronica was always there first. The discipline she chafed under, he craved. As a teenager, Brad acted out and got into trouble to get attention, and Veronica was always the one to bail him out of it.

So, when Veronica earned college scholarships in engineering, she couldn't wait to leave home and finally have a life of her own, out from under her father's expectations and her step-brother's screw-ups. Brad enlisted in the Navy to impress Gil and managed to earn nothing more than a dishonorable discharge within two years. Veronica, on the other hand, blossomed in her studies, graduated *magna cum laude*, and went on to grad school. Her visits home became less and less frequent.



ULTRAMARINE

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
10/0*	8	2	2	4	4	2	2

POWERS

Ultramarine Armor: 98 points, Removable (-20 points)

Armament: Array (20 points)

- **Strength Booster:** Enhanced Strength 10 • 20 points
- **Netline:** Ranged Affliction 6, Accurate 2, Cumulative, Extra Condition, Limited Degree (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobilized) • 1 point
- **Blue-Green Laser:** Ranged Damage 10 • 1 point

Computer Controls: Enhanced Advantages 8 (Close Attack 4, Ranged Attack 4), Enhanced Defenses 8 (Dodge 4, Parry 4) • 16 points

Force-Field-Enhanced Armored Exoskeleton: Enhanced Stamina 6, Feature 1 (Conceals Identity), Protection 4, Impervious Toughness 8 • 25 points

Multi-Environment Turbines: Array (14 points)

- **Flight:** Flight 7 (250 MPH) • 14 points
- **Swimming:** Swimming 7 (60 MPH) • 1 point

Sealed Systems: Immunity 9 (Cold, Heat, Pressure, Vacuum, Radiation, Suffocation, Poison, Disease), Movement 1 (Environment Adaptation—Aquatic) • 11 points

Sensors: Senses 9 (Ranged Accurate Radius Ultra-Hearing (Sonar), Direction Sense, Low-Light Vision, Radio, Time Sense) • 9 points

SKILLS

Athletics 4 (+14/+4*), Close Combat: Unarmed 2 (+6), Expertise: Navy 1 (+5), Expertise: Science 6 (+10), Expertise: West Coast 6 (+10), Perception 6 (+8), Ranged Combat: Battlesuit Armament 2 (+4), Technology 9 (+13), Treatment 1 (+5), Vehicles 3 (+5)

ADVANTAGES

Benefit 3 (Millionaire), Close Attack 4, Interpose, Inventor, Ranged Attack 2, Ranged Attack 4, Teamwork

On one such visit, Veronica found her father hard at work on his diving suit design, as always. He'd taken on Brad as an assistant, although he commented that his stepson was nowhere near as capable as Veronica. Her father's work had taken on an unusual sense of urgency. Veronica learned Gil Steeley's company was heavily in debt. He needed to show progress on his designs, or he could potentially lose everything. The stress was taking its toll on the older Steeley, who could no longer handle the kind of dives required to test his work.

Veronica offered her help and, together, she and her father were able to make the breakthroughs necessary to get the prototype deep-sea suits functioning. Veronica and Brad tested the suits together, although Veronica understood them better and proved more adept. Veronica was performing a solo test of the newest prototype when Gil Steeley learned that Brande Management—the financial backers Brad brought in—were interested in turning the suit into a weapon for covert operations. Now that he knew it worked, Brad intended to hand the designs over. Gil forbid it and they argued. The enraged Brad used his

OFFENSE

INITIATIVE +2

Strength Booster +10	Close, Damage 10
Blue-Green Laser +10	Ranged, Damage 10
Netline +14	Ranged, Snare 6, Resisted by Dodge

DEFENSE

DODGE	8	FORTITUDE	8
PARRY	8	TOUGHNESS	12
WILL	8	*Without Strength Booster from battlesuit.	

POWER POINTS

ABILITIES	36	SKILLS	20
POWERS	78	DEFENSES	8
ADVANTAGES	8	TOTAL	150

COMPLICATIONS

Enemy: The smuggler, pirate, and illegal salvage operator known as Steelhead is actually Ultramarine's step-brother Brad. The two hate each other and their meetings never end well.

Identity: Ultramarine keeps her identity a secret, and has designed the armor to disguise both her voice and the fact that she's a woman.

Motivation – Responsibility: Veronica wants to live up to the ideals instilled in her by her father, an ex-Navy man who believed the more one *could* do, the more one *should* do.

Relationship: In her normal identity, Ultramarine has a large group of friends, including some her age as well as older men who were friends of her father.

VERONICA STEELEY

PL6 • 72 POINTS

Abilities Str 0, Sta 2, Agl 2, Dex 2, Fgt 4, Int 4, Awe 2, Pre 2

Advantages Benefit 3 (Millionaire), Interpose, Inventor, Ranged Combat 2, Teamwork

Skills Athletics 4 (+4), Close Combat: Unarmed 2 (+6), Expertise: Navy 1 (+5), Expertise: Science 6 (+10), Expertise: West Coast 6 (+10), Perception 6 (+8), Ranged Combat 2 (+4), Technology 9 (+13), Treatment 1 (+5), Vehicles 3 (+5)

Offense Initiative +2, Unarmed +6 (Damage 0)

Defense Dodge 4, Parry 4, Fortitude 4, Toughness 2, Will 8

Totals Abilities 36 + Powers 0 + Advantages 8 + Skills 20 + Defenses 8 = 72

armor's electrical blaster, intending to intimidate his step-father into giving him the passcodes to the plans. Instead, he gave Gil a fatal heart attack.

Veronica returned to find her father dying and no sign of her step-brother. Gil Steeley lived just long enough to tell his daughter what happened, how proud he was of all her accomplishments, and to make her promise she would keep the Ultramarine suit from falling into the wrong



USING ULTRAMARINE AS A VILLAIN

Veronica helped her father slave over the armor for years and slowly hatched a plan to take the old man out of the picture, so she could use the armor for herself. She managed, without too much difficulty, to recruit Brad to act as the heavy. When things went poorly and Brad actually killed the old man, Veronica had a twinge of guilt, but then realized she could use Brad's guilt to blackmail him into donning the other suit of armor and working together to wreak havoc up and down the West Coast. Now Ultramarine and Steelhead are infamous for piracy, smuggling, and illegal salvage operations up and down the coast.

hands. Veronica swore to use the armor to help others, and to bring Brad and his stolen suit to justice.

PERSONALITY

Ultramarine is driven and serious-minded. She's always working through one problem or another in her head to find the best solution, which makes her seem somewhat distracted even at the best of times. She was very close to her father and still mourns his loss. His old Navy buddies mean a lot to her and she can often be found sharing a drink with them and listening to their stories. The rest of the time she's in her workshop, tinkering with the Ultramarine armor or some other gadget.

POWERS & ABILITIES

Ultramarine's powers all come from her battlesuit which was designed and refined over years of hard work. The suit is capable of boosting her strength, firing powerful blue-green lasers, and launching what she calls a netline, capable of adhering to nearly any surface and entrapping its target. However, all those systems are tied to the same power source and she hasn't figured out how to make the boost to her strength permanent, which she thinks would be very useful.

The suit's other capabilities were specifically designed to make it as light and maneuverable as possible and allow it to operate underwater. It's armor is reinforced by a thin force field which is airtight and capable of withstanding extremes of temperature and pressure. It's also equipped with sonar (Ranged Accurate Radius Ultra-Hearing) that makes it possible for Ultramarine to perceive her surroundings even in complete darkness. Specially constructed turbine engines allow her to fly and move through the water with ease, although Veronica wants to boost their power as soon as possible.

ENEMIES

Ultramarine's step-brother Brad is the armored villain Steelhead. Brad stole an earlier aquatic armor prototype from Veronica's father and accidentally killed him. Veronica won't be happy until Brad is behind bars and Brad won't be happy until he can prove he's better than Veronica—and has the Ultramarine armor for himself.



VICTOR

REAL NAME: Victor Hieronymus Prophet

OCCUPATION: Adventurer

BASE: Emerald City

When they say some people are “born to greatness” it’s usually in retrospect: “He was always destined for great things.” In Victor Prophet’s case, it was true even before he was conceived.

In the 1920s and ‘30s, Doctor Thomas Osiris Prophet, better known to the world as “Doc Prophet, the Man of Marble” was a famous explorer, adventurer, and crime-fighter. Doc was the scion of a long line of men driven by destiny, including his father, Adam Prophet, the Pale Ranger. Perhaps it was his father’s own exploits—including exposure to Magic Mesa and a return from death—that led to Thomas being born an albino, but still possessed of remarkable strength and intellect.

After a long career, Doc Prophet sought to protect the world in a different way. He founded Vanguard, a secret organization devoted to preserving knowledge, peace, and the future of humanity. Among other works, Vanguard hunted escaped war-criminals and fought against a variety of threats, from Nazi experiments gone wrong to mythical monsters and alien beings from other worlds. They also accumulated a considerable store of knowledge and resources.

Although incredibly long-lived, even the legendary Doc Prophet was mortal. He passed on, leaving a legacy of knowledge and an organization devoted to using it. Vanguard, however, was lost without their founder, rudderless. They saw a world plunged into darkness, in dire need of heroes. So the torchbearers of Doc Prophet’s legacy decided to provide one. In Vanguard’s secret laboratories, DNA samples were recombined, cultured and—months

later—a child came into the world who was the genetic offspring of the Prophet line, the success of “Project: Victor”.

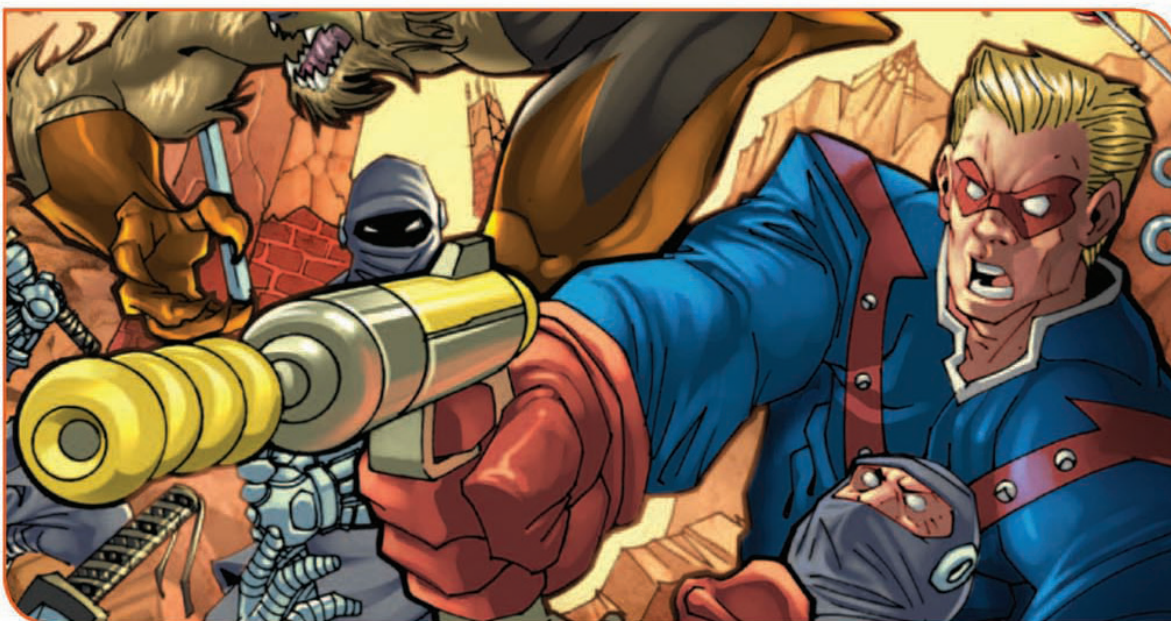
Victor Prophet was raised by some of the world’s greatest minds. Under their tutelage, he studied the skills necessary to be the kind of leader the heroic community needed. Taught from birth the values of leadership and teamwork, young Victor was isolated for much of his life, without the company of other children. Times changed, as they do, and the dark times that inspired his birth passed. New heroes took up the cause, while Vanguard raised their charge in secret.

Once he reached adulthood, Victor chafed under the guidance of his mentors. He was eager to take his place in the world, to do what he had been born for, but Vanguard had become conservative and overcautious. They counseled patience. The right time would come, they said.

Never had Victor wished so badly for the guidance of his father. So he sought out a relic in Vanguard’s Area Five archives called the Sands of Time, which once belonged to his grandfather’s ally, the shaman Broken Crow. The multicolored sands flowed around Victor and showed him confusing images of the past and future, of the long line of Prophets before—and after—him, but one thing was certain: A threat was coming, and the world needed heroes more than ever before. So, that night, Victor left the secret Vanguard haven, to seek his own destiny and the allies he would need to reach it.

PERSONALITY

Victor has surprisingly “old world” manners for a young man; he could easily fit into the 1950s in many regards.



VICTOR

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
5	5	5	5	5	2	2	2

POWERS

Blaster Pistol: Array (11 points), Easily Removable (-6 points)

- **Blaster Shot:** Ranged Damage 5, Accurate • 11 points
- **Neural Scrambler:** Ranged Damage 5, Accurate, Alternate Resistance: Will, Limited: Target must have a nervous system • 1 point
- **Stunner:** Ranged Affliction 5 (Resisted by Fortitude; Dazed and Vulnerable, Stunned and Defenseless), Accurate, Extra Condition, Limited Degree • 1 point

Physical Training: Movement 1 (Swinging); Speed 1 (4 MPH) • 3 points

SKILLS

Acrobatics 3 (+8), Athletics 3 (+8), Close Combat: Unarmed 5 (+10), Deception 8 (+10), Insight 8 (+10), Perception 6 (+8), Persuasion 6 (+8), Ranged Combat: Blaster Pistol 3 (+8), Stealth 3 (+8), Technology 3 (+5)

ADVANTAGES

Assessment, Close Attack 5, Daze (Deception), Defensive Roll 2, Improved Initiative, Inspire 5, Jack-of-all-trades, Leadership, Luck 2, Quick Draw, Ranged Attack 5, Set-up 2, Teamwork, Uncanny Dodge

He's forthright, honest, and compassionate, a true "Boy Scout" without a hint of irony about it. He has a commanding presence and a tendency to slip into giving orders without thinking, especially in crisis situations. He's trained to take charge and to help coordinate people, and generally manages it without coming off as arrogant.

POWERS & ABILITIES

Victor has no super-human powers, although Vanguard science and his Prophet heritage make him about as physically perfect as a human being can be. He lacks his father's brilliant intellect, however.

Victor is a skilled athlete and a masterful unarmed combatant and marksman. He's also an insightful judge of character and well-trained in working with, and directing, a team.

OFFENSE

INITIATIVE +9

Unarmed +15	Close, Damage 5
Blaster Shot +15	Ranged, Damage 5
Scrambler +15	Ranged, Damage 5, Resisted by Will
Stunner +15	Ranged, Affliction 5, Resisted by Fortitude

DEFENSE

DODGE	13	FORTITUDE	8
PARRY	13	TOUGHNESS	7/5*
WILL	8	*Without Defensive Roll.	

POWER POINTS

ABILITIES	62	SKILLS	24
POWERS	10	DEFENSES	25
ADVANTAGES	29	TOTAL	150

COMPLICATIONS

Honor: Victor has a strong (some would say "outdated") sense of honor and responsibility. He believes in leading by example, helping those in need, and honoring American ideals of law, liberty, and due process. He won't take unfair advantage or kill even a helpless foe.

Identity: Victor Prophet has some very large and heroic boots to fill, and keenly feels a responsibility to live up to the standards of the father he never knew, and the deeds of his ancestors.

Motivation — Destiny: Told his life had a purpose from day one, Victor now also has the insight of the Sands of Time to tell him that he has a destiny to fulfill, and he intends to do it.

Quirk — Outsider: Victor was raised apart from mainstream society, so he has some odd blind-spots in his socialization and understanding of modern and American culture.

Relationship: Victor's relationship with his former mentors in the Vanguard is strained; he feels they have become too secretive and cautious, while they expect him to abide by their rules and guidance.

He "borrowed" one useful item from Vanguard's arsenal: a high-tech blaster pistol with multiple settings, able to fire bolts of destructive force or a neural scrambling beam to stun a target's nervous system.

USING VICTOR AS A VILLAIN

Vanguard may have started with the best of intentions, but gathering knowledge in secret and operating outside the law corrupted the organization. Doc Prophet saw what was happening, but too late, as his "Vanguard Council" decided to replace him with a more... pliable figurehead. So "Project: Victor" was conceived. The head of the Vanguard also commands his own elite cadre of super-villains, some of them empowered by Vanguard's various experiments and plundered secrets. He may remain a puppet of the Council or turn out to be a more capable leader than they ever imagined.

This background also serves if you want to make Vanguard more of an active villain organization, but keep Victor a hero. Instead of impatience, it was his own deep core of morality that allowed him to cast off the yoke of his makers and mentors and become a hero true to the Prophet heritage, earning Vanguard's enmity in the process.

VORTEX

REAL NAME: Matthew "Matt" McDonald

OCCUPATION: Musician, unemployed

BASE: Emerald City

Matthew McDonald has always been lucky. Even when his parents were killed in a car accident when he was in high school (which wasn't so lucky, really), he came away with a nice little trust fund he's still living off and got to move from the middle-of-nowhere Iowa to one of the up-and-coming cities on the West Coast, Emerald City. He's spent most of his life coasting from one thing to the next with no thought to making a plan for the future. When he got into trouble, he always managed to find a way out of it.

In college, pursuing a degree in Marketing, or Political Science, or Philosophy, or whatever he told people when they asked, he landed a work-study position as, what amounted to, a night watchman for one of the physics labs. He spend most of his time sitting behind a desk reading, doing homework, listening to music, and watching YouTube, until one night when he heard noises from one of the labs.

Upon investigating, Matt found an apparently deserted lab lit by a glow coming from a mirror-like disk of energy held inside a circular frame. Then he heard words coming from the disk in a low, rumbling voice, "We're losing synchronicity, Professor. If we're to do this, it has to be now! Professor?" Matt, more than a little surprised, managed a, "Hello?" and the voice on the other side growled, "Ah, there you are. Beginning transmission!" At that, Matt remembers a stream of energy coming from the silvery disk, a shadowy, inhuman shape, and after that, nothing.

He awoke moments later with a raging headache, feeling as if he'd been literally put through a wringer. Above him was

one of the professors who worked at the lab. He seemed upset. The man, Professor Zediker, known as "Professor Zed" to the staff, explained that Matt had accidentally been exposed to dangerous energies that might be fatal and that it was very important that Matt do exactly what he said if he wanted to live. Matt felt like he had little choice and agreed.

Matt took a moment to collect his thoughts, trying to will the buzzing in his head to go away, and as he did so he realized it was something he could tap into. With a little push he opened his first vortex in front of his right hand and mistakenly obliterated the device that had previously held the glowing disk. The professor went from upset to furious, but Matt didn't notice, he was exploring the power he could feel suffusing his body. The more he concentrated, the more he understood what he could do, like moving an arm he'd just remembered he had. Within minutes he was teleporting across the room and he knew he could do so much more.

Then the professor was back at his side, telling him not to use the power frivolously, that it was dangerous and there was no way to know how it was affecting him. Zediker went on to explain that Matt would need to get some equipment that could mean the difference between life and death for him. Over the course of the next few weeks, Vortex made his debut... as Emerald City's newest super-powered thief.

At first, Matt didn't question his activities; he was doing what he had to in order to save his life, but after news of his thefts hit the news, he started to have doubts. While still struggling with his actions, he ran into Ultramarine and Xeno, who'd figured out where he was likely to strike next. After trading a few panicked shots with the heroes, Vortex threw up his hands and asked for help.

The heroes accompanied him back to Professor Zed's lab to find it in ruins and the professor missing. And at the center of all the destruction were the ruins of another portal device....

Since then, Vortex has been working with the Sentinels—who managed to make Vortex's legal problems go away by promising to watch over the young man. His private life is a bit of a mess and he's dropped out of college until he can get things straightened out. In the meantime he's living off the stipend from his trust fund and doing the whole singer/songwriter thing at the bars around town. At least the commute is easy!



USING VORTEX AS A VILLAIN

As opposed to being basically a good person, the villainous Vortex was a scofflaw and troublemaker from day one. When he lucked into his powers, his partnership with Professor Zed led to a truly impressive string of thefts that never let up. Vortex continues to use his powers to take what he wants and get away scot-free. That included ducking out on his erstwhile "partner," who is looking to even the score.

VORTEX

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	3	3	4	0	2	2	0

POWERS

- Quick Change:** Feature 1 (Quick Change) • 1 point
- Shunting Field:** Enhanced Defenses 22 (Dodge 11, Parry 11) Linked to Protection 3, Sustained • 25 points
- Summoning Vortices:** Array (26 points)
- **Projection Vortex:** Blast 12, Variable Descriptor (Any environmental descriptor) • 26 points
 - **Wide-Angle Vortex:** Cone Area Damage 10, Variable Descriptor (Any environmental descriptor) • 1 point
 - **Wind-Tunnel Vortex:** Close Range Cone Area Move Object 6, Limited Direction: Straight Away, Linked to Cumulative Cone Area Sustained Affliction 6 (Resisted by Fortitude; Hindered, Prone), Instant Recovery, Limited Degree • 1 point
- Travel Vortices:** Array (27 points)
- **Personal Vortex:** Teleport 8 (1 mile), Accurate, Change Direction, Increased Mass 2 (200 lbs.) • 27 points
 - **Dimensional Vortex:** Movement 3 (Dimension Travel 3: Any Dimension), Increased Mass 2 (200 lbs.) • 1 point
 - **Long-Range Personal Vortex:** Teleport 8, Accurate, Change Direction, Extended, Limited to Extended (250 Miles), Increased Mass 2 (200 lbs.) • 1 point
 - **Vortex Portal:** Teleport 8 (1 mile), Accurate, Change Direction, Distracting, Portal, Tiring • 1 point
- Vortex Platform:** Flight 1 (4 MPH), Platform • 1 point

SKILLS

Deception 8 (+8), Expertise: Musician 2 (+4), Expertise: Student 2 (+4), Perception 6 (+8), Persuasion 6 (+6), Stealth 6 (+9)

ADVANTAGES

Accurate Attack, Luck 2, Power Attack, Ranged Attack 4, Redirect, Taunt, Ultimate Effort (Dodge checks)

PERSONALITY

Vortex is always saying things without thinking and is always surprised when people “take things the wrong way.” He honestly doesn’t expect people to be offended, because he doesn’t get easily offended. Despite his obnoxiousness, at heart he’s a good guy and regrets his past actions while being forced to work for Professor Zed. He’s vowed to make up for his past and wants to do good, not only for himself, but to show his teammates their faith in him isn’t misplaced.

POWERS & ABILITIES

Vortex opens vortices to other dimensions and uses them to teleport himself and others as well as “shunt” energies into other worlds. In addition, he can open smaller portals to a variety of dimensions and allow their contents to stream forth as blasts of destructive energy. His Projection Vortex and Wide-angle Vortex both have the Variable Descriptor, allowing him to fire blasts of fire, heat, lightning, cold, radiation, or any other attack with an “environmental” descriptor. He doesn’t have any control over the energies that spill forth, but he’s able to vary the intensity of

OFFENSE

INITIATIVE +3

Unarmed +0	Close, Damage 0
Projection Vortex +8	Ranged, Damage 12, Variable Descriptor
Wide-Angle Vortex—	Close, Cone Area Damage 12, Variable Descriptor
Wind-Tunnel Vortex—	Close, Cone Area Move Object 6 Linked to Cumulative Cone Area Sustained Affliction 6, Resisted by Fortitude

DEFENSE

DODGE	14/3*	FORTITUDE	8
PARRY	11/0*	TOUGHNESS	6/3*
WILL	8	*Without Shunting Field.	

POWER POINTS

ABILITIES	28	SKILLS	15
POWERS	85	DEFENSES	11
ADVANTAGES	11	TOTAL	150

COMPLICATIONS

Enemy: Professor Zed, if he’s still alive, and whatever came through the second portal are keeping an eye on Vortex and are looking to reclaim his powers.

Identity: Vortex is very careful about keeping his identity as Matthew McDonald a secret and he worries Professor Zed will return to ruin it for him.

Motivation—Thrills: Vortex enjoys using his powers and the exciting and unpredictable situations he gets into when he uses them.

Reputation: Vortex’s string of thefts were well publicized and he still suffers some backlash from people who don’t quite buy his conversion to the side of the angels.

the attacks significantly. Using Accurate Attack and Power Attack Vortex can shift his attack and damage values from +13 to attack with 7 damage all the way to +3 to hit with 17 damage!

Vortex has the ability to travel to other dimensions, but he doesn’t like to because he has no real knowledge of other worlds and thus no idea where he’ll end up. The excitement of not knowing where he’ll end up is a rush, but one too many jaunts into vacuum, searing heat, or other dangerous environments has taught him it’s better not to push his luck with that particular ability.

ENEMIES

Vortex is afraid Professor Zed and whatever it was that came through the second portal are both out to get him... and he’s right. Zed hasn’t raised his head since disappearing, but it’s only a matter of time. As for the thing that came through the portal, Vortex doesn’t know it, but that’s the creature known as Cerebrus Rex. One day soon, the two of them will come after Vortex and try to reclaim the power he’s “stolen.”

XENO

REAL NAME: Malak Krin/Kim Kamada
OCCUPATION: Political dissident/biologist
BASE: Emerald City

The inhabitants of the planet Rulu IV (ROO-loo) were a peaceful people, just achieving spaceflight and exploring their solar system, when the shifting fronts of the centuries-old conflict between the Lor Republic and the Grue Unity came to their world. A Grue fleet surrounded the planet, and the Ruluan authorities surrendered after the invaders demonstrated their might by vaporizing a population center. So began what the Ruluans called the Occupation, and the formation of the Resistance.

Malak Krin joined the Resistance after Grue troopers killed one of her brothers and the other, a government minister and collaborator, chose to do nothing. Fighting against the telepathic- and shape-shifting Grue was a daunting task, even for a race like the Ruluans, possessed of considerable strength and energy projection abilities. Rebel scientists sought ways to neutralize the Grue's advantages or, at least, even the playing field. An isolation of Grue neoplasm had promising potential. Several rebels

volunteered to test it but, before they learned its effects, the Grue and Ruluan government forces raided their base. Many of the rebels were killed, while others were captured. All Malak can recall from that terrible day is the blaster fire, the screams and the smoke, the strange sensation of her body slipping away from her, terrible pain, and then long, deep darkness...

Biologist Kim Kamada didn't know what to make of the strange artifact at first, found embedded in the volcanic soil of a Pacific Northwest rainforest while she was investigating reports of mutated animals in the area. It was a metallic cylinder, similar in size and shape to a SCUBA tank, but covered with years of mineral deposits. She put it aside and notified the proper authorities, planning to investigate further. Then, during the night, she heard—or felt—it calling out to her. Almost in a trance, Kim touched the cylinder and received flashes of memories not her own: alien vessels skirting the mountains and forests, an overload rupturing a vital system, the offending part jet-tisoned into the night, crashing to Earth...

Light flared at her camp, and Kim squinted, blinded. Was it the Feds? The police?

"We'll take that," a voice said, weapons raised and trained at Kim. She ran, and they opened fire. One of the shots must have hit the cylinder, because it ruptured and burst. The attackers backed off as a humanoid shape unfolded from within. "The Xeno!" one of the men yelled, just before laser-like beams flared from the alien's dark eyes. The men fled, taking their injured with them and leaving behind a very confused visitor, and a mortally-wounded Kim Kamada.

Malak tried to save her but, when she did, she instead found her shifting, unstable form was merging with Kim's. Memories that were not her own flooded her mind and, suddenly, she *was* Kim Kamada. At least, she looked like her, sounded like her, and could remember her whole life. But inside, she was still Malak Krin, lost and alone and very far from home. Since then, Xeno has adopted Kim Kamada's identity and used it to get her bearings. She also uses her amazing abilities to aid the



USING XENO AS A VILLAIN

Malak Krin might not have been a well-intentioned rebel, but a terrorist seeking to overthrow her planet's government. Even if her intentions were good once, decades of imprisonment and the effects of the treatment used on her have warped her mind. She killed and replaced the human Kim Kamada who found and freed her from her prison and now intends to use her powers to conquer this backwater mudball of a planet, or at least cobble together sufficient resources to leave it behind and return to the rightful conquest awaiting her among the stars, ideally leaving the Earth a blasted wasteland behind her.

XENO

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
10	10	2	2	6	2	2	2

POWERS

Flight: Flight 7 (250 MPH) • 14 points
Xenobiology: Array (20 points)

- **Eye Beams:** Ranged Damage 8, Accurate 4 • 20 points
- **Intangibility:** Insubstantial 4 • 1 point
- **Shapeshifting:** Morph (Humanoid Forms), Continuous • 1 point

Xeniform: Protection 4, Immunity 10 (Life Support) • 14 points

SKILLS

Close Combat: Unarmed 4 (+10), Expertise: Biology 6 (+8), Intimidation 6 (+8), Perception 6 (+8), Technology 6 (+8)

ADVANTAGES

Extraordinary Effort, Interpose, Languages 1 (Ruluan), Move-by Action

OFFENSE

INITIATIVE +2	
Eye Beam +10	Ranged, Damage 8
Unarmed +10	Close, Damage 10

people of her new home while searching for information about what has become of her homeworld, her people, and the Rebellion.

PERSONALITY

Xeno is a study in opposites. Quiet, cool, and reserved, she is also a fierce advocate of freedom and willing to fight to protect those in need. She believes in the peaceful ideals of her people, but also that there are things worth fighting to protect.

Xeno is also deeply conflicted as to her true nature: Is she truly Malak Krin, only possessed of the memories (and sometimes appearance) of the human Kim Kamada, or some merger of Kim and Malak into a new entity that is Xeno? Although Xeno has the complete memories of a

DEFENSE

DODGE	6	FORTITUDE	10
PARRY	6	TOUGHNESS	14
WILL	8		

POWER POINTS

ABILITIES	72	SKILLS	14
POWERS	50	DEFENSES	10
ADVANTAGES	4	TOTAL	150

COMPLICATIONS

Identity: Xeno maintains a human identity as Kim Kamada and wants to protect both her own secret and the fact that the real Kim Kamada perished some time ago.

Motivation – Responsibility: Xeno strongly believes it is her responsibility to use her powers to help others.

Prejudice: Xeno’s alien appearance and origins sometimes provoke mistrust and hostility.

Reputation: Malak Krin was a rebel on her homeworld, a history that may come back to haunt Xeno. Additionally, Xeno is an alien on Earth, and there may be those looking to capture and exploit her.

human life, she does not always understand them or have the same emotional connection to them. They are like someone else’s experiences. This can make her interaction with humans difficult at times.

POWERS & ABILITIES

Xeno’s is physically powerful, can fly, fire laser-like beams from her eyes, and is able to change her shape to take other humanoid forms, which she uses to assume her Kim Kamada form. She’s also able to “shift” out of phase with reality to pass through physical objects.

Her flight, shapeshifting, and intangibility are apparently the result of the treatment Malak underwent with the Ruluan Rebellion, or later experimentation by the Grue. Xeno is not certain.

MUTANTS & MASTERMINDS

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