

THREAT REPORT: TALONA

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Subject: Threat Report — Talona

THE CONTENTS OF THIS EMAIL ARE CLASSIFIED AS YELLOW/Restricted

Sir,

It has come to my attention that Agent Nguyen was recently assigned the subject known as Black Vulture. Her reaction during the autopsy was unfortunate (understandable given her rookie status, but still unfortunate), her hypotheses as to the origins of this subject are sound, and I believe that a follow-up investigation will indeed find a link between Black Vulture and Talona, leader of the Avians.

Pursuant to protocol 1173-A, I pulled our file on Talona. Recent sightings continue to place her within the Avian homeland known as the Aerie. However, if Black Vulture is, in fact, a member of the Avian species, or perhaps a previously unknown sub-species, I feel that it is reasonable to believe she will seek him out at the earliest opportunity. I need not remind you, sir, about the collateral damage she caused to Freedom City during her last "visit." I can only surmise that her presence in Emerald City would prove equally destructive.

I would like permission to open an official case file (designation Talona 077B-3). Furthermore, I feel that we may want to consider exploring various diplomatic options, up to and including U.N. intervention, prior to alerting the ECPD. I needn't remind you what happened the last time we had a foreign visitor? We really must follow the proper channels this time, sir.

Agent Sylvia Whitehead
Senior Security Analyst/Field Operative
A.E.G.I.S. District 5



TALONA

**MUTANTS &
MASTERMINDS**

THIRD EDITION

TALONA

REAL NAME: Ta-Lo-Nah
OCCUPATION: Warrior and Revolutionary
BASE: The Aerie (Greenland)

Many primitive human cultures believed the gods came from the sky. The people of the Aerie knew the gods came from *beyond* the sky, after all, they dwelled in the sky and never saw the star-gods. Still, they knew they had the gods' favor because they could fly.

Long ago, the legends say, the star-gods came. They went among the people who walked upon the Earth and found those worthy, with the fierceness and pride of raptors in their hearts, and granted them the gift of wings. But the ground-bound were fearful and jealous of the winged-ones. They hurled curses and stones alike at them, driving them out, driving them away.

So the avians took to the sky and flew far and wide, searching for a place away from the ground-bound, a place they could call their own. They founded in Aerie high in the mountains of a distant land, warmed by volcanic springs, and there they built a civilization, where those who hated and feared them would never find them, or so they thought.

Ta-Lo-Nah was marked by the sky-gods from birth. She was gifted with powerful claws and the keen instincts of a hunter, but also with swiftness and the ability to speak with and command feathered creatures of the skies. She grew up tall and strong, a fierce and powerful hunter and warrior, but with a terrible temper when her ire was roused.

Not long after Ta-Lo-Nah reached adulthood, a sickness came to the Aerie and the healers could not find a cure. Many believed it was a curse from the sky-gods, a sign of their displeasure, but Ta-Lo-Nah believed otherwise. She discovered it was the work of ground-lings, who fouled the air with their great chimneys. When she told them to stop, they refused, so she destroyed their foul machines and warned this "Grant Conglomerates" clan for the last time.

Naturally, Grant Conglomerates wasn't going to stop their international refining operations because of some freak. When "Talona" returned as she said she would, they laid a trap and captured the bird-woman, shipping her off to the head offices in Freedom City for interrogation and examination by the bio-medics division.



JUNE 8-2008-

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	4	7	7	9	0	2	3

POWERS

Atavistic Rage: Enhanced Defenses 0 (Fortitude 2, Will 2, Dodge -2, Parry -2), Enhanced Strength 4, Unreliable (One use of 5 turns in a row) • 4 points

Bird Call: Array (32 points)

- **Summon Birds:** Perception Area Summon Birds 2 (Thirty-two 30-point minions), Feature (Sensory Link), Horde, Mental Link, Multiple Minions 5, Variable Type: Birds • 32 points
- **Flock of Raptors:** Perception Range Affliction 12 (Resisted by Fortitude; Vulnerable, Defenseless), Limited Degree, Limited—Outdoors only • 1 point

Birdspeak: Comprehend 2, Limited—Birds only • 2 points

Claws: Strength-based Damage 5, Penetrating 5 • 10 points

Vision: Senses 6 (Danger Sense, Direction Sense, Distance Sense, Extended Vision 2, Low-light Vision) • 6 points

Wings: Flight 6 (120 MPH; Wings) • 6 points

SKILLS

Acrobatics 8 (+15), Expertise: Animal Handling 9 (+9), Expertise: Survival 10 (+10), Expertise: Tactics 4 (+4), Insight 8 (+10), Intimidation 6 (+9), Perception 10 (+12), Stealth 7 (+14)

ADVANTAGES

Agile Feint, All-out Attack, Animal Empathy, Benefit (Ruler of the Aerie), Close Attack 2, Daze (Intimidate), Defensive Roll 4, Evasion, Favored Environment (Aerial), Fearless, Improved Critical (Claws), Improved Initiative, Languages (Avian), Leadership, Move-by Action, Power Attack, Tracking, Uncanny Dodge

Talona escaped confinement in Freedom City and found herself in a strange and terrible place, filled with more groundlings than she had ever seen, the air thick with their stench, the sky walled off by their towers. In her rage, she called to the fliers among the towers and in the scattered trees, and they answered her. Lady Liberty fought Talona and was finally able to calm the avian warrior enough to learn her tale. She promised to investigate Grant Conglomerates' involvement, and helped Talona return to her home, having earned the avian's grudging respect.

What Talona found when she returned to the Aerie was devastation: her people were gone, and new cairns dotted the burial grounds. She realized the plague had destroyed them while she was in captivity and she went mad with rage. Talona returned to Freedom City with an army of raptors to declare war on the groundlings. Again, Lady Liberty confronted and overcame her. Learning of her terrible tale, she and her allies discovered the avians were not wiped out, they had merely moved to hidden caves to try and escape the plague. The Freedom League negotiated pollution controls for the region near the Aerie and formulated medical treatment to assist the avians. A somewhat mollified Talona returned to her people.

OFFENSE

INITIATIVE +11

Unarmed +11 Close, Damage 9, Penetrating 5, Crit. 19-20

DEFENSE

DODGE 12 **FORTITUDE** 8

PARRY 12 **TOUGHNESS** 8/4*

WILL 7 *Without Defensive Roll

POWER POINTS

ABILITIES 72 **SKILLS** 31

POWERS 61 **DEFENSES** 17

ADVANTAGES 22 **TOTAL** 203

COMPLICATIONS

Enemy: Talona has a long-standing history of clashes with Grant Conglomerates. She has also had numerous run-ins with Lady Liberty and the Freedom League, though their relationship is somewhat like a pendulum in that it swings back and forth between being enemies and being grudging allies.

Motivation - Responsibility: Talona is the chosen leader of her people, part of her birthright from the sky-gods (or so she believes).

Temper: Talona is subject to stress atavism, which causes her to fly into bestial rages when pressed.

Since her return, Talona has received word of Black Vulture, who is apparently an avian from a "lost" tribe in the Atlas Mountains. If she can confirm his origins, she plans to bring him and his followers back to the Aerie to ensure the survival of her people. Talona is disgusted by the rumors of Black Vulture's cannibalism, but she's certain those tales are just lies spread by the ground-bound who fear and mistrust the avians.

PERSONALITY

Talona is fierce and direct in everything she does. She is proud of her people and her homeland and will stop at nothing to protect them. She gives in to anger readily, which has gotten her into trouble in the past, but it also gives her strength. Her unpredictability makes her both a staunch ally and a dangerous foe.

POWERS & ABILITIES

Talona is something of a mutant throwback among avians: she can fly much faster than most of her kind and her claws are superhumanly sharp and powerful. Moreover, she has the ability to psychically communicate with and control birds of all kinds, particularly raptors. The downside of her birthright is a tendency towards stress atavism: an almost bestial temper and bloodlust, reverting Talona

to a savage stage where it is difficult to reason with or control her. Even her own people tread carefully where the proud warrior-woman is concerned, regarding Talona as their champion, but also uncertain about her abilities as a spokesperson, much less a diplomat.

ALLIES

Talona has been a sometime ally, and occasional enemy, of heroes like Lady Liberty and the Freedom League.

ENEMIES

Grant Conglomerates has not forgotten Talona's attacks on them, nor has she forgotten her captivity and humiliation at their hands. Likewise, while the international community generally agrees on safeguarding the unique avian culture, debate over issues like climate change and pollution controls is protracted and far too slow for the patience of firebrands like Talona and other avians who agree with her.

HOOKS

Let My People Go: A hunting party of avians wandered far afield from the mountains of the Aerie and ran into a group of humans, resulting in the injury and capture of the avians in a case of misunderstanding. Talona is, unsurprisingly, enraged by this slight and demands the release of her people or she and her followers will take action against the groundlings. The matter is complicated by the fact that the humans holding the avians work for a Grant Conglomerates subsidiary. They claim they were doing survey work when the avians attacked them for no reason, but the truth is Grant Conglomerates set a trap for the avians, hoping to provoke a violent response from Talona. They want negotiations with the Aerie to break down, providing an excuse for Grant Conglomerates' allies in the military-industrial complex to take action against the "violent and dangerous" avians, wiping them out once

and for all. The heroes have to deal with an impatient and angry Talona while hopefully arranging for the release of the avians unharmed and exposing Grant Conglomerates' involvement in the affair.

The Birds: An enraged Talona leads a band of avians and a flock of raptors in an attack on Emerald City, with no apparent explanation. It turns out a new experimental transmitter broadcasts on a frequency that triggers Talona's stress atavism and produces a state of heightened anxiety even in ordinary avians. The heroes have to contain the avian horde while learning about "the noise" maddening them, finding its source, and shutting it down. For added complication, the transmission signal might not be an innocent mistake. It could be MarsTech engineers working with a new piece of technology, unaware that it would cause problems for anyone. The heroes are called in when the MarsTech team is threatened or captured.

Willing Flock: When Black Vulture is introduced to the avians of the Aerie, he gains a fanatical following that threatens Talona's leadership. Talona's "caution and patience" when it comes to dealing with the ground-bound proves no match for Black Vulture's desire to cease negotiations and instead "prove to the world the rightful dominance of the chosen people of the skies over the ground-bound!" Talona finds herself in the unusual position of calmer head and "experienced ambassador" to the outside world. It's not that she shies away from the warrior's call to battle, but for the right reasons. She believes Black Vulture is motivated by a desire to spread his ritualistic and cannibalistic beliefs—and unfortunately many in the Aerie are frustrated enough with their lot that they're willing to listen. Her efforts to oppose Black Vulture and raise support among her own people proves fruitless and she reluctantly turns to outsiders for help. If they can help her to bring down Black Vulture, thereby proving she's strong enough to lead, she's sure she can regain her rightful place as leader of her people. Eventually she may even be able to convince the handsome Black Vulture to give up his cannibalistic ways and become her right-hand man....

MUTANTS & MASTERMINDS

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