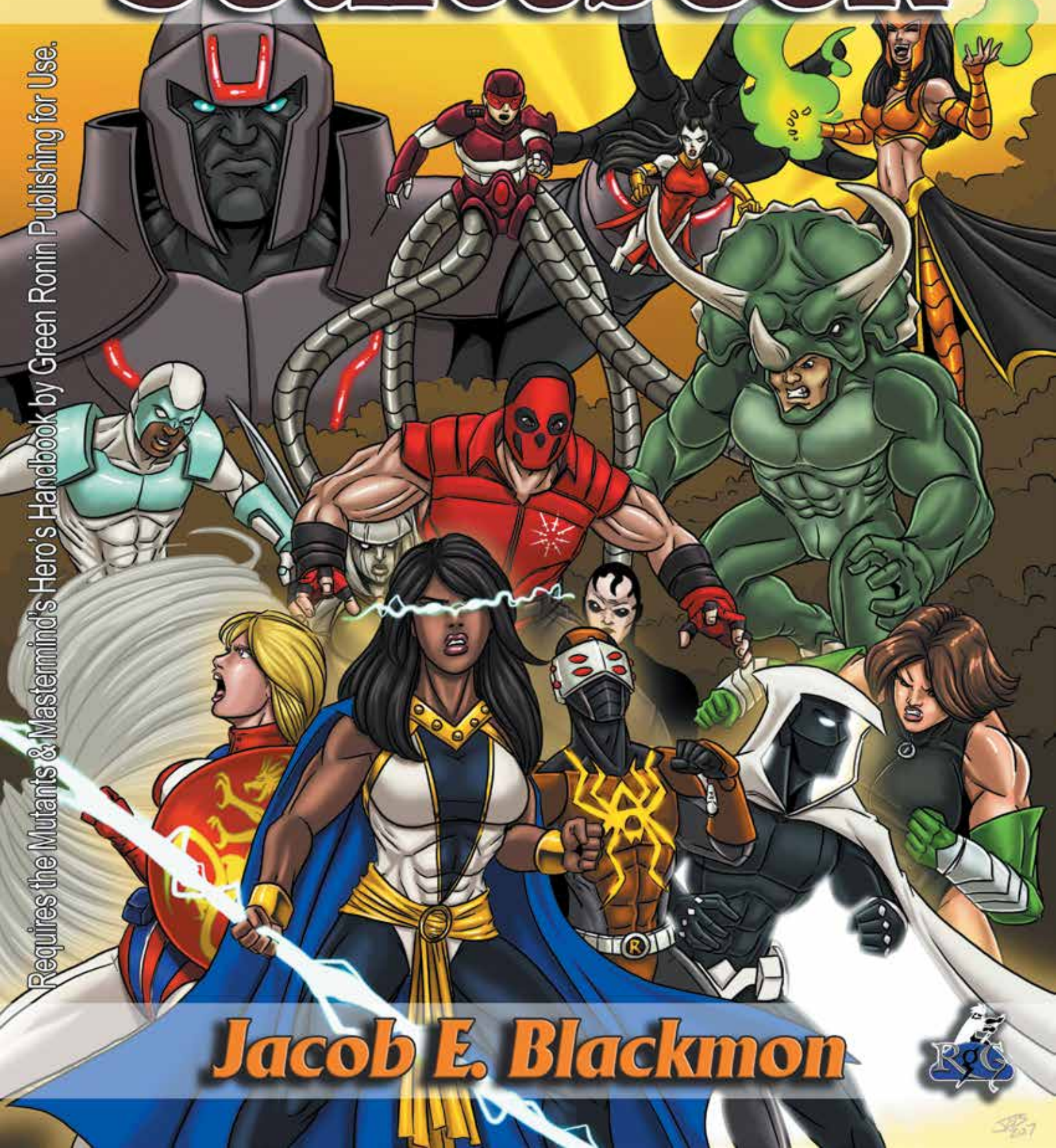


SUPER POWERED LEGENDS

Sourcebook

Requires the Mutants & Mastermind's Hero's Handbook by Green Ronin Publishing for Use.



Jacob E. Blackmon



5827

THANK YOU TO OUR BACKERS

Aaron E. Sullivan	Echelon Game Design	Jonathan Stevens	Richard A. Spake
Abraham Elliot Frank	Ed S	Joseph Evenson	Rick Bullard
Alan Kohler	Enedino Fernandez	Josh Rudolph	Rick Jones
Albert J. Arena	Eric Brenders	Joshua Stull	Robert H Hudson Jr
Alex Hunter	Frey Byron Njorthsson	Justin P. Sluder	Robert Huss
Andrew Hauptman	furstenberger	Kenneth Mashburn	Robert O'Rourke
Andrew Johnson	G. M.	Kenneth W Hensley II	Rodney Lockett
Andrew Lorenz	Gamebook	Kevin Flynn	Roger Haxton
Andru Matthews	geard	Kevin McNulty	Rolland Therrien
Arnfinn Slotte	Gerald Vanover	Kevin Pelton	Ron Smay
Ashley McKay	Glen	Kevin Sweet	Ronald Whitehead
Barry Wilson	Grady Victory	Kurt Granzow	saengerbeatle
Brandon Urey	Greg	Kyle Payne	Sarah Templeton
Brian Kreuzinger	Guillermo Cáceres Reverte	Landon Bellavia	Scott Crosson
Charles	Guy Edward Larke	Landon W Schurtz	Scott Elderkin
Chris Davies	Henry Perez	Larry Dixon	Scott Frega
Chris Halama	Ian Allen	Larry Strome	Scott Maynard
Chris Halliday	Ian Hamilton	Lasse Rosenkilde Olsen	Sean Holland
Christina Stiles	Ian Kimmell	Lee Smith	Sean Veira
Christopher Kit Kindred	Impact! Miniatures	Lj Stephens	SeeleyOne
Colin Wilson	Indi Martin	Lost Spheres Publishing	Seth Klein
Crystal Frasier	Jack Gulick	m25	Sherrin
Curt Kremer	Jacob Blackmon	Mark Kriozere	Sindre Sæbø
Daniel Simpson	Jae Campbell	Matt Bogen	Sphinx Magoo
Daniel Smoak	James Rivera	Maurice Oakes	Stacy Forsythe
Darkspi	Jarrett	merrygoblin	Stephen Sale
Darren	Jason	Michael Blanchard	stephen.esdale
Darren Johnson	Jason Branigan	Michael Sandlin	Steve Kenson
Darryl Johnson	Jason Childs	Michael Schell	Steven Lord
David Bent	Jason Corley	Michael Tully	stewart burwood
David E Ferrell	jason s owens	Mike Lafferty	Stuart Eadie
David Farcus	Jason Wright	Mike Myler	Stuart Machin
David Halsey	Jeffrey Baker	Monica Marlowe	therealtony
David Hunt	Jeffrey Craig	name_tamer	Thomas Shey
David Jarvis/Gun Metal Games	Jeffrey Kreider	Neil	Tom McCarthy
David McKeehan	Jeffry Rinkel	Odyssey	Tony Noon
David Paul	Jeremy Walker	oldstevo	Trent Schultz
DeadlyReed	Jerome Chenu	Patrice Mermoud	Tyler Thompson
derekvb	Jim Groves	Patricia Wright	Victor Bugg
Diego Dário	Joe D	Patrick Trapp	Wade Gregory Tripp
Dimitris Tziroudis	John Bailey	Paul Ryan	Walt Robillard
Dominic	John Doyle	Perry Grosshans	whitten
Donald A. Turner	John M. Portley	Phil Hattie	William Karnesky
Dreamer	John Polojac	Randall Hall	William W. Rice
Earl Scott Nicholson	Jon Leitheusser	Reuben Peralta	Zanshi Kaijin
	Jonathan Brock	REZcat	

CREDITS

Designer: Jacob E. Blackmon

Illustration: Jacob E. Blackmon

Publisher: Owen K.C. Stephens

Editing: Lj Stephens

Graphic Design: Crystal Frasier

Typesetting: Lj Stephens

Produced by: RGG

Project Manager: Lj Stephens

Consigliere: Stan!

Requires the use of the 3rd edition Mutants and Masterminds rules published by Green Ronin

Contents Copyright 2018 Rogue Genius Games

Super-Powered by M&M and its associated logo are Trademarks of Green Ronin Publishing and are used under the provisions of the Super-Powered by M&M Trademark License

(see www.mutantsandmasterminds.com/licensing for details).

For more information about Rogue Genius Games, follow us on Facebook: www.Facebook.com/RogueGeniusGames

on Twitter: [@Owen_Stephens](https://twitter.com/Owen_Stephens)

www.RogueGeniusGames.com

All logos are the trademark of Rogue Genius Games All rights reserved

Product Code: RGGMM1000

CHAPTER 1: A HISTORY OF HEROISM

The Legends Universe is a world similar to our own. The cities and countries all have the same names. However, the history of the Legends Universe has been slightly altered by the inclusion of humans and alien beings with powers far greater than those possessed by normal humans. It is a world of comic book adventure where heroes fight against the forces of evil to maintain humanity's freedom from tyranny and fear.

This chapter describes the historical events that differ from those of our own world. Additionally, there are details of places that – while familiar – have been altered by the presence of men and women with superpowers. Because sometimes what people need is a world everyone will recognize, even if they've never seen it before.

In many ways, the Legends Universe is a very four-color world, in the sense that superhumans, heroes, and superhuman culture is taken for granted. But it is also realistic and gritty in a lot of ways – numerous heroes of the past have been involved in public sex scandals, engaged in blatant commercialism, met grisly ends, etc. Consider it a collision of the tropes of high-flying four-color worlds – heroes are common enough that encountering a minor hero can be treated as “no big deal” for most citizens. Even paparazzi sightings of popular heroes appear in magazines right next to movie stars and recording artists – but also, laws exist in many larger cities about where supers can fly and what communication equipment they must legally carry on them. And, deconstructions of those tropes exist too. Spartan, a genius inventor and founder of the Sentinels, has been to rehab. Jaguar, a Los Angeles based heroine, is a publicly-known porn star. A US Senator was once exposed as a mind-controlling villain. And Salt Lake City was practically leveled and had to rebuild after an alien invasion.

Welcome to the Legends Universe!

While paranormal beings are regarded as a twentieth-century phenomena, the history of the Legends Universe is full of heroic and villainous adventurers. While some are forgotten, others continue to inspire folks of the modern era. Heroes, such as Robin Hood and the Scarlet Pimpernel, were known for their daring deeds and fancy outfits, and can be seen as the past equivalents of modern superheroes. Legendary figures, such as Merlin, Herakles, and Beowulf were said to possess vast and remarkable powers. Modern-day revelations, such as the existence of the underwater nation of Atlantis, and its water-breathing people, have given scholars reason to believe the old legends and myths may have possessed some grain of truth.

TIMELINE PREHISTORY

MILLIONS OF YEARS AGO...

Dinosaurs evolve into the **Naga**. These intelligent ophidians begin to worship the demon **Apophis** and create the kingdom of **Lemuria**. The Apophis gives the **Ouroboros Halo** to the king of Lemuria. Through this crown, Apophis is able to control the Naga King and his nation.

Naga (PL 6)

Strength 1, Stamina 3, Agility 4, Dexterity 3

Fighting 3, Intellect 3, Awareness 2, Presence 3

Powers: Ophidian Mind and Body Immunity 6 (Mind Control, Poison); **Ophidian Senses** Senses 5 (Infravision, Olfactory [acute, extended, tracking]); **Scales** Enhanced Sleight of Hand 8 (Limited to escape), Protection 3; **Serpent Bite** Strength-Based Damage 2, Linked Affliction 3 (Hindered, Immobile, Paralyzed); Resisted by Fort; Progressive, Linked Weaken Strength 3 (Resisted by Fort, Progressive), AE - Morph 3 (humanoid forms); **Equipment:** Spear; **Advantages:** Equipment 1, Improved Initiative; **Skills:** Acrobatics 4 (+8), Deception 4 (+7), Expertise (Magic) 6 (+9), Insight 4 (+6), Perception 8 (+10), Sleight of Hand 4 (+7, +15 escape); **Offense:** Init +8, Bite +3 (Affliction+Damage+Weaken 3), Spear +3 (Damage 4/19-20), Unarmed +3 (Damage 1); **Defenses:** Dodge 5, Fort 4, Parry 5, Tgh 6, Will 4

Totals: Abilities 44 + Advantages 2 + Defenses 6 + Powers 37 + Skills 15 = 104 points

HUNDREDS OF THOUSANDS OF YEARS AGO...

The **Ancient Thirteen** – a race of powerful celestial aliens with technology so advanced it is indistinguishable from magic – come to Earth, establishing a city-base on the moon while they observe the planet. To preserve prehistoric animals and plants from the encroaching Ice Age, the Ancient Thirteen create the **Sacred Lands** within a dimensional fold. Finding the natives the perfect subjects for their experiments, the Thirteen move to Earth and create the artificial continent of Atlantis to serve as their base of operations.

From Atlantis, the Ancient Thirteen manipulate the genetic structures of the multiple sentient species on Earth with the chemical compound known now as **Lunarian Blue**. The altered Cro-Magnon mutate into the **Miscreations**; monstrous in both appearance and power. Meanwhile the altered Homo Sapiens transform into the first **Atlanteans**; physically and mentally-superior humans from their normal brethren.

Fearing the monstrous Miscreations, the Atlanteans begin a crusade to eradicate the inhuman race. To protect the Miscreations, the Ancient Thirteen create the city of **Agartha** and place it within another dimensional fold.

Believing that they are done, the Ancient Thirteen decide to leave their creations to the whim of natural evolution, leave Earth, and travel back into the stars. With them, they take their favored Atlantean servants. These favored beings are given additional powers to help them endure the hazards of space travel. The Atlanteans so modified by the Ancient Thirteen later come to be known as the **Inphinites**.

The civilization of Atlantis continues to expand. When the Atlanteans first encounter the ophidian Naga of Lemuria, they instantly see them as an inhuman enemy that must be destroyed. The Naga see a similar enemy in the Atlanteans. The inevitable war rages for centuries. Both sides create living weapons with the technologies left behind by the Ancient Thirteen – terrible monsters and engines of destruction, the **Kaiju**.

In the final days of the war, both civilizations die. The Lemurians use the untapped power of the Ouroboros Halo to sink the continent of Atlantis. The Atlanteans use their own doomsday weapons against the Naga. As Atlantis sinks under the ocean, they release an underground reservoir of Lunarian Blue, bathing the drowning Atlanteans in mutating gas. The Atlanteans to survive the transformation become the first aquatic dwellers of the undersea kingdom.

THE ATLANTEAN WARS

In this ancient time, Atlantis was located in the Atlantic Ocean. Lemuria was in the Pacific Ocean. The battleground fought between the two ancient kingdoms was on what is now the American continent. It is for this reason that so many lost artifacts and super-powerful beings appear in the Americas with greater frequency than anywhere else on Earth.

TENS OF THOUSANDS OF YEARS AGO...

After the fall of Atlantis, humanity descends into barbarism and mysticism. Humans spread to the far corners of the world, becoming several different cultures; the ancestors to later civilizations.

Bromm the Tracker and Crimson Blade are legendary heroes of this era.

The first vampires – the Edimmu – come into existence during this time.

RECORDED HISTORY

THOUSANDS OF YEARS AGO...

A new generation of Gods appear when Zeus frees his family from the gullet of Cronos.

Odin hangs himself from the world tree Yggdrasil. He sacrifices his eye to learn the secrets of magic.

~10,000 BC

An orichalchum meteorite – believed by modern historians to have been part of an Inphinite Dynasty's citadel – crashes deep into Africa. The Gold Lion Cult forms from a tribe that discovers the useful properties of the sky-metal.

~3,150 BC: EGYPT IS FORMED.

2,525 BC: Horus gives Pharaoh Menkaure a pair of divine bracers, allowing the pharaoh to transform into a living avatar of the god.

~1,900 BC: GREECE IS FORMED.

1,500 BC: After Poseidon drives off the demon Apophis, Atlantis adopts the Olympian as their patron deity.

1,136 BC: Odin teaches the cambion, Merlin Ambrose, the secrets of magic. Odin gives Merlin the Eye of Odin and charges Merlin to protect Earth from the forces of supernatural evil.

776 BC: The demigod **Herakles** founds the first Olympic Games.

760 BC: The meta Fitsume becomes a hero for the nation of Kush by aiding the Kushites in conquering Egypt.

~753 BC: ROME IS FOUNDED.

656 BC: When the Kushites are pushed out from Egypt, **Atum-Ra** – a time traveler – attempts to persuade Fitsume to become his protégé. Fitsume betrays Atum-Ra, stealing his technology. Fitsume attempts to remake the world in his image, forming the **Cult of Omega**.

Omega is defeated in battle by the Inphinite Princess **Sthenia**. Fearing that his wrath would destroy the world, Omega's loyal followers seal him in his healing chamber. Sthenia also retreats to her temple to heal. However the Cult of Omega slays all of her followers and seals the entrance to her temple with magical cartouche stones.

332 BC: ALEXANDER THE GREAT CONQUERS EGYPT.

2ND CENTURY AD

Using the Book of Darkest Necromancy, the vampire, **Orlock**, steals the power of the Edimmu, becoming the overlord of all Earth's vampires.

476 AD: ROME FALLS.

6TH CENTURY AD

The wizard, Merlin, appears on Earth and helps found the nation of Camelot to usher in a new age of heroism for humanity.

King Arthur and his Knights of the Round Table are heroes of the era.

Following the revelation of Sir Lancelot's affair with Queen Guinevere, Camelot is wracked by civil war. Mordred leads the supernatural armies of Morgana against Camelot. Merlin banishes Morgana to a prison in Avalon. Arthur kills Mordred in battle. However, Arthur is gravely wounded and whisked away by Merlin and the Lady of the Lake to Avalon.

12TH CENTURY AD

The Inquisition ruthlessly hunts witches across Europe. As the witches are the last worshipers of **Hecate**, the goddess appears on Earth to avenge her fallen supplicants. Hecate slays hundreds of Christians in her rage, before Zeus stops her slaughter. Zeus banishes Hecate to Tartarus one year for every mortal she has killed.

1346-1353: THE BLACK PLAGUE SWEEPS THROUGH EUROPE, resulting in an estimated 200 million deaths. Count Orlok promises noble families immunity from the Plague by transforming them into vampires. Orlok and his followers are hunted down by the Inquisition. Unable to slay Orlock, the Inquisition seals the vampire inside the caves of the Carpathian Mountains.

14TH CENTURY AD

The Spaniard **Geber** masters the secrets of alchemy, becoming immortal. He publishes his findings but is excommunicated by the Catholic Church for witchcraft. After numerous unsuccessful attempts to execute Geber, the Inquisition finally buries Geber alive in the depths of his own castle.

15TH CENTURY AD

1430: Vlad Tepes is born to Transylvanian nobility.

1460: After being wounded in battle with the Turks, Vlad is transformed into a vampire by **Count Orlok**. With his newfound power, Vlad turns back the Turks. However, Vlad is horrified at the monster he has become. He abdicates the throne of Transylvania and goes into seclusion in Castle Dracula. Renouncing Christianity, Dracula inadvertently releases Orlok from his prison within the Carpathians.

17TH CENTURY AD

1624: NEW YORK CITY IS FOUNDED.

1690: THE CITY OF CHICAGO IS FOUNDED.

1693, May: After the deaths of numerous people, following the Salem witch trials, the lands surrounding Salem, Massachusetts are corrupted by evil; drawing dark spirits and magic to the region.

18TH CENTURY AD

1720: The Merlin of Earth, Isaac Fawkes, retires from performing and establishes the new Magical Sanctum in Salem, Massachusetts to quell the dark forces in the region.

1776, JULY 4: THE UNITED STATES DECLARES INDEPENDENCE FROM THE BRITISH EMPIRE.

1783, SEPTEMBER 3: THE TREATY OF PARIS IS SIGNED, ending the American Revolutionary War and recognizing the United States as a sovereign nation.

1789: THE FRENCH REVOLUTION BEGINS.

1792: Sir Percy Blakeney dons the guise of the **Scarlet Pimpernel** to rescue French nobles from the guillotine.

19TH CENTURY AD

1818: Victor Frankenstein creates a sapient creature from the bodies of numerous dead humans in an unorthodox scientific experiment.

1861-1865: THE AMERICAN CIVIL WAR.

1865, APRIL 15: PRESIDENT ABRAHAM LINCOLN IS ASSASSINATED BY JOHN WILKES BOOTH.

1866: Captain Nemo uses his submarine, the Nautilus, to attack shipping.

1875: Doctor Moreau travels to a secluded island in the south Pacific to create a race of Beast-Men.

1886: Doctor Henry Jekyll discovers a journal of the Spanish alchemist Geber. Using a formula found within, he accidentally transforms himself into **Edward Hyde**.

1888, August-November: Edward Hyde commits a series of murders in London's Whitechapel District. His killings are branded as the work of the serial killer "Jack the Ripper."

1893: Dracula comes to London, England. After transforming Lucy Westenra into a vampire, Dracula is chased out of England by Abraham Van Helsing, the Harkers, and their companions. The heroes pursue Dracula back to Transylvania and destroy him.

1896: Edward Prendick discovers the Island of Doctor Moreau. Doctor Moreau is killed by his Beast-Men.

1897: The journals and letters recounting the vampire attacks in London are collected and published by author Bram Stoker. This is done with the blessings of Van Helsing, hoping the world will be armed to fight future vampire attacks. The general public believes the book to be a work of fiction.

A chemist named Griffin undergoes a skin-bleaching process that transforms him into an **Invisible Man**.

After conducting a series of brutal murders, the Invisible Man is killed by the London police.

20TH CENTURY AD

1900

Klause Von Totenheim is born.

1908, June: Anton Hentzau is born.

1911

Gambling is outlawed at the federal level in the United States.

1912

The Blackstone family is lost while exploring the African wilderness. Unbeknownst to the world, they discovered a dimensional fold to the Sacred Lands. In the Sacred Lands, Gregory Blackstone is born.

1913

Following clues from the Bram Stoker novel, British nobleman Jonathan Howlett travels to Romania in search of Castle Dracula. He discovers the vampire Count Orlok and Jonathan is transformed into a vampire.

Dragon King forms a vast criminal empire through which he can manipulate world politics.

1914

WORLD WAR I BEGINS.

Alexander Engel is born to wealthy German immigrants.

1918

WORLD WAR I ENDS.

1919

Christine Chase is born.

1920

Prince Ravas is born in Atlantis – the son of Princess Agathe and the Olympian Poseidon.

1920, JANUARY: PROHIBITION BEGINS IN THE UNITED STATES. Organized crime explodes in North America.

1923, April 22: Amber O’Dea is born.

1924

Megan Nesmith is born.

1929

1929, OCTOBER: THE STOCK MARKET CRASH LEADS TO THE GREAT DEPRESSION.

1930

Jakob Magden is born.

1930, July: First appearance of **The Wraith**. The era of masked “mystery man” heroes begins.

1931

1931, JANUARY: THE EMPIRE STATE BUILDING IS COMPLETED. At 1,485 feet, it is the tallest building in the world.

1931, SEPTEMBER 18: THE JAPANESE OCCUPY MANCHURIA, the first act of aggression that will lead to war in the Pacific.

1932

Wealthy socialite Charisma Blackshear begins using her resources to fund criminal activities.

1932, JULY: THE NAZI PARTY ASSUMES CONTROL OF GERMANY.

1932, NOVEMBER 9: FRANKLIN DELANO ROOSEVELT IS ELECTED as the 32nd president of the United States. His VP is John N. Garner.

1933

THE GREAT DEPRESSION REACHES ITS NADIR; 13-15 million American are unemployed and nearly half of the banks have failed.

1933, JANUARY: ADOLF HITLER IS APPOINTED GERMAN CHANCELLOR FOR LIFE.

1933, February 15: An assassination attempt on FDR at Miami, Florida is foiled by the Wraith.

1933, March: A mega-primate tears through New York City, abducting actress Fey Wray before eventually being killed by the military.

1933, June: Tired of hiding his intelligence, fourteen-year-old Alexander Engel graduates high school cum laude.

1933, July: Lord Jonathan Howlett offers his services as a vampire to the Germans. He is magically altered by the Thule Society, given the code name “**Nachtoter**,” and tasked as a saboteur and assassin.

1933, SEPTEMBER 18: JAPAN BEGINS CONQUEST OF CHINA BY INVADING MANCHURIA.

1933, October: First appearance of the **Gunslinger**.

1933, DECEMBER: PROHIBITION ENDS IN THE USA, after the passing of the 21st Amendment.

1934

1934, June: Lovecraft begins adventuring as an occult investigator.

1934, JUNE 30: “NIGHT OF THE LONG KNIVES.” In Nazi power struggle, Hitler’s SS assassinates 150 rivals.

1934, AUGUST: GERMAN PRESIDENT HINDENBURG DIES. Hitler is self-proclaimed President and Chancellor of Germany and assumes the title of Reichsführer.

Dean Donovan Shepherd is born.

1935

1935, June: First appearance of **Captain Rocket**, rescuing U.S. Navy dirigible USS Macon from crashing.

1935, July: Abel Shepherd is born.

1935, OCTOBER: ITALY INVADES ETHIOPIA.

1936

1936, May: Gregory Blackstone makes his debut as **Jungle King** fighting Italian invaders in Africa.

First appearance of **Domino**. She is the first “mystery woman.”

1936, July: The Wraith exposes the criminal organization of **Spider**. The Wraith is not seen again; retiring from his adventures.

Klaue Von Totenheim discovers the **Ragnarok Stone**.

1936, AUGUST: OLYMPIC GAMES HELD IN BERLIN, GERMANY. U.S. wins the most gold medals while Germany wins the most total medals. An embarrassment to the racist Nazis is the Black-American Gold Medal winning runner, Jesse Owens.

1936, OCTOBER: BOULDER DAM (RENAMED HOOVER DAM IN 1937) IS COMPLETED IN NEVADA.

Doctor Disaster threatens to destroy the Boulder Dam if ransom of \$1 million is not paid. Captain Rocket, Domino, Gunslinger, and Lovecraft defeat Disaster – who later escapes police custody. The four are so impressed by the effectiveness of their cooperation that they resolved to organize the nation’s crime fighters into a group that they called the **Masked Alliance**.

Inspired by the Masked Alliance, Charisma Blackshear assumes the costumed identity of **Cougar**.

1937

1937, May 6: The Masked Alliance rescues the passengers of the German passenger airship Hindenburg.

1937, MAY 27: THE GOLDEN GATE BRIDGE OPENS IN SAN FRANCISCO.

Doctor Disaster threatens to destroy the Golden Gate Bridge if his ransom is not paid. He is once again defeated by the Masked Alliance. This time, Disaster is captured and sent to prison.

1937, JULY 2: AMELIA EARHART IS LOST OVER THE PACIFIC.

1938

1938, March: Alexander Engel begins adventuring as **Caesar**.

1938, August: First appearance of **Golden Sun**.

1938, NOVEMBER: KRISTALLNACHT (NIGHT OF BROKEN GLASS). The assassination of the German Envoy in Paris is used as an excuse by Nazis to burn and loot Jewish shops and synagogues. Germany also starts placing Jews in concentration camps and fines them \$400 million.

1939

1939, March: The Masked Alliance defeats the **Cult of the Sleeping Pharaoh** (a splinter faction of the Cult of Omega seeking to awaken their slumbering demigod).

1939, June: A Masked Alliance task force dismantles the criminal empire of Dragon King.

1939, SEPTEMBER 1: GERMANY INVADES POLAND. WWII BEGINS.

1939, October: The **Promethean** first appears. He is the first “super-human” of the modern era. Known to only a few, the Promethean is actual a synthetic human crated by scientist Julia Hoskins.

1940

1940, March: Professor Nesmith and Megan are kidnapped by Nazi agents. Megan is given the Paragon Formula, transforming into **Pendragon**.

Klaue Totenheim harnesses the “N-Ray” from the Ragnarok Stone. Creating a suit of N-Ray Armor, he becomes **Hauptman Klaue** and convinces Adolf Hitler to create an army of *ubermensch* under Klaue’s command: the **Reichslowen**.

1940, April: Seeking justice for his people from the ocean destruction caused by surface dwellers, Prince Ravas attacks New York City. He battles Promethean over the city. The battle lasts hours, ending in a stalemate between fire and water powers. Promethean explains to Ravas that the surface world is at war, but the United States is not currently involved. Understanding, Ravas offers to pay for the destruction caused by the battle. Newspapers dub the Atlantean prince as “**Sea Devil**.”

After the altercation with Sea Devil, Promethean is deputized by the New York Sheriff’s Department to act as a law enforcement officer.

1940, MAY 11: BRITISH PRIME MINISTER CHAMBERLAIN RESIGNS and is replaced by Winston Churchill.

1940, June: Amber O’Dea begins adventuring as **Lady Ghost**.

1940, JUNE 22: FRANCE SIGNS ARMISTICE WITH NAZI GERMANY.

1940, August: First appearance of **Winged Avenger**.

Deborah Sahle begins using her supernatural powers to punish evil-doers as the **Black Witch**.

1940, October: Ludwig Weisse consumes a variant Paragon Formula, becoming **Der Weisse Schaedel**.

1940, NOVEMBER 5: FDR ELECTED TO UNPRECEDENTED THIRD TERM as US President beating out Republican Wendell Willkie. FDR’s VP is Henry A. Wallace.

1940, December: First appearance of **Banner**.

The Masked Alliance expands its roster to include Banner, Caesar, Golden Sun, Lady Ghost, Promethean, and Winged Avenger. Gunslinger leaves the team.

1941

1941, January: Pendragon rescues Prime Minister Winston Churchill from being assassinated by the Nazi agent **Urbemensch**. Megan is heralded as a national hero. Childhood friend and SIS agent Christine Chase is assigned to Pendragon to aid in her efforts.

1941, March: President Roosevelt formulates a plan to exploit a loophole in the Lend-Lease Act that allows America to loan the Allies personnel for “consultation” purposes; sending costumed heroes to the European front to act against the German army.

1941, April: French geologist Emile Tessier first becomes **Solitaire**.

Spurned by her male scientific peers, Julia Hoskins begins creating robots to commit crimes as the **Calculator**.

1941, JUNE: NAZIS GO TO WAR WITH USSR, breaking the non-aggression pact.

1941, August: First appearance of **Marathon** in Kansas City, Missouri.

The Russians activate their top covert agent: **Red Spider**.

1941, November: First appearance of **Victory**; thwarting giant robots from robbing banks and corporate facilities. The robots are discovered to be the creations of the Calculator.

1941, December 1: In an effort to halt the aggression of the Nazis and Hitler, the Masked Alliance is gathered by Caesar and plan a secret invasion of Germany to eliminate the Nazi leadership. Once in Germany, Caesar betrays the Masked Alliance; leading the heroes into a Nazi ambush led by Cougar. Many of the Masked Alliance (Captain Rocket, Domino, Lovecraft, and Winged Avenger) are killed in the attack. Several members survive, thanks to the efforts of Victory. Caesar assumes the mantle of **Hauptman Arysh** (Captain Aryan).

1941, DECEMBER 7: JAPAN BOMBS PEARL HARBOR, HAWAII. THE UNITED STATES OFFICIALLY ENTERS WWII; DECLARING WAR ON THE AXIS POWERS.

1941, December 22: Pendragon, Promethean, Red Spider, and Sea Devil join forces to battle the Reichsloven and other super-humans of the Axis powers. Their team is code-named "**The Allies**."

1942

1942, JANUARY: THE NAZIS BEGIN ENACTING THE "FINAL SOLUTION," leading to the execution of over five million Jews in concentration camps across Europe.

1942, JANUARY 1: UNITED NATIONS DECLARATION SIGNED by U.S., U.K, USSR, and 22 other countries. It pledges a united front against the Axis powers.

1942, March: The Calculator creates the synthetic villain **Volt**.

1942, APRIL: THE UNITED STATES BEGINS SENDING JAPANESE FAMILIES TO INTERNMENT CAMPS. The heroine Golden Sun is never seen again.

1943

1943, February: Chemistry professor Jefferson Kid begins adventuring as **American Wonder**.

1943, March: First modern appearance of Princess Sthenia, seen aiding the German Afrika Corps. Sthenia is defeated and imprisoned by Sea Devil and Victory.

1943, JULY: MUSSOLINI ARRESTED and the Italian Fascist government falls; Marshal Pietro Badoglio takes over and negotiates with Allies.

1943, September: Anton Hentzau leads a special forces unit to rescue Italian dictator Benito Mussolini.

1943, November: Promethean defeats **Nachtfledermaus**.

1943, DECEMBER 4: THE GREAT DEPRESSION OFFICIALLY ENDS IN THE UNITED STATES.

1944

1944, February: The vampire assassin Nachtoter is revealed to be Lord Jonathan Howlett. Nachtoter is destroyed by the Promethean.

1944, JUNE 6: D-DAY. Allied forces invade Normandy in a massive push to liberate France and defeat Germany. Pendragon leads the Allied forces onto the beach. She kills Nazi pilot **Woltenhabicht** in battle.

1944, AUGUST 25: PARIS IS LIBERATED.

1945

Hauptman Klaue attempts to open a dimensional portal to Asgard and allow Ragnarok to come to Earth. Pendragon throws Klaue and herself into the portal, forcing the door closed.

8-year-old Michael Sacks is rescued from a Nazi concentration camp by American soldiers. He is adopted by a Jewish soldier and sent to Chicago.

1945, April 30: The Promethean enters Hitler's bunker. Several minutes later, the bunker explodes, killing all inside.

1945, MAY 7: GERMANY SURRENDERS.

With the loss and death of his friends and allies, Prince Ravas leaves the surface world and returns to Atlantis.

1945, AUGUST 14: JAPAN SURRENDERS. WWII ends.

1945, October: Regina Howlett is born to Lady Josephine Howlett. She is the illegitimate daughter of Marathon.

1946

The Ku Klux Klan is reformed in the southern United States as the **Black Legion**, in opposition to the Civil Rights Movement.

1947

Lady Ghost retires.

Amber O'Dea marries Martin Maywood.

1948

1948, MAY 14: THE STATE OF ISRAEL IS FORMED IN THE MIDDLE EAST. The next day, the armies of four Arab countries – Egypt, Iraq, Syria, and Transjordan – launch the 1948 Arab-Israeli War. The invasion designed to prevent the establishment of a Jewish state and drive the Jews into the sea.

1948, July: After escaping a military prison, Anton Hentzau assumes the code name “**Junker**” and forms **The Horde** from the remnants of the Reichslowen, Schutz-Staffel, and Thule Society.

1948, AUGUST: THE HOUSE UN-AMERICAN ACTIVITIES COMMITTEE (HUAC) begins holding televised congressional hearings.

1949

1949, MARCH 10: A CEASE-FIRE IS DECLARED IN THE ARAB-ISRAELI WAR. The intervention of the Masked Alliance reduces military and civilian death to only a few hundred.

1949, MAY 11: ISRAEL IS ADMITTED INTO THE UNITED NATIONS. The UN also declares the use of “super-humans and ‘special operatives’” to be against the rules of war in all future conflicts. Furthermore, a military pact is signed with all member nations to prevent the research or creation of super-humans for the purpose of military use.

1949, December: Princess Sthenia appears in New York City, causing millions of dollars of damage before she is defeated by the combined efforts of the Masked Alliance.

1950

1950, JUNE 25: KOREAN WAR BEGINS.

1950, July: The Calculator creates the first **Centurion**; a synthetic man able to mimic the powers of the Masked Alliance! The Centurion is destroyed and its parts scattered.

1952

When brought before the HUAC and ordered to publicly unmask themselves, the remaining members of the Masked Alliance refuse and retire. Many other costumed heroes follow suit.

Abel Shepherd joins the U.S. Army.

1953

Princess Sthenia reappears in New York City, causing even more destruction before she is finally defeated by Victory and Marathon.

After he is assigned to the front in Korea, Abel Shepherd’s unit is slaughtered by North Korean soldiers. Running through the Korean forest, Abel becomes lost and discovers an ancient temple. While attempting to loot the temple of its riches, Abel is absorbed into an accursed gemstone.

1953, JULY 27: KOREAN WAR ENDS.

1954

1954, November: Nuclear testing in the Bikini Atoll releases a Lemurian Kaiju. The kaiju swims to Japan and all but destroys the city of Tokyo before it is finally killed by the Japanese Self-Defense Forces.

1955

1955, June: Michael Sacks joins the army.

1955, Summer: Dean Shepherd visits Israel, where he meets Jakob Magden. At this time, Jakob is hunting down Nazi criminals who slaughtered his family during the war.

1955, NOVEMBER 1: VIETNAM WAR BEGINS.

1956

Dragon King secretly reforms his criminal empire.

1956, November: Dean Shepherd, with the assistance of his counterpart Jakob Magden, publishes his discovery of the evolution of Metas. The world at large reacts with fear and loathing at the thought “Shepherd’s Meta-Men.” Newspapers across Europe and America denounce these “Metas” as freaks of nature.

1957

American Wonder dies while attempting to run from the Chicago police.

1957, OCTOBER: THE SOVIET UNION LAUNCHES SPUTNIK, the first orbital satellite, into Earth’s atmosphere.

1958

Marathon retires.

The United States Supreme Court abolishes the use of the capital punishment; suggesting that the death penalty is a “cruel and unusual” punishment, and therefore unconstitutional under the Eighth Amendment.

1959

1959, OCTOBER 7: THE USSR PROBE LUNA 3 SENDS BACK THE FIRST EVER PHOTOS OF THE FAR SIDE OF THE MOON. The photographs reveal the location of an alien city (created millions of years ago by the Ancient 13). Vladimir Ivanishin begins training for his expedition to this alien city.

1959, DECEMBER 1: THE ANTARCTIC TREATY IS SIGNED, banning all military activity on the continent. Antarctica is set aside as a scientific preserve.

1960

1960, NOVEMBER: JOHN F. KENNEDY IS ELECTED PRESIDENT OF THE UNITED STATES.

1961

1961, June: Michael Sacks begins fighting crime in Chicago as **Geist**.

1961, July: Regina Howlett begins manifesting super-speed powers and adventuring as the heroine **Rocket Girl**.

1961, AUGUST: THE BERLIN WALL GOES UP.

1962

1962, May: King Okeanos of Atlantis dies. Ravas assumes the throne of Atlantis.

1962, October: The Horde orchestrates the events of the Cuban Missile Crisis, nearly causing the United States and the Soviet Union to destroy each other in a nuclear war. The Horde's efforts are exposed and thwarted by a pair of Metas: Dean Shepherd and Jakob Magden.

1963

1963, June: With the growing threat of the Horde, Marine Colonel Martin Haywood convinces the Pentagon to form a covert team of super-humans under his command: **Project Olympus**.

The Calculator reappears, having created a new and improved Centurion. The heroes of Project Olympus thwart the Calculator's programming and turn the Centurion into a hero.

1963, July: Nathaniel Night is born.

1963, November 22: President John Kennedy is assassinated by Der Weisse Schaedel. Ludwig Weisse is soon afterwards gunned down by retired WWII hero Banner.

1963, December: Project Olympus captures Edward Hyde.

1964

Dragon King adopts Guang Yi as his heir.

1964, June: Edward Hyde escapes his federal prison.

1965

1965, July: A United Nations strike force, under the command of MI6 agent Christine Chase, assaults the island headquarters of the Horde. Junker dies in the assault and the Horde leadership is broken.

Dean Shephard and Jakob Magden venture to the Sacred Lands and form the Meta Commune where Metas can come to develop their powers in safety. Here, they encounter Gabriel (aka **Raptor**).

1966

With the downfall of the Horde, the scientific branch reforms as Advanced Technology Operations Management (**ATOM**).

1967

A new Winged Avenger appears in London, battling agents of ATOM.

1968

1968, APRIL 4: MARTIN LUTHER JR. IS ASSASSINATED IN MEMPHIS, TENNESSEE.

1968, October: The agents of Project Olympus are ambushed by Dragon King. With most of the team dead or crippled, Project Olympus is abandoned by the U.S. government.

1969

1969, April: Vladimir Ivanishin leads a team of trained chimpanzees to land on the moon. During the landing, the spacecraft's radio and rockets are destroyed and the Soviet government believes Vladimir to be dead. In truth, Vladimir discovers the lunar city-state of the Ancient Thirteen. He uses Lunarian Blue to transform his chimpanzees into intelligent super-apes with powers. Before he can augment himself, Vladimir succumbs to starvation and exposure. However, he returns as an undead wraith that will later come to be known as the **Russian Ghost**.

1969, JULY 24: APOLLO 11 LANDS ON THE MOON.

Dell Greyson is born.

1969, September 6: The final appearance of the second Winged Avenger.

1972

The Apollo 17 mission team is attacked by the Russian Ghost on the moon; killing one of the astronauts. To protect the lives of their astronauts, NASA cancels all further moon landings.

1973

The Dragon King dies. Guang Yi assumes control of his criminal empire, renaming himself **Grand Emperor**.

After discovering ancient Lemurian technology in the possession of the Dragon King, Grand Emperor begins searching the world for more artifacts of the Serpent Man Empire.

1974

Nathaniel Night discovers fantasy novels and role-playing games; becoming enthralled by the "world of magic."

1974, August: Martin Maywood dies.

1974, October: Alexander Dodge is transformed into a vampire.

1975

Kalisha Okiro is born.

1975, APRIL 30: SAIGON FALLS. Vietnam War ends.

1977

Olivia Lehane is born as a dhampir after her mother is attacked by a vampire.

1980

Tiberius Rex "Ti" Rawlins is born.

1981

As the number of Metas increases in the world, the United States government creates **M Division** to monitor known Meta powers and seek to make use of them for government purposes. M Division is also responsible for the development of anti-Meta weaponry and tactics.

Hearing of the formation of M Division, Jakob Magden forsakes his “human name” and assumes the mantle of **Polarity**. Fearing that Polarity is turning his back on normal humans, Dean Shepherd attempts to overthrow Magden. Shepherd is defeated and allowed to leave the Meta Commune with Gabriel. Polarity renames the commune as “**New Avalon**,” the home of the **Meta Nation**.

Dean Shepherd returns to San Francisco, determined to continue his work.

Gabriel begins traveling the world, eventually settling down in the Canadian wilderness.

1982

Dean Shepherd travels to Africa and frees Kalisha Okiro from Arnaud Touré. Dean adopts Kalisha as his ward and returns to the United States with her.

1983

1983, October: The Merlin of Earth and Alexander Dodge assault Castle Dracula and retrieve the Book of Darkest Necromancy. Using the Book, the Merlin transforms Dodge from a vampire into a normal human.

1984

Kayleigh Kane is born to Katherine Kane, under the direction of the **Scions of Asmodeus**.

1984, September: Seeking escape from their oppressive home world, a handful of Machina rebels find refuge on Earth.

1984, October: Ten-year-old Xander Drake creates a new computer processor which he sells to attend college and invest in his future.

1986

1986, APRIL 26: THE CHERNOBYL NUCLEAR POWER PLANT SUFFERS AN INADVERTENT EXPLOSION OF ITS CORE. Large quantities of radioactive fuel and core material are released into the atmosphere. The radiation results in transforming humans, animals, and even plant life into monstrous mutants. Over the next several months, the Chernobyl area is cordoned off by massive walls to prevent the radiation mutants from leaving the area.

1986, May: Eli Wyatt is born.

1986, August: Imbued with the power of the Titans, Hecate banishes the gods from Olympus.

An amnesiac teenage girl is discovered in the Boreal Forest of northern Canada. She is adopted by the Blayne family and named Jennifer.

1986, October: The Geist captures Edward Hyde.

1987

The Geist makes his last public appearance.

Nathaniel Night graduates with a Ph.D. in Anthropology.

1988

Jonathan Rockford begins his martial arts film career.

1989

1989, NOVEMBER 9: THE BERLIN WALL IS TORN DOWN, symbolizing the end of the Cold War.

1990

1990, March: Pavel and Wioletta Niemczyk are born in Poland.

1990, November: While studying scrolls of King Arthur in London, Nathaniel Night is attacked by minions of **Lord Orkus**. Night is rescued by the Merlin of Earth and begins training in the study of true magic.

1991

1991, February: Young Ti Rawlins is diagnosed with a degenerative bone disease.

1991, July: Olivia Lehane first sates her thirst for blood. This attack is witnessed by the vampire Milady Pierce. Milady takes in Lehane and trains her to be an assassin – **The Ripper** – against her enemies in the supernatural community.

1991, November: While filming an adaptation of “Vlad the Impaler” in Romania, actor Gary Reeves falls in love and marries model Ilsa Vaduva.

1992

1992, October: Polarity celebrates the birth of his daughter: **Power Star**.

1993

Ti Rawlins undergoes an experimental procedure with M Division to cure his illness.

1993, August: First appearance of the **Kaiser Sentai Force** in Tokyo, Japan.

1993, NOVEMBER 1: THE EUROPEAN UNION IS FOUNDED IN MAASTRICHT, NETHERLANDS.

1993, December: Hauptman Klaue returns to Earth from the Zero Zone. Realizing the world has changed, he forms a society of villains – **The Overlords** – as a means to secretly control world politics and economics.

1994

1994, April: The Olympian sorceress Circe and the British nobleman Nigel Blackstone are the first to join Klaue as **Spellbinder** and **Blackguard**.

Herakles begins starring in a television series based on his legendary journeys.

1994, September: Kayleigh Kane manifests her Meta powers and runs away from home when her mother, Katherine, reveals that Kayleigh will be the avatar of a dark goddess. Kayleigh is found by Dean Shepherd and brought to San Francisco.

1994, October: Sixteen-year-old Okaga Touma joins the Kaiser Sentai Force as their sixth member: **Silver Gun Kaiser**.

1995

Andreas d'Arkandyesh is expelled from Stanford University and deported from the United States.

Ilsa Vaduva discovers her husband cheating and murders him with her powers. Medical reports deem the cause of death as an aneurism. Ilsa inherits Reeves' estate and forms Voluptuary, a company creating marital aids and adult entertainment.

1995, August: Distraught that his film career is going nowhere, Jonathan Rockford agrees to participate in the Immortal Fighters Tournament. John befriends Ji-hye Samagwi and Chen Longwei. After defeating the black dragon Xuanlong, John is imbued with the mystical power of chi and immortality.

1996

1996, May: Dell Greyson is transformed into **Grendel**.

1996, July: Andreas d'Arkandyesh leads an army of Romanian citizens against a growing threat of vampires in the country. The vampire Count Orlok is forced to flee the country. Andreas assumes control of Romania as its ruler: **Lord d'Arc**.

1996, October: Mordred slays the parents of Arthur and Freya Ambrose; believing he has eliminated every other bloodline of Arthur Pendragon.

1996, December: Freya Ambrose manifests Meta powers and is placed into the custody of Dean Shepherd.

1997

1997, April: The original Kasier Sentai Force disbands. Only Okaga Touma continues fighting as Gun Kaiser.

1997, July: The Grand Emperor makes his public debut and assumes control of the city of Hong Kong.

1997, August: Inspired by the Grand Emperor, a South Korean super-human team known as the **Annihilators of Darkness** invade North Korea. They execute General Secretary Kim Jong-il and his family. Subduing the North Korean military, the Annihilators bring about a reunification of the Korean nation. Although fearing retaliation from the Chinese Special Defense Force, the efforts of the Annihilators and the Grand Emperor inspire a number of Chinese warlords and super-humans to form their own individual Chinese States.

1998

The triplets Sakura, Setsuko, and Shigeko are born to Professor Nakano.

1998, June: Ti Rawlins joins the U.S. Marine Corps.

1999

1999, January: Ilsa Vaduva founds Voluptuary Productions. She invades the New York Stock Market and makes \$150 million in one day.

Dean Shepherd and Gabriel are reunited. Together with Kalisha Okiro, they form the first faculty members of the Shepherd Academy.

1999, November: The final episode of Herakles' television show airs.

21ST CENTURY AD

2000

2000, December: Dell Greyson is captured by General Thaddeus Colt. Doctor Seymour Stevenson is revealed for having originally transformed Dell into Grendel. Stevenson attempts to augment his own mind and body with Dell's blood, becoming **The Superior!** Grendel defeats Superior and flees into the Canadian wilderness.

2001

2001, August: Simon Sanders is transformed into **Recluse**.

2001, September: The Shepherd Academy officially opens. The first class of **Vindicators** is formed.

2001, SEPTEMBER 11: THE WORLD TRADE CENTER BUILDINGS ARE DESTROYED IN NYC.

Polarity and Meta Nation deliver an ultimatum to the United States to stop developing Metas as living weapons.

Lord Orkus sends the demon **Phobia** to sow fear in the United States and weaken the dimensional barriers between worlds.

2001, October: PATRIOT Act is passed and **CASTLE** is formed.

After being transformed into a vampire, geneticist Sarra Matsoukas consumes an experimental formula, transforming into **Daywalker**. Sarra leaves Greece to join Lord d'Arc in Romania.

2001, November: The Challenger Foundation ventures into space and are transformed when exposed to atomic and hyper-space radiation. **The Challengers** make their public debut when Atlantis attacks the eastern coast of the United States.

During the Atlantean invasion, EMT Jennifer Blayne is struck by lightning, driving her into a coma.

Count Khabal betrays the Merlin of Earth and opens the magical sanctum to the forces of Orkus. The Merlin is slain, but the Eye of Odin passes to Nathaniel Night; who becomes the new Merlin. Night pushes the forces of Orkus back and closes the dimensional barrier.

2002

2002, January: Jaliera d'Cruz is kidnapped by the forces of Baron K'oz and taken to the Nanoverse. Barton Flynn trains his cousin Jack to use a nano-particle suit and travel to the Nanoverse to rescue Jaliera.

2002, February: Adam Gregory first transforms into a werewolf. He runs away from home and begins adventuring as **Midnight Wolf**.

2002, March: The armored hero **Spartan** makes his first public appearance.

The Challengers discover the comatose body of Pendragon during an expedition into the Zero Zone. Pendragon awakens upon returning to Earth. Although chronologically 78 years old, Megan Nesmith is physiologically only 21 years old, thanks to the Paragon Formula placing her in a form of suspended animation.

2002, May: The first class of Vindicators graduates from the Shepard Academy.

2002, July: The Challengers assist Ade Mujambe Lisimba to sneak into Ophar, where he is invested with the sovereign powers of the **Gold Lion**.

Discovering that the Opharan coup lead by Odysseus Dankana and **Silverback** is supported by Lord d'Arc, the Challengers venture to Romania, where they are overcome by d'Arc's forces. Lord d'Arc intends to use the Orichalchum of Ophar to grant himself greater power. Before d'Arc can use the machine, he is betrayed by one of his own agents who is revealed to be the first Faez **UltraKnight**.

First appearance of **Kraken**.

2002, August: Jennifer Blayne awakens from her coma as **Jupiter** and begins traveling the world, performing heroic deeds.

Bobby Kidd makes a deal with Death to save the life of his girlfriend, Rachel Davidson. Bobby is transformed into the **Pale Rider**.

2002, September: **Myrmidon** and **Vespa** return from the Nanoverse.

2002, September: Ember, Permafrost and Recluse first band together to prevent **Scarab** from stealing technology from Wyatt Armaments.

Ti Rawlins' unit is ambushed by al-Qaeda militants. After recovering from his wounds, Ti joins M Division.

2002, October: Richard Hughes and Savannah Gale are married.

2003

2003, March: Bebe is empowered by Hecate and set against Jupiter. After Bebe defeats Jupiter, Hecate attempts to slay Jupiter but is driven away by the sudden appearance of Herakles; the Prince of Olympus having come to take Jupiter's birthright for his own. Jupiter defeats Herakles and then defeats Bebe.

2003, May: Simon Sanders graduates from high school.

2003, June: While in Russia, Jupiter battles a radiation mutant at Chernobyl, saving the life of Pavel Lumichev. Pavel is transformed into **Fallout** by the radiation.

The Calculator is defeated by the Challengers and revealed to the world as Julia Hoskins; the original creator of the Promethean.

2003, July: Oscar Rameses transforms himself into **Red Cap**, becoming one of Recluse's most dangerous villains.

2003, August: Jupiter finds Zeus' Thunderbolt, gaining her full godly powers. She also discovers that Hecate was responsible for banishing the gods from Olympus.

2003, September: Simon Sanders begins attending New York University.

Kayleigh Kane leaves the Vindicators to attend Manhattan College in NYC in fall. Kayleigh becomes a fashion model to fund her college lifestyle.

2003, October: Raptor helps CASTLE Director Nathan Storm find Dell Greyson.

Arthur Ambrose is approached by Nathaniel Night; venturing to Avalon and imbuing Arthur with the powers of King Arthur of Camelot. Arthur Ambrose begins fighting the forces of evil as **Lionheart**.

2003, December: The Challengers discover the hidden city-state of Agartha. The Challengers agree to keep the location of Agartha hidden from the world.

2004

2004, January: During an attack by the alien Faez, Katherine Danshov absorbs the powers of the Khor soldier Wal-Las. She joins CASTLE as **Knightstar**.

2004, May: Eli Wyatt exposes the illegal dealing of the Wyatt Armaments board of directors. WA is dissolved and Eli forms a new company: Wyatt Industries. Eli Wyatt publicly reveals that he is Spartan.

Jonathan Rockford retires from acting and moves to New York City. He secretly begins to fight crime as **Dragon Fist**.

2004, June: Hecate sends **Talos** to attack Jupiter's adopted mortal family. Jupiter cannot destroy Talos, but manages to banish it to the far reaches of outer space.

2004, September: The **Sentinels** are formed when Hecate attempts to summon an army of evil from Tartarus.

Construction begins on **Wyatt Island**; an artificial island off the coast of New York City that will serve as the base of operations for CASTLE and the Sentinels.

2004, October: Seeing opportunity in the aftermath of the Sentinels' battle with Hecate's forces and the destruction wrought to the city, the enigmatic **Crime Czar** begins maneuvering to assume control of all non-superhuman criminal activity in New York City. He gains allies with anti-superhuman activist groups and politicians, adding to his financial coffers.

2004, November: The Challengers stop **Molokk** from escaping the Zero Zone and invading Earth. Richard

Hughes is forced to destroy his dimensional portal to halt the invasion. Dana Chandler is sucked into a dimensional portal and transported to the desert world of Sera. During the attack, Morgan Evers is bathed in extra-dimensional energy and transformed into **Nightfall**.

2004, December: Polarity creates a doomsday weapon and uses it to create a typhoon against the Philippines. More than 1,000 are dead or missing.

Peacekeeper robots are launched by the USA against New Avalon. Polarity reprograms the robots and sets them against the USA. The Sentinels and Vindicators destroy the Peacekeepers. The Sentinels aid the Vindicators in a raid on New Avalon. When it is revealed that Polarity has been manipulating events on both sides to create a human/Meta war, **Mercury** and **Violet** turn against Polarity. Polarity is captured and the Meta Nation is scattered.

Retaliatory attacks by anti-Meta hate groups strike the Shepherd Academy, injuring Dean Shepherd and many students. CASTLE orders the school closed and the Vindicators to be disbanded.

2005

2005, February: The Challengers discover Dana Chandler on Sera and return her to Earth. Dana assumes the heroic identity of **Daenara**.

2005, March: Secundus the Sun-Eater attempts to consume the sun; creating his energy conversion matrix at the Indian Point Energy Center. The Challengers and Sentinels battle Secundus and his alien minions; eventually gaining an ally with the **Outrider**. Secundus' conversion matrix is destroyed, and he is forced to flee Earth in a weakened state.

Jordan Garner gains superpowers from exposure to the fallout of the energy conversion matrix. She assumes the heroic identity of **Power Prism**.

2005, April: First appearance of the **Jersey Devil**.

2005, May: After creating the first generation of **Lasher** armor, Gregore Gustav attacks Eli Wyatt at the World Science fair in New York City. Gustav is defeated and sent to prison. He is later liberated from prison by agents of Xander Drake.

Arnold Vex and his crew steal the plans for experimental equipment and weapons from Wyatt Island. Vex begins committing crimes as **Pteranodon**.

2005, June: First appearance of **Anvil** and the incorporation of **White Hats, Inc.**

Bebe is defeated by Jupiter and sent to prison. While in jail, an author interviews Bebe and writes a novel based on her life: "School of Hard Knocks."

2005, July: Hauptman Klaue sets the amassed might of the Overlords against the Sentinels; attacking Wyatt Island.

Many heroes and villains are injured in the battle that lasts almost 2 full days. Nigel Blackstone (aka Blackguard) is critically wounded during the assault. Nightfall is almost completely absorbed into his own shadow by strange creatures of pure darkness.

Billie-Jeanne Beauchamp joins CASTLE as **Kite**.

Abel Shepherd reappears in the modern day as a magical engine of destruction. He attempts to kill Dean Shepherd before he is defeated by the semi-retired Vindicators.

Cordelia Drake begins her criminal career as **Panther**.

2005, October: The **Acolyte** begins his plot to unleash Omega with the unwitting aid of Power Star.

The Jersey Devil defeats **Adonis**. Ezekiel Novak is sent to prison.

2005, December: After Panther steals wealth and blackmail evidence from the Crime Czar, the Czar sends his Liquidators against Cordelia Drake. Recluse rescues Panther from the assassins, and the two costumed adventurers begin an incredibly physical but short-lived relationship.

2006

2006, February: First appearance of **Judgement**.

2006, May: Erica Simmons first attacks the Sentinels as **Lady Tartarus**.

2006, June: Simon Sanders begins dating Stacy Holmes.

Wanting to win Recluse back, Cordelia Drake turns herself into the NYC police and vows to "go straight" when she is released from prison.

Abel Shepherd allies with **Balor** in the United Kingdom. The two find a suit of magical armor for Abel, protecting him from magical and psionic attacks. Abel renames himself "**Impact**."

2006, July: Nekrotron first appears, assuming control of Spartan's armor. Nekrotron-1 is destroyed by the Sentinels.

2006, September: Red Cap kidnaps and almost murders Stacy Holmes. When Simon attempts to break up with her, Stacy reveals she knows Simon is Recluse.

2006, October: Gregore Gustav creates the **Stalin** armor and attacks Eli Wyatt. Gustav is defeated and again sent to prison. Xander Drake's involvement with Gustav remains confidential.

2007

2007, March: Bebe escapes prison with the assistance of the Overlords. Assuming the villain name "**Hard Knocks**," Bebe battles Grendel at the World Trade Center reconstruction zone.

2007, May: Simon Sanders graduates from college.

2007, August: Nathaniel Night and **Cantor** join forces to defeat Lord Orkus.

2007, September: Dean Shepherd forms a second class of Vindicators.

2007, November: The **Coalition for Humanity** attacks and kidnaps the Vindicators. The Vindicators are able to escape as Kayleigh Kane begins to manifest powers of the Dark Queen.

2007, December: The Faez begin infiltrating key positions on Earth; assuming the guises of heroes, villains, politicians, and celebrities. Jordan Garner is one such human replaced by a Faez infiltrator.

While hunting for Meta Nation fugitives, Knightstar is attacked by **Maverick** and driven into a coma. Maverick uses her new powers to smash open M-Division's Meta-prison and release the Meta Nation prisoners.

2008

2008, March: Vindicators battle Polarity in the Sacred Lands. Dean Shepherd believes his students to be slain in battle and closes the Shepherd Academy. A grieving Kayleigh Kane is targeted by Phantasm.

2008, April: The **Royal Lions** are formed in Great Britain. Founding members include **Cavalier**, **Glamour**, **Lionheart**, **Outcry**, and **Whisper**.

2008, September: Olympic swimmer Mizushima Jiro transforms into **Mako Shark**. During his transformation, he kills Chinese athletes Chen Qingquan and Long Aisen; imbuing Wu Long with the power of **Trinity**.

2008, November: Ines Sabato is infected with lycanthropy by a were-jaguar. To prevent succumbing to lycanthropy, she hunts down the creature that infected her and kills it. Ines wears the skin of the lycanthrope, transforming her into a natural were-jaguar, gaining full control of her powers. She begins adventuring as the heroine **Jaguar**.

After discovering M Division is secretly operated by the Horde, Ti Rawlins leaves and assumes the identity of **Killjoy**.

2009

2009, April: The European Union forms their own international hero team: The **Paragons**.

2009, June: Simon Sanders and Stacy Holmes are married. The Vindicators return to Earth from the Sacred Lands and the Academy is reopened.

2009, July: Cordelia Drake is released from prison. She initially tried to partner with Recluse before once again striking out on her own.

2009, August: The Scions of Asmodeus targets Kayleigh Kane to serve as their avatar of their infernal **Dark Queen**.

Kayleigh Kane is exorcised. She decides to leave the Vindicators to pursue a life away from heroics.

2009, September: Suzette "Skipper" Silverman begins attending the Shepard Academy as a new student.

Perhaps as a result of the exorcism of the Dark Queen, the demon-spawn **Heartless** escapes from Hell, unleashing 666 evil souls onto the world.

2009, October: The Vindicators stop agents of Meta Nation from assassinating the US Senate, after a proposed bill to register all Metas is brought forth. The Vindicators are aided by **Ingress** – the daughter of Bastian and Skipper from the future – who warns of a dark future should the assassination succeed.

With Ingress' timeline gone, she is stuck in the present.

The Meta Registration Bill is deemed to be unconstitutional and dies on the Senate floor.

2009, November: Unable to control her powers since fully absorbing Knightstar, Maverick approaches Dean Shepherd to allow her to join the Academy.

First appearance of the **Hyper Kawai-3** in Tokyo, Japan.

2009, December: The Antiquarian kidnaps several models from a photo shoot, including Kayleigh Kane, Stacy Holmes-Sanders, and Kimmy Neumeyer. With the aid of **Chuck Mallard**, the humans escape the alien prison. Chuck begins living with Kimmy Neumeyer.

2010

2010, April: The Ixion Deepwater oil rig crew discovers the ruins of a Lemurian city. Exploring the city, several members of the crew are possessed by the ghosts of serpent-men. The possessed crewmen slay the remaining crew and destroy the oil rig, spilling hundreds of thousands of gallons of crude oil into the ocean.

The Deepwater Oil rig is capped off by an incredibly angry Sea Devil.

The possessed Ixion crewmen travel to Kejahatan, where they receive cybernetic augmentation and become the **Ophidian Scourge**.

Overpower is empowered. He battles the Sentinels, eventually losing control of his powers and getting sucked into a black hole of his own creation.

2010, May: With Polarity having been removed from power and imprisoned, Power Star petitions the United Nations to accept New Avalon as a sovereign nation.

2010, July: Pendragon defeats **Hippolyta** and her **Amazons**, saving humanity from sterilization bombs.

2010, September: The Ophidian Scourge begins recruiting human agents to fill their ranks and seek out the Ouroboros Halo.

2010, October: Adonis is released from prison. Using his underworld connections, he becomes the absolute head of all vice crime in the New York and New Jersey area.

2010, December: The Outrider heals Katherine Danshov, awakening Katherine from her coma. Knightstar seeks vengeance against Maverick, only to discover Mav has joined the Vindicators, seeking redemption for her past deeds.

2011

2011, January: The Horde attempts to infiltrate and assume control of the Ophidian Scourge with a collection of their own serpent-themed villains.

Knightstar travels into space to find Wal-Las. After discovering that Wal-Las was killed by a collection of his enemies, Knightstar joins the Warpspeed Warriors to defend Freespace against alien threats.

Kraken makes clones of Simon Sanders, intending to drive Simon insane and destroy his life.

Shooting Star impersonates Knightstar and infiltrates CASTLE and the Sentinels. Through her position, she is able to get several other Overlords into positions of authority within CASTLE and Sentinels (as reserve members). This includes Mummer, Scarab, Technomancer, and Titan.

2011, March: The Ophidian Scourge discovers the location of the Ouroboros Halo in Antarctica. Placing it on the mantle of the Grand Emperor – the human descendent of the king of pre-sunken Lemuria – Apophis begins to influence the world.

Teddy Evans and Kayleigh Kane are married.

2011, March 11: Apophis uses his power to create a massive earthquake. Japan is struck by a tsunami, killing thousands.

2011, April: Apophis unleashes deadly tornados on the southern United States.

While the Sentinels deal with the natural disasters caused by the Ouroboros Halo, Brute, Pendragon, and Violet track down the Ophidian Scourge and remove the Ouroboros Halo from the Grand Emperor.

2011, July: The Sentinels prevent Hippolyta from taking over ATOM.

2011, September: Raptor travels to Japan, following rumors of a man who claims to know Gabriel's identity.

Dean Shepherd welcomes a third class of students to the Shepherd Academy.

2011, October: After a public battle with ATOM, the teenage class of the Shepherd Academy name themselves **Meta Force**.

2012

2012, January: The Horde, commanded by **Czarina**, attempts to overthrow the Japanese government through the influential Omura Corporation. Raptor almost single-handedly stops the Horde plot.

2012, February: Knightstar returns to Earth, exposing Shooting Star as an imposter. Hauptman Klaue attempts to use the CASTLE protocols to overthrow the USA, but is thwarted. The Overlord infiltrators in both CASTLE and the Sentinels are exposed and imprisoned.

2012, March: Nekrotron reappears and creates **Paradigm**. Paradigm kidnaps the majority of the Sentinels; Violet's brain is transferred into the body of **Galatea**. Paradigm and Galatea aid the Sentinels in destroying Nekrotron.

2012, April: Count Orlok attempts to transform the Royal Lions and the Vindicators into super-powered vampires. Glamour and Tempest are transformed into Orlok's "brides."

Calvin Raynolds manifests his Meta power, destroying his home town in an earthquake. Meta Force – commanded by Vindicators member Gremlin – are sent to investigate. They battle the witch **Semiramis** before she can drain the life force from Calvin. Calvin joins the Shepherd Academy as **Caldera**.

2012, May: New Avalon is recognized by the United Nations.

2012, October: Orlok's vampire forces are scattered by the Royal Lions and the Night Watch.

While attempting to resurrect the vampire Tempest, Kalisha is reborn as a young teenage girl.

2012, November: Atlantis convicts the Ixion Oil Company with numerous criminal charges for the 2010 oil spill. The CEO and board of directors are fined and imprisoned.

2012, December: Cheryl Dipsee begins fighting crime in Chicago as **Chipmonk**.

President Eslam ibn Mourad declares **Sutehk** as the pharaoh of Egypt.

2013

2013, January: Recluse joins the Sentinels.

2013, February: CASTLE initiates "Operation: Clean Slate," to rehabilitate super-criminals. The first team of agents includes Mummer, Scarab, Shooting Star, Technomancer, and Titan.

2013, FEBRUARY 15: A METEOR EXPLODES OVER THE RUSSIAN CITY OF CHELYABINSK.

2013, March: Jordan Halloway discovers his online friend is actually a Machina. **Sigma-Xi** joins Meta Force.

2013, April: After an altercation with the Operation: Clean Slate, the Overlords dub members of this team as "**Defectors**."

In a gambit to assume control of Earth, the Faez begin turning public opinion against the hero community. Several heroes replaced by Faez infiltrators act aggressive and destructive in their pursuit to fight crime, adding fuel to public discontentment.

2013, September: In an attempt to create a new pantheon of gods – ones whom she can control – Hecate transports the young heroes and villains of Earth to Olympus to engage in trials of survival. This includes many young students of the

Shepherd Academy (including the age-regressed Tempest), the young heroine Chipmonk, and the **Renegades**.

2013, October: Cordelia Drake joins White Hats, Inc.

2013, November: Shooting Star exposes Hauptman Klaue as the secret leader of the Overlords. CASTLE uses the Defectors to target Overlord operations and attempt to hunt down Klaue.

2013, December: The young champions of Earth confront Hecate. Before she can be defeated, Hecate uses the Throne of Olympus to banish the young champions from the realm and back to Earth.

2014

2014, February: Following the birth of his first child, Mary, Recluse leaves the Sentinels.

2014, March: Curtis Hawkins joins CASTLE as **Harrier**.

2014, June: The Faez infiltrator assuming the identity of Pendragon disrupts all CASTLE operations and attempts to assassinate the Castellans (the head council of CASTLE).

Faez UltraKnights attempt to capture the members of the world's superhuman teams. Many heroes are taken by the aliens' surprise attack. The Faez set up a massive military base in Salt Lake City, Utah.

The Faez attempt to conquer the African nation of Ophar, but are driven back by the Opharan military.

2014, July: Meanwhile, the real Pendragon escapes from a Faez prison ship with all of the captured human prisoners and returns to Earth. They expose the Faez plot, revealing the alien infiltrators, but not before the Faez are in possession of all Earth's authority figures. The Sentinels, Vindicators, and Royal Lions lead an army of heroes and humans against the Faez. They are aided by Power Star, who allows the human resistance to use the city-state of New Avalon as their base of operations.

2014, August: While fighting the Faez Emperor, it is revealed that he and his UltraKnights are all Manes! The Manes use an artifact of the Ancient Thirteen to transform all Faez on Earth into Manes. With the aid of the alien hero Gan, the Astral Knight's Dimensional Nullifier is plugged into the Ancient Thirteen's artifact and all of the Manes on Earth are imprisoned in the Zero Zone. Much of Salt Lake City is destroyed in the battle.

2015

2015, April: The Defectors battle the collected might of the Overlords in Hauptman Klaue's secret headquarters. Before they can capture Klaue, the Defectors are betrayed by Shooting Star; who helps Klaue escape.

The Jersey Devil exposes the identity of the Crime Czar: Augustus Shaw.

2015, May: The third class of Vindicators (Meta Force) graduates from the Shepherd Academy.

Lord d'Arc – with the aid of Magna – begins an invasion of the hidden city of Agartha; intent on capturing their stores of the mutagenic Lunarian Blue. As allies of Agartha, Atlantis and Ophar come to the aid of the Miscreations.

2015, June: As the Agarthan Invasion continues, Magna attempts to betray Lord d'Arc. The Lord of Romania anticipates the betrayal and entraps Magna in a machine that channels his mind control powers through Lord d'Arc; using his new powers to subjugate the armies of Agartha, Atlantis, and Ophar. With access to Atlantis' and Ophar's orachalchum stores, Lord d'Arc creates a new suit of manatech armor for himself. Lord d'Arc slays Suzerain VII of Agartha and forces the Agarthan royal family to flee to Ophar.

2015, July: ATOM attempts to mass-produce a variant of the size-altering Flynn nano-particles. Myrmidon and Vespa destroy the ATOM laboratory and their prototype Drone army.

Gold Lion, Sea Devil, and Suzerain VIII enlist the aid of Richard Hughes to contact the Antiquarian. From the alien, they acquire weapons to drain the new powers of Lord d'Arc and free their peoples from d'Arc's control. In exchange for sparing his life, d'Arc agrees to withdraw his forces from Agartha. The Antiquarian is given d'Arc's orachalchum manatech armor before returning to outer space.

Suzerain VIII is anointed as the new monarch of Agartha. He is betrothed to Twilight.

2015, August: Rumors circulate in the Chicago underworld that a new Geist has appeared.

2015, September: Jordan Garner becomes a private investigator. Although she is invited to join White Hats, Inc., Jordan politely declines; favoring to work as an independent agent.

2015, October: After several financial setbacks, Recluse joins White Hats, Inc.

2015, October 31: The **Apparition** threatens to blanket Chicago in fear-inducing chemicals. The new hero of Chicago is revealed to be the protégé of the original Geist.

2016

2016, March: Geist and Jupiter discover that Drake Industries has been stockpiling alien weapons since the Faez invasion. Confronting Xander Drake, they discover the industrialist to be a Faez UltraKnight; hiding since 2014. With the aid of the Olympian myrmidon **Dyson**, the heroes defeat the UltraKnight and rescue the real Xander Drake.

2016, May: The Acolyte successfully frees Omega, who begins his renewed crusade to bring humanity under his power. Omega collects powerful Metas to aid in his efforts, including Dean Shepherd, Polarity, Tempest and Whisper.

Over the next several months, members of the Challengers, Sentinels, and Vindicators begin mysteriously disappearing. After sampling their powers, Omega feeds the heroes' bodies into his captured Genesis Forge to serve as his fanatical minions.

2016, June: A massive earthquake strikes New York City, causing untold damage. The public becomes aware of the disappearing heroes when no sign of the Sentinels, Challengers, or even Recluse is seen. (Events of the "Disaster Day" adventure.)

2016, July: Following the events of Disaster Day and the apparent disappearance of the region's costumed heroes, the New York City area sees a massive increase in criminal activity. The forces of the Crime Cartel and the Crime Czar's Syndicate begin recruiting costumed villains. Low-powered and non-powered criminals begin committing major crimes in an attempt to "audition" for recruitment.

2016, August: After becoming aware of the threat posed by Omega, the sorceress Semiramis attempts to transform the people of St. Louis into an army of psychic vampires like herself. Her plans are thwarted by the Defectors.

2016, November: Xander Drake is elected as President of the United States.

2017

2017, January: Kaiju appear across Earth in unprecedented numbers.

2017, January 20: Xander Drake takes office as President of the United States.

2017, February: In an attempt to stymie the kaiju army assaulting Earth, the Sentinels hunt down and imprison Echidna the Mother of Monsters. The kaiju continue to ravage countries across the world.

2017, May: The origin of the kaiju is tracked down to a living island known as **Protean**. With the combined efforts of the Challengers, Hyper-Kawaii-3, Sentinels, and Vindicators, the Protean's kaiju are defeated. Unable to destroy the island, Protean is cast into outer space.

2017, September: Eleven-year-old Mathilde James discovers the legendary sword Caliburn in Dozmary Pool, transforming into **Princess Excalibur**.

2017, November: In a desperate gamble to rid Hecate of the power of the Olympian Throne, Jupiter, Lady Erinyes, and Ravas use their divine artifacts to travel to Tartarus and free the titan Cronos. The titan proceeds to destroy Olympus. The three young gods – with the aid of Gaea – use their artifacts to cut the Elysian Fields free from Olympus, preventing the realm from being destroyed. As Olympus explodes, Hecate transfers her divine life force into the body of the myrmidon Dyson.

THE XANDER DRAKE PRESIDENTIAL CAMPAIGN

Following the 2014 Faez invasion, Xander Drake saw the opportunity to grasp onto additional power and political clout by running for President of the United States. Already charismatic and wealthy, he promised the Republican voter base a campaign they could not lose. Drake ran a campaign based on preying on the fears of every man, woman, and child that the aliens would return. That without making America a military powerhouse once again, they would be taken over again by an alien menace! The fact that Xander Drake himself had been abducted by the Faez only boosted his credibility with the voters.

Immediately following his inauguration, President Drake began to enact numerous executive orders calling for expanding the powers of the military to hunt down possible alien threats, imprison extraterrestrials without the right to trial, increasing military spending (most of which would be contracted to his former companies) to build advanced weapons to fight any potential alien threats, and seizing alien technology for the use of American forces (again, sending the technology to his own companies, allowing Drake to edge out other weapons manufacturers).

President Drake also broadened the powers of Operation: Second Chance to allow the U.S. military forces and intelligence agencies to forcibly enlist the aid of any super-powered criminal in prison to use as an asset.

CHAPTER 2: A LEGENDARY WORLD!

In this chapter, we will explore the world of Legends Earth and beyond. While the world is familiar in names and places, some of the nations are changed by the presence of beings with superhuman powers. In addition, nations of myth have been discovered to be real, such as the undersea kingdom of Atlantis. Read on and explore the world of Legends Earth and beyond!

AFRICA

EGYPT

Ancient Egypt was one of six great civilizations to rise up following the prehistoric era. This kingdom formed around the Nile River in northern Africa and is one of the earliest and greatest civilizations in ancient history. The country was ruled by the pharaoh, a being chosen by the gods and empowered with the right to rule over others. For almost 3,000 years, Egypt was one of the most influential countries in the Mediterranean.

This all changed with the coming of Alexander the Great; altering Egyptian culture with influence from the Greeks.

LEGENDARY EGYPT

Beings with extraordinary powers have existed in Egypt since its inception. The gods of Egypt helped guide humanity to form this ancient civilization. These gods – unlike the Greek Olympians – were not immortals; but did have extended life spans, and they could only be slain with powerful weapons and magic. The gods walked and worked beside humanity for centuries. After the god of darkness, Sutehk, betrayed and killed his brother, Osiris, Egypt fell into a dark age of oppression. Only with the rise of Horus – Osiris’ son and heir – was Sutehk defeated. Horus was crowned as the new pharaoh of the Gods.

After witnessing the destruction in the wake of the wars between the gods of light and darkness, and the mortal lives lost in the divine conflict, Horus decreed that Egyptian gods



must leave the mortal realm. From their celestial city, the Egyptian gods would watch and guide humanity from afar. Horus gave his bracers to the mortal pharaoh, Menkaure, to wear as a sign of his favor and as a power to defend the people. By touching the bracers together, the pharaoh could call on the power of Horus and become a living avatar of the god.

Over time, the bracers were used less and less by the pharaohs of Egypt and eventually buried with the other treasures of Pharaoh Tutankhamen in 1323 BC.

In 760 BC, the nation of Kush invaded and conquered Egypt with the aid of a godlike super-human named Fitsume. The Kushites ruled Egypt for over a century until they were pushed out of the Nile Empire by the time-traveling Pharaoh Atum-Ra. The new pharaoh attempted to persuade the powerful – and still-youthful – Fitsume to become his protégé. Fitsume agreed and learned much of Atum-Ra’s secrets before eventually betraying the pharaoh. Armed with Atum-Ra’s futuristic technology, Fitsume formed the Cult of Omega and proceeded to conquer the known world. Fitsume was eventually defeated by Princess Sthenia. After the debacle with Fitsume, Atum-Ra retreated from public view, placing the rule of Egypt in the hands of his councilors. He would return from time to time, eventually placing the crown of the pharaoh onto one of his sons.

Egypt was conquered by Alexander the Great in 332 BC. This would end the rule of the true Egyptians and begin the Ptolemy Dynasty; the final line of rulers to command the Nile Empire as pharaohs. With the death of Cleopatra in 30 BC, the Ptolemy dynasty came to an end. Rome ruled Egypt, losing control several times to Arabic nations until Egypt was finally captured by the Muslim Rashidun army in 640 AD. The Ottoman Empire ruled the lands of Egypt from the 16th century until the lands fell into the hands of the British Empire in 1882. Egypt was granted independence from the British Empire in 1922, forming a new monarchy.

During the 1930s and 1940s, Egypt was the site of many battles between Allied forces and the German Nazi army. The Nazis had been scouring Egypt at the behest of the Thule Society in search of ancient magical treasures that would help them win the war.

Following a revolution in 1952, Egypt was reformed as a republic, forming the Egypt that is familiar to the modern world.

THE RETURN OF SUTEHK

The Republic of Egypt had a small number of heroes and villains throughout its history. Many of these super-humans beings possess mystical origins; empowered by artifacts or magic from the times of Ancient Egypt. As these mortals used their powers, they attracted the attention of the Egyptian gods back towards Earth and the forgotten Nile Empire. The gods had thought that humanity had turned from them long ago. But as these mortals called on their powers more and more, the Egyptian gods took notice.

None more so than the dark god Sutehk. He whispered from the darkness to mortals; granting promises of power in exchange for their worship and support. The Cult of Set grew in power and political influence throughout Egypt. The Americans

had their new living god in Jupiter. Egypt now had its own. The Setites rallied political influence over the country and eventually elected a new President with the politically popular Eslam ibn Mourad; who was secretly the high priest of the Cult of Set.

On December 21, 2012, Sutehk took his first step into the mortal world for the first time in centuries. In a public ceremony, President ibn Mourad transferred the rule of Egypt to Sutehk, proclaiming the god as the new “Pharaoh of the Nile Empire.”

Sutehk’s rule has been both a blessing and a curse for Egypt. Using his godly powers, Sutehk has transformed the land from a desert into a verdant paradise of lush green fields. This has severely reduced hunger and want for the people of Egypt. On the other hand, Sutehk is very much a tyrant. He demands utter obedience from his subjects and it is against the law to speak out against the pharaoh or his rule.

HEROES OF EGYPT

Since assuming control of Egypt, Sutehk and his forces have sought out and eliminated most of the heroes of the country. The common people began to fear that they would never again live in a free society. Oppression was everywhere, despite the great abundance. Then came the hope they had been praying for; in the form of the newest Winged Avenger. This hero has been gathering allies among those with powers and skills who want Egypt to be free of Sutehk’s rule. They strike against the dark god and his secret police: the Cult of Set.



Winged Avenger (PL 10)

Strength 9, Stamina 9, Agility 9, Dexterity 9

Fighting 9, Intellect 3, Awareness 3, Presence 3

POWERS

Bracers of Horus: 135 points; Removable (-27 points)

Divine Awareness: Enhanced Beginner's Luck; Senses 8 (Precognition [limited to "cosmic events"], Postcognition [limited to the lives and events of former wearers of the Bracers of Horus]) - 5 points

Divine Body: Enhanced Abilities 45 (Agility 9, Dexterity 9, Fighting 9, Stamina 9, Strength 9); Immunity 10 (Life Support) - 100 points

Shielding Bracers: Impervious Toughness 9 (Sustained) - 9 points

Solar Powers: Array (Alternate Effects of Strength)

- **Holographic Projections:** Visual Illusion 9 - 1 point
- **Solar Bolt:** Ranged Damage 9 - 1 point
- **Solid Light Constructs:** Create 9 - 1 point

Wings of Light: Flight 9 (1,000 mph) - 18 points

ADVANTAGES

Fearless, Ultimate Effort (Will)

Enhanced: *Beginner's Luck*

SKILLS

Expertise (Archaeology) 6 (+9), Insight 6 (+9), Perception 2 (+5), Persuasion 6 (+9)

OFFENSE

Initiative +9

Solar Bolt +9 (Ranged, Damage 9)

Unarmed +9 (Close, Damage 9)

DEFENSE

Dodge 11, **Parry** 11, **Toughness** 9

Fortitude 11, **Will** 9

POWER POINTS

Abilities 18 + Advantages 2 + Defenses 12 + Powers 108 + Skills 10 = 150 Total

COMPLICATIONS

Past Lives: Winged Avenger can often get lost in the identities of the previous wearers of the Bracers of Horus.

Secret Identity: The current identity of the Winged Avenger is unknown.

Solar Powered: When not in direct sunlight, Winged Avenger is Power Impaired. If he is placed in absolute darkness, Avenger is Power Disabled.

Weakness: The Bracers of Horus depend on the willpower of the wearer; the maximum rank of the bracer's powers is equal to the wearer's Will rank.

The original Winged Avenger of the WW2-era was British archaeologist Horace Farrow. Horace discovered the Bracers of Horus in a secret chamber within the tomb of King Tutankhamen. He unlocked the power of the Bracers of Horus to become a hero and fight against the Axis and evil supernatural forces until he was slain in a Nazi ambush that decimated the Masked Alliance. The Bracers disappeared for decades after the ambush, until a second Winged Avenger appeared in the late 1960s. This Avenger had a short career.

The current Winged Avenger – much like the second incarnation of this hero – is a complete mystery. No one seems to know his identity. All that is known is that he opposes the tyranny of Sutehk and his evil minions.

VILLAINS OF EGYPT

The Nile Empire is a land rife with evil and villainy. The rise of Sutehk has brought oppression and tyranny to the land, allowing villains to flourish everywhere. Besides the god of darkness and his fanatical cultists, many mundane criminals and superhuman beings have found Egypt to be a sanctuary for their kind.

Annunaki (PL 10)

Strength 11, Stamina 13, Agility 2, Dexterity 3

Fighting 4, Intellect 7, Awareness 3, Presence 4

POWERS

Earth Control: Array (30 points)

- **Shape Stone:** Transform Earth and Rock into Altered-Shaped Earth and Rocks 10 (Continuous) – 30 points
- **Move Earth:** Perception Ranged Move Object 10 (Limited to earth and stone) – 1 point
- **Propel Rocks:** Ranged Damage 10 – 1 point
- **Tunneling:** Burrowing 10 – 1 point

Huge Size: Growth 8 (Innate, Permanent; -4 active Defenses included) – 17 points

Invulnerable: Immunity 2 (Aging, Disease); Impervious Toughness 10 – 12 points

Levitation: Flight 7 (250 mph) – 14 points

ADVANTAGES

Daze (Intimidation), Language 1 (Arabic [Egyptian is native]), Startle

SKILLS

Close Combat (Unarmed) 2 (+6), Expertise (Ancient History) 2 (+9), Intimidation 6 (+14), Perception 2 (+5), Ranged Combat (Earth Powers) 6 (+9)

OFFENSE

Initiative +2

Propel Rocks +9 (Ranged, Damage 10)

Unarmed +6 (Close, Damage 11)

DEFENSE

Dodge 4, **Parry** 6, **Toughness** 13

Fortitude 15, **Will** 5

POWER POINTS

Abilities 62 + Advantages 3 + Defenses 16 + Powers 76 + Skills 9 = 166 Total

COMPLICATIONS

Motivation: Annunaki seeks to help the Cult of Omega awaken their sleeping deity.

Strength of the Earth: While using his levitation power or if unable to touch the solid ground, Annunaki is Strength and Stamina Disabled. If removed from the ground for an extended period of time, Annunaki falls into a hibernative state, becoming Incapacitated and Unaware.

The giant being known as Annunaki was discovered in an enormous tomb in the Egyptian desert during the 1920s; resting in a sarcophagus suspended over the floor. This massive humanoid corpse gave credence to the theory of giant humanoids living during the time of Ancient Egypt; ruling the smaller humans like living deities. Paying tribute to the manner in which they found the giant mummy, the European scientists kept Annunaki suspended off the ground as they examined him.

After studying the giant mummy, Annunaki was eventually returned to Cairo and put on display in the Ancient History Museum. The sinister Cult of the Slumbering God saw Annunaki as their once-living deity and sought to awaken the ancient giant. Their efforts were thwarted by the Masked Alliance and the cultists were sent to prison.

However, fate intervened in recent years when renovations to the museum caused Annunaki to fall from his suspended perch; dropping to the ground. Finally touching the ground after thousands of years, Annunaki awoke!

The 30-foot-tall giant mummy tore through the streets of Cairo, terrorizing the people and demanding to be worshipped as a god. The monster was eventually defeated by the newest Winged Avenger, who tricked Annunaki to fly after him long enough to once again fall into a state of suspended hibernation.

Sutehk has recently re-awoken the slumbering mummy and is attempting to persuade the giant to his join the dark god.



THE TRUTH ABOUT ANNUNAKI

In ancient times, the warrior Fitsume created the Cult of Omega to follow him on his crusade to remake the world in his image. Annunaki was already a powerful man – a giant standing well over 10 feet tall! – who saw Omega as a means to accumulate greater power. Annunaki swore to serve Omega and was granted powers by Omega's futuristic technology stolen by the time-traveler Atum-Ra. Following Omega's defeat at the hands of Sthenia, Annunaki attempted to continue Omega's crusade. Despite his vast intellect and great power, Annunaki was not the equal of Omega and his followers soon scattered apart. Annunaki decided to subject himself to mummification until the time came when Omega would once again arise from his slumber.

THE CULT OF SET

These fanatics are the minions of Sutehk and serve as the secret police of the pharaoh. At their lowest levels, the cultists are trained in “peacekeeping” and enforce the will of Sutehk. These minions are armed well and use the **SWAT officer** template. Each unit of Setites are commanded by a Set’shemusu: a human who has proven their loyalty after years of service and been empowered by the dark god himself.

At the head of the Cult of Set are the shadow priests. These men and women are not only Set’shemusu, but also powerful sorcerers. The head of their order is the former President Eslam ibn Mourad.

Set’shemusu (PL 7)

Strength 3, Stamina 2, Agility 1, Dexterity 1

Fighting 4, Intellect 1, Awareness 1, Presence 1

POWERS

Animal Forms: Array (15 points)

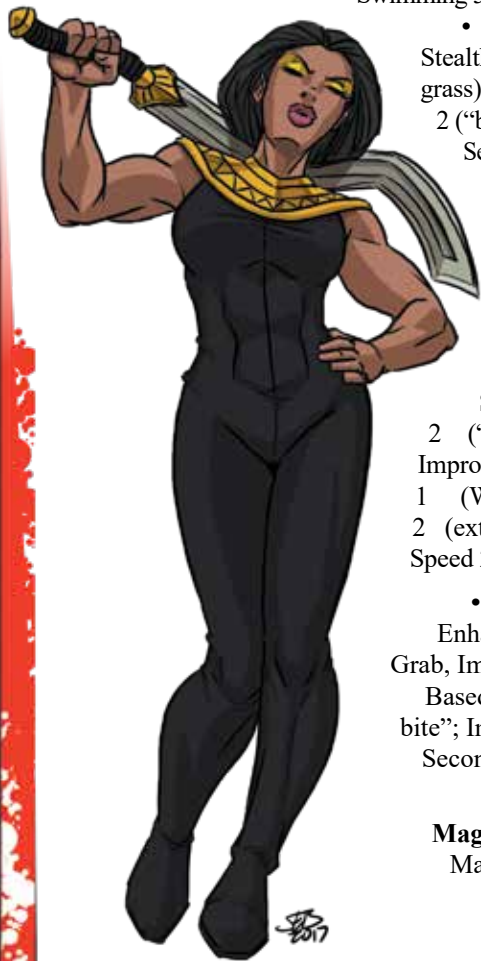
- **Crocodile Form:** Enhanced Advantage 2 (Fast Grab, Improved Hold); Enhanced Stealth 8 (Limited to while in water); Strength-Based Damage 2 (“bite”; Improved Critical); Immunity 2 (Suffocation; Limited to half-effect); Movement 1 (Environmental Adaptation [aquatic]); Swimming 5 (8 mph) - 15 points

- **Hyena Form:** Enhanced Stealth 4 (Limited to tall grass); Strength-Based Damage 2 (“bite”; Improved Critical); Senses 5 (Low-Light Vision, Olfactory [acute, extended, tracking]); Speed 2 (8 mph) - 1 point

- **Scorpion Form:** Enhanced Advantage 2 (Fast Grab, Improved Hold); Strength-Based Damage 2 (“pincers and stinger”; Improved Critical); Movement 1 (Wall-Crawling); Senses 2 (extended, ranged tactile); Speed 2 (8 mph) - 1 point

- **Serpent Form:** Enhanced Advantage 2 (Fast Grab, Improved Hold); Strength-Based Damage 2 (“venomous bite”; Improved Critical, Reach, Secondary Effect); Movement 1 (Slithering) - 1 point

Magical Resistance: Nullify Magic 4 (Broad, Reaction); Protection 4 - 24 points



EQUIPMENT

Kopesh: Strength-Based Damage 3 (Improved Critical) - 4 points

Radio: Feature 1 (Communications) - 1 point

ADVANTAGES

Benefit (Egyptian Law Enforcement), Close Attack 3, Equipment 1, Fearless, Ritualist

SKILLS

Athletics 4 (+7), Expertise (Magic) 6 (+7), Expertise (Streetwise) 6 (+7), Expertise (Survival) 6 (+7), Insight 2 (+3), Intimidation 4 (+5), Investigation 2 (+3), Perception 2 (+3)

OFFENSE

Initiative +1

Animal Weapons +7 (Close, Damage 5/19-20)

Kopesh +7 (Close, Damage 6/19-20)

Unarmed +7 (Close, Damage 3)

DEFENSE

Dodge 5, Parry 8, Toughness 6

Fortitude 6, Will 5

POWER POINTS

Abilities 28 + Advantages 7 + Defenses 12 + Powers 42 + Skills 16 = 105 Total

COMPLICATIONS

Accident: While assuming an animal form, Set’shemusu cannot speak and have no hands.

Fanatic: Set’shemusu are completely loyal to Sutehk.

Set’shemusu are the mortal humans that have proven themselves fanatically loyal to Sutehk. For their devotion, they have been granted the power to resist magic and injury and assume the forms of wicked desert creatures. Shadow priests are Set’shemusu that possess the following additional traits (+30 points):

Skills: Ranged Combat 6 (Magic) +7

Powers: **Magical Spells:** Array (24 points)

- **Animate Mummy:** Summon Mummy 8 (Active, Controlled, Limited to animating available mummy in local area) - 24 points
- **Darkness:** Burst Area Ranged Visual Concealment 4 (Attack) - 1 point
- **Eldritch Blast:** Ranged Damage 7 (Affects Incorporeal 2) - 1 point
- **Healing Touch:** Healing 7 - 1 point

Sutehk (PL 15)

Strength 11, Stamina 15, Agility 3, Dexterity 5

Fighting 11, Intellect 7, Awareness 6, Presence 13

POWERS

Divine Body: Immortality 16 (Limited [not if slain by divine power]); Immunity 2 (Aging, Disease); Impervious Toughness 12 - 30 points

Divine Mind: Mental Communication 3 (Subtle); Comprehend 4 (Languages); Impervious Will 12 - 33 points

Divine Powers: Array (38 points)

- **Bestow Curse:** Affliction 12 (Impaired, Disabled, Transformed [cursed character cannot spend Action Points]); Resisted and Overcome by Will; Cumulative, Instant Recovery, Progressive, Subtle 2 - 38 points
- **Death Touch:** Weaken Stamina 12 (Resisted by Fortitude; Progressive) - 1 point
- **Dimensional Portal:** Movement 2 (Dimensional Travel [mystical realms]; Portal) - 1 point
- **Hypnotic Control:** Perception Ranged Affliction 10 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative, Insidious, Subtle, Visual-Sense Dependent - 1 point
- **Plasma Blast:** Ranged Damage 12 - 1 point

ADVANTAGES

Artificer, Benefit 6 (Pharaoh of Egypt, Wealth 5), Fast Grab, Improved Defense, Improved Initiative, Ritualist, Trance

SKILLS

Deception 6 (+19), Expertise (History) 2 (+9), Expertise (Magic) 6 (+13), Insight 2 (+8), Intimidation 6 (+19), Perception 2 (+8), Persuasion 2 (+15), Ranged Combat (Plasma Blast) 6 (+11)

OFFENSE

Initiative +7

Bestow Curse/Death Touch +11 (Close, Affliction 12 or Weaken 12)

Hypnosis Perception (Ranged, Affliction 10)

Plasma Blast +11 (Ranged, Damage 12)

Unarmed +11 (Close, Damage 11)

DEFENSE

Dodge 9, **Parry** 13, **Toughness** 15

Fortitude 17, **Will** 12

POWER POINTS

Abilities 142 + Advantages 12 + Defenses 16 + Powers 105 + Skills 16 = 291 Total



COMPLICATIONS

Infamy: Sutehk is the Egyptian god of darkness and storms. He is also known as Set or Seth.

Relationship: Sutehk is the son of Ra. His brother is Osiris; whose son, Horus, is Sutehk's nephew. Sutehk is the father of Anubis.

Treacherous: Sutehk is petty, vicious, and cunning. He happily enters into bargains with others, only to stab them in the back later. He is never completely honest with anyone.

Born to Ra, the father of all Egyptian gods, Sutehk was passed over by Ra in favor of his brother Osiris to become pharaoh. This angered Sutehk enough to kill his brother and scatter Osiris' body across the Nile Empire. The god of darkness ruled with an iron fist for many years until he was overthrown by Horus and forced to retreat from the mortal world.

After thousands of years of exile, Sutehk once again sits on the throne in Cairo, Egypt as the pharaoh of the Nile Empire. Although he would like to extend the power he controls to other nations, Sutehk knows that the heroes of Earth – especially the Merlin Nathaniel Night – will not allow the dark god to expand his influence. In the meantime, Sutehk plans his conquest from his golden palace, confident that his political machinations will help grow his power.

OPHAR

Perhaps more so than any other country on Earth, Ophar is a land of secrets and mystery. Nestled within the heart of Africa, Ophar is a resource-rich country. The citizens are wealthy and want for nothing, thanks to the advanced technology possessed by the country. This technology is made possible by the Opharan's access to the rare orichalchum material. Besides Agartha and Atlantis – both of which are removed from general Earth society by their very locations – Ophar is the only country on Earth populated by non-super humans in possession of orichalchum. As such, the technology level of this nation is at least 50 years beyond the rest of the world; rivaling even the fantastic devices created by geniuses like Dick Hughes and Eli Wyatt.

Thanks to this miraculous technology, all want is removed from the citizen of Ophar. Everyone has a home, plentiful food, and access to medical care. This allows the Opharans to pursue careers in the arts and science; giving the country a beautiful mix of appearances between high-tech science fiction and traditional African culture.

The leaders of Ophar are a tribal council made up of the eldest members of society; providing their wisdom to the figurehead king and national defender of Ophar: The Gold Lion.

Gold Lion (PL 10)

Strength 4, Stamina 6, Agility 7, Dexterity 4

Fighting 7, Intellect 3, Awareness 6, Presence 4

POWERS

Enhanced Senses: Enhanced Perception 4 (Limited to Tracking), Senses 6 (Infravision, Low-Light Vision, Olfactory [acute, extended, tracking]) – 7 points

ORICALCHUM

This miraculous metal fell to the world thousands of years ago in a crashed Inphinite vessel passing by the planet. The original Opharans discovered the crash site and used the metal to create weapons far more advanced than any other tribe in Africa. This allowed them to create a society just as advanced; surpassing any other civilization on Earth at the time.

Orichalchum appears to be a gold-colored metal with the ability to absorb energy. By absorbing kinetic energy, orichalchum grows stronger and more difficult to break. By absorbing electromagnetic energy, the metal is able to redirect the power, channeling energy bolts. The energy-absorbing properties of orichalchum has become diverse under scientific study by the Opharans.

This material fills the slot of all miracle and super-tech metals in the Legends Universe; allowing a variety of technological devices to be created from its use. Access to orichalchum is incredibly limited to those outside of Agartha, Atlantis, and Ophar. While the material has been found in scarce quantities around the world, these sources are usually held by wealthy and powerful people unwilling to share with others.

Orichalchum Weave Armor: 25 points; Removable (-5 points)

Armor: Immunity 5 (Ballistic Damage); Impervious Toughness 4 – 9 points

Weapons: Array (15 points)

- **Claws:** Strength-Based Damage 5 (Improved Critical, Penetrating 9) – 15 points
- **Darts:** Ranged Multiattack Damage 5 – 1 point

ADVANTAGES

Accurate Attack, All-Out Attack, Benefit 7 (Diplomatic Immunity, King of Ophar, Wealth 5), Close Attack 3, Connected, Contacts, Defensive Attack, Improved Critical (Unarmed), Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Trip, Languages 3 (Arabic, English, French, Russian [Swahili is native]), Leadership, Power Attack, Ranged Attack 5, Second Chance (Acrobatics checks with Tumbling), Skill Mastery (Acrobatics), Takedown

SKILLS

Acrobatics 6 (+13), Athletics 6 (+10), Expertise (Economics) 6 (+9), Expertise (Politics) 6 (+9), Insight 6 (+12), Intimidation 2 (+6), Investigation 2 (+5), Perception 6 (+12, +16 tracking), Persuasion 6 (+10), Stealth 6 (+13), Technology 6 (+9), Treatment 2 (+5), Vehicles 2 (+6)

OFFENSE

Initiative +11

Claws +10 (Close, Penetrating Damage 9/19-20)

Darts +9 (Ranged, Multiattack Damage 5)

Unarmed +10 (Close, Damage 4/19-20)

DEFENSE

Dodge 13, **Parry** 13, **Toughness** 6

Fortitude 12, **Will** 8

POWER POINTS

Abilities 82 + Advantages 34 + Defenses 24 + Powers 27 + Skills 31 = 198 Total

COMPLICATIONS

Enemy: Feedback and Silverback.

Honor: Ade is an honorable fighter and a deeply ethical person. He respects others who are strong and honorable.

Motivation: Patriotism. Ade is fiercely proud of his country and its traditions. However, he is a civilized man and trying to have his people adopt the modern traditions of the technological world.

Responsibility: King of Ophar.

Ade Mujambe Lisimba was born to the royal family of Ophar; a secluded kingdom deep in central Africa. Ade's father,

Kimoni, served as the king and protector of Ophar and its great treasure: a vast mine containing the largest known deposit of orichalchum in the world.

When Ade grew into adolescence, Kimoni sent him to school in England, where Kimoni hoped a modern education would help impress Ade the importance of maintaining a balance of tradition and logic. While Ade was away, his father was killed by his rival, Mosi Jelani the Silverback, with the aid of the Grecian scientist Odysseus Dankana. Ade attempted to avenge his father, but was easily defeated by the powerful Silverback.

To combat the technological weapons of Dankana and Silverback, Ade sought out the assistance of the Challenger Foundation.

With their help, Ade was able to steal inside the Temple of the Lion and attain his birthright. He was bestowed with the spiritual powers of the Lion as well as gaining the orichalchum armor and weapons passed down through his family. Properly armed, Ade revealed himself as the new Gold Lion and defeated Silverback, banishing him and Dankana from Ophar.

Since becoming king and Gold Lion of Ophar, Ade has slowly opened the borders of his kingdom to outsiders; even allowing scientists to study the orichalchum mines to help improved the collective world technology. Ade is a powerful voice in world politics, speaking against corporate greed, racial and social injustice, and promoting environmental issues.

Recently, Ade was seen in the company of the Atlantean Euadne – niece of King Ravas. Rumors are circulating of a proposed marriage between the two. Given both Atlantis and Ophar are powerful in the mystical world and possess vast stores of orichalchum ore, this alliance could make these two nations a rival for any other superpower on Earth.

GOLD LION AS A VILLAIN

With the advanced technology possessed by Ophar and the fanatical loyalty possessed by the citizenry towards their king-protector, it would be easy to make Gold Lion as villain for a Legendary campaign. More than any other villain in the world, a tyrannical Gold Lion would have the means to bring about plans for world domination. With allies in Agartha (mistreated by a fearful humanity throughout their history) and Atlantis (tired of mankind polluting their ocean homes), the King of Ophar could seek to rule the world as a technologically-superior “benevolent” monarch.



ASIA

CHINA

The People's Republic of China is the world's most populous country. Before the turn of the century, China boasted to be the second-largest country in terms of land mass. Possessing huge diversity in terrain – from lush rainforests to arid deserts – as well a diversity in culture; China has one of the longest recorded histories on Earth, including different regional histories as well as ethnic groups and living languages. One would be hard-pressed to find a country more rich and various in culture than China.

Throughout China's history, the country has been a succession of imperial dynasties. After the Xinhai Revolution in 1912, the last emperor was replaced with the Republic of China. The leaders of the ROC were forced to retreat China for Taiwan when the Chinese Communists established the current government in Beijing in 1949.

The greatest modern change to China's geography came during the late 1990s. When Great Britain decided to turn the rule of Hong Kong over to the Chinese government, Beijing's newest prize was torn from their hands by the enigmatic Grand Emperor. This self-

styled monarch – possessed of powerful techno-magical weaponry – claimed Hong Kong for himself; a separate sovereign state from China. Beijing attempted to recover Hong Kong with their armies on several occasions. However, the Grand Emperor had many superhuman allies, including the dragon-like monster Jin Lung, who repelled the Chinese forces. Eventually, Beijing was forced to realized they would be unable to take Hong Kong by force.

Inspired by the example of the Grand Emperor – and suffering from the famine that was plaguing the land – a team of young North Korean superhuman vigilantes known as the Annihilators of Darkness attempted to take control of their home country from its dictators. Using their powers, the Annihilators assaulted the home of the General Secretary and executed the family of Kim Jong-il.

As news spread of these incidents in southern Asia, more superhuman beings began to make their mark on the region. Beijing soon found that superhuman warlords and martial arts "heroes" now claimed the provinces of Gansu, Qinghai, Sichuan, Xinjiang, and Xizang (Tibet) as independent states. This effectively cut the land mass of China in half. While Beijing still controlled the eastern regions of China, the western regions have become a land of warring feudal states controlled by vigilante heroes, warlords, and gangs of Meta youths.



CHINESE SPECIAL DEFENSE FORCE

Before the loss of Hong Kong and half the provinces fell to chaos and disorder, Beijing was content enough to allow Chinese “heroes” to operate independently of the country’s law enforcement. Those who battled against the law and sought to remove the Communist government were branded as villains, hunted down, and quietly eliminated in prison. Following the turn of the millennia, Beijing announced that any man or woman born in China possessing abilities beyond those of “normal human achievement” would be forced into service with the newly-formed Chinese Special Defense Force.

Those in the CSDF are the only recognized “heroes of China.” Any superhumans not found in the ranks of the CSDF are branded criminals and hunted down. Captured superhuman criminals are allowed the opportunity to recant their evil ways and join the CSDF. They otherwise spend the rest of their lives in prison.

Officers of the Chinese Special Defense Force wear a military police uniform of China. This uniform is augmented with a sash, depicting the officer’s code-name, and a mask to conceal the officer’s confidential identity from the criminal element. Of course, the Chinese government keeps a secret file of the identities of their CSDF officers, as well as their powers and abilities.

These officers tend to live mobile lives. They are constantly on the move from one location to another, placed where the government believes their powers and abilities are needed the most. It is rare for an officer of the CSDF to live in one area for longer than a year.



Trinity (PL 10)

Strength 6, Stamina 10, Agility 6, Dexterity 6

Fighting 6, Intellect 3, Awareness 9, Presence 6

POWERS

Trinity Awareness: Senses 10 (Hearing [extended], Olfactory [acute, extended, tracking], Postcognition [Limited to memories of Long Aisen and Chen Qingquan], Vision [extended, rapid]) - 8 points

Trinity Skills: Enhanced Advantages 8 (Defensive Attack, Improved Critical [Unarmed], Improved Smash, Improved Trip, Instant Up, Power Attack, Startle, Takedown); Enhanced Skill 6 (Vehicles) - 14 points

Trinity Speed: Leaping 2; Speed 5 (60 mph) - 7 points

ADVANTAGES

Attractive, Benefit 2 (CSDF Officer and Security Clearance), Skill Mastery (Athletics)

Enhanced: *Defensive Attack, Improved Critical [Unarmed], Improved Smash, Improved Trip, Instant Up, Power Attack, Startle, Takedown*

SKILLS

Acrobatics 6 (+12), Athletics 6 (+12), Close Combat (Unarmed) 6 (+12), Expertise (Law Enforcement) 6 (+9), Expertise (Popular Culture) 2 (+5), Insight 6 (+15), Intimidation 6 (+12), Investigation 6 (+9), Perception 2 (+11), Persuasion 2 (+8), Vehicles 0 (+12)

OFFENSE

Initiative +6

Unarmed +12 (Close, Damage 6/19-20)

DEFENSE

Dodge 8, Parry 8, Toughness 10

Fortitude 10, Will 9

POWER POINTS

Abilities 104 + Advantages 4 + Defenses 4 + Powers 29 + Skills 24 = 165 Total

COMPLICATIONS

Responsibility: Trinity is protective of the Chinese people.

Three Hours of Power!: Wu Yang may only remain active as Trinity for three hours at a time, after which she must return to her normal human form which is powerless and has the following Abilities (Str 1, Sta 3, Agl 1, Dex 1, Fgt 1, Awr 4, Pre 3) with corresponding adjustments to her Skills and Defenses for three hours. While active, Trinity's mind and body is a composite form of Wu Yang, Long Aisen, and Chen Qingquan. Wu Yang is the dominant mind in the Trinity form, but she is able to access the memories and skills of her composite partners.

Growing up on together in Shenzhen, there was no more inseparable a trio of friends than Chen Qingquan, Long Aisen, and Wu Yang. Born on the same day – and by all accounts at the same exact time – these three competed with each other in all endeavors. They were excellent students and ever better in athletics. The three excelled to the degree that they all attended the 2008 Olympics in their respective fields: Chen in swimming, Long in martial arts, and Wu in gymnastics. This would be both their end and a new beginning.

During a swimming match, Chen Qingquan was the first victim of the newly transformed Mako Shark. Trying to come to the aid of his friend, Long Aisen soon fell to the jaws of Mizushima Jiro. As she watched in horror, Wu Yang felt her body invigorated. As the bodies of her life-long friends and lovers breathed their last, their souls found their way into her body, transforming Wu into a gestalt human form filled with the strength and speed of all three. With her newfound powers, Wu chased off the monstrous Mako Shark; preventing any more victims from perishing.

Wu Yang was quickly whisked away by the Chinese authorities. After studying the extent of her powers, Wu was drafted into the Chinese Special Defense Force. After receiving her police training, she was given a uniform and the code-name "Trinity."

HONG KONG

Hong Kong is the seat of power for the Grand Emperor and his minions. Formerly a British colony leased to Great Britain for 99 years, Hong Kong was to revert back to the control of China in 1997. On the day of the transfer of power: July 1, 1997, the Grand Emperor appeared and claimed Hong Kong for himself. After a rocky succession, the Grand Emperor appointed executive, legislative, and judicial rulers over Hong Kong while the Emperor himself focused on his personal projects: the discovery of more artifacts from the age of Lemuria.

To a large degree the people of Hong Kong are free to live their lives. They continue to trade with the rest of the world. And thanks to the technological developments of the Grand Emperor, the Hong Kong region has advanced medical technology, excellent public transportation, and the most skyscrapers in the world.

Although boasting great wealth, the income inequality of Hong Kong is severe. The rich and business-savvy curry the favor of the Grand Emperor and his minions while the common folk tend to live a basic existence.

The Grand Emperor maintains a collection of minions that serve as his Imperial Guard. These minions come in three ranks: the Guard, the Vanguard, and the Imperial Bodyguard. The Guard are made up of human soldiers who have sworn their loyalty to the Grand Emperor and serves as the basic police and military forces of Hong Kong. They are armed with mundane weapons and use the basic **soldier** template. The Vanguard are those who have risen through the ranks of the Guard and proven their worth and value to the Grand Emperor. These special soldiers gain access to advanced technology and weapons, such as powered armor and energy blasters. Officers within the Vanguard are sometimes trusted to wear one the Grand Emperor's own Lemurian Power Rings, should they prove worthy. The Imperial Bodyguard are those sword directly to the Grand Emperor. These men and women have been augmented by the technomagic of the Grand Emperor to become superhuman beings. The kaiju Jin Lung serves as the leader of the Imperial Bodyguard.

Chen Longwei (PL 10)

Strength 4, Stamina 6, Agility 6, Dexterity 6

Fighting 7, Intellect 3, Awareness 6, Presence 3

ADVANTAGES

Agile Feint, All-Out Attack, Assessment, Chokehold, Close Attack 3, Defensive Attack, Diehard, Evasion, Extraordinary Effort, Fast Grab, Grabbing Finesse, Great Endurance, Improved Critical (Unarmed) 4, Improved Defense, Improved Disarm, Improved Initiative 2, Improved Hold, Improved Trip, Instant Up, Move-By Action, Power Attack, Precise Attack 2 (Close; Concealment and Cover), Seize Initiative, Takedown 2, Trance, Uncanny Dodge

SKILLS

Acrobatics 6 (+12), Athletics 6 (+10), Close Combat (Unarmed) 6 (+16), Deception 6 (+9), Expertise (Eastern Philosophy) 6 (+9), Insight 2 (+8), Intimidation 6 (+9), Perception 6 (+12), Persuasion 2 (+5), Ranged Combat (Thrown) 6 (+12), Stealth 2 (+8), Treatment 2 (+5)

OFFENSE

Initiative +14

Unarmed +16 (Close, Damage 4/16-20)

DEFENSE

Dodge 12, Parry 13, Toughness 6

Fortitude 12, Will 8



POWER POINTS

Abilities 82 + Advantages 34 + Defenses 20 + Powers 0 + Skills 28 = 164 Total

COMPLICATIONS

Motivation: Chen seeks to live the life of a quiet, unassuming man. However, his martial prowess and noble heart often cause him to help others in danger.

Relationship: Unknown to Chen, he is the son of the infamous Dragon King.

Chen Longwei lived an unassuming life as a martial arts instructor in Hong Kong. As devotee of peace and discipline, Chen was believed to be the greatest martial artist in all of the land. Chen had an opportunity to prove his mettle when invited to participate in the Immortal Fighters Tournament in the mythical realm of

Xuanpu. Here, Chen befriended martial arts action film star Jonathan Rockford and Korean temple priestess Ji-hye Samagwi. Although Chen knew himself to be a superior fighter than his companions, he sacrificed his placement in the combat rankings to allow his new friend Jonathan to battle the dragon Xuanlong for immortality.

After witnessing the array of immortal and inhuman warrior waiting in the wings to conquer Earth, Chen devoted himself once again to the protection of the innocent. He returned to Hong Kong to train the next generation of warriors, only to find his home city falling under the rule of a powerful would-be dictator: the Grand Emperor.

Under the guise of a simple martial arts instructor, Chen Longwei uses his martial prowess to help those less fortunate than himself. He invites those willing to learn under him to live in and care for his training hall; teaching his students to fight for truth and justice in the face of evil and tyranny.

Grand Emperor (PL 11)

Strength 3, Stamina 6, Agility 4, Dexterity 4

Fighting 6, Intellect 7, Awareness 3, Presence 3

POWERS

Chi Training: Immunity 1 (Starvation and Thirst); Strength-Based Damage 3 (Improved Critical 4) - 8 points

Genius: Quickness 2 (Limited to Mental) - 1 point

Mental Link to Rings: Remote Sensing 9 (Visual; Limited to Sensing Around the Power Rings) - 9 points

Power Rings of Lemuria: 109 points; Removable (-22 points)

Directed Wind Current: Flight 7 (250 mph) - 14 points

Kinetic Force Field: Impervious Toughness 11; Protection 5; Sustained - 16 points

Restricted: Feature 1 (Only the Grand Emperor and those he deems worthy may use the Power Rings) - 1 point

Ring Powers: Array (55 points)

- **Disintegration Ray:** Ranged Weaken Toughness 11 (Affects Objects, Resisted by Fortitude); Linked Ranged Damage 11; Dynamic - 56 points
- **Arctic Blast:** Ranged Affliction 6 (Hindered and Vulnerable, Defenseless and Immobile); Resisted by Dodge, Overcome by Fortitude; Cumulative, Extra Condition, Limited to Two Degrees; Linked Ranged Damage 6 (Resisted by Fortitude); Dynamic - 2 points
- **Darkness Field:** Ranged Burst Area Visual Concealment Attack 4; Dynamic - 2 points
- **Electrical Blast:** Ranged Damage 6; Dynamic - 2 points
- **Flame Jet:** Line Area Damage 6 (Area 2 [60-ft. line]); Dynamic - 2 points
- **Flame Wave:** Cone Area Damage 6; Dynamic - 2 points



- **Graviton Light-Bending:** Ranged Burst Area Affliction 6 (Impaired, Disabled, Unaware); Resisted and Overcome by Fortitude; Cumulative, Limited to Visual Senses; Linked Environment 6 (Impede Movement [-2 ranks]); Dynamic - 2 points
- **Kinetic Beam:** Ranged Penetrating Damage 9; Dynamic - 2 points
- **Kinetic Manipulator:** Move Object 6; Dynamic - 2 points
- **Matter Control:** Ranged Transform Anything into Anything Else 6; Dynamic - 2 points
- **Mind Control:** Ranged Affliction 6 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative, Concentration; Dynamic - 2 points
- **Wind Control:** Burst Area Move Object 6; Dynamic - 2 points

ADVANTAGES

Benefit 5 (Wealth 5), Defensive Attack, Diehard, Eidetic Memory, Equipment 10, Great Endurance, Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Smash, Improved Trip, Inventor, Languages 2 (Cantonese, English [Mandarin is native]), Power Attack, Trance, Weapon Break

SKILLS

Close Combat (Unarmed) 2 (+8), Expertise (History) 6 (+13), Expertise (Science) 6 (+13), Insight 2 (+5), Intimidation 6 (+9), Investigation 2 (+9), Perception 2 (+5), Persuasion 2 (+5), Ranged Combat (Power Rings) 6 (+10), Sleight of Hand 6 (+10), Technology 6 (+13), Treatment 6 (+13)

OFFENSE

Initiative +8

Arctic Blast +10 (Ranged, Affliction + Damage 6)

Disintegration +10 (Ranged, Weaken + Damage 11)

Electrical Blast +10 (Ranged, Damage 6)

Fire Blast Area (Close, Damage 6)

Kinetic Beam +10 (Ranged, Penetrating Damage 9)

Mind Control +10 (Ranged, Affliction 6)

Unarmed +8 (Close, Damage 6/16-20)

DEFENSE

Dodge 6, **Parry** 8, **Toughness** 11

Fortitude 8, **Will** 9

POWER POINTS

Abilities 72 + Advantages 31 + Defenses 12
+ Powers 105 + Skills 26 = 246 Total

COMPLICATIONS

Enemy: Spartan has thwarted the Grand Emperor and his plans for conquest on several occasions.

Honor: The Grand Emperor always keeps his word.

Motivation: The Grand Emperor seeks to bring the world under his rule. To accomplish this, he is always seeking ancient technology from the days of the Atlantean/Lemurian Wars.

Power Loss: The Disintegration Ray requires a tremendous amount of power to use. Once the ray has been activated, it cannot be used again for the rest of the scene.

In the early twentieth century, the Dragon King formed a vast criminal empire with the ideology to amass enough wealth and power that would allow him to gain control of the world's nations. From this position of power, the

Dragon King sought to bring the world under his control to rule as an Eastern emperor. His efforts were thwarted again and again by the Masked Alliance. Eventually the Alliance dismantled his criminal empire and the Dragon King was believed to be destroyed.

In truth, the Dragon King went underground and hid during the years of World War Two. The war allowed the Dragon King to covertly reform his empire. However, the setbacks placed on him by the Masked Alliance made the Dragon King realize he would need an heir to his empire. He found a young boy in a Chinese orphanage named Guang Yi. The Dragon King took the boy into his care and filled his mind with tales of destiny and power. Guang Yi was told he was the last heir to the Chinese throne and that someday he would ascend to power and rule the world.

When he was 15 years old, Guang Yi was given a ring by the Dragon King as a symbol of his power. The Dragon King had found the ring in a trove of ancient treasures from the days of ancient Lemuria. However, he was never able to access its true power. That changed when the ring was given to Guang Yi. The youth was able to control the power of the ring. He was also able to sense the location of more of these powerful artifacts. The Dragon King attempted to stop Guang Yi from attaining this power, so Yi orchestrated the death of his mentor.

Yi assumed control of the Dragon King's criminal empire and used its resources to seek out more Lemurian artifacts. After discovering all of the artifacts linked to his ring of power – a deed that took several decades – Yi named himself the “Grand Emperor” and in a public display of power, claimed sovereignty over the most powerful city in China: Hong Kong.

At the time of the Grand Emperor's declaration, the city was in transition of ownership between England and China. The Chinese government attacked the Grand Emperor, but he used his artifacts to turn the tide of the army. He also used his powers to awaken a Lemurian kaiju from under the Great Wall – the dragon Jin Lung – whom the Grand Emperor placed as a guardian over the city.

With the turn of the 21st century, the Grand Emperor found a new threat to his rule: the futurist hero Spartan. Eli Wyatt recognizes the Grand Emperor's power as the advanced technology that it is; not a magical power as Yi would have the world believe it to be. Spartan has sworn to expose the Grand Emperor and tear down his empire.

To battle Spartan, the Grand Emperor has used his Lemurian artifacts to empower several men and women whom have sworn loyalty to his throne. In addition to using these enforcers to battle the armored hero, the Grand Emperor has set his agents to begin taking territory away from the Republic of China. Slowly but surely, the Grand Emperor is laying claim to what he believes is his birthright.

Jin Lung (PL 13)

Strength 12, Stamina 13, Agility 3, Dexterity 6

Fighting 10, Intellect 1, Awareness 4, Presence 4

POWERS

Kaiju Attacks: Array (40 points)

- **Acid Breath Mist:** Ranged Cloud Area Damage 10 (Secondary Effect) - 40 points
- **Acid Breath Stream:** Ranged Damage 10 (Secondary Effect) - 1 point
- **Hypnotic Gaze:** Perception Ranged Affliction 11 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative, Visual Sense-Dependent - 1 point
- **Natural Weapons (Claws/Fangs):** Burst Area with Unarmed Damage; Reach 4 - 1 point
- **Whipping Tail:** Burst Area Affliction 12 (Vulnerable, Prone); Resisted by Parry, Overcome by Fortitude; Area 2 (60-ft.), Cumulative, Limited to Two Degrees - 1 point

Kaiju Body: Immunity 5 (Aging, Cold, Disease, Heat, Poison); Impervious Toughness 13 - 18 points

Kaiju Senses: Senses 5 (Low-Light Vision, Olfactory [acute, extended, tracking]) - 5 points

Shapeshifting: Array (25 points)

- **Dragon Form:** Elongation 4 (Limited to Extra Limb); Extra Limb 1 (tail); Flight 6 (120 mph; Wings); Growth 16 (Limited [does not add to Strength or Stamina]) - 25 points
- **Humanoid Form:** Morph 3 (any humanoid form) - 1 point

Telepathy: Mental Communication 2 (Subtle); Comprehend 3 (Speak and Understand Languages); Enhanced Insight 8 (Limited to Evaluate) - 17 points

ADVANTAGES

Daze (Intimidation), Diehard, Great Endurance, Startle

SKILLS

Deception 6 (+10), Expertise (Magic) 6 (+7), Expertise (Science) 6 (+7), Insight 6 (+10, +18 evaluate), Intimidation 6 (+18/+10 in humanoid form), Perception 2 (+6), Technology 6 (+7)

OFFENSE

Initiative +3

Acid Breath Area (Ranged, Damage 10)

Acid Stream +6 (Ranged, Damage 10)

Hypnotic Gaze Perception (Ranged, Affliction 11)



Natural Weapons Area (Close, Damage 12)

Tail Area (Close, Affliction 12)

Unarmed +10 (Close, Damage 12)

DEFENSE

Dodge 1/9*, **Parry** 4/12*, **Toughness** 13

Fortitude 15, **Will** 10

*in humanoid form

POWER POINTS

Abilities 106 + Advantages 4 + Defenses 16 + Powers 110 + Skills 19 = 255 Total

COMPLICATIONS

Enemy: The Chinese Government seeks to destroy Jin Lung in its efforts to assume control of Hong Kong.

Loyalty: Jin Lung feels a sense of loyalty towards the Grand Emperor; as the Emperor was responsible for freeing the kaiju from its slumber.

Power Loss: Jin Lung cannot use his Kaiju Attacks while assuming a humanoid form.

Rash: Jin Lung is not foolish or stupid, but it does seek to handle problems directly.

Vulnerability: Jin Lung's Impervious Toughness is Disabled vs. magical attacks.

Jin Lung is a dragon-like Lemurian Kaiju that was buried in Asia hundreds of thousands of years ago towards the end of the Atlantean Wars. Its massive, serpentine body would become the foundation of the Great Wall of China. The alchemical engineers of the Great wall thought the region was simply rich with magical power they could use to fortify the wall against attacks. As the magical energies permeating Jin Lung were drained to empower the stone magic that fortified the Great Wall, so too did the body of the kaiju diminish.

The kaiju was finally awoken from his great slumber in 1997, when the Grand Emperor used his Lemurian Power Rings to summon Jin Lung from underneath the

Great Wall. The kaiju now serves as the guardian of the Grand Emperor's palace in Hong Kong. Jin Lung is a loyal servant of the Grand Emperor and is learning to interact with humanity, despite his initial Lemurian training to destroy mankind. Through the Grand Emperor, Jin Lung has started to learn the "secrets" of science and technology.

To the people of Hong Kong, they see Jin Lung as born a blessing and curse. The dragon is seen as a protector against the aggressions of Communist China. However, the massive kaiju is also seen as an inhuman monster.

Laser Bolt (PL 10)

Strength –, **Stamina** 4, **Agility** 3, **Dexterity** 3

Fighting 3, **Intellect** 4, **Awareness** 2, **Presence** 2

POWERS

Light Form: Immunity 32 (Critical Hits, Fortitude Effects); Insubstantial 3 (Innate, Permanent) - 53 points

Light Generation: Array (22 points)

- **Holograms:** Illusion 11 (Visual) - 22 points
- **Laser:** Ranged Damage 11 - 1 point
- **Light:** Environment 2 (Light) - 1 point

Light Speed: Flight 18 (500,000 mph) - 36 points

ADVANTAGES

Improved Critical 2 (Lasers)

SKILLS

Deception 2 (+4), Expertise (Physics) 6 (+10), Intimidation 2 (+4), Perception 2 (+4), Ranged Combat (Lasers) 6 (+9)

OFFENSE

Initiative +3

Laser +9 (Ranged, Damage 11)

DEFENSE

Dodge 9, **Parry** 9, **Toughness** 4

Fortitude Immune, **Will** 8

POWER POINTS

Abilities 32 + Advantages 2 + Defenses 18 + Powers 113 + Skills 9 = 174 Total

COMPLICATIONS

Infamy: Member of the Grand Emperor's Imperial Guard.

Temper: Having lost his physical human form, Laser Bolt is becoming less rational and more unstable as time progresses.



Gau Binglin had been a young scientist serving under the Dragon King for a short number of years before the Grand Emperor took power from his mentor. Gau was one of the first to pledge his loyalty to the Guang Yi when he took on the mantle of Grand Emperor. For his loyalty, the Grand Emperor rewarded Gau with a rank within his Imperial Guard. Using his light-manipulating power ring combined with a chemical application of Lunarian Blue, the Grand Emperor transforms Gau into a being made of living photonic energy.

Although thrilled with his powers at first, Gau quickly discovered he missed physical contact with others. The Grand Emperor has been searching for a mean to allow Gau to reassume his physical body, but all efforts have yet to be successful. In the meantime, Laser Bolt has been one of the Grand Emperor's most successful agents in his control of Hong Kong and personal crusade against Spartan.

JAPAN

The Land of the Rising Sun is an island nation off the eastern coast of Asia. The country consists of many different islands divided into eight different districts. Japan has a population of roughly 1/3 the United States all in an area about the size of the state of California. Japan is one of the great economic powers of the world, possessing one of the most highly educated populations and highly skilled workforces in the world. It is well known for its contributions to science and modern-day technology.

Japan maintains a powerful military known as the Japan Self-Defense Force. While the country has given up its rights to declared war on other nations, Japan is more than capable of defending itself against enemy aggressors. More often than not, this takes the form of giant monsters (aka Kaiju)!

The Japanese have a strong sense of tradition and honor. They strive for perfection in all things; an outlook that has led to them becoming one of the great world powers, business, and technological leaders. At the same time, the Japanese are well known for innovation... sometimes to odd extremes. Japanese television is well-known for colorful animated shows (anime) and game shows pitting everyday contestants in weird obstacle courses.

Japan has the second-largest population of super-powered individuals, outside of the United States. Some claim this is due to Japan's high rate of nuclear power plants and ambient radiation. Whatever the truth may be, super heroes are popular. Given the population density, super hero sightings are more frequent in Japan than in the United States. Heroes are featured on billboards, posters, on television commercials, and numerous "reality" shows and soap operas.

Popular culture in Japan has embraced heroes like no where else in the world. Fans of heroes will dress in outfits styled after their favorites. They often gather in cliques of like-minded hero-worshippers where they can discuss their chosen obsession. The more adventurous of these fans will go out and attempt to fight crime in the name of their hero. Oddly enough, villain fan cliques are just as popular as hero cliques.

MONSTER ISLAND

Located in the Pacific Ocean is a mysterious island surrounded by sea mines and buoys with automated warnings; alerting sea vessels and airplanes to turn away and not to approach the island under any circumstance. The island has never been successfully explored. The only maps of it exist as photos taken from orbital satellites. This is Monster Island... and it lives up to its name.



Several giant monsters – called Kaiju – make their home on the island. While many of these beasts appear to be nothing more than giant versions of terrestrial creatures, other kaiju appear in more horrific forms. Despite their varied appearance, all are massive in size; the smallest recorded kaiju being the size of a small house (size rank 0) while the largest have been much bigger (size rank 3+)!

One would think that kaiju would have been destroyed, given the frequent attacks on Japan and the eastern Asian region. However, every attempt to eradicate the kaiju has been unsuccessful. Monster Island seems to have a new population of kaiju available mere months after any such culling. This has led scientists to believe that there must be a large cave system under Monster Island leading to the subterranean Hollow Earth; where kaiju are known to also exist.

Scientists have noted that few kaiju sustain themselves off of standard food (meat or vegetables). Rather, they subsist on energy. Kaiju activity is more frequent during the daylight hours than at night. This leads scientists to believe kaiju primarily absorb solar radiation to sustain themselves. Kaiju are also attracted to powerful energy sources. Because of its frequent use of nuclear power plants, Japan has become a frequent target for kaiju attacks. In the hopes to decrease future kaiju attacks, Japan is quickly attempting to convert their power generation from nuclear to solar.



Kaiju, Average (PL 12)

Strength 13, Stamina 13, Agility 0, Dexterity 0

Fighting 2, Intellect 0, Awareness 3, Presence 9

POWERS

Armored Skin: Impervious Toughness 16; Protection 3 - 19 points

Kaiju Senses: Senses 4 (Low-Light Vision, Olfactory [acute, extended, tracking]) - 4 points

Kaiju Sized: Growth 14 (Innate, Permanent; -7 active defenses included) - 29 points

Swallow Whole: Affliction 13 (Hindered and Vulnerable, Defenseless and Immobile, Paralyzed and Unaware; Resisted by Dodge, Overcome by Strength; Cumulative, Extra Condition, Grab-Based, Instant Recovery, Limited to creatures of Size Rank -1 or smaller, Progressive); Linked to Damage 13 (Reaction [while target is afflicted]) - 78 points

ADVANTAGES

Daze (Intimidation), Dichard, Fast Grab, Startle

SKILLS

Athletics 6 (+19), Close Combat (Unarmed) 6 (+8), Intimidation 6 (+22), Perception 6 (+9)

OFFENSE

Initiative +0

Unarmed +8 (Close, Damage 13)

DEFENSE

Dodge 6, Parry 7, Toughness 16

Fortitude 15, Will 9

POWER POINTS

Abilities 24 + Advantages 2 + Defenses 32 + Powers 130 + Skills 12 = 200 Total

COMPLICATIONS

Disability: Kaiju cannot speak. Their clawed hands offer limited manipulation.

Power Loss: Kaiju armor only protects from exterior attacks. From the interior, they are not Impervious.

Since the year 1954, Japan has been beset by giant monsters: Kaiju! The first of these horrors appeared after nuclear testing at the Bikini Atoll. The monster tore through the city of Japan, causing unprecedented destruction, until it was finally slain by the Japanese Defense Force. Several other such horrors have appeared and attacked Japan since the first.

A small number of Japanese heroes have attempted to halt the kaiju to deter them from their destructive paths. Over the last several decades of monster attacks, many heroes have lost their lives to these creatures.

This “average” kaiju stands 90 feet tall and has a thick armored hide. It resembles something akin to an anthropomorphic whale covered in tortoise shells. Kaiju are smarter and faster than people would initially believe. Despite their size, kaiju are incredibly agile and quick. In addition, they are not merely rampaging monsters with animal instincts. Kaiju have been witnessed to learn quickly, adapt to incoming attacks, and think creatively.

HEROES OF JAPAN

With a dense population, Japan’s heroes make an effort to stand out as individuals. They trademark catchphrases and costume logos to make themselves more recognizable to the general public. More than anywhere else in the world, heroes in Japan are not just crime fighters, they are pop-culture icons. Fame-seeking heroes purposefully move to Japan to attain the level of adulation they cannot achieve elsewhere.

News programs and “hero-watcher” shows will often rank the heroes by points. Points are gathered by being first to the scene of a crime, catching criminals, and rescuing civilians and property. The hero with the most points at the end of the year is ranked as the most successful – i.e. popular – hero of the year.

Not all Japanese heroes seek out adulation and fame. Some are true to the “code of the hero;” to protect the innocent and overcome evil without being a glory-hound.

Hyper Kawaii-3 (PL 10)

Strength 12, Stamina 12, Agility 3, Dexterity 6

Fighting 6, Intellect 4, Awareness 4, Presence 4

POWERS

- **Hyper-Movement:** Array (24 points)
- **Hyper-Flight:** Flight 12 (8,000 mph) – 24 points
- **Hyper-Speed:** Speed 12 (8,000 mph) – 1 point

Hyper-Powers: Alternate Effects of Strength

- **Freezing Breath:** Cone Area Affliction 10 (Hindered and Vulnerable, Defenseless and Immobile); Resisted by Dodge, Overcome by Damage; Cumulative, Extra Condition, Instant Recovery, Limited to Two Degrees – 1 point
- **Hyper-Breath:** Close Cone Area Move Object 10 (Limited to pushing or pulling) – 1 point
- **Hyper-Punching:** Multiattack Damage 12 – 1 point
- **Laser Vision:** Ranged Damage 12 – 1 point

Hyper-Senses: Senses 9 (Extended Hearing, Extended Vision 3, Infravision, Vision Penetrates Concealment) – 9 points

Hyper-Speed: Enhanced Advantage 8 (Improved Initiative 3, Interpose, Move-By Action, Redirect, Takedown 2); Quickness 13 – 21 points

Invulnerability: Immunity 15 (Cold, Corrosive Effects, Disease, Heat, Poison, Radiation); Impervious Toughness 12 – 27 points

Power Boost: Variable 1 (Limited to Enhanced Flight, Speed, or Strength) – 6 points

ADVANTAGES

Attractive, Diehard, Favored Foe (Kaiju), Improvised Weapon, Set-Up, Teamwork

Enhanced: *Improved Initiative 3, Interpose, Move-By Action, Redirect, Takedown 2*

SKILLS

Expertise (Popular Culture) 6 (+10), Intimidation 2 (+6), Perception 2 (+6), Persuasion 6 (+10)

OFFENSE

Initiative +15

Freeze Breath Area (Close, Affliction 10)

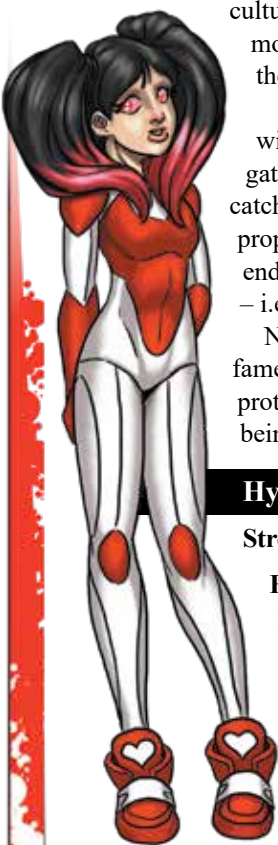
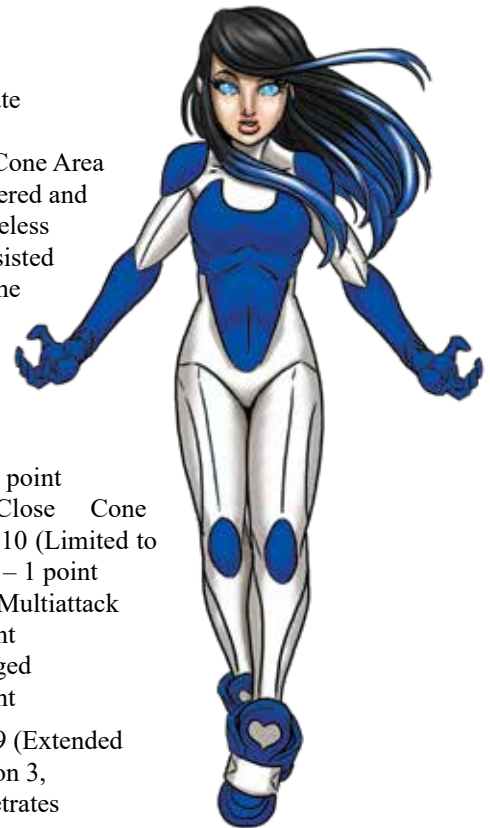
Laser Vision +6 (Ranged, Damage 12)

Unarmed +6 (Close, Damage 12)

DEFENSE

Dodge 5, **Parry** 8, **Toughness** 12

Fortitude 14, **Will** 6



POWER POINTS

Abilities 102 + Advantages 6 + Defenses 8 + Powers 92 + Skills 8 = 216 Total

COMPLICATIONS

Fame: Heroes of Tokyo.

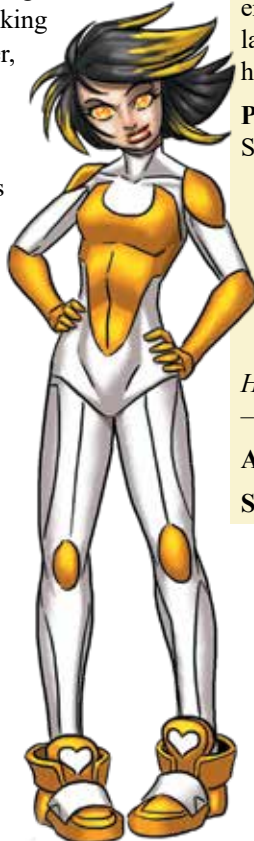
Motivation: Justice. The Hyper Kawai-3 have dedicated themselves to protecting the city of Tokyo and honoring the memory of their father.

Relationship: Sakura, Setsuko, and Shigeko are devoted to each other.

Professor Nakano – the head scientist in charge of studying kaiju, their powers, and vulnerabilities – sought some means of super-charging or instilling Meta powers into others. He hoped to find some means to creating a super-powerful group of guardians that could protect Japan from the constant threat of giant monsters. Fate would eventually come to test Professor Nakano’s theory.

On November 2009, a kaiju found its way to Nakano’s neighborhood; smashing through his own home and critically injuring Nakano and his nine-year-old triplet daughters. To save their lives, a desperate Nakano injected his experimental Meta serum into each of his daughters. Soon after the serum entered their bodies, Sakura, Setsuko, and Shigeko found themselves transformed! Nakano watched as his daughters flew into the sky and destroyed the kaiju attacking their home. Returning to their father, the sisters held Professor Nagano until he succumbed to his wounds. Before he passed away, he made each of his daughters vow to use their powers to protect humanity. Sakura, Setsuko, and Shigeko agreed.

The impressive battle between the sisters and the kaiju was an instant media sensation. With their amazing powers and cute outfits, the sisters were soon named the Hyper Kawai-3 by the internet. Sakura, Setsuko, and Shigeko continue to honor the last wish of their father, using their powers to protect humanity. Having recently graduated high school, the 18-year-old heroines are prepared to take their destinies by the hand and serve as the official heroines of their country by joining the Japan Self-Defense Force.



INDIVIDUAL POWERS

The Hyper Kawai-3 have traits unique to each sister.

SAKURA, AKA HYPER-BLUE

(232 POINTS TOTAL)

Sakura is the de-facto leader of the trio. She has a keen tactical mind and is able to motivate her sisters with quick and decisive commands.

Intellect 7, Presence 7

Advantages: Eidetic Memory, Inspire 5, Leadership

Skills: Expertise (Tactics) 6 (+13), Expertise (Popular Culture) 6 (+13), Intimidation 2 (+9), Persuasion 6 (+13)

SETSUKO, AKA HYPER-GOLD

(227 POINTS TOTAL)

Setsuko is fiery and passionate. She loves to fight and occasionally has to be reined in by her sisters. A fan of martial arts and action films, Setsuko likes to mimic the maneuvers of combat she sees in movies and television.

Advantages: All-Out Attack, Fast Grab, Improved Critical (Unarmed) 4, Improved Smash, Power Attack, Startle

Skills: Intimidation 6 (+10)

SHIGEKO, AKA HYPER-RED

(234 POINTS TOTAL)

Shigeko is kind and compassionate; desiring a connection to all living creatures. As such, she has developed an empathy with animals and the ability to speak any language. A talented singer, Shigeko has also amplified her voice to use in conjunction with her hyper-powers.

Powers: *Additional Hyper-Powers:* Alternate Effects of Strength

- *Hyper-Scream:* Cone Area Damage 8 (Resisted by Fortitude) – 1 point
- *Hyper-Scream:* Cone Area Affliction 8 (Impaired, Disabled, Unaware); Resisted and Overcome by Fortitude; Cumulative, Limited to Hearing Senses – 1 point

Hyper-Empathy: Comprehend 6 (Animals, Languages) – 12 points

Advantages: Animal Empathy

Skills: Expertise (Singing) 6 (+10)

Immortal Angel Princess (PL 8)

Strength 2, Stamina 4, Agility 3, Dexterity 3

Fighting 2, Intellect 3, Awareness 4, Presence 9

POWERS

Angelic Transformation!: Feature 2 (Instant Change into any outfit) - 2 points

Angelic Wings: Leaping 2; Movement 2 (Dimensional Travel [Faerie Realm], Safe Fall) - 6 points

Angel Princess Aura: Enhanced Attractive 2; Enhanced Presence 5 - 12 points

Supernatural Awareness: Senses 2 (Detect Supernatural Evil [ranged mental sense]) - 2 points

Angel Scepter: 40 points; Easily Removable (-16 points)

Scepter Shielding: Enhanced Defense 18 (Dodge 9, Parry 9) - 18 points

Scepter Powers: Array (20 points)

- **Immortal Angel Holy Lance!:** Ranged Damage 9 (Affects Insubstantial 2) - 20 points
- **Immortal Angel Conjunction!:** Create 9
- **Immortal Angel Purification!:** Nullify Mind Control and Summon 9 (Broad) - 18 points



ADVANTAGES

Animal Empathy

SKILLS

Close Combat (Unarmed) 2 (+5), Expertise (Popular Culture) 6 (+9), Expertise (Tokyo) 2 (+5), Insight 6 (+10), Perception 2 (+6), Persuasion 6 (+15), Ranged Combat (Angel Scepter) 2 (+5)

OFFENSE

Initiative +3

Scepter Blast +5 (Ranged, Damage 9)

Unarmed +2 (Close, Damage 2)

DEFENSE

Dodge 12, **Parry** 11, **Toughness** 4

Fortitude 6, **Will** 10

POWER POINTS

Abilities 50 + Advantages 1 + Defenses 12 + Powers 44 + Skills 13 = 120 Total

COMPLICATIONS

Awkward: Kazumi is still getting used to transforming between his normal male form and his heroic female form. This often results in awkward situations and confusion with his budding sexual identity.

Power Loss: Kazumi is Powerless in his normal human form.

Secret Identity: Tanaka Kazumi.

Young: Kazumi is a legal minor and tends to make foolish and impulsive choices.

A bright and spirited adolescent boy, Kazumi is an excellent student in school and beloved child to his parents. One day, on his way home from school, Kazumi rescued a small fox from a vicious dog. In truth, this fox was a kitsune who promised her benefactor a wish in appreciation for her rescue. Kazumi wished to have adventures like his favorite magical girl cartoons and comics. The kitsune agreed to the wish and went on its way.

The next day, Kazumi awoke to find a golden locket with pearlescent angel wings under his pillow. Compelled to speak a magical phrase, Kazumi was transformed... into an actual magical girl! Soon enough, Kazumi discovered that his rescuing of the kitsune had attracted all manner of monstrous yokai (evil Japanese spirit-monsters) to the boy's presence. Evil fiends began to infiltrate the school and neighborhood of Kazumi – possessing his friends and family – forcing Kazumi to transform into Immortal Angel Princess.

Kazumi is still getting used to fighting the forces of evil. In addition, he is still getting used to transforming into a beautiful teenage girl and the complications that brings to his life.

Gun Kaiser (PL 10)

Strength 6, Stamina 6, Agility 4, Dexterity 4

Fighting 9, Intellect 2, Awareness 2, Presence 4

POWERS

Go, Kaiser Sentai Force, Go!: Feature 1 (Quick Change into Gun Kaiser Armor) - 1 point

Kaisers Never Quit!: Regeneration 2; Protection 2 - 4 points

Kaiser Power Up!: Enhanced Strength 3 (Reaction [when taking Damage], Fades) - 12 points

Kaiser Leaping!: Immunity 5 (Falling Damage); Leaping 3 - 8 points

Shot-Bracers: 20 points; Removable (-4 points)

Shot-Assisted Momentum: Enhanced Dodge 2; Enhanced Leaping 1 - 3 points

Shot-Bracer Attacks: Array (16 points)

- **Shot-Blast:** Ranged Damage 8 - 16 points
- **Shot-Assisted Punches:** Strength-Based Damage 3 - 1 point

ADVANTAGES

All-Out Attack, Attractive, Diehard, Equipment 26 (Silver Dragon Mecha), Improved Aim, Improved Critical 4 (Shot-Bracers 2, Unarmed 2), Improved Initiative, Power Attack, Quick Draw, Ranged Attack 6, Takedown 2

SKILLS

Acrobatics 6 (+12), Athletics 6 (+13), Close Combat (Mecha) 4 (see below), Expertise (Paleontology) 6 (+8), Expertise (Popular Culture) 6 (+8), Perception 2 (+4), Persuasion 2 (+6), Stealth 2 (+6), Technology 6 (+8), Vehicles 6 (+10)

OFFENSE

Initiative +8

Shot-Blast +10 (Ranged, Damage 8/18-20)

Shot-Punch +9 (Close, Damage 9/18-20)

Unarmed +9 (Close, Damage 6/18-20)

DEFENSE

Dodge 12, **Parry** 11, **Toughness** 8

Fortitude 8, **Will** 8

POWER POINTS

Abilities 74 + Advantages 45 + Defenses 16 + Powers 41 + Skills 21 = 197 Total

COMPLICATIONS

Fame: Gun Kaiser is the last active member of the Kaiser Sentai Force.



Motivation: Protector of the Innocent.

Power Loss: Gun Kaiser is Powerless in human form.

Quirk: Must gesture emphatically while speaking in costume.

Secret Identity: Okaga Touma

By the time Okaga Touma had joined the Kaiser Sentai Force, they were already an established team of heroes defending Tokyo from alien invaders and giant monsters. Unknowingly coming to the aid of Pink Rapier Kaiser in her human identity as Hato Koharu, Touma drew the attention of the Sentai Force's greatest enemy: Red Oni. Believing he could draw out the Sentai Force by attacking Touma, Red Oni sent monsters to harass Touma. Not only was Touma able to handle his own until the Sentai Force arrived, he was apparently the missing link the team had been seeking to complete their numbers. Touma joined the Kaiser Sentai Force as their six member: the Silver Gun Kaiser!

After high school, many of the Kaiser Sentai Force started to go their own way. New heroes had appeared and the teenagers felt they had served humanity to their fullest. Touma also went to college and eventually graduated with a doctorate in Paleontology. But the call to help others was always there. Of all the members of his former team, Touma has never stopped fighting evil as the Gun Kaiser.

When forced to battle giant monsters, the Kaiser Sentai Force would summon their mecha. The mecha of Gun Kaiser is the Silver Dragon.

Gun Kaiser Silver Dragon Mecha (PL 10/EP 26)

Strength 12, Stamina –, Agility 4, Dexterity 4

Fighting 4, Intellect –, Awareness 2, Presence –

POWERS

Gargantuan Size: Growth 12 (Permanent, Innate) - 25 points

Robotic Body: Immunity 30 (Fortitude Effects); Impervious Toughness 12; Reach 3 with Strength Damage - 45 points

Robotic Maneuvers: Array (7 points)

- **Robotic Wings:** Flight 7 (250 mph) - 7 points
- **Robotic Legs:** Leaping 2; Speed 5 (60 mph) - 1 point

Sensor Suite: Senses 7 (Accurate Radio [radar], Direction Sense, Extended Hearing, Extended Vision, Infravision, Radio) - 7 points

Silver Dragon Arsenal: Array (18 points)

- **Silver Dragon Lightning Blast:** Ranged Multiattack Damage 9 - 18 points



- **Silver Dragon Sword:** Penetrating 12 with Strength Damage - 1 point

GUN KAISER PILOT TRAITS

Close Combat (Mecha) 4 (+8), Vehicles 6 (+10), Ranged Attack 6, Fortitude 8, Will 8

OFFENSE

Initiative +4

Lightning Blast +10 (Ranged, Multiattack Damage 9)

Sword +8 (Close, Penetrating Damage 12)

Unarmed +8 (Close, Damage 12)

DEFENSE

Dodge 8, Parry 8, Toughness 12

Fortitude Immune, Will Immune

POWER POINTS

Abilities -2 + Defenses 28 + Powers 104 = 130 Total

GO, KAISER SENTAI FORCE, GO!

Although the original Kaiser Sentai Force has disbanded, it is possible for other young heroes to fill in their shoes. Unknown to the rest of the world, the Kaiser Sentai Force received their powers from an alien entity known as Zerkxes. This entity is actually an avatar of the Cosmic Forge and uses its abilities to empower the Kaiser Sentai Force members, as well as create and maintain their armor, weapons, and mecha. This is done in a manner similar to the transformation that created the Astral Knight Gan (see below).

Since the original team disbanded, Zerkxes has been searching for a new collection of young heroes worthy enough to become the next Sentai Force. Zerkxes has prepared a new set of armor, weapons, and mecha for these would-be heroes. But, just like the Cosmic Forge itself, Zerkxes will only trust the powers it grants to those who are truly noble of heart.

VILLAINS OF JAPAN

Japan has a large number of costumed villains; both native and alien. Just like heroes, villains from other countries come to Japan for the fame – and benefits from said fame – it might garner them. These villains don't so much commit crimes for the sake of money or world domination. They just want to get their names in the papers and build a collection of groupies.

The more sinister villains of Japan are beings that are truly alien to both the country... and sometimes the planet. Besides the giant kaiju of Monster Island, Japan is filled with a number of creatures from another dimension known as "yokai." These mythological horrors come in all shapes

and sizes and seek to corrupt innocent minds and drive humans to commit evil acts. Temples and spiritual places have been used as prisons for the yokai for centuries. However, industrialization of Japan has torn down several temples, allowing the yokai imprisoned within to escape and terrorize the human population. Hunters of the supernatural, like the Night Watch have been seen battling these monsters, and heroes like Immortal Angel Princess seem particularly adept at cleansing the corrupting influence of yokai.

Unknown to the general public, the Kaiser Sentai Force has been fighting a war against the forces of an exiled Agarthan scientist who calls himself Red Oni. From his hidden citadel located somewhere in a dimensional fold near Monster Island, this Miscreation seeks to experiment on humanity and local fauna by transforming them into monstrous living weapons.

Red Oni (PL 11)

Strength 6, Stamina 9, Agility 2, Dexterity 4

Fighting 3, Intellect 9, Awareness 3, Presence 6

POWERS

Bio-Draining Aura: Reaction Weaken Stamina 3 (Resisted by Fortitude) - 12 points

Kinetic Absorption: Immunity 80 (All Damage; Limited to half-effect); Protection 3 - 43 points

Kinetic Enhanced Power: Array (23 points)

- **Kinetic Blast:** Ranged Damage 12 (Quirk [Ranks of Damage are equal to current ranks of Strength; -1 point]) - 23 points
- **Kinetic Field:** Create 12 (Quirk [Ranks of Create are equal to current ranks of Strength; -1 point]) - 1 point
- **Kinetic Field:** Impervious Toughness 12 (Quirk [Ranks of Impervious are equal to current ranks of Strength; -1 point]) - 1 point

Kinetic Enhanced Power: Enhanced Strength 6 (Reaction [when struck with Damage], Fades, Limited [Strength only increases 1 rank when struck with Damage at least 1 rank over his current Strength]) - 18 points

ADVANTAGES

Benefit 6 (Cipher, Wealth 5), Daze (Intimidation), Fascinate (Intimidation), Inventor, Languages 3 (Cantonese, English, Japanese, Russian [Agarthan is native]), Startle

SKILLS

Close Combat (Unarmed) 6 (+9), Deception 2 (+8), Expertise (Genetics) 6 (+15), Expertise (Physics) 6 (+15), Intimidation 6 (+12), Perception 2 (+5), Persuasion 2 (+8), Ranged Combat (Kinetic Blast) 2 (+6), Technology 6 (+15), Treatment 6 (+15)



OFFENSE

Initiative +2

Kinetic Blast +6 (Ranged, Damage 6 - 12)

Unarmed +9 (Close, Damage 6 - 12)

DEFENSE

Dodge 8, Parry 9, Toughness 12

Fortitude 11, Will 9

POWER POINTS

Abilities 84 + Advantages 13 + Defenses 20 + Powers 98 + Skills 22 = 237 Total

COMPLICATIONS

Arrogance: Red Oni is a brilliant but twisted scientist. He has no respect for life, shaping it into any form he desires.

Cipher: Most beings on Earth do not know Red Oni exists.

Enemies: Kaiser Sentai Force.

Prejudice: Red Oni is a Miscreation of Agartha. His form is monstrous, appearing to be a skinless humanoid.

The mysterious being known as Red Oni is a scientist exiled from the hidden city of Agartha. Before his exile, Red Oni attempted to use a special process to solidify the mutagenic Lunarian Blue substance into a concentrated form. Using this “Echidna Stone,” Red Oni channeled his energy projection powers through the material to transform animals and inanimate objects into monstrous beings. He attempted to use these monsters to conquer Agartha but was eventually defeated and exiled from the city.

Unfortunately, Red Oni was able to find a storage of Lunarian Blue in the Hollow Earth tunnels under Monster Island. With this material, he recreated the Echidna Stone and began a campaign to send monstrous kaiju to Japan to kidnap human for his experiments. Soon afterwards, Red Oni’s monsters began being destroyed by Japan’s newest heroes: Kaiser Sentai Force.

Forced to create one monster after another to destroy this new threat to his plans, Red Oni began to exhaust the power of the Echidna Stone. Soon, he was unable to create giant monsters; forcing Red Oni to use his waning Echidna Stone to transform normal humans into monstrous villains.

Currently, Red Oni is seeking a new storage of Lunarian Blue to recreate his Echidna Stone. When he does, Red Oni will renew his assault against the final member of the Kaiser Sentai Force: Gun Kaiser.

THE ECHIDNA STONE

This artifact of evil is created using an alchemical process known only to Red Oni. By channeling energy through the stone, Red Oni is able to transform animals, humans, and inanimate objects into monsters. Furthermore, he can cause these monsters to become kaiju with another burst of concentrated energy.

When formed, Red Oni placed the Echidna Stone into the head of his staff; a symbol of his great power.

Echidna Stone: 100 points; Easily Removable (-40 points)

Echidna Stone: Affliction 10 (Transform Living Creature Into Monster); Resisted and Overcome by Fortitude; Continuous, Limited to Third Degree - 30 points

Create Monstrosity: Transform Any Physical Object into a Monster 8 (Continuous) - 40 points

Enlarge Monstrosity: Growth 12 (Affects Others Only, Extended Range 6, Limited to monsters, Ranged) - 30 points

EUROPE

ROMANIA

Romania is a country found the far east of Europe. It borders the Black Sea, Bulgarian, Hungary, Moldova,



Serbia, and the Ukraine. The capitol of the country is the city of Bucharest. Romania is a member of the European Union, but given the isolationist attitude of its ruler, Andreas d'Arkandyesh (aka "Lord d'Arc"), its position in the EU is tenuous at best. One of the few things keeping Romania's standing in the EU is its exceptional scientific and technological developments.

Romania is a republic in name only, as Lord d'Arc has served as the nation's supreme leader and effective monarch since 1996. After returning from the United States in 1995, Andreas discovered the leaders and aristocracy of Romania had been transformed into vampires under the leadership of Count Orlok. The people of the country were effective cattle to the upper-class. Armed with his advanced knowledge of both science and mysticism, Andreas led a revolution against the vampires. After the last of them had been driven back into the wilderness, Lord d'Arc was famously elected as leader of Romania; a position he has retained to this day.

During the day, Romania appears to be an ideal country of friendly people and advanced socialized technology. All citizens of Romania have free access to the internet, education, medical care, food, and a home to live in. The people are free to pursue any career they choose, but work in one of the many campuses and factories that produce the advanced technology developed by Lord d'Arc are the most popular jobs.

At night, everything changes. The entire country is under a strictly-enforced curfew. Everyone is expected to be in their homes by sunset. Tourists are expected to be in their hotels or hostels at the same time. Once the sun goes down, anyone discovered on the streets will have to contend with the robotic security patrols that guard the cities in search of law-breakers and vampires.

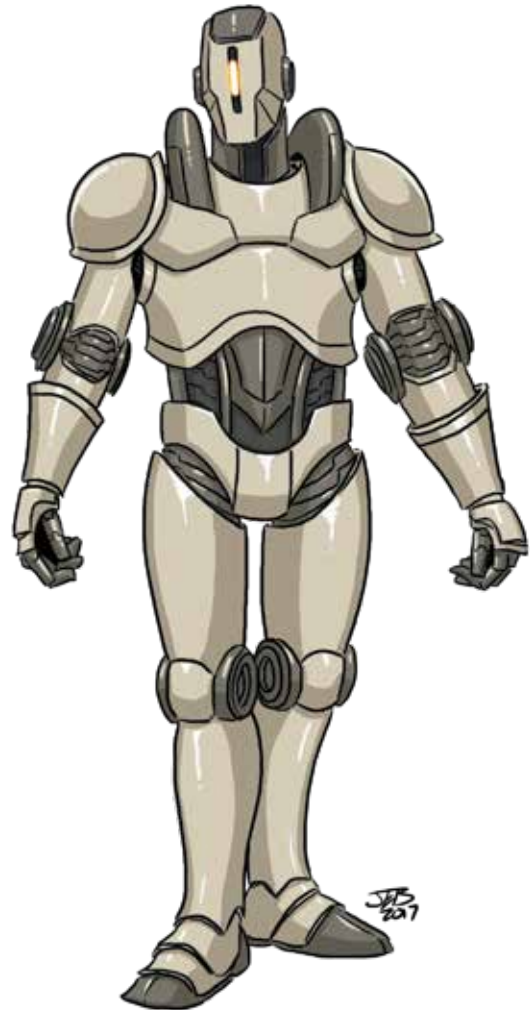
Romanian Security Robot (PL 5)

Strength 4, Stamina –, Agility 3, Dexterity 3

Fighting 4, Intellect 0, Awareness 0, Presence 0

Powers: **Force Blaster:** Ranged Damage 6; AE - **Stunner:** Ranged Affliction 6 (Dazed, Stunned, Incapacitated); Resisted and Overcome by Fort; **Robot Body:** Immunity 30 (Fortitude Effects); Impervious Toughness 3; Protection 4; **Robot Mind:** Radio Communication 3; Immunity 10 (Mental Effects); Senses 6 (Darkvision, Direction Sense, Distance Sense, Radio, Time Sense); **Advantages:** Eidetic Memory; **Skills:** Expertise (Romania) 6 (+6), Intimidation 6 (+6); **Offense:** Init +2; Force Blaster/Stunner +3 (Ranged Affliction or Damage 6); Unarmed +4 (Damage 4); **Defenses:** Dodge 5, Fort Immune, Parry 6, Tgh 4, Will 2

Totals: Abilities 18 + Advantages 1 + Defenses 6 + Powers 78 + Skills 6 = 109 points



Romanian Heavy Security Robot (PL 10)

Strength 10, Stamina –, Agility 2, Dexterity 6

Fighting 6, Intellect 4, Awareness 6, Presence 0

Powers: **Force Blaster:** (AE of Strength) Ranged Damage 8; **Robot Body:** Immunity 30 (Fortitude Effects); Impervious Toughness 9; Protection 11; **Robot Mind:** Radio Communication 3; Immunity 10 (Mental Effects); Senses 6 (Darkvision, Direction Sense, Distance Sense, Radio, Time Sense); **Advantages:** Eidetic Memory; **Skills:** Expertise (Romania) 6 (+10), Intimidation 6 (+6); **Offense:** Init +2; Force Blaster +6 (Ranged Damage 8); Unarmed +6 (Damage 10); **Defenses:** Dodge 4, Fort Immune, Parry 8, Tgh 11, Will 8

Totals: Abilities 58 + Advantages 1 + Defenses 6 + Powers 79 + Skills 6 = 150 points

Romania has been dealing with evil supernatural forces throughout most of its history. Vampires and werewolves are "common sights" in the Carpathian Mountains. Natives of Romania never venture into any

of the caves found in the Carpathians. Few that do ever return... the same. Tourists to Romania think of the local superstitions as quaint and medieval; perhaps putting on a show for the tourists. But the truth is that Romania has been plague by vampires and their evil minions for thousands of years. And given the recent vampire incursions, the locals are bound and determined to remain free of these evil forces. The first occurred in the 1990s and was halted by Lord d'Arc. The second occurred in 2012, when Count Orlok attempted to transform a number of superheroes into vampires. For several months, Orlok and his super-powered vampire minions terrorized Europe. They were eventually defeated by the combined forces of the British Royal Lions and the Night Watch.

Believing the supernatural threat to be currently contained, Lord d'Arc set his sights on acquiring his own stores of the precious orichalchum metal and mutagenic Lunarian Blue. With the aid of the exiled Agarthan monarch Magna, d'Arc attacked the city of Agartha. Atlantis and Ophar came to the aid of Agartha, forestalling d'Arc's invasion. When Magna attempted to betray Lord d'Arc, Andreas was prepared for the ruse. He captured Magna and placed the Miscreation in a machine that amplified Magna's mind control powers. Lord d'Arc used the machine to control the minds of the soldiers of Agartha. Gaining control of Atlantis and Ophar with his mind control machine, d'Arc forged a new suit of armor from orichalchum and slaying the former king of Agartha: Suzerain VII. This forced the Agarthan Royal Family to flee their city and seek aid in Ophar.

Gold Lion, Sea Devil, and Suzerain VIII enlisted the aid of Richard Hughes to contact the alien Antiquarian. From this being, they acquire weapons to drain the new powers of Lord d'Arc and free their peoples from d'Arc's control. In exchange for sparing his life, d'Arc agreed to withdraw his forces from Agartha. The Antiquarian was given d'Arc's orichalchum manatech armor before returning to outer space.

Since the war, Lord d'Arc's popularity among the people of Romania has been tenuous at best. They are starting to see Andreas not as their national hero, but more as a self-important monarch. Time will tell if Lord d'Arc can win back the hearts of his people.

Lord d'Arc (PL 12)

Strength 7/4*, **Stamina** 4, **Agility** 4, **Dexterity** 2

Fighting 6/4*, **Intellect** 7, **Awareness** 7, **Presence** 7

*without armor

POWERS

Battle Armor: 151 points; Removable (-30 points)

Armor: Impervious Toughness 9, Protection 5 – 14 points

Electrical Field: Damage 12 (Burst Area with 9 ranks, Reaction [when touched or grabbed]) – 57 points

Rockets: Flight 7 (250 mph) – 14 points

Sealed Systems: Immunity 10 (Life Support) – 10 points

Sensor Systems: Senses 10 (Direction Sense, Distance Sense, Extended Hearing 2, Extended Vision 2, IR Vision, Radio, Time Sense, Ultra-Hearing) – 10 points

Targeting Systems: Enhanced Fighting 2, Enhanced Ranged Attack 2 – 6 points

Video Communicator: Radio Communication 4 – 16 points

Weapons Systems: Array (22 points)

- **Force Field Projector:** Create 11 (Impervious) – 22 points
- **Kinetic Bolt:** Ranged Damage 10 – 1 point
- **Servo Muscles:** Enhanced Strength 3 – 1 point

Hyper-Inventor: Enhanced Technology 4, Quickness 4 (Limited to Mental Tasks) – 4 points

Magic Spells: Array (24 points)

- **Mental Transfer:** Perception Ranged Affliction 11 (Transformed); Resisted and Overcome by Will; Insidious, Limited to the Third Degree, Side Effect (target's mind controls Lord d'Arc's body), Subtle – 24 points
- **Mystic Bolt:** Ranged Damage 11 (Affects Insubstantial 2) – 1 point
- **Portal:** Movement 2 (Dimensional Travel 2 [mystical dimensions]; Portal) – 1 point
- **Summons:** Summon 3 (Active, Indifferent Attitude, Heroic, Broad Variable Type [supernatural creatures]) – 1 point

EQUIPMENT

Blaster Pistol: Ranged Damage 5 – 10 points

Castle d'Arc: Headquarters (Size: Huge; TGH: 14; Features: Communications, Computer, Defense System, Deathtraps, Effect [“Time Machine” Super-Movement (Temporal Move 3), Affects Others], Fire Prevention System, Garage, Grounds, Hangar, Holding Cells, Laboratory, Library, Living Space, Personnel, Power System, Security System 3 [DC 30], Workshop) – 31 points

ADVANTAGES

Artificer, Benefit 7 (Diplomatic Immunity, Monarch of Romania, Wealth 5), Connected, Diehard, Eidetic Memory, Equipment 9, Fascinate (Intimidation), Favored Foe (The Challenger Foundation), Fearless, Inventor, Languages 4 (Cantonese, English, Latin, Russian [Romanian is native]), Ritualist, Skill Mastery 2 (Intimidation, Technology), Well-Informed

SKILLS

Expertise (Artist) 6 (+13), Expertise (Magic) 6 (+13), Expertise (Pianist) 6 (+13), Expertise (Science) 6 (+13), Insight 6 (+13),

Intimidation 6 (+13), Perception 6 (+13), Persuasion 6 (+13), Ranged Combat (Kinetic Bolt) 6 (+10), Technology 6 (+17), Vehicles 2 (+4)

OFFENSE

Initiative +4

Kinetic Bolt +10 (Ranged, Damage 10)

Mystic Bolt +4 (Ranged, Damage 11)

Pistol +4 (Ranged, Damage 5)

Unarmed +6 (Close, Damage 7)

DEFENSE

Dodge 10, **Parry** 12, **Toughness** 9

Fortitude 10, **Will** 13

POWER POINTS

Abilities 78 + Advantages 32 + Defenses 24 + Powers 152 + Skills 31 = 317 Total

COMPLICATIONS

Arrogant: Lord d'Arc has a massive ego and is incredibly body-proud; believing himself to be the perfect specimen of humanity. He often refers to himself in the Third Person.

Honor: Andreas has a strong sense of personal honor. He considers it demeaning to break a promise once his word is given. However, Andreas will happily lie to potential allies and turn on them when the time is ripe, should he not consider them his peers.

Infamy: Lord d'Arc is considered to be the most dangerous man on Earth and the iron-fisted tyrant of Romania.

Motivation: Andreas seeks to bring the entire world under his direct control. To this end, he has amassed an incredible amount of personal power to fuel his goals.

Responsibility: Lord d'Arc takes his position as monarch of Romania very seriously. He seeks to ensure the safety and comfort of those who are under his rule.

Rival: Andreas holds a special enmity with Richard Hughes of the Challenger Foundation. He is the only person whom d'Arc considers to be his intellectual equal.

Andreas d'Arkandyesh was born to a family of servants in service to a Romanian nobleman. Even as a child, Andreas possessed intelligence well beyond his years, but was forced to conceal his talents in the face of "his betters." When valuable items began to disappear from the nobleman's home, the blame was placed on Andreas' family, who were cast out of the household and ostracized from gaining new employment. Homeless and destitute, Andreas watched helplessly as his parents died from exposure. But Andreas' indomitable will would not allow him to succumb to such a pathetic fate.



Andreas sought out his long-lost relatives; folks spoken of only in hushed tones by his parents when they thought their son could not hear. He found his aunt Luana living deep in the Hoia Forest and discovered she was a powerful witch. Sensing great potential in her nephew, Luana agreed to teach Andreas in the arts of magic and alchemy. The young man excelled in his studies as he had in his scientific education. Within only a few years, Andreas mastered every spell Luana taught him. While Andreas hungered for more power, fate would intervene.

Luana was slain by a vampire from the county of Transylvania. Seeking to avenge his aunt, Andreas followed the monster to its lair, only to discover more of the horrors living throughout the Carpathian Mountains and under the bowels of Castle Dracula. To fight this scourge, Andreas developed weapons both mystical and scientific. Soon, the young man gained fame as a slayer of monsters and a performer of miracles.

The scientific creations Andreas developed in his war against the undead attracted the attention of an American

company. They approached Andreas and offered to send him to be formerly educated at Stanford University if he agreed to work for them after graduation. Andreas saw them as a means to an end and agreed to the terms.

At Stanford, Andreas would meet Richard Hughes, who would quickly become his intellectual rival. As intelligent and indomitable as Andreas believed himself to be, Richard would seemingly outthink him at every turn. Determined to outmatch Richard Hughes, Andreas attempted to create a device that would allow one to travel through both space and time. When he activated the device, it exploded, destroying most of the building Andreas was in and injuring many students and faculty. For his reckless experimentation, Andreas was expelled from Stanford and deported from the United States.

Returning to Romania, Andreas joined an order of monks and used their metalworking forge to craft himself a suit of armor. He was determined to never again suffer an injury as he had experienced in the explosion. Andreas then avenged his family by slaying the nobleman who had ousted them from his home, only to discover that the nobleman was in the early stages of vampirism!

Andreas quickly discovered that a master vampire by the name of Count Orlok was attempting to gain control of Romania by transforming the wealthy families and powerful politicians into the undead. Andreas exposed the vampire's

plot and led the people of Romania to fight against the undead. While Count Orlok managed to escape, his scheme was foiled and Andreas was seen as the savior of a nation.

As the hero of Romania, Andreas placed himself as ruler of the country – naming himself Lord d’Arc – and began enacting strict laws as a means to “ensure the safety of Romanians against the scourge of the unnatural.” Today, Romania is considered one of the most technologically-advanced countries in Europe – if not the world – thanks to the innovations of its monarch. Lord d’Arc sees his rule of Romania as a blueprint to how the world, as a whole, should be governed.

Now that d’Arc possessed unfettered power over his own nation, he has set his sights on avenging wrongs done to him in the past. Most notably is his quest to overcome Richard Hughes of the Challenger Foundation. Lord d’Arc blames Richard for sabotaging his time machine which Andreas has successfully recreated at his home in Castle d’Arc. Using this device, d’Arc scours the world in search of ancient artifacts to use in his campaign for world domination.

LORD D’ARC AS A HERO

While his deeds may seem altruistic and for the betterment of the Romanian people, Lord d’Arc is ultimately interested only in himself and making his mark on history. A truly heroic Lord d’Arc would battle the vampire menace and use his magical and technological resources to help others without seeing them as a stepping stone to ultimately controlling the world. This more noble-hearted d’Arc may still be kind of a jerk – he does still have that superiority complex – but his heart is in the right place, and he does want to make the world safe for normal people.



THE HANDS OF D’ARC

During his years as ruler of Romania, Lord d’Arc has acquired a number of allies to help him maintain order and execute his will. Besides a number of trusted mundane agents and secret police officers, Andreas also maintains a defense force of super-powered beings known as “The Hands of d’Arc.”

Adam (PL 10)

Strength 9, Stamina 10, Agility 3, Dexterity 3

Fighting 4, Intellect 6, Awareness 2, Presence 3

POWERS

Electrical Absorption: Enhanced Strength 2; Enhanced Speed 2; Fades, Reaction (when struck with electricity damage) - 14 points

Large: Growth 2 (Innate, Permanent [-1 active defenses included]) - 5 points

Invulnerability: Immunity 7 (Critical Hits, Electrical Damage); Impervious Toughness 3 - 10 points

Rapid Healing: Regeneration 5 - 5 points

ADVANTAGES

Artificer, Chokehold, Diehard, Fast Grab, Fearless, Great Endurance, Improved Grab, Improved Hold, Improvised Weapon, Inventor, Ritualist, Startle

SKILLS

Close Combat (Unarmed) 2 (+6), Expertise (Literature) 6 (+12), Expertise (Magic) 12 (+18), Intimidation 6 (+10), Perception 2 (+4), Ranged Combat (Thrown) 2 (+5), Technology 12 (+18), Treatment 6 (+12)

OFFENSE

Initiative +3

Unarmed +6 (Close, Damage 9)

DEFENSE

Dodge 8, **Parry** 9, **Toughness** 10

Fortitude 12, **Will** 8

POWER POINTS

Abilities 72 + Advantages 12 + Defenses 20 + Powers 39 + Skills 24 = 166 Total

COMPLICATIONS

Prejudice: Adam's massive size and scarred appearance often causes fear and hatred in others.

Suspended Animation: If exposed to Extreme Cold or a Cold Power of rank 6 or more, Adam begins to enter a form of suspended animation. he remains Helpless and Unaware until he is removed from the Extreme Cold and thawed.

Temper: Although normally eloquent and even-tempered, Adam flies into a rage when treated like a monster by others.

Determined to prove that death could be overcome by science, Doctor Victor Frankenstein created a creature of great physical power and intelligence from the bodies of numerous dead humans. Each body part and organ was chosen specifically to create "the perfect man." Using alchemy and electricity to bring the body together and finally bring it to life, Frankenstein had succeeded in his experiment.

Unfortunately, the monster Victor had made was like a child, and lashed out with violent force at his creator. Disappearing into the wilderness, the creature was found by a poor family who named the creature Adam and taught him to speak and read; a process taking only several months, as the creature was more "remembering" how to do these things, rather than learning from nothing.

Adam eventually returned to confront Victor and demanded to be given a bride like himself. When Victor refused, Adam began to slay Victor's family and eventually came after Victor himself. Victor fled into the Arctic, where Adam followed. Both were believed to be slain by the freezing clod of the north.

However, Adam eventually returned and lived in Frankenstein Castle as a hermit. He attempted to learn everything he could from Victor's books and experimental notes in an attempt to recreate the process that brought Adam to life. But Adam's efforts never succeeded. Despite his failures, Adam became a master of science and magical knowledge.

Adam was forced out of Frankenstein Castle by the Nazis. One of their scientists, Emil Jeste, acquired the journals of Victor Frankenstein. Adam wandered the European countryside, doing his best to avoid contact with humanity. Finally, he was found in the Carpathian Mountains by Andreas d'Arkandyesh and offered a place in Lord d'Arc's new society. Adam has been a loyal agent of d'Arc for many years.

B-ZARK!

"heh heh heh HEH! HA! Do... that.... AGAIN!"

– Adam, after being stuck by Suzereign's lightning bolt during the Agarthan War



Daywalker (PL 10)

Strength 5, Stamina 10, Agility 4, Dexterity 4
 Fighting 4, Intellect 6, Awareness 4, Presence 3

POWERS

Blood Rejuvenation: Healing 10 (Limited to self only, Restorative, Source [blood]) - 10 points

Creature of the Night: Senses 5 (Darkvision, Olfactory [acute, extended, tracking]) - 5 points

Distend: Insubstantial 1 (Limited to Escaping) - 4 points

Levitation: Flight 5 (60 mph) - 10 points

Vampire Powers: Array (5 points)

- **Hypnotic Gaze:** Affliction 10 (Fatigued, Exhausted, Asleep); Resisted and Overcome by Will; Visual Sense-Dependent; Cumulative, Distracting - 5 points
- **Claws and Fangs:** Strength-Based Damage 2 (Improved Critical) - 1 point

Wall-Crawling: Movement 2 (Wall-Crawling 2) - 4 points

ADVANTAGES

Benefit 1 (Wealth 1), Close Attack 6, Daze (Intimidation), Diehard, Evasion, Fascinate (Intimidation), Fast Grab, Fearless, Improved Hold, Improved Initiative, Startle

SKILLS

Deception 2 (+5), Expertise (Biology) 6 (+12), Expertise (Genetics) 6 (+12), Insight 2 (+6), Intimidation 6 (+9), Perception 6 (+10), Stealth 6 (+10), Treatment 6 (+12)

OFFENSE

Initiative +8

Claws and Fangs +10 (Close, Damage 7/19-20)

Hypnotism +10 (Close, Affliction 10)

Unarmed +10 (Close, Damage 5)

DEFENSE

Dodge 10, **Parry** 10, **Toughness** 10

Fortitude 12, **Will** 6

POWER POINTS

Abilities 80 + Advantages 17 + Defenses 16 + Powers 39 + Skills 23 = 175 Total

COMPLICATIONS

Bloodlust: If Daywalker does not feed on blood at least once per night, she becomes Strength-, Stamina-, Fighting-, and Intellect-Impaired. Prolonged blood starvation leads to these Abilities becoming Disabled.

Nocturnal Transformation: During the day, Sarra Matsoukas appears to be a normal human woman. During the night, she transforms into a bat-like monster.

Vulnerable: Daywalker is Vulnerable to light-based powers and effects.

From her laboratory in Greece, geneticist Sarra Matsoukas corresponded over many years with Romanian leader Andreas d'Arkandyesh (aka "Lord d'Arc"). Few scientists in the world believed in the serious vampire problem cursing Romania or the constant war fought between d'Arc's forces and the undead. Lord d'Arc discovered Matsoukas' brilliant work with blood transfusions and genetic augmentation; believing the woman could help rid the world of vampires through use of science. The geneticist doubted d'Arc's sincerity until she received her first "test subject:" an actual vampire!

Unfortunately for Matsoukas she was unprepared for the power of the vampire and was accidentally bitten during a blood collection. The geneticist began to change into an undead monster, lusting for human blood. Luckily, Matsoukas had already started working on a preliminary serum. Desperate to halt her transformation into a monster, she injected himself with the experimental formula.



While the formula halted the immediate transformation, it was not a complete cure. During the day, Sarra Matsoukas is a normal human woman. But during the night, she transforms into a bat-like monstrosity. She does her best to sate her thirst for blood with animals or plasma purchased from blood banks; determined never to feed on a living human for fear of passing her vampire curse.

Since her transformation, Matsoukas has moved her laboratory to Romania, where she can better study the vampire condition and someday find a cure for both herself and the potential hundreds afflicted by vampirism.

Knighthall (PL 10)

Strength 3, Stamina 6, Agility 3, Dexterity 3

Fighting 4, Intellect 6, Awareness 2, Presence 3

POWERS

Manatech Armor: Immunity 7 (Electrical Damage, Suffocation); Impervious Protection 3; Removable (-3 points) - 10 points

Manatech Lance: Array (18 points); Easily Removable (-4 points)

- **Force Blaster:** Ranged Multiattack Damage 6 - 18 points
- **Grappler:** Ranged Affliction 6 (Hindered and Vulnerable, Defenseless and Immobile); Resisted by Dodge, Overcome by Damage; Cumulative, Extra Condition, Limited to Two Degrees - 1 point
- **Stake Thrower:** Ranged Damage 9 - 1 point

EQUIPMENT

Hover-Cycle: Vehicle (Size M; Strength 1; Speed Flight 6; Defense 10; Toughness 8) - 16 points

Sword: Strength-Based Damage 3 (Improved Critical) - 4 points

ADVANTAGES

Benefit (Champion of Romania), Equipment 4, Precise Attack (Close; Concealment)

SKILLS

Athletics 6 (+9), Close Combat (Manatech Lance) 6 (+10), Expertise (History) 2 (+8), Insight 6 (+8), Intimidation 6 (+9), Perception 2 (+4), Ranged Combat (Manatech Lance) 6 (+9), Technology 6 (+12), Treatment 2 (+8), Vehicles 6 (+9)

OFFENSE

Initiative +3

Force Blast +10 (Ranged, Multiattack Damage 6)

Grappler +10 (Ranged, Affliction 6)

Stake +10 (Ranged, Damage 9)

Sword +4 (Close, Damage 6/19-20)

Unarmed +4 (Close, Damage 3)



DEFENSE

Dodge 9, Parry 10, Toughness 9

Fortitude 12, Will 8

POWER POINTS

Abilities 60 + Advantages 6 + Defenses 24 + Powers 26 + Skills 24 = 142 Total

COMPLICATIONS

Fame: Knightfall is known as the Champion of Romania.

Loyalty: Lilith is loyal to Lord d'Arc and the people of Romania.

Motivation: Lilith is determined to destroy Count Orlok and his evil progeny.

Lilith Blaque was born to a family serving the Romanian noble house of Hunyadi. When the Hunyadi's were transformed into vampires by Count Orlok, Lilith's family was the first to be used as human chattel. The vampires would come and feed upon them night after night.

When Andreas d'Arkandyesh led his revolution against the vampire families, Lilith was the only one remaining

alive in her family. Determined to avenge her fallen loved ones, Lilith became one of the most exceptional vampire slayers in Romania. Only Lord d'Arc himself has destroyed more undead than Lilith. When she came to d'Arc's attention, Andreas decided to make an example of Lilith.

Creating a suit of manatech armor and weapons, he transformed Lilith Blaque into Knightfall the "Champion of Romania."

DARK FORCES IN ROMANIA

Romania is tied to the powers of supernatural evil. Several locations within its borders are filled with all sorts of monsters and horrors.

The Hoia-Baciu Forest is renowned as the "world's most haunted forest." Its trees and vegetation are twisted and horrific in appearance; appearing as though they have been constantly burned. All who enter the woods feel a constant sense of unease and paranoia. It is as though the very forest hates the presence of intruders. The sighting of ghosts, hags, werewolves, strange glowing lights, and UFOs have been reported in the Hoia. Like most regions of supernatural evil, when night falls in the forest, it seems to happen much faster than normal.

Located in central Romania and nestled against the Carpathian Mountains is the county of Transylvania. The borders of this county are clearly defined by an omnipresent storm of dark clouds that shrouds the land in eternal darkness. This dark storm was created by Count Orlok following Lord d'Arc's revolution. The Master of vampires wanted to let the mortals of Romania know Orlok's power still reigned over his homeland and that any who strayed within would be his prey. The center of the dark storm is Castle Dracula. Once the home of Vlad Tepes – who was transformed into the vampire Dracula by Orlok – this castle is the seat of power of the King of Vampires. Castle Dracula exists in two worlds: our own world of Earth and that of a parallel, but darker shadow world of decay and evil.

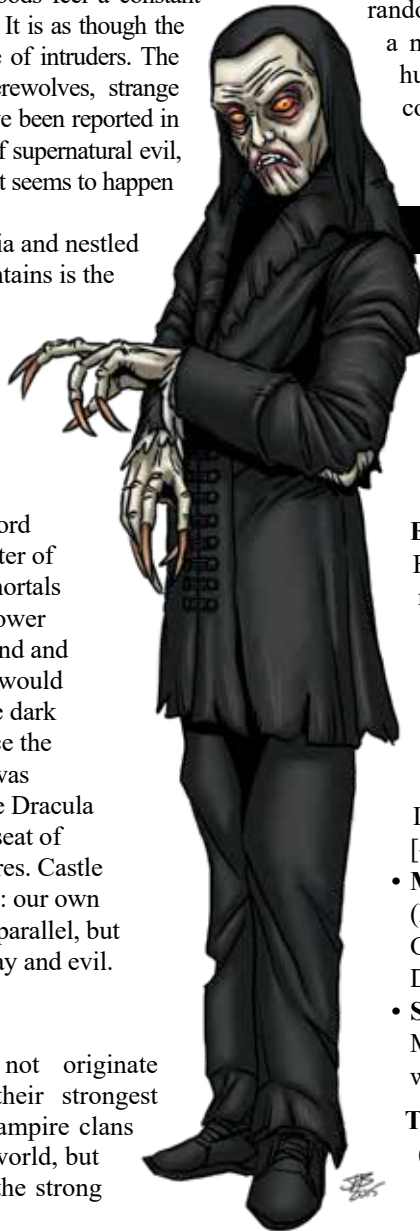
VAMPIRES

Although vampires did not originate in Romania, they have their strongest presence in this country. Vampire clans have scattered all over the world, but are drawn to Romania for the strong

evil presence located here: Count Orlok, the Master of Earth's Vampires.

Vampires and werewolves have a strong connection in the Old World. It is said that when a werewolf is slain, it transforms into a vampire. Whether this is true or not has never been officially tested by any modern occultists. As vampires are required to sleep during the daylight hours, they are protected by their mortal servants. Some vampires use humans whom they have dominated with their undead powers. But the most powerful vampires use werewolves as their chosen daylight protectors.

Both vampires and werewolves propagate their kind by biting; infecting mortals with their supernatural virus that transforms the mortal into a monster. Any bite from a werewolf can infect a human with lycanthropy. However, vampires must undergo a longer process. A simple bite or random feeding will not create a new vampire. To create a new vampire, a vampire must drink the blood of a human while exposed to the light of the moon over the course of three nights in a row. Thus, to create a scion, the would-be vampire master must curb its desire to drain the mortal dry of its vital fluids.



Count Orlok (PL 10)

Strength 7, Stamina –, Agility 6, Dexterity 6

Fighting 6, Intellect 3, Awareness 10, Presence 5

POWERS

Blood Bond: Mental Communication 4 (Limited to anyone from whom Orlok has drained blood) – 12 points

Blood Drain: Weaken Stamina 6 (Resisted by Fortitude; Concentration, Grab-Based, Limited to 2 ranks per round) – 3 points

Shadowless: Visual Concealment 4 (Innate, Limited to casting shadows or a reflection in mirrors, Permanent) – 5 points

Summoning and Controlling: Array (60 points)

- **Control Weather:** Environment 12 (Intense Cold, Intense Heat, Impede Movement [-1 rank], Visibility [-2 Perception]); Selective – 60 points
- **Mind Control:** Perception Ranged Affliction 10 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative, Visual Sense-Dependent – 1 point
- **Summon Animals:** Summon 3 (Controlled, Horde, Multiple Minions 7, General Broad Type [bats and wolves]) – 1 point

The Dead Are Swift: Enhanced Advantage 4 (Improved Initiative, Move-By Action, Takedown 2); Speed 6 (120 mph) - 10 points

Transformation: Array (22 points)

- **Bat Form:** Flight 6 (120 mph; Wings); Shrinking 8 – 22 points
- **Mist Form:** Flight 4 (30 mph); Immunity 2 (Critical Hits); Insubstantial 2 – 1 point
- **Wolf Form:** Senses 3 (Acute, Extended Olfactory), Speed 5 (60 mph) – 1 point

Undead Body: Immortality 4; Immunity 30 (Fortitude Effects); Impervious Toughness 12; Protection 12; Regeneration 4 - 62 points

Undead Senses: Senses 6 (Darkvision, Olfactory [acute, extended, tracking]) – 6 points

ADVANTAGES

Accurate Attack, All-Out Attack, Benefit 4 (Ruler of Earth's Vampires, Wealth 3), Defensive Attack, Fearless, Hide In Plain Sight, Improved Critical (Unarmed), Improved Disarm, Improved Grab, Improved Hold, Improved Trip, Language 3 (English, German, Russian, Turkish [Romanian is native]), Power Attack, Ritualist, Takedown

SKILLS

Close Combat (Unarmed) 8 (+14), Deception 6 (+11), Expertise (Magic) 6 (+9), Insight 6 (+16), Intimidation 6 (+11), Perception 6 (+16), Persuasion 6 (+11), Stealth 6 (+12)

OFFENSE

Initiative +10

Bite +6 (Close, Weaken 6)

Mind Control Perception (Ranged, Affliction 10)

Unarmed +14 (Close, Damage 6/19-20)

DEFENSE

Dodge 8, **Parry** 8, **Toughness** 12 (Impervious 12)

Fortitude Immune, **Will** 12

POWER POINTS

Abilities 74 + Advantages 20 + Defenses 6 + Powers 184 + Skills 25 = 309 Total

COMPLICATIONS

Blood Dependency: Orlok must feed on blood to survive. If he has not fed in two days, he is Impaired. Two days afterwards, he is Disabled. He is normal once he feeds on blood. Upon seeing blood, Orlok must make a DC 15 Will check or attack.

Infamy: Orlok is the ultimate embodiment of evil in mankind.

Obsession: Orlok must make a DC 15 Will check to avoid smashing a mirror.

Power Loss: Impervious Toughness; not vs. holy or silver attacks.

Vulnerability: Orlok is Toughness Disabled against fire damage.

Weakness: Direct sunlight or effects that duplicate sunlight inflict rank 6 Damage on Orlok each round of exposure. Orlok must make a competing Will check vs. an opponent's Presence check when presented with a holy object or be unable to approach the individual holding the holy device. Orlok cannot enter a dwelling unless freely invited by an occupant. Orlok is Immobilized if his heart is pierced with a wooden stake.

Orlok has been a vampire as long as he can remember. His most distant memory can be traced back to the 2nd Century AD. When the Black Plague tore through Europe in the mid-1300s, Orlok became the master of all vampires on Earth; promising safety from the plague by transforming hundreds of dying men and women into vampires. The Inquisition hunted down the children of Orlok, eventually finding and capturing the fiend himself. The Catholic agents tried again and again to destroy the vampire master only to have Orlok return each time.

Unable to permanently destroy Orlok, the Inquisition used their mystical powers to imprison the vampire within the Carpathian Mountains. There he remained, starving for blood but unable to perish for a century. The few adventurous men who entered the caves under the mountains were quickly hunted and consumed by the horror.

In the year 1460, Vlad Tepes was fatally wounded in battle with the Turkish army. He fled from the battle, hiding in the Carpathian Mountains from Turkish patrols. Here, the Transylvanian nobleman encountered Orlok. At first, the monstrous vampire saw only a quick meal. But looking at Vlad, Orlok saw a younger version of himself. Orlok used his blood to transform Vlad into a vampire; renaming him "Dracula." When Dracula overcame the Turks and renounced the power of Christianity from Transylvania, he removed the barrier holding Orlok within the Carpathian Mountains.

Orlok moved into the depths of Castle Dracula and served as Vlad's advisor for the next 400 years. Through his protégé, Orlok hoped to once again spread the influence of the undead across the world. Their plan came to fruition in the late 1800s, when Dracula purchased several plots of land in London to serve as his lairs in England. Here, Dracula would create vampires from the nobility of the most powerful empire of the world. Unfortunately, Dracula's plan was quickly discovered by Abraham Van Helsing and his allies. Dracula was forced to flee London and return to Transylvania. Before he could return to the safety of Castle Dracula, Van Helsing managed to track and destroy the vampire.

Orlok railed against the walls of Castle Dracula, once again thwarted by mere mortals. He sulked in the dungeons of the castle for several decades, until another British nobleman – Jonathan Howlett – came in search of clues left behind by Bram Stoker’s novel for Dracula’s hidden treasure. What Howlett found was Orlok! The vampire set upon Howlett and transformed him into a vampire. He hoped to do, through Howlett, what Dracula failed to accomplish. Unfortunately, World War I soon began, preventing Orlok and Howlett from enacting their plan. When the Great War ended and Germany turned to the National Socialist Party, Orlok saw an opportunity to ally with a powerful conquering force.

Orlok sent Howlett to serve as a Nazi agent. Assuming the code-name “Nachtoter,” Howlett was an assassin working to eliminate the top agents of the Allies, until he was destroyed by the Promethean.

Undeterred from his goal of world domination, Orlok continues to search for a new protégé to serve as his agent against humanity. Rarely does he act without the use of an intermediary. Currently, the Master of Vampires is attempting to gather an alliance of the scattered vampire clans.

Vampire, Average (PL 6)

Strength 4, Stamina –, Agility 3, Dexterity 3

Fighting 3, Intellect 1, Awareness 0, Presence 1

POWERS

Blood Bond: Mental Communication 4 (Limited to anyone from whom the vampire has drained blood) – 12 points

Blood Drain: Weaken Stamina 4 (Resisted by Fortitude; Concentration, Grab-Based, Limited to 1 rank per round) – 2 points

Shadowless: Visual Concealment 4 (Innate, Limited to casting shadows or a reflection in mirrors, Permanent) – 5 points

Summoning and Controlling: Array (12 points)

- **Mind Control:** Perception Ranged Affliction 4 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative, Visual Sense-Dependent – 12 points
- **Summon Animals:** Summon 3 (Controlled, General Type [bats and wolves]) – 1 point

Transformation: Array (22 points)

- **Bat Form:** Flight 6 (120 mph; Wings); Shrinking 8 – 22 points
- **Mist Form:** Flight 4 (30 mph); Immunity 2 (Critical Hits); Insubstantial 2 – 1 point

Undead Body: Immunity 30 (Fortitude Effects); Impervious Protection 6; Regeneration 4 - 46 points

Undead Senses: Senses 6 (Darkvision, Olfactory [acute, extended, tracking]) – 6 points

ADVANTAGES

Improved Initiative

SKILLS

Expertise (Pick Two) 6 (+7), Insight 4 (+4), Perception 4 (+4), Stealth 4 (+7)

A vampire possesses any Skills known in life.

OFFENSE

Initiative +7

Bite +3 (Close, Weaken 2)

Mind Control Perception (Ranged, Affliction 4)

Unarmed +3 (Close, Damage 4)

DEFENSE

Dodge 5, Parry 5, Toughness 6

Fortitude Immune, **Will 6**

POWER POINTS

Abilities 20 + Advantages 1 + Defenses 10 + Powers 107 + Skills 9 = 147 Total

COMPLICATIONS

All vampires have the same Complications as Count Orlok.

Vampire Hierarchy: A vampire is Impaired against any vampire that is older than itself. If trying to battle or overcome their direct creator, a vampire is Disabled.

This build for an “average” vampire is a newly-created undead spawn. As they continue to exist, a vampire grows in power. Vampires also grow in power by creating more scions to rule over. Master vampires take care to make sure their own scions are not creating too many progeny to become a threat.

Vampire, Strigoi: These monstrous vampires serve as the elite guard of Count Orlok. Unlike normal vampires, who appear as pale-skinned humans, strigoi have embraced their monstrous lineage. These vampire appear to be human-sized bat-like monsters. Their arms have transformed into leathery wings, and their feet are able to manipulate objects like a normal hand.

Strigoi use the same build as average vampires with the following changes:

- Remove “Summoning and Controlling” Array
- Remove “Bat Form.” Strigoi can only transform into mist form.
- Add **Wings:** Flight 6 (120 mph) - 6 points
- Add Fast Grab, Improved Hold, and Startle to Advantages.
- Add Intimidation 8 (+9) to Skills.

UKRAINE

The former Ukrainian Soviet Socialist Republic was a state of the USSR until it gained its independence from the Soviet Union in 1991. In 2014, Russian President Vladimir Putin attempted to annex the Ukraine, during a time of civil unrest. Russian troops were forced out of the Ukraine in 2015, following a successfully-negotiated ceasefire. Currently, the Ukraine is aiming to modernize its economy and laws in the hopes of joining the European Union.

CHERNOBYL

On the afternoon of April 27, 1986, the Chernobyl Nuclear Power Plant suffered a catastrophic accident resulting in an explosion of the core. Radioactive steam was released into the surrounding area; forcing the evacuation of the nearby city of Pripyat. The radiation results in transforming humans, animals, and even plant life into monstrous mutants. Over the next several months, the Chernobyl area is cordoned off by massive walls to prevent the radiation mutants from leaving the area.

To this day, radiation mutants from Chernobyl are a danger to the Ukraine. The massive walls surrounding the Chernobyl area are constantly patrolled by the Ukrainian military with orders to destroy anything attempting to enter or exit the walls. The rare exception are scientific teams allowed into the area to take samples in the attempt to permanently cleanse the area of the mutagenic radiation.

UNITED KINGDOM

The United Kingdom consists of four countries: England, Northern Ireland, Scotland, and Wales. The UK is a constitutional monarchy governed by a Parliament and Prime Minister. The monarchy is a figurehead family responsible for maintaining the traditions of the country. The Monarch (currently Queen Elizabeth II) serves as the head of state and helps consult, encourage, and warn against policies of the government.

The United Kingdom has seen its fair share of costumed heroes and villains during its history. In ancient times, the warrior queen Boudica wielded the power of her Celtic gods to lead armies in revolt against the Roman Empire in Britain. Although she was slain by a Roman demigod, her lineage continues to this day; giving rise to women of great power.

Britain was the home of Camelot; the kingdom of Arthur – the son of the Roman knight Uther Pendragon – and the knights of the Round Table. Guided by the wizard Merlin – the original head of his order and ancestor to the current Merlin: Nathaniel Night – the heroes of Camelot brought civilization to the British Isles. They were challenged by the supernatural forces of Morgaine Le Fae and her armies of unseelie faeries. Even after the betrayal of Mordred, the knights of Camelot were victorious in the defeat of Morgaine's forces, bringing peace and stability to the land.



Another legendary hero of Britain's history includes the Hooded Man (aka Robin of Sherwood). His legend of robbing from the rich to give to the poor endures to this day. Unknown to many is that the Hooded Man is the identity of several individuals chosen by the forest god Herne. The most famous of which included Robin of Loxley and Sir Robert of Huntington. Sightings of the Hooded Man continue to endure into the modern era. The most recent Hooded Man appeared during World War 2, fighting Nazis with sword and bow alongside the Allies.

Dark forces have also descended upon the UK during its storied history. Towards the end of the 18th Century, the vampire Count Dracula plagued the streets of London before he was chased back to Romania by the Harkers and Professor Van Helsing. The alchemist Edward Hyde conducted a series of grizzly murders under the pseudonym of "Jack the Ripper" before he was chased from the nation. And then there was the enigmatic Dragon King who tried to replace Britain's Parliamentary government with his own kingdom based on Imperial China.

Much like the rest of the world, the UK witnessed an increase in the population of masked adventurers and genuinely-powered super-humans during the days of the second World War. During the war, the UK was the launching point from which Allied heroes would assault Hitler's "Fortress Europa." In 1941, President Roosevelt formulated a plan to exploit a loophole in the Lend-Lease Act that allowed America to loan the Allies personnel for "consultation" purposes; sending costumed heroes to the European front to act against the German army. The Allies and the Masked Alliance were given the use of the Howlett family mansion to serve as their headquarters during the war. This almost proved disastrous when Lord Jonathan Howlett was revealed to be the Nazi agent and vampiric assassin Nachtoter. Luckily, the vampire was destroyed by the Promethean before lasting harm could be done.

Without a doubt, the greatest of all British heroes during WWII was Pendragon. Megan Nesmith was a shining example of all that was good and noble. After rescuing Prime Minister Winston Churchill from the villainous Ubermench, she was assigned to lead a special task force to capture or eliminate the Nazi's Reichsloewen (superhuman elite soldiers). Pendragon fulfilled her duties with courage and dignity unmatched by her peers. She disappeared and was believed to be slain during the end of the war. At the dawn of the 21st century, she was discovered in the Zero Zone and returned to Earth, where Pendragon continues to fight evil.

Thanks to Pendragon's example, women's liberation movements succeeded in their endeavors soon after the end of the war; granting women equal rights in every 'First World country' well before they occurred in our own world.

AVALON

Just beyond humanity's perception of the world is a sister-dimension; a realm of magic and whimsy ruled by the faeries. The United Kingdom sits on one of the largest connections between the mortal world the Realm of the Fey. Mystical circles enable one to transfer between the two worlds at certain points of the year.

The Faerie Kingdom of Avalon has shared a special connection with the British Isles for thousands of years. Avalon is a reflection of the United Kingdom, although with a strong lean towards magic and the supernatural. The kingdom is ruled by Oberon and his Queen Titania. Both are incredibly powerful faeries; equal to some deities in their power. Despite their great power, both fey royalty are more involved in their own hedonistic desires rather than ruling.

The United Kingdom is a land of law and order; but it also has criminals and villains. So too does the realm of Avalon. Evil and unseelie faeries constantly threaten the rule of Oberon and Titania. These dark fey serve the blackguard Mordred, a villain from the era of King Arthur who seeks to discover the hidden prison of his mother, Morgaine, and release her to rule Britain.

Mordred (PL 11)

Strength 3, Stamina 4, Agility 4, Dexterity 4

Fighting 4, Intellect 4, Awareness 3, Presence 6

POWERS

Fey Ancestry: Immunity 1 (Aging) - 1 point

Inner Mysticism: Array (31 points)

- **Astral Projection:** Remote Sensing 9 (Auditory, Mental, and Visual; Dimensional 2 [mystical realms], Limited [physical body is helpless], Subtle 2) - 31 point
- **Alter Appearance:** Morph 4 - 1 point
- **Mystic Shield:** Protection 5; Impervious Toughness 9; Impervious Will 9; Sustained - 1 point
- **Project Image:** Illusion 9 (Visual and Auditory; Dimensional 2 [mystical realms], Limited to creating an illusion of Mordred) - 1 point

Magic Spells: Array (36 points)

- **Animate Object:** Summon 9 (Broad Variable Type [any inanimate object]) - 36 points
- **Charm:** Perception Ranged Affliction 9 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative - 1 point
- **Conjure:** Create 9 (Continuous, Innate, Precise) - 1 point
- **Eldritch Blast:** Ranged Damage 9 (Affects Insubstantial 2) - 1 point

- **Fearsome Presence:** Perception Ranged Affliction 9 (Impaired, Disabled, Controlled [to flee]); Resisted and Overcome by Will; Cumulative - 1 point
- **Illusion:** Illusion 9 (Visual and Auditory) - 1 point
- **Mystic Bonds:** Ranged Affliction 9 (Hindered and Vulnerable, Defenseless and Immobile); Resisted by Dodge, Overcome by Damage; Extra Condition, Limited to Two Degrees - 1 point
- **Teleportation:** Teleport 9 (Change Direction, Change Velocity, Easy) - 1 point
- **Transmutation:** Transform Objects into Differently-Shaped Objects 9 (Continuous) - 1 point

Unseelie Sword: Array (12 points); Easily Removable (-6 points)

- **Reflect Energy:** Deflect 12 (Reflect, Limited to Energy Attacks) - 12 points
- **Sword Strike:** Strength-Based Damage 4 (Improved Critical 4, Penetrating 4) - 1 point

ADVANTAGES

Accurate Attack, Benefit 2 (Wealth 2), Defensive Attack, Improved Disarm, Improved Initiative, Power Attack, Ritualist, Taunt

SKILLS

Athletics 6 (+9), Close Combat (Swords) 6 (+10), Deception 6 (+12), Expertise (Equestrian) 6 (+10), Expertise (History) 6 (+10), Expertise (Magic) 6 (+10), Insight 2 (+5), Intimidation 2 (+8), Perception 2 (+5), Persuasion 6 (+12), Ranged Combat (Magic) 6 (+10)

OFFENSE

Initiative +4

Charm/Fear Perception (Ranged, Affliction 9)

Eldritch Blast +10 (Ranged, Damage 9)

Mystic Bonds +10 (Ranged, Affliction 9)

Sword +10 (Close, Penetrating 4, Damage 7/16-20)

Unarmed +4 (Close, Damage 3)

DEFENSE

Dodge 10, **Parry** 10, **Toughness** 9

Fortitude 10, **Will** 9

POWER POINTS

Abilities 64 + Advantages 9 + Defenses 24 + Powers 87 + Skills 27 = 211 Total

COMPLICATIONS

Honorable: Despite his villainous tendencies, Mordred considers himself a noble knight of Camelot. He will keep his word and fight with honor.



Motivation: Mordred seeks to find the prison of his mother, Morgaine Le Fey, and free her from Merlin's power.

Obsession: Mordred wants to rule Britain as its rightful king.

Relationship: Mordred is the son of Arthur Pendragon and Morgaine Le Fey.

HEROES OF THE UNITED KINGDOM

The UK contains a large population of super powered beings. Most of these beings are mystical in origin, thanks to the UK's close proximity with the Realm of Avalon. However, the UK also has its fair share of Metas and scientific geniuses.

Most large cities in the UK will have at least one or two costumed adventurers. But when it comes to famous heroes of the land, none compare to the Royal Lions. This team of heroes was gathered together in the spring of 2008. Since its founding, the Lions' roster had largely remained the same; only recently adding a new member to the team: former Meta Force member Barghest in 2015.



Barghest (PL 9)

Strength 4, Stamina 9, Agility 4, Dexterity 4

Fighting 6, Intellect 2, Awareness 4, Presence 3

POWERS

Lupine Combat: Enhanced Advantage 2 (Startle, Uncanny Dodge [hearing]); Enhanced Dodge 2; Enhanced Fighting 2 – 8 points

Lupine Physiology: Enhanced Skill 24 (Athletics 8, Insight 8, Intimidation 4, Perception 4); Enhanced Stamina 5 – 22 points

Lupine Legs: Speed 4 (30 mph) – 4 points

Lupine Senses: Senses 9 (Extended Hearing, Infravision, Low-Light Vision, Olfactory [acute, extended, tracking], Ultra-Hearing, Ultravision) – 9 points

Lupine Weapons (Bite/Claws): Strength-Based Damage 1 (Improved Critical) - 2 points

EQUIPMENT

Uniform: Concealment 1 (Technological Meta-Detectors), Feature 3 (Commlink, Compass, Watch) – 5 points

ADVANTAGES

Benefit (Lions of England Member), Equipment 1, Language 1 (English [Gaelic is native]), Teamwork

Enhanced: *Startle, Uncanny Dodge (hearing)*

SKILLS

Athletics 2 (+14), Expertise (Fantasy Literature) 6 (+8), Insight 2 (+14), Intimidation 0 (+7), Perception 2 (+10)

OFFENSE

Initiative +4

Natural Weapons +6 (Close, Damage 5/19-20)

Unarmed +6 (Close, Damage 4)

DEFENSE

Dodge 8, Parry 8, Toughness 9

Fortitude 11, Will 6

POWER POINTS

Abilities 58 + Advantages 4 + Defenses 8 + Powers 45 + Skills 6 = 121 Total

COMPLICATIONS

Accident: When Grace goes into heat, she exhibits strong animalistic behavior. This causes her no end of guilt, due to her moral beliefs.

Prejudice: Grace is a Meta. Her appearance contains several lupine traits, including wolf-like eyes, nose, and claws.

Relationship: Grace is the adopted daughter of Freya Ambrose.

Religious: Grace was raised in a religious household. She holds strongly to her faith and lets her conscience guide her actions. She is insecure when her faith is called into question.

Grace was raised in a religious household in Scotland until the day she manifested her Meta powers. Her parents chased her from the household and disowned the young girl; forcing her onto the streets. Grace was found by Freya Ambrose – “Whisper” of the Royal Lions – who adopted the young girl. As an alumni of the Shepherd Academy, Freya sent Grace to the United States to study under her mentor and control her animalistic powers.

As a member of Meta Force, Grace has found a new family and friendships she never thought she would ever have. Among her friends, she is the moral compass of the team; always trying to get them to do what is right, as opposed to what is easy.

Upon graduation in 2015, Grace joined her adoptive mother and the other members of the Royal Lions.

Cavalier (PL 9)

Strength 3, Stamina 3, Agility 4, Dexterity 2

Fighting 6, Intellect 3, Awareness 2, Presence 2

POWERS

The Blackstone Sword: 43 points; Easily Removable (-18 points)

Deflect Energy: Enhanced Dodge 6 (Limited to Energy); Immunity 20 (Energy Damage; Limited to Ranged Attacks, Sustained) - 13 points

Summon Sword: Feature 1 (by focusing on the sword, Cavalier may summon the Blackstone Sword to him, crossing time and dimensions to do so) - 1 point

Sword Attacks: Array (27 points)

- **Mystic Trap:** Reaction Damage 9 (when the unworthy attempt to hold the blade; Uncontrolled) - 27 points
- **Reflect Energy:** Deflect 12 (Limited to Energy, Reflect) - 1 point
- **Sword Strike:** Strength-Based Damage 3 (Improved Critical, Penetrating 6) - 1 point

EQUIPMENT

Chainmail Armor: Protection 3 - 3 points

Commlink: Feature 1 (Communicator) - 1 point

Additional Gear: Thanks to his own inventiveness, Cavalier often carries additional equipment during adventures.

ADVANTAGES

Accurate Attack, Benefit 4 (British Nobility, Royal Lions Member, Wealth 2), Defensive Attack, Equipment 4,

Improved Critical (Sword), Improved Disarm, Improved Initiative, Inventor, Power Attack, Second Mastery (Technology), Taunt

SKILLS

Close Combat (Sword) 6 (+12), Deception 2 (+4), Expertise (Physics) 6 (+9), Expertise (Riding) 6 (+9), Perception 2 (+4), Ranged Combat (Reflect Energy) 6 (+8), Technology 6 (+9), Treatment 2 (+5), Vehicles 6 (+8)

OFFENSE

Initiative +8

Sword +12 (Close, Penetrating Damage 6/18-20)

Unarmed +6 (Close, Damage 3)

DEFENSE

Dodge 6/12 vs. energy, **Parry 12**, **Toughness 6**

Fortitude 9, **Will 8**



POWER POINTS

Abilities 50 + Advantages 17 + Defenses 20 + Powers 25 + Skills 21 = 133 Total

COMPLICATIONS

Motivation: Acceptance. Cavalier seeks to restore the good name of the Blackstone family; tarnished by the actions of his father.

Relationship: Thomas is the son of Nigel Blackstone (Blackguard).

Secret Identity: Thomas Blackstone.

Thomas Blackstone was born to Nigel Blackstone. Soon after discovering her husband was the costumed criminal Blackguard, Nigel's wife left taking Thomas with her. Young Thomas vowed that someday, he would return honor and dignity to the Blackstone family name. In 2005, Nigel Blackstone almost lost his life when the Overlords made a massive attack against the Sentinels. Fearing he would perish from his injuries, Nigel was desperate to make amends with his family; sending for his wife and child. By this time, Thomas was just graduating from college with a degree in engineering.



After meeting with his family, Nigel was sent to prison while Thomas and his mother returned to Blackstone Manor. While going through Nigel's villainous inventions, Thomas discovered a hidden passage leading to a series of caves under the manor. Here, Thomas found the armor and magical sword of his ancestor and namesake; a former Knight of the Round Table. Taking the magical sword, the spirit of Sir Thomas arose and knighted young Thomas.

Armed with the family's ancestral armor and sword, young Thomas Blackstone began fighting crime as Cavalier. When the British Government called for heroes to join a government-sanctioned team, Thomas believed he had discovered a means to restore his family honor.

Glamour (PL 10)

Strength 3, Stamina 9, Agility 6, Dexterity 2

Fighting 3, Intellect 1, Awareness 3, Presence 2

POWERS

Animal Communication: Comprehend 2 (Animals); Enhanced Insight 8 (Limited to Animals) – 6 points

Empathic Shapeshifting: Variable 9 (Assumed Forms and Mimicked Powers; Limited to humanoid forms, Move Action) – 63 points

Empathy: Senses 3 (Detect Emotions [analyze, ranged mental sense]) - 3 points

Fey Body: Immunity 2 (Aging, Cold) - 2 points

Levitation: Flight 7 (250 mph) – 14 points

ADVANTAGES

Animal Empathy, Benefit 2 (Royal Lions Member, Princess of Avalon)

SKILLS

Close Combat (Unarmed) 2 (+5), Deception 6 (+8), Expertise (Popular Culture) 6 (+7), Insight 2 (+5, +13 animals), Perception 2 (+5)

OFFENSE

Initiative +6

Unarmed +5 (Close, Damage 3)

DEFENSE

Dodge 8, Parry 9, Toughness 9

Fortitude 11, Will 9

POWER POINTS

Abilities 58 + Advantages 3 + Defenses 16 + Powers 88 + Skills 9 = 174 Total

COMPLICATIONS

Empathic Metamorph: Kyla is a very self-conscious person, and sometimes loses control of her shape shifting powers because

of it. She sometimes changes shapes unconsciously, according to the emotions others around her are feeling towards her. For example, when Lionheart is mad at her, she shape shifts slightly so she is not as pretty-looking. Alternatively, when Lionheart is happy with her, she tends to appear more beautiful and can even mimic his powers, as his love for Kyle imprints upon her. Any time she is in a situation where this might occur, she is allowed a DC 15 Will check to resist the subconscious urge to shape shift.

Impulsive: Kyla often does things with no regard to the consequences.

Relationship: Kyla is the daughter of King Oberon of Avalon. She is married to Arthur St. John Ambrose (Lionheart).

Vulnerability: Kyla's empathic mind is "open" to influence. She is Will Impaired vs. mind control effects.

Kyla was born the child of two worlds. Her father is Oberon, King of the faerie nation of Avalon. Her mother was a teenage New Age druidess who found herself trapped in the faerie world after practicing a sacred rite one Midsummer night. After spending a night in the company of Oberon, the king returned the druidess to her home on Earth. Nine months later, Kyla was born.

As a child, Kyla was always very whimsical, spending hours at a time in the forest with animals and sometimes her faerie-friends. When Kyla became a teenager, she began to manifest her powers. This drew the attention of Mordred, who sought to use the young changeling as his new minion. Under Mordred's authority, Kyla grew ugly and cold-hearted.

Luckily, she was soon discovered by Arthur Ambrose, shortly after gaining his powers as Lionheart. He overcame Mordred's influence on Kyla and brought the young changeling home, sensing she was more than she appeared. With Arthur's goodness to draw upon, Kyla became radiant and beautiful. She also found the benefit of using her powers to help others rather than causing harm.

After Count Orlok attempted to transform Kyla into one of his vampire brides in 2012, the Royal Lions were able to exorcise the demon from her body. The threat of losing Kyla from his life convinced Arthur to finally marry his lover. The marriage was officiated in Avalon by Oberon and Titania themselves.

Kyla's typical use of her Empathic Metamorph includes the following forms:

Giant Size: Growth 4 (Limited [does not add to Stamina]); Linked Enhanced Strength 3 - 10 points

Lover of Lionheart: Enhanced Abilities (Strength 8, Stamina 2); Enhanced Advantage 4 (Attractive 2, Fascinate 2 [Deception, Persuasion]); Enhanced Persuasion 8; Impervious Toughness 6 - 34 points

Monster Form: Enhanced Advantage 2 (Daze [Intimidation], Improved Critical [claws]); Enhanced Skill 12 (Intimidation 6, Perception 6); Senses 4 (Olfactory [acute, extended, tracking]); Strength-Based Damage 3 (claws) - 15 points



Lionheart (PL 12)

Strength 12, Stamina 11, Agility 6, Dexterity 6

Fighting 9, Intellect 3, Awareness 9, Presence 4

POWERS

Mystic Defenses: Impervious Toughness 6; Impervious Will 6 - 12 points

Mystic Senses: Senses 5 (Extended Hearing, Extended Vision, Olfactory (Acute, Extended) - 5 points

Mystic Speed: Flight 9 (1,000 mph) - 18 points

ADVANTAGES

Attractive, Benefit 4 (British Intelligence Security Clearance, Royal Lions Member, Wealth 2)

SKILLS

Expertise (British Folklore) 6 (+9), Expertise (Physics) 6 (+9), Insight 2 (+11), Perception 2 (+11), Persuasion 6 (+10), Ranged Combat (Thrown) 2 (+8), Technology 2 (+5)

OFFENSE

Initiative +6

Unarmed +9 (Close, Damage 12)

DEFENSE

Dodge 12, **Parry** 11, **Toughness** 11

Fortitude 13, **Will** 11

POWER POINTS

Abilities 120 + Advantages 5 + Defenses 12 + Powers 35 + Skills 13 = 185 Total

COMPLICATIONS

Power Loss: As the heir of Arthur Pendragon, Arthur's powers are strongly connected to the British Isles and the extra-dimensional realm of Avalon. When he is away from the British Isles, Arthur's Fighting, Agility, Awareness, Dexterity, Strength, Stamina, and Flight drop by 1 rank each day until a minimum of 2 is reached (with appropriate changes to Skills and Defenses).

Relationship: Arthur is married to Kyla (Glamour). He is the brother of Freya Ambrose (Whisper).

Responsibility: Although Arthur would like to live a normal life, he is devoted to the protection of the United Kingdom and Avalon.

Secret Identity: Arthur St. John Ambrose.

Arthur St. John Ambrose and his sister Freya were born to British nobility. Unknown to the family, they were the direct descendents of the Pendragons of Camelot!

While Arthur and his sister were away at school, their parents were slain by Mordred. The wicked knight had long been seeking the other heirs of Arthur Pendragon and eliminating them to remove any challengers to his would-be kingdom.

After the mysterious deaths of his parents, Arthur threw himself into his schooling. He excelled in science and history; taking particular interest in British history and folklore.

Soon after Arthur graduated from the Thames University, he was approached by a man claiming to be the Merlin of Earth. Nathaniel Night told Arthur the truth of his parents' deaths and that Arthur was the true heir

to the Pendragon bloodline of Camelot. Arthur ventured with Nathaniel to the realm of Avalon where the Merlin showed him the resting place of King Arthur of Camelot. Here, the spirit of King Arthur imbued Arthur Ambrose with the powers to protect Avalon and the British Isles.

Knowing his life would be in danger from Mordred and his forces, Arthur chose to conceal his powers from the general public. The only person he told was his sister, Freya, who revealed she was also imbued with mental powers of her own. Donning a costume, Arthur began fighting evil as "Lionheart." During his adventures, he encountered the fey woman Kyla and quickly fell in love with the faerie.

When the British Government announced it would be forming a team of heroes to protect the United Kingdom, Arthur and Freya decided to reveal their powers to British Intelligence; becoming the founding members of the Royal Lions.

Outcry (PL 10)

Strength 3, **Stamina** 3, **Agility** 3, **Dexterity** 3

Fighting 4, **Intellect** 3, **Awareness** 3, **Presence** 3

POWERS

Sonar: Enhanced Perception 8 (Limited to Hearing); Senses 8 (Hearing [Accurate, Counters Visual Concealment, Counters Illusion]) – 10 points

Sonic Flight: Flight 5 (60 mph) – 10 points

Sonic Generation: Array (36 points)

- **Disruptive Scream:** Cone Area Affliction 9 (Dazed, Stunned, Incapacitated); Resisted and Overcome by Fortitude; Concentration, Cumulative – 36 points

- **Disrupt Electronics:** Nullify 10 (Broad, Concentration) – 1 point

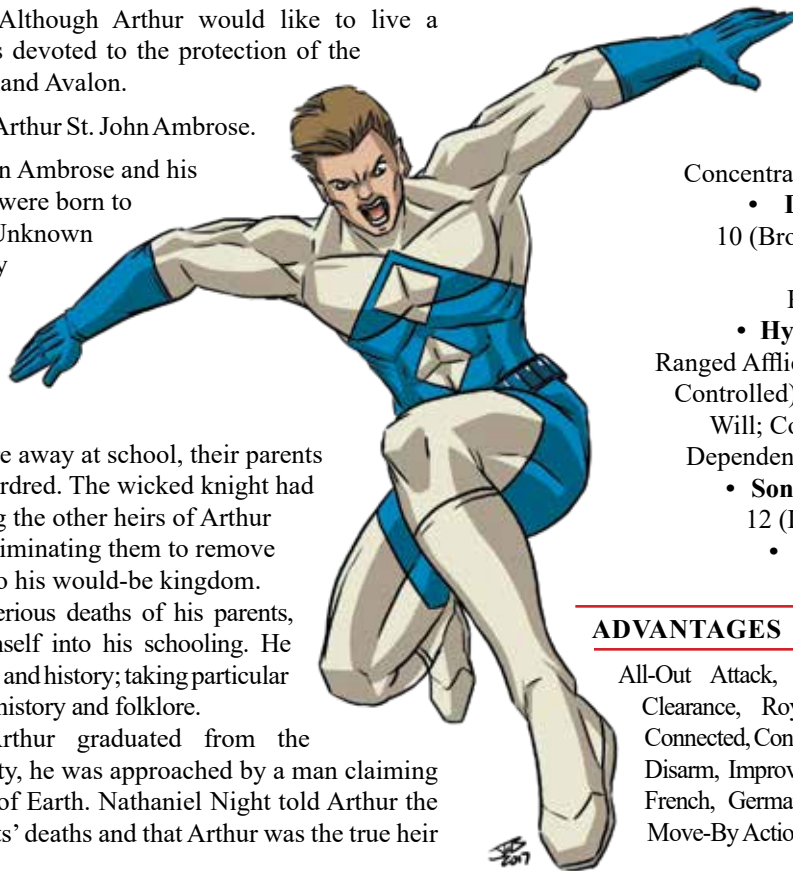
- **Focused Scream:** Ranged Damage 11 – 1 point
- **Hypnotizing Voice:** Perception Ranged Affliction 10 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Concentration, Hearing Sense-Dependent, Instant Recovery – 1 point

- **Sonic Scream:** Ranged Damage 12 (Limited to Objects) – 1 point

- **Unfocused Scream:** Cone Area Damage 9 – 1 point

ADVANTAGES

All-Out Attack, Benefit 3 (Interpol Security Clearance, Royal Lions Member, Wealth), Connected, Contacts, Defensive Roll 3, Improved Disarm, Improved Trip, Languages 3 (English, French, German, Scottish [Gaelic is native]), Move-By Action, Power Attack, Takedown



SKILLS

Athletics 2 (+5), Close Combat (Unarmed) 2 (+6), Deception 2 (+5), Expertise (Law Enforcement) 6 (+9), Insight 2 (+5), Investigation 6 (+9), Perception 2 (+5, +12 hearing), Persuasion 6 (+9), Ranged Combat (Pistols) 2 (+5), Ranged Combat (Sonic Powers) 6 (+9), Stealth 6 (+9), Technology 2 (+5), Treatment 2 (+5), Vehicles 2 (+5)

OFFENSE

Initiative +3

Disruptive Scream Area (Close, Affliction 9)

Focused Scream +9 (Ranged, Damage 11)

Hypnotizing Voice Perception (Ranged, Affliction 10)

Unarmed +6 (Close, Damage 3)

Unfocused Scream Area (Close, Damage 9)

DEFENSE

Dodge 10, **Parry** 9, **Toughness** 6/3*

Fortitude 9, **Will** 9

*without Defensive Roll

POWER POINTS

Abilities 50 + Advantages 17 + Defenses 24 + Powers 61 + Skills 21 = 173 Total

COMPLICATIONS

Accident: While flying, Caerul finds it hard to hear above his own scream; his Perception is Disabled.

Enemy: Eamon Byrne (Balor).

Honest: Caerul is friendly, honest, and open in his relationship with people. It is obvious in both his attitudes and actions that he loves life.

Prejudice: Caerul Quinn is a Meta.

Relationship: Caerul used to be married and a father, until his family was slain by Balor.

Caerul Quinn always held a strong sense of right and wrong, becoming a police officer after leaving school. His investigative work rose him through the ranks and eventually into Interpol. Caerul would hunt down many international criminals; always careful to conceal his Meta powers from his superiors. But when he took the Eamon Burne case, Caerul would earn himself a lifetime enemy. Agent Quinn chased Burne across Europe; the two clashing many times. The relationship became personal when Eamon killed the wife and daughter of Agent Quinn.

Discharged from the case, as it had become a personal vendetta, Caerul continued to seek out Eamon on his own. With the formation of the Royal Lions, Caerul joined the British government as "Outcry." He believed that the Royal Lions would have resources to better hunt down and destroy Balor.

Whisper (PL 9)

Strength 9 (4), **Stamina** 4, **Agility** 9 (3), **Dexterity** 3

Fighting 9 (4), **Intellect** 3, **Awareness** 6, **Presence** 3

POWERS

Mental Powers: Array (19 points)

- **Mental Probe:** Mind Reading 9 (Subtle) - 19 points
- **Psychokinetic Blade:** Damage 9; Linked Affliction 9 (Dazed, Stunned, Incapacitated); Resisted and Overcome by Will - 1 point
- **Telekinesis:** Move Object 9 (Subtle) - 1 point
- **Telekinetic Strength:** Enhanced Strength 5 - 1 point
- **Telekinetic Projection:** Ranged Damage 9 - 1 point

Mental Senses: Senses 6 (Danger Sense, Detect Living Creatures [acute, radius, ranged mental sense], Mental Awareness) - 6 points

Mind Over Matter: Enhanced Advantages 4 (Diehard, Evasion, Great Endurance, Uncanny Dodge); Enhanced Agility 6; Enhanced Fighting 6; Leaping 3; Speed 3 (16 mph) - 34 points

Telepathy: Mental Communication 4 (Subtle); Linked Comprehend Languages 4 - 25 points

ADVANTAGES

Agile Feint, Attractive 2, Benefit 4 (British Intelligence Security Clearance, Royal Lions Member, Wealth 2), Defensive Roll 2, Grabbing Finesse, Improved Disarm, Precise Attack (Close Concealment), Takedown 2, Trance

Enhanced: *Diehard, Evasion, Great Endurance, Uncanny Dodge*

SKILLS

Acrobatics 6 (+15), Athletics 2 (+11), Deception 6 (+9), Expertise (Modeling) 2 (Pre; +5), Insight 2 (+8), Perception 2 (+8), Ranged Combat (Telekinesis) 6 (+9)

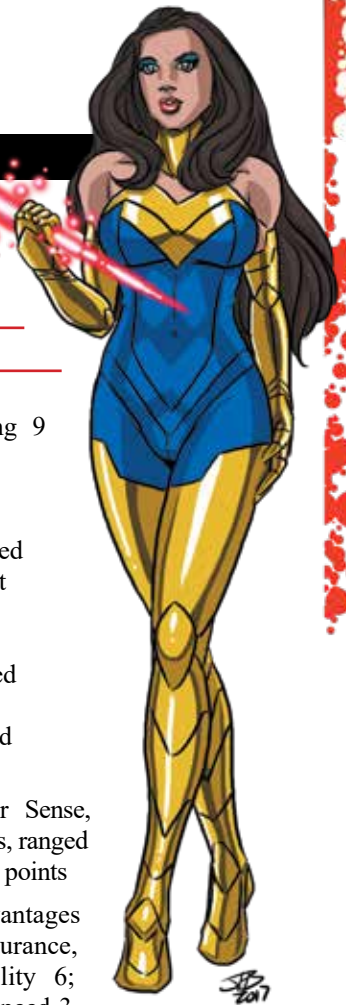
OFFENSE

Initiative +9

Psychokinetic Blade +9 (Close, Penetrating Damage 9 + Affliction 9)

Telekinesis +9 (Ranged, Damage 9)

Unarmed +9 (Close, Damage 9)



DEFENSE

Dodge 11, **Parry** 11, **Toughness** 6/4*

Fortitude 6, **Will** 12

*without Defensive Roll

POWER POINTS

Abilities 60 + Advantages 15 + Defenses 12 + Powers 88 + Skills 13 = 188 Total

COMPLICATIONS

Flirtatious: Freya enjoys wearing revealing clothing and flirting with those around her.

Heir of the Lionheart: As Arthur Ambrose's sister, Freya is destined to assume the mantle of Lionheart should her brother ever fall.

Prejudice: Freya is a Meta.

Relationship: Freya Ambrose is the younger sister of Arthur Ambrose (Lionheart). Freya is attracted to JC Halloway (Codex of Meta Force), but feels their age difference may be inappropriate. Freya is the adopted mother of Grace (Barghest).

Ruthless: Freya's beauty masks a stern personality. She is willing to sacrifice herself and others for the greater good.

Freya is the younger sister of Arthur Ambrose. Ever the beautiful and obedient child, Freya was the pride and joy of her parents. After the deaths of their parents, Freya and Arthur were separated for a time; each being sent to a private school to educate each in the means of being a proper British lord and lady. Shortly afterwards, Freya was wracked with headaches; forcing the school to search for a specialist to ease her affliction. Freya was given to the custody of Dean Donovan Shepherd. Under his guidance, Freya discovered how to control her Meta powers. She was Dean's first student; educated before the official formation of the Shepherd Academy. Thanks to Freya's success, Dean was able to prove the effectiveness of the Academy to the United States government and receive accreditation.



After leaving Dean Shepherd's care, Freya began a career in modeling while finishing her schooling. She kept her powers a secret from all, eventually revealing them to her brother, when they reunited during a Christmas party. When the British Government announced it would be forming a team of heroes to protect the United Kingdom, Arthur and Freya decided to reveal their powers to British Intelligence; becoming the founding members of the Royal Lions.

VILLAINS OF THE UNITED KINGDOM

Before the appearance of super-powered beings in the days of World War 2, the British Empire saw a number of villains threatening its rule.

Vampires have been an ever-constant threat to the people of the UK since the late 1800s. When Dracula scoured the streets of London, he created a number of undead servants to do his bidding. Many of them were destroyed, but several remained hidden to grow in power and influence. One such vampire was Milady Pierce; the ruler of London's supernatural underground until she was destroyed by Olivia Lehane (aka "The Ripper") in the 1990s. As recent as 2012, Count Orlok attempted to transform all of the Royal Lions into the undead. He was eventually defeated and driven back to Romania.

BLACK KNIGHTS

The Black Knights are a notorious band of mercenary villains based out of the United Kingdom. Their leader is the relentlessly-sinister Balor. Other members include Abel Shepherd and the teenaged Black Bean Sidhe.

Balor (PL 10)

Strength 3, **Stamina** 6, **Agility** 3, **Dexterity** 3

Fighting 4, **Intellect** 4, **Awareness** 3, **Presence** 3

POWERS

Hellfire Blast: Array (15 points)

- **Force Blast:** Ranged Damage 6; Linked Move Object 3 (Limited to Pushing) - 15 points
- **Scorching Blast:** Ranged Damage 6 - 1 point

Magical Rod: 21 points; Easily Removable (-8 points)

Deflecting Shield: Impervious Toughness 9; Protection 3; Sustained - 12 points

Rod Attacks: Array (8 points);

- **Empower Hellfire Blast:** Enhanced Ranged Damage 4 - 8 points
- **Cudgel:** Strength-Based Damage 7 - 1 point

ADVANTAGES

Benefit 3 (Wealth 3), Daze (Deception), Fascinate (Intimidation), Improved Aim, Improved Critical 2 (Hellfire Blast), Improved Initiative, Languages 3 (English, French, Scottish, Welsh [Gaelic is native]), Leadership, Quick Draw, Ritualist, Set-Up, Teamwork

SKILLS

Athletics 6 (+9), Close Combat (Rod) 6 (+10), Deception 6 (+9), Expertise (Magic) 6 (+10), Expertise (Streetwise) 6 (+10), Insight 2 (+5), Intimidation 6 (+9), Perception 2 (+5), Persuasion 6 (+9), Ranged Combat (Hellfire Blast) 6 (+9), Stealth 2 (+5), Technology 2 (+6), Vehicles 2 (+5)

OFFENSE

Initiative +3

Cudgel +10 (Close, Damage 10)

Hellfire Blast +9 (Ranged, Damage 10/18-20)

Unarmed +4 (Close, Damage 3)

DEFENSE

Dodge 9, **Parry** 10, **Toughness** 9/6*

Fortitude 8, **Will** 9

*without Deflecting Shield

POWER POINTS

Abilities 58 + Advantages 17 + Defenses 20 + Powers 29 + Skills 26 = 150 Total

COMPLICATIONS

Enemy: The Royal Lions. Balor has a special enmity with Outcry; whose wife and daughter he murdered.

Hunted: Eamon is wanted by Interpol.

Motivation: Greed!

Relationship: Eamon considers Abel Shepherd (Impact) to be his best friend. He is the father figure of Black Bean Sidhe (pronounced Black Banshee); a young girl who is secretly the daughter of Outcry.

Relentlessly Sinister: Eamon is remarkably pleasant for a murderous villain. He delights in teasing others with sinister phrases spoken in the most innocent of manners.

Eamon started his career as a criminal at a young age. Everyone in his village knew to “watch out for the Byrne child!” Despite his infamy, Eamon developed a charismatic personality to deter suspicion. He was always kind and personable with others, even when stabbing them in the back.

Life changed for Eamon when his family home burned down, killing his parents. Sifting through the ruins of his home, Eamon discovered that his parents were sorcerers; practitioners of dark magic. Taking their talismans and fetishes, Eamon discovered one artifact undamaged from the fire: an ornately-carved wooden rod. Speaking the words on the rod, Eamon found himself transformed. He was able to project blasts of supernatural fire from his hands. By focusing his power through the rod itself, his powers were even greater than normal.

Now that he was in possession of true power, Eamon became a criminal worth worrying about. Luckily for his village, the young villain felt he had outgrown the tiny town. Traveling to London, Eamon set himself up as a new criminal-for-hire. One job after another came to Eamon; who now called himself “Balor,” after the mythological King of Demons.

After making a name for himself in London, Balor decided to take his criminal enterprise to other parts of Europe. He hired himself out as a criminal mercenary. However, his dangerous powers and charismatic personality drew the attention of not only his criminal employers but also law enforcement agencies.

One Interpol agent in particular: Caerul Quinn sought out Balor for many years.



Black Bean Sidhe (PL 9)

Strength 2, **Stamina** 4, **Agility** 3, **Dexterity** 3

Fighting 2, **Intellect** 2, **Awareness** 3, **Presence** 2

POWERS

Acute Hearing: Senses 6 (Accurate, Extended, Ultrasonic Hearing) - 6 points

Shielded Senses: Immunity 10 (Sonic Powers) - 10 points

Sonic Scream: Array (54 points)

- **Sonic Scream:** Ranged Affliction 9 (Impaired, Disabled, Unaware); Resisted and Overcome by Fortitude; Cumulative, Limited to Hearing Senses; Linked Ranged Damage 9; Concentration - 54 points
- **Sonic Burst:** Burst Area Affliction 9 (Impaired, Disabled, Unaware); Resisted and Overcome by Fortitude; Cumulative, Limited to Hearing Senses; Linked Burst Area Damage 9; Concentration - 1 point
- **Sonic Disruption:** Ranged Weaken Toughness 10 (Affects Objects Only); Linked Ranged Damage 10 (Affects Objects Only); Concentration - 1 point

- **Sonic Stunning:** Cone Area Affliction 9 (Dazed and Hearing Impaired, Hearing Disabled and Stunned, Incapacitated and Unaware); Resisted and Overcome by Fortitude; Concentration, Cumulative, Extra Condition - 1 point

Vibratory Flight: Flight 5 (60 mph); Linked Shapeable Area Affliction 6 (Impaired, Disabled); Resisted and Overcome by Fortitude; Area 2 (60-ft. area), Cumulative, Limited to Flight Path, Limited to Hearing Senses, Limited to Two Degrees - 16 points

ADVANTAGES

Languages 1 (Gaelic [English is native]), Set-Up, Teamwork

SKILLS

Acrobatics 2 (+5), Deception 2 (+4), Expertise (Criminal) 6 (+8), Insight 2 (+5), Intimidation 2 (+4), Perception 2 (+5), Ranged Combat (Sonic Scream) 6 (+9), Stealth 2 (+5)

OFFENSE

Initiative +3

Sonic Burst Area (Close, Affliction + Damage 9)

Sonic Stunning Area (Close, Affliction 9)

Sonic Scream +9 (Ranged, Affliction + Damage 9)

Unarmed +2 (Close, Damage 2)

DEFENSE

Dodge 9, **Parry** 8, **Toughness** 4

Fortitude 10, **Will** 5

POWER POINTS

Abilities 42 + Advantages 3 + Defenses 20 + Powers 89 + Skills 12 = 166 Total

COMPLICATIONS

Accident: While using her Flight, Fiona is Hearing Disabled.

Hunted: Wanted by Interpol.

Power Loss: Fiona is Powerless in any environment or situation where she is unable to use her voice.

Prejudice: Fiona is a Meta. She is distrustful of non-Metas; having been raised to believe normal humans seek all Metas harm.

Relationship: Fiona was raised by Eamon Byrne (Balor) whom she sees as a father figure. She considers Abel Shepherd to be her "uncle."

Secret: Fiona is actually the daughter of Outcry (Caerul Quinn).

Fiona is the daughter of Outcry. Before joining the Royal Lions, Outcry was an Interpol agent tasked with

hunting down and capturing the infamous super-human criminal Balor. After numerous close calls, Balor retaliated against Agent Caerul Quinn by attacking his family. Balor killed Quinn's wife and daughter.

Or so he made it seem to believe. While Balor did, in fact, slay Quinn's wife, he kidnapped Fiona and started brainwashing the six year old girl to believe Balor was protecting her from enemies of her father. Balor raised Fiona to believe that normal humans were trying to kill her because her father – and thus Fiona, by default – was a Meta. Given the heavy anti-Meta propaganda occurring in the world at the time, Fiona was quick to believe Balor.

For her own protection, Fiona did everything Balor asked her to do without question. After all, he was her protector. Balor knew best how to keep her safe.

When Fiona manifested her Meta powers during puberty, Balor began training her to use her powers to join him on his criminal activities. Wearing a ghoulish costume, Fiona became the Black Bean Sidhe (Black Banshee). She fights alongside Balor and his partner-in-crime, Impact, against the Royal Lions and other heroes across the world.

Impact (PL 12)

Strength 12, **Stamina** 12, **Agility** 2, **Dexterity** 2

Fighting 6, **Intellect** 2, **Awareness** 2, **Presence** 3

POWERS

Invulnerability: Immunity 21 (Cold Effects, Corrosive Effects, Disease, Poison, Radiation, Starvation and Thirst, Suffocation); Impervious Toughness 16; Protection 4 - 41 points

Mystic Armor: Immunity 20 (Magical Effects, Mental Effects); Removable (-4 points) - 16 points

Ramming Speed: Speed 4 (30 mph) - 4 points

Unstoppable Charge: Burrowing 9 (Penetrating); Enhanced Strength 4; Immunity 5 (Entrapment Effects); Limited to While Moving - 16 points

ADVANTAGES

Benefit 1 (Wealth 1), Daze (Intimidation), Dichard, Move-By Action, Startle, Takedown 2

SKILLS

Athletics 6 (+18), Close Combat (Unarmed) 2 (+8), Expertise (Military) 6 (+8), Intimidation 6 (+9), Perception 2 (+4)

OFFENSE

Initiative +2

Charge +8 (Close, Damage 16)

Unarmed +8 (Close, Damage 12)

DEFENSE

Dodge 8, **Parry** 8, **Toughness** 16

Fortitude 14, **Will** 8

POWER POINTS

Abilities 82 + Advantages 7 + Defenses 16 + Powers 78 + Skills 11 = 193 Total

COMPLICATIONS

Armor: Abel's armor is affixed to his body with Rank 11 fixtures.

Infamy: Impact is the largest and toughest man on the planet. He is used to getting what he wants when he wants it.

Relationship: Abel is the younger half-brother of Dean Donovan Shepherd. Abel considers Balor to be his best friend and partner in crime.

Temper: The war-spirits possessing Abel drive him to heights of rage often resulting in great destruction.

Vengeful: Abel seeks to avenge any wrong done to him.

Weakness: Abel is Defense Disabled vs. magical and mental attacks.

Abel Shepherd was born to Bartholomew Shepherd and his second wife: Justine. Bartholomew had a young son from a previous marriage – Dean Donovan Shepherd – upon whom he doted. Dean was a gifted young man with incredible intelligence and physical prowess. Abel was born with even greater physical abilities than his older brother, but significantly lacked his intellect.

Justine was also a problem. She cared nothing for the Shepherd children; even her own son. She only cared for the wealth and lifestyle that Bartholomew provided her through their marriage. As Bartholomew was much older than she was, Justine often engaged in affairs with younger men. These affairs were discovered by Dean Shepherd, thanks to his emerging telepathic powers. Dean informed his father, and Justine was ousted from the Shepherd family. Unfortunately, she sued and won custody of Abel.

After the divorce, Abel's life was nothing but misery. Justine cared nothing for him, and considered the child a noose around her neck. This resulted in Abel spending as much time away from home as possible. He found camaraderie in street gangs which eventually lead to him spending time in and out of various juvenile detention centers.

When Abel turned eighteen, he joined the Army and fought during the Korean War. On one fateful day, Abel's unit was attacked by enemy forces in the dense Korean forests. His unit was cut down by enemy gunfire and Abel was seriously injured. He retreated and found a vine-covered temple in which he hid from the North Korean soldiers.

As Abel's blood fell onto the strange writing engraved on the floor, it activated the dormant necromantic magic that infused the temple! Abel found a secret treasure room within the depths of the temple and began collecting the amassed wealth. However, when he touch a magical gemstone, he activated the magic of the temple and was absorbed into the gem.



Fifty years would pass before Abel returned to the mortal world. When he did return, he was transformed – like a caterpillar into a butterfly – into a living engine of destruction. The magic that transformed Abel compelled him to seek out those who had wronged him in life and vent his wrath upon them.

Abel returned to the United States and sought out his unloving mother. Justine had passed several years beforehand, leaving Abel frustrated. He then proceeded to seek out Dean Shepherd; his long-lost brother responsible for dividing his family. Although physically powerful, Abel was no match for Dean's mental powers. Dean was able to pacify the raging Abel and exorcise the spirits of war that filled his body.

The situation was only temporary. The war-souls of the ancient temple continue to seek out Abel and possess his body; fueling his desire for vengeance and destruction. He has since acquired a suit of mystical armor that protects his mind from the powers of telepaths like Dean Shepherd.

With his invulnerable body and mystical armor, Abel is a rival for any hero or team of heroes. He has battled the Vindicators on many occasions, as well as the Sentinels and Royal Lions. As "Impact," Abel is making use of his powers to serve as a mercenary with the Black Knights.

NORTH AMERICA

CANADA

Renowned for its peaceful land and good government, Canada is a welcoming place for heroes that hope to maintain law and order. Few villains call Canada home, and the ratio of costumed heroes and villains swings clearly towards the heroes by a wide margin.

Since the Faez invasion of 2014 and the anti-alien sentiment growing in the United States, Canada has become a haven for the more exotic and inhuman-appearing super powered beings of North America.

Arctic FoXX (PL 10)

Strength 2, Stamina 4, Agility 4, Dexterity 4

Fighting 4, Intellect 2, Awareness 2, Presence 5

POWERS

Arctic Adaptation: Immunity 7 (Cold, Cold Damage, Heat); Movement 1 (Environmental Adaptation [ice]) – 9 points

Ice Armor: Environment 1 (Intense Cold); Impervious Toughness 6; Protection 6; Sustained – 13 points

Ice Generation: Array (24 points)

- **Arctic Blast:** Ranged Damage 12 – 24 points

- **Deep Freeze:** Ranged Affliction 8 (Fatigued, Exhausted, Incapacitated); Resisted and overcome by Fortitude – 1 point

- **Ice Bonds:** Ranged Affliction 8 (Hindered and Vulnerable, Defenseless and Immobile); Resisted by Dodge, Overcome by Damage; Cumulative, Extra Condition, Limited to Two Degrees – 1 point

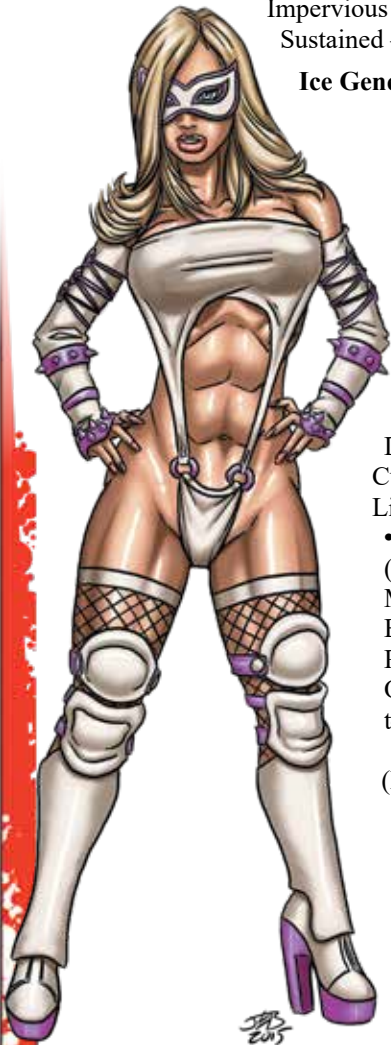
- **Ice Sheet:** Environment 4 (250 feet; Extreme Cold, Impede Movement [-2 ranks]); Linked Burst Area Affliction 8 (Vulnerable, Prone); Resisted by Dodge, Overcome by Acrobatics; Limited to Two Degrees – 1 point

- **Ice Wall:** Create 12 (Permanent) – 1 point

- **Icicle Burst:** Ranged Multiattack Damage 8 – 1 point

- **Rescue Slide:** Selective Area Movement 1 (Safe Fall); Affects Others – 1 point

Ice Slides: Flight 6 (120 mph; Platform) – 6 points



ADVANTAGES

Attractive, Benefit 1 (Wealth 1), Daze (Deception), Fascinate (Deception), Favored Environment (Extreme Cold), Language 1 (English [French is native])

SKILLS

Athletics 6 (+8), Deception 6 (+11), Expertise (Fashion Model) 6 (+8), Expertise (Ice Skating) 2 (+6; Agility), Expertise (Survival) 4 (+6), Perception 2 (+4), Persuasion 6 (+11), Ranged Combat (Ice Generation) 4 (+8)

OFFENSE

Initiative +4

Arctic Blast +8 (Ranged, Damage 12)

Ice Generation +8 (Ranged, Damage or Affliction 8)

Unarmed +4 (Close, Damage 2)

DEFENSE

Dodge 6, Parry 6, Toughness 10

Fortitude 10, Will 4

POWER POINTS

Abilities 54 + Advantages 6 + Defenses 12 + Powers 58 + Skills 20 = 150 Total

COMPLICATIONS

Enemy: Jenny's evil alternate, Black Ice, seeks to capture, use, and subvert Jenny in her own nefarious schemes.

Motivation: Thrill-seeker. Jenny loves to be the center of attention. She likes to show off her powers and abilities. A fan of fashion, Arctic FoXX regularly changes her superhero outfit.

Quirk: Jenny has a habit of acting ditzzy and flirty. This often leads others to make ill-informed judgments about her character.

Vulnerability: Jenny is Toughness Impaired vs. fire- and heat-based damage.

Weakness: Jenny's Powers are Impaired in areas of Intense Heat and Disabled in areas of Extreme Heat.

Jenny was born and raised in Montreal, Canada. A fan of fitness and fashion, she became a model; quickly gaining popularity due to her beauty and flirtatious nature. While on a location shoot in the northern Canadian wilderness, a gang of smugglers kidnapped the photography crew and models. Jenny attempted to escape her captors but was seen fleeing their camp and chased deeper into the wilderness. She would have been captured again had fate not intervened.

Boreas, the wintry Spirit of the North, witnessed Jenny's plight and was enamored with her beauty. The immortal being swept Jenny into his embrace, infusing the mortal

woman with a portion of his own power. Filled with the spirit of the Wintry North, Jenny was able to summon the power of cold and ice. She used her new powers against her pursuers, forcing them to flee with a sudden blizzard.

Jenny thanked the Spirit of the North, vowing to only use the powers he had granted her for good. Boreas helped guide Jenny back to the smugglers' camp, where she was able to rescue her colleges. Luckily, Jenny's new powers allowed her to cover herself with icy armor, preventing them from recognizing their rescuer.

Jenny stayed in the northern wilds of Canada for a few days, learning to use her powers under the tutelage of Boreas. She then made her way back to civilization, making a story about being saved by a member of the Canadian Royal Mounties.

Having experienced the thrill of fighting evil, Jenny created a costume for herself and created the code name of "Arctic FoXX." Due to her flirtatious nature, Jenny was quickly recognized by her close friends and colleges. However, as they owed Jenny their lives, they agreed to keep her secret safe.

While visiting Los Angeles, Jenny battled the sorceress Lady Tartarus as Arctic FoXX. The villainess used her magic to transform Arctic FoXX's own ice into a collection of demonic duplicates of Jenny. FoXX was able to destroy all but one of the icy duplicates who continues to survive to this day as "Black Ice." Having the same appearance, memories, and powers as Jenny – but twisted by a malicious personality – Black Ice has made Jenny's life troublesome over and over again.

(The Arctic FoXX character and Jenny Poussin's likeness are used with Jenny Poussin's permission.)

ARCTIC FOXX AS A VILLAIN

After gaining her powers from Boreas, Jenny's heart turned to ice; making her cold and indifferent to the world. With her new powers, Jenny seeks nothing more than to serve her own hedonistic lifestyle. She freezes anyone who gets in her way of doing what she wants; leaving a trail of frozen lovers and enemies in her path.

MEXICO

Mexico is a nation of contrasts. The land is full of both barren deserts and beautiful, verdant vistas. Some of the wealthiest people in the world live here, while the rest deal with massive poverty. These stark contrasts have given rise to some of the greatest heroes. Most of these heroes belong to the vigilante "Luchadors;" an alliance of professional wrestlers who use their masked identities and celebrity to fight crime and help the weak.

"No one escapes the grasp of El Grande!"
– battle cry of the Luchador El Grande



El Diablo Toro (PL 8)

Strength 8, Stamina 8, Agility 0, Dexterity 2

Fighting 6, Intellect 2, Awareness 6, Presence 4

POWERS

Animal Senses: Senses 7 (Olfactory [acute, tracking], Vision [radius darkvision]) - 7 points

Bull-Sized: Growth 2 (Innate, Permanent; -1 active defenses included) - 5 points

Demonic Physique: Immortality 1 (Limited if destroyed by holy weapons or dealt with via mystical means); Immunity 30 (Fortitude Effects); Impervious Toughness 8 - 39 points

Demonic Powers: Array (Alternate Effects of Strength)

- **Hellfire Breath:** Ranged Damage 8 - 1 point
- **Hellfire Wave:** Cone Area Damage 8 - 1 point
- **Infernal Bite:** Weaken Stamina 8 (Concentration, Grab-Based, Limited to 1 rank per round); Linked Affliction 8 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative, Grab-Based - 1 point

Shapeshifting: Array (22 points)

- **Hellfire Smoke Form:** Flight 5 (60 mph); Immunity 2 (Critical Hits); Insubstantial 2 - 22 points
- **Bovine Appearance:** Concealment 2 (all magical senses); Morph 1 (normal bull form) - 1 point

ADVANTAGES

Daze (Intimidation), Dichard, Fearless, Language 2 (English, Spanish [Aztec is native])

SKILLS

Close Combat (Unarmed) 2 (+8), Intimidation 6 (+10), Perception 2 (+8), Ranged Combat (Fire Breath) 6 (+8), Stealth 6 (+4)

OFFENSE

Initiative +0

Bite +8 (Close, Weaken 8 plus Affliction 8)

Hellfire Breath +8 (Ranged, Damage 8)

Unarmed +8 (Close, Damage 8)

DEFENSE

Dodge 6, **Parry** 8, **Toughness** 8

Fortitude Immune, **Will** 8

POWER POINTS

Abilities 64 + Advantages 5 + Defenses 8 + Powers 77 + Skills 11 = 165 Total

COMPLICATIONS

Motivation: Like most demons, Diablo Toro seeks to cause strife and suffering on the world.

Power Loss: Impervious Toughness; not vs. holy or silver weapons.

Prejudice: El Diablo Toro appears to be a humanoid bull with eyes that glow with hellfire. His appearance cannot help but strike fear in others.

Years ago in Mexico, a wealthy rancher fired his animals' caretaker when the caretaker wanted more money for the dangerous work he was performing. After being fired, the caretaker sought out a means to get his revenge upon the wealthy rancher. He summoned a blood-thirsty Aztec demon to possess the rancher's prized bull. Unfortunately, the caretaker did not prepare a protective circle to guard against the monster he had created. Since that day, El Diablo Toro has been a menace to the world. Even when its body is slain, the vampiric spirit simply moves on to possess a new bull; returning to threaten the world another day!

UNITED STATES

In terms of sheer numbers, the United States has one of the largest populations of super-powered beings in the world. Many believe this to be because of the nation's history of being the "land of opportunity."



With most of its population gathered along the east and west coasts, these are also the locations of the most costumed hero sightings. The center of the country has its share of heroes and villains, but these are only a small handful in each state, when compared to the number encountered on either coast. A costumed hero sighting is about as frequent as seeing a film or television celebrity. It occurs almost every day, but it is still a thrill when it happens and tends to blow up social media.

CHICAGO

The Windy City has earned a less vaunted nick-name in recent years: Villain City. Since the economic downturn in 2000, Chicago has seen a rise in crime and gang-related violence. Businesses and wealthy families have been leaving the city in droves, leaving the impoverished and local business owners to fend for themselves against the rising criminal element.

In its desperation to return businesses to their city, Chicago has turned to CEO Lauren Fleming of the Black Snake private security firm. Since coming to the city, Black Snake has privatized Chicago's police, public safety operations, and prisons.

Apparition (PL 10)

Strength 2, Stamina 3, Agility 3, Dexterity 3

Fighting 2, Intellect 3, Awareness 4, Presence 3

POWERS

Gas Projectors: Array (50 points); Removable (-10 points)

- **Fear Gas:** Cloud Area Affliction 10 (Entranced, Compelled, Controlled); Resisted Fortitude; Overcome by Will; Limited to Fear, Olfactory Sense-Dependent, Progressive; Linked Cloud Area Weaken Will 10 (Resisted by Fortitude; Olfactory Sense-Dependent, Progressive) - 50 points
- **Obscuring Mist:** Cloud Area Visual Concealment 4 (Attack) - 1 point

EQUIPMENT

Chains: Array (12 points)

- **Chain:** Move Object 4 (Damaging) - 12 points
- **Swinging:** Movement 2 (Safe Fall, Swinging) - 1 point

Concealed Armor: Protection 3 (Subtle) - 4 points

Mask: Immunity 2 (Suffocation) - 2 points

Spooky Costume: Enhanced Daze (Intimidation) - 1 point

ADVANTAGES

Benefit 3 (Wealth 3), Equipment 4, Hide in Plain Sight, Skill Mastery (Stealth)

SKILLS

Athletics 6 (+8), Close Combat (Unarmed) 6 (+8), Deception 2 (+5), Expertise (Business) 6 (+9), Expertise



(Chemistry) 6 (+9), Insight 2 (+6), Intimidation 6 (+9), Investigation 2 (+5), Perception 2 (+6), Persuasion 2 (+5), Ranged Combat (Chain) 6 (+9), Stealth 6 (+9)

OFFENSE

Initiative +3

Chain +9 (Ranged, Grab 4)

Fear Gas Area (Close, Affliction 10 + Weaken 10)

Unarmed +8 (Close, Damage 2)

DEFENSE

Dodge 9, Parry 8, Toughness 6

Fortitude 9, Will 6

POWER POINTS

Abilities 46 + Advantages 9 + Defenses 20 + Powers 39 + Skills 27 = 140 Total

COMPLICATIONS

Enemy: Geist

Motivation: Greed and Power. The Apparition seems to want to be the criminal overlord of all Chicago.

Secret Identity: Lauren Fleming.

One of the newest villains to appear in the Chicago area is the mysterious Apparition. This fear-monger first appeared a couple of years ago on Halloween. The Apparition laced the city's water with fear-inducing chemicals, causing the entire city to experience paranoid delusions and nightmarish visions. As the citizens of Chicago threatened to tear each other apart, the criminal was able to help himself to the vaults of several banks and businesses until he was thwarted by the modern-day Geist.

The Apparition was able to escape, preventing Geist from discovering the Apparition's true identity. Since then, the Apparition has appeared several more times, usually under the same modus operandi: using fear gas or chemicals to distract citizens and law enforcement while the Apparition conducts his true crime.

In truth, Apparition is Lauren Fleming, the CEO of Black Snake. She has manipulated the city by secretly depositing criminals loyal to her (whether they know it or not) in Chicago to increase the crime rate and force the city to accept her petition to privatize their police force and emergency services. By adding her fear-inducing chemicals to the city's water supply, the paranoia of the population has only added to her campaign of evil.

Lauren has now made Chicago a city where criminals and villains can operate freely, so long as they do not interfere with her plans. She has even gained private control of the prisons, allowing her to secretly release criminals and rent their skills to others for a share of the take.

Chipmunk (PL 10)



**Strength 3, Stamina 3,
Agility 7, Dexterity 2**
**Fighting 7, Intellect 2,
Awareness 4, Presence 2**

POWERS

Animal

Communication: Comprehend 2 (Animals; Limited to rodents) - 2 points

Animal Senses: Senses 2 (Low Light Vision, Acute Olfactory) - 2 points

Climbing: Movement 2 (Wall-Crawling 2) - 4 points

Prehensile Tail: Extra Limb 1; Enhanced Advantage 3 (Fast Grab, Improved Grab, Improved Hold) - 4 points

Rodent Swarm Distraction: Luck Control 2 (Negate Action Points, Force Re-Rolls) - 6 points

Rodent Swarm Distraction: Ranged Burst Area Affliction 10 (Impaired, Disabled); Resisted and Overcome by Will; Limited to Two Degrees - 20 points

Strong Legs: Leaping 2; Strength-Based Damage 1 - 3 points

EQUIPMENT

Bags of Nuts: Feature 1 (Chipmunk has a seemingly endless supply of nuts secreted on herself) - 1 point

Flying Squirrel Suit: Flight 2 (Gliding); Movement 1 (Safe Fall) - 4 points

ADVANTAGES

Animal Empathy, Close Combat 2, Defensive Roll 3, Equipment 1, Improved Defense, Luck 5, Power Attack, Set-Up, Teamwork

Enhanced: *Fast Grab, Improved Grab, Improved Hold*

SKILLS

Acrobatics 6 (+13), Athletics 6 (+9), Expertise (Animal Handling) 6 (+8), Insight 2 (+6), Perception 2 (+6), Stealth 2 (+9), Technology 2 (+4)

OFFENSE

Initiative +7

Kick +9 (Close, Damage 4)

Rodent Swarm Area (Ranged, Affliction 10)

Unarmed +9 (Close, Damage 3)

DEFENSE

Dodge 13, **Parry** 13, **Toughness** 6/3*

Fortitude 9, **Will** 6

*without Defensive Roll

POWER POINTS

Abilities 60 + Advantages 16 + Defenses 20 + Powers 41 + Skills 13 = 150 Total

COMPLICATIONS

Disability: Chipmunk cannot swim.

Motivation: Unlike her father and sister, Chipmunk wants to use her powers to help others and be a hero!

Power Loss: Chipmunk cannot use Rodent Swarm Distraction if unable to summon rodents from the local area.

Prejudice: Chipmunk is a meta. Her unusual appearance often strikes others as silly.

Relationship: Chipmunk has "bad blood" in her family. Her father is the villainous Mammal Master and her older sister is Bad Bunny.

Cheryl Dipsee grew up in the crime-ridden streets of Chicago. Despite the danger of her neighborhood,

CHIPMUNK AS A VILLAIN

The apple does not fall far from the tree. In this case, neither did Cheryl. She stood by her father and joined his criminal gang with her sister. The three animal-powered villains have formed a team with other animal-powered criminals; naming themselves “The Crime Zoo.”

neither Cheryl or her older sister Belinda ever felt that they were in danger. This was because their father was the notorious super villain Mammal Master; a Meta able to control swarms of small rodents to his bidding. And no one wanted to suffer the wrath of a man with such powers by causing harm to his beloved children.

When Belinda got her meta powers at 14, she joined her father’s criminal activities as Bad Bunny. But Cheryl knew she wanted more from life than the small world they lived in and the constant visitations to prison to see her father during the holidays. Cheryl swore if she acquired powers like her family, she would use them for good!

Much like her older sister, Cheryl got her Meta powers when she turned 14. Using her father’s contacts, she was able to get a costume. She then started fighting crime in Chicago as the heroic Chipmunk! Cheryl’s hit the big-time when she single-handedly defeated Mammal Master’s crime gang; sending her own father to prison and convincing her sister to quit being a criminal in exchange for putting her talents to modeling and professional MMA fighting.

In the years since her debut, Cheryl has teamed up with an unlikely assortment of heroes and hopes to one day even join the Sentinels. During her heroic career, she has also made a number of enemies, including several powerful villains such as Hecate, Lord d’Arc, and Nekrotron.



The Geist (PL 9)

Strength 3, Stamina 4, Agility 4, Dexterity 4

Fighting 6, Intellect 3, Awareness 4, Presence 6

EQUIPMENT

Gliding Cloak: Movement 1 (Safe Fall) – 2 points

Fireproof Costume: Immunity 6 (Fire Damage, Heat; Limited to half-effect) – 3 points

Swing Line: Movement 1 (Swinging) – 2 points

Weapons: Array (18 points)

- **Explosive Darts:** Ranged Burst Area Damage 6 – 18 points
- **Cestus Gloves:** Strength-Based Damage 1 – 1 point

- **Darts:** Ranged Damage 3 (Feature [silver]) – 1 point
- **Telescoping Truncheon:** Enhanced Athletics 4 (Limited to Leaping); Strength-Based Damage 2 (Reach) – 1 point

White Noise Earpieces: Enhanced Fortitude 6 (Limited to Sonic Attacks) – 3 points

ADVANTAGES

Accurate Attack, Benefit 5 (Alternate Identity 2, Wealth 3), Connected, Contacts, Defensive Attack, Defensive Roll 4, Equipment 7, Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Trip, Second Chance (Deception checks with Disguise)

SKILLS

Acrobatics 6 (+10), Athletics 6 (+9), Close Combat (Unarmed) 2 (+8), Deception 6 (+12), Expertise (Business) 6 (+9), Expertise (Soldier) 6 (+9), Insight 2

(+6), Intimidation 6 (+12), Investigation 6 (+9), Perception 2 (+6), Persuasion 2 (+8), Ranged Combat (Firearms) 6 (+10), Ranged Combat (Thrown) 2 (+6), Stealth 6 (+10), Technology 2 (+5), Treatment 2 (+5), Vehicles 6 (+10)

OFFENSE

Initiative +4

Cestus Gloves +8 (Close, Damage 4)

Dart +6 (Ranged, Damage 3)

Explosive Dart Area (Ranged, Damage 6)

Truncheon +6 (Close, Damage 5)

Unarmed +8 (Close, Damage 3)

DEFENSE

Dodge 10, **Parry** 8, **Toughness** 8/4*

Fortitude 6 (12 vs. sonics), **Will** 6

*without Defensive Roll

POWER POINTS

Abilities 68 + Advantages 26 + Defenses 12 + Powers 0 + Skills 37 = 143 Total

COMPLICATIONS

Motivation: Justice!

Prejudice: Michael is Jewish.

PTSD: Michael Sacks has suffered numerous trauma over his life; from being a prisoner of the Nazis during WWII to a hardened soldier during Vietnam. He often finds it difficult to interact normally in public.

Temper: Michael reacts strongly when he confronts criminals or fascists.

GEIST AS A VILLAIN

The journey from costumed hero to vigilante is a short fall. Thanks to his untreated PTSD, Michael Sacks fell... hard! Shortly after donning his costume, Michael started not just beating criminals; but purposefully hospitalizing them. And after an encounter with a rapist and murder of several young girls, Michael finally snapped. He began leaving no criminals alive. He punishes criminals with maximum ruthlessness and permanent consequences.

The legend of the Geist goes back decades to the days following WWII. When the Allied forces invaded Germany and discovered the numerous death camps created by the Nazis, they found horror and tragedy. One Jewish American soldier adopted a young boy – Michael Sacks – who had lost his entire family to the camps. Michael was taken to America and raised in a loving family in the busy

city of Chicago. But the events he had experienced haunted Michael. He made a vow to never again allow suffering or injustice take root in the world.

When Michael turned 18, he joined the Army Recon. He and a small unit of men were assigned to travel to Vietnamese villages to determine their allegiance during the war. After serving two tours in Vietnam, Michael returned home and told his family of his plan to fight crime.

With his military assets, Michael attended college and studied business and criminology. With his keen mind for business, he was able to make several investments that quickly paid off. These funds would allow him to set his plans into motion.

To gather information about the criminal underworld, Michael assumed several identities around the city. One of his most prominent “criminal” identities is as Joey “Wheels” Wheeler; a former cab driver-turned-wheelman known for his impressive driving skills.

Inspired by other costumed heroes, Michael created a ghostly outfit to illicit fear in his criminal enemies. That night, the Geist first stalked the streets of Chicago. He quickly gained a reputation among criminals for being the ghost of a slain police officer. Others said he was the spirit of vengeance given physical form. Michael cultivated these legends by never seeking fame like other costumed heroes. He stayed in the shadows and hunted at night.

The Geist would have many adventures in Chicago and around the world. Michael Sacks eventually retired from crime-fighting in the mid-1980s at the behest of his family. However, only a few short years ago, a new ghostly hero has started to stalk the streets of the Windy City. Tales are starting to circulate of a new Geist haunting the criminal underworld!

WHO IS THE NEW GEIST?

The identity of the modern-day Geist is left open for a possible player character to fill. Michael Sacks is still alive, although old and cranky! He is helping to train the new Geist and guide his crime-fighting activities from a computer in his remote headquarters. As crime has only increased in Chicago, Geist has taken on new members for his team – like Goblin – to help curtail the rise of evil.

Goblin (PL 10)

Strength 3, **Stamina** 3, **Agility** 7, **Dexterity** 6

Fighting 7, **Intellect** 3, **Awareness** 4, **Presence** 2

EQUIPMENT

Arsenal: Array (10 points)

- **Stun Gun:** Affliction 5 (Dazed, Stunned, Incapacitated); Resisted and Overcome by Fortitude; Cumulative – 10 points

- **Collapsible Quarterstaff:** Strength-Based Damage 2 (Reach, Split) – 1 point
- **Throwing Blades:** Multiattack Ranged Strength-Based Damage 2 – 1 point

Gear: Feature 6 (Commlink, Cutting Torch [Weaken Toughness 2; Affects Objects Only], Handcuffs, Multi-tool, Rebreather, UV Flashlight) – 6 points

Grapple Launcher: Array (4 points)

- **Entangle:** Move Object 3 (Limited to pulling, Tether) – 4 points
- **Swing Line:** Movement 2 (Safe Fall, Swinging) – 1 point

Mask: Senses 1 (Ultra Vision) – 1 point

Wrist Computer Hacking Algorithm: Feature 1 (computer); Enhanced Technology 8 (Limited to security) – 3 points

ADVANTAGES

Agile Feint, Benefit (Wealth 1), Close Attack 6, Defensive Roll 4, Equipment 5, Evasion, Favored Environment (Urban), Grabbing Finesse, Hide in Plain Sight, Jack of all Trades, Move-By Action, Quick Draw, Power Attack, Redirect, Skill Mastery (Acrobatics), Takedown

SKILLS

Acrobatics 6 (+13), Athletics 6 (+9), Deception 6 (+7), Expertise (Streetwise) 6 (+9), Investigation 6 (+9), Perception 6 (+10), Ranged Combat (Thrown) 6 (+13), Stealth 6 (+13), Technology 6 (+9, +17 security), Treatment 2 (+5)

OFFENSE

Initiative +7

Quarterstaff +13 (Close, Damage 5)

Stun Gun +13 (Close, Affliction 5)

Throwing Blades +13 (Ranged, Multiattack Damage 5)

Unarmed +13 (Close, Damage 3)

DEFENSE

Dodge 13, **Parry** 13, **Toughness** 7/3*

Fortitude 9, **Will** 10

*without Defensive Roll

POWER POINTS

Abilities 70 + Advantages 28 + Defenses 24 + Powers 0 + Skills 28 = 150 Total

COMPLICATIONS

Hatred: Goblin hates the Horde; this organization was responsible for the death of his parents.



Motivation: Goblin – like his mentor – likes to see justice served.

Relationship: Goblin is the protégé of Geist.

Secret Identity: Lex Lyons.

Alexander Lyons' parents were undercover CASTLE Agents. They were discovered and killed by the Horde when Lex was only a child. He was taken in, and trained as the protégé of, the Chicago hero, Geist. His natural agility and extreme parkour skills allow him to navigate any urban terrain with great ease. Combined with his keen knowledge of and expertise with computers, few criminals are safe from the Goblin! Now that he is an adult, Goblin is looking to become his own hero; away from the somewhat fanatical crime fighting that his mentor, Geist, undertakes.

Mammal Master (PL 7)

Strength 2, Stamina 2, Agility 2, Dexterity 2

Fighting 3, Intellect 4, Awareness 2, Presence 1

POWERS

Mammal ESP: Remote Sensing 5 (Hearing and Visual; Medium - tiny mammals, Simultaneous) - 15 points

Mammal Speech: Comprehend 2 (Animals; Limited to tiny mammals) - 2 points

Mammal Swarm Shield: Protection 4; Sustained - 4 points

Swarm of Rats: Array (42 points)

- **Swarm Confusion:** Ranged Shapeable Area Affliction 7 (Dazed and Impaired, Hindered and Disabled); Resisted and Overcome by Will; Area 3 [120-ft area],



Concentration, Extra Condition, Limited to Two Degrees - 42 points

- **Swarm Attack:** Ranged Shapeable Area Damage 7 - 1 point
- **Swarm Obscurement:** Ranged Shapeable Area Visual Concealment 4 Attack - 1 point

ADVANTAGES

Animal Empathy, Set-Up, Taunt

SKILLS

Deception 6 (+7), Expertise (Animal Handler) 6 (+10), Intimidate 4 (+5), Perception 2 (+4), Sleight of Hand 6 (+8), Vehicles 2 (+4)

OFFENSE

Initiative +2

Swarm Attacks Area (Ranged, Affliction or Damage 7)

Unarmed +3 (Close, Damage 2)

DEFENSE

Dodge 4, Parry 5, Toughness 6

Fortitude 8, Will 4

POWER POINTS

Abilities 36 + Advantages 4 + Defenses 12 + Powers 65 + Skills 13 = 130 Total

COMPLICATIONS

Coward: Xander looks for easy money with minimal danger. He will run from any direct confrontations.

Power Loss: Without suitable tiny mammals in the area, Mammal Master cannot use his Swarm powers.

Prejudice: Xander Dipsee is a Meta.

Relationship: Xander is the father of Bad Bunny and Chipmunk.

This Chicago-area villain is widely regarded as a joke in the Meta-villain community. Xander Dipsee is a Meta gifted with the power to communicate and control the actions of tiny mammals: mice, rats, squirrels, and other rodent-sized animals. Few consider his powers to be dangerous, until they are suddenly swarmed en masse by a horde of these tiny, biting beasts!

Despite his peculiarities, Xander is a happily-married man and has two daughters: Belinda and Cheryl. Both children are Metas whom Xander has coerced into joining him on his criminal activities. While the lepus-powered Belinda (aka "Bad Bunny") took to criminal activity, Cheryl (aka "Chipmunk") has chosen instead to use her powers as a hero. This has made her a great disappointment to Xander. Even more so when Chipmunk made her public debut by capturing Xander and his entire criminal gang; sending all to prison.

He is currently incarcerated on Riker's Island in New York City. However, he is confident his parole will soon be granted, allowing him to return home to Chicago.

MAMMAL MASTER AS A HERO

Xander Dipsee is still considered a joke of a hero, despite all he has done to clean up the streets of Chicago. He has all but decided to retire, now that his two heroic daughters have decided to follow in his footsteps. Perhaps he'll get a job as an animal control officer...

SAN FRANCISCO

Famous for its liberal, progressive nature, San Francisco is the cultural, commercial, and financial center of northern California. The city is popular with tourists and known for its steep rolling hills, cool summers, and landmarks (such as Alcatraz, cable cars, Chinatown, Fisherman's Wharf, and the Golden Gate Bridge).

With the rise of superhuman crime in the 21st century, San Francisco begrudgingly reopened and refurbished the Alcatraz Federal Penitentiary to be used as a facility to incarcerate superhuman criminals.

At the same time, the city has become the center of superhuman youth culture. The opening of the Shepard Academy – a school for young Metas to learn to control their powers while also gaining a top-notch education – has become both a blessing and a curse for the locals. The school is often a target for anti-Meta hate groups and has been destroyed (and rebuilt) more than once.

THE SHEPHERD ACADEMY

Headquarters – Size: Huge; Toughness: 8; Features: Combat Simulator, Communications, Computer, Defense Systems, Fire Prevention System, Garage, Grounds, Gym, Hangar, Infirmary, Laboratory, Library, Living Space, Power System, Security System, Workshop – 23 points

Delphi: Remote Sensing 20 (Mental); Senses 11 (Detect Metas [acute, extended 7, radius, ranged mental sense]); Quirk (restricted to telepaths) – 30 points

The Shepherd Academy is located in the Sea Cliff region of San Francisco; a neighborhood known for its affluent residents and large – often outlandish – mansions. Since its opening, the residents of Sea Cliff have been less than pleased with the Shepherd Academy, as they feel it has drawn too much attention – and noise – to the normally serene neighborhood.

Before the official founding of the Academy, this mansion served as the home and educational center for only two students: Kalisha Okiro (an Ivorian weather controller) and Freya Ambrose (a British telepath). With the aid of these young ladies, Dean Shepherd developed what has become his curriculum for future students of the Shepherd Academy. They were soon joined by Gabriel, who had become accustomed to the world of Earth.



When the Academy received official accreditation, Dean Shepherd added a dormitory building in preparation to house its students. Even though the first class of students only included half a dozen members, more students have been added to the roster of the Shepherd Academy over the last several years. Some of the students of previous classes have decided to stay on and serve as new faculty, whereas others has taken their learned skills and diploma to be used elsewhere in the world.

Located in a vault accessible only by Dean Shepherd and Vindicators members is a great machine known as Delphi. This machine allows those empowered with telepathy to expand their power across the entire planet.

THE VINDICATORS

Among the students of the Shepherd Academy are an elite group of individuals called the Vindicators. These students – and some faculty members – are assigned to seek out new Metas at the guidance of Dean Shepherd; inviting the new Metas to join the Academy if they choose. Should the new Metas prove to be dangerous to themselves or others around them, the Vindicators are trained to use their powers to contain the dangerous Meta and detain them for the authorities.

Vindicators Interceptor: Vehicle (Size: Gargantuan; Strength: 12; Speed: Flight 10 [2,000 mph]; Defense: 10; Toughness: 11; Features: Concealment [radio senses], Navigation System) – 26 points

The Interceptor is a fast-flying VTOL aircraft designed to get the Vindicators field team to the location of a discovered Meta threat.

Vindicators Uniform: Concealment 1 (Technological Meta Detectors); Feature 3 (Commlink, Compass, Watch) – 5 points

Vindicator uniforms are all of the same cut and style, fitted to the individual student. Each student is allowed to customize the colors pattern of their uniform to their preference. Masks are optional and come in a variety of styles.

Dean Donovan Shepherd (PL 11)

Strength 2, Stamina 6, Agility 1, Dexterity 3

Fighting 1, Intellect 6, Awareness 10, Presence 6

POWERS

Astral Form: Remote Sensing 11 (Auditory, Mental, Visual; Limited [physical body is defenseless, Subtle 2) – 35 points



Mental Powers: Array (45 points)

- **Mind Blast:** Perception Range Damage 11 (Resisted by Will, Subtle) – 45 points
- **Mental Invisibility:** Burst Area Visual Concealment Attack 4 (Resisted by Will, Selective) – 1 point
- **Mental Probe:** Mind Reading 11 (Subtle) – 1 point
- **Mind Control:** Perception Range Affliction 11 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative, Subtle – 1 point
- **Mind Wipe:** Perception Ranged Affliction 11 (Transformed); Resisted and Overcome by Will; Cumulative, Insidious, Limited to the Third Degree, Subtle – 1 point
- **Telekinesis:** Perception Range Move Object 2 – 1 point

Telepathic Awareness: Enhanced Awareness 6; Quickness 2 (Limited to Mental Tasks); Senses 8 (Detect Living Creatures [acute, radius, ranged], Detect Superpowers [analyze, ranged], Mental Awareness) – 21 points

Telepathy: Mental Communication 4 (Subtle); Comprehend 4 (Languages) – 25 points

EQUIPMENT

Wheelchair: Feature 1 (allows Dean to move at normal speed) – 1 point

ADVANTAGES

Benefit 5 (Founder of the Shepherd Academy, Wealth 3, Vindicators Member), Connected, Eidetic Memory, Equipment 16, Skill Mastery (Persuasion)

SKILLS

Deception 6 (+12), Expertise (Genetics) 6 (+12), Expertise (Instructor) 6 (+12), Expertise (Physics) 6 (+12), Insight 6 (+16), Perception 2 (+12), Persuasion 6 (+12), Technology 6 (+12)

OFFENSE

Initiative +1

Mind Blast Perception (Ranged, Damage 11)

Mind Control/Wipe Perception (Ranged, Affliction 11)

Unarmed +1 (Close, Damage 2)

DEFENSE

Dodge 3, **Parry** 3, **Toughness** 6

Fortitude 8, **Will** 12

POWER POINTS

Abilities 66 + Advantages 24 + Defenses 8 + Powers 131 + Skills 22 = 251 Total

COMPLICATIONS

Disability: Dean is an old man, and his body is beginning to fail him. He is Speed Impaired.



Prejudice: Dean is a Meta. While he tries to promote peaceful coexistence with humanity, he is pro-Meta. He will rarely use his powers on other Metas without their permission, but he has no problem with using them against normal humans.

Quirk: In the presence of overwhelming or supernatural evil, all of Dean's powers are Impaired.

Relationship: Dean's younger half-brother is Abel Shepherd. He considers the students of the Shepherd Academy to be his family.

Rival: Polarity

Dean Shepherd was born to a wealthy family in San Francisco in 1934. His mother died in childbirth and Dean was raised by a nanny while his father found comfort in a new and younger wife. From his step-mother, Dean soon received a younger brother: Abel. Even as a youth, Dean quickly became aware that his step-mother wanted nothing to do with him or Abel. The only thing she wanted was the wealth of Dean's father and the comfort that came from the lifestyle.

When Dean's powers manifested, he was able to telepathically discover that his step-mother was cheating on his father and stealing money from the family account. Revealing these facts to his father, Dean was pleased to see

his step-mother ousted from the house. Unfortunately, she also sued for custody of Abel. After the divorce, Dean's father sent Dean to military school.

Dean inherited his father's estate shortly after graduating. He used his new finances to attend various colleges, where he studied genetics and physics in an effort to better understand his own powers. Coming to the realization that other Metas might exist, Dean began a search for others of his kind. This is when he encountered Jakob Magden, who was hunting down former members of the Nazi party responsible for killing his family during World War Two. Taking up his friend's cause, the two exposed their powers to the world when they stopped the plot of the Horde in 1962.

The existence of Metas managed to be a well-kept secret between their own kind until the events of the Cuban Missile Crisis in 1962. When the Horde attempted to start a nuclear war between the United States and the United Soviet Socialist Republic, their efforts were discovered by a pair of Metas: Dean Donovan Shepherd and Jakob Magden. They used their impressive powers to expose the Horde plot as well as outing their existence – and that of all Metas – to the world!

These two heroes sought peaceful coexistence with normal humanity and a place where they could teach other Metas to use their powers safely. However, no one would allow these super-powerful beings to create a commune full of “living weapons” in their country without being allowed to make use of the Metas for their own purposes. As this was against Shepherd and Magden's ideals, they looked elsewhere for a refuge.

The two men and their followers found a dimensional pocket leading to a primordial paradise; a place that came to be known as the Sacred Lands. Here, they felt they could create the Meta Commune and train their students in peace. The efforts of the commune were aided by a native of the land: a savage who proved to be a Meta himself. This man was named Gabriel by Dean Shepherd. With the commune established, Dean, Jakob, and Gabriel would make occasional forays to earth to find new Metas as they appeared.

In 1981, as the United States witnessed more Metas appearing in their populace, Congress created M Division to monitor known Meta powers and seek to make use of Metas for government purposes. M Division was also responsible for the development of anti-Meta weaponry and tactics.

Hearing of the formation of M Division, Jakob Magden decided to forsake his “human name” and assumed the mantle of Polarity. Fearing that Polarity was turning his back on humanity, Dean Shepherd attempted to overthrow Magden. Unfortunately, Shepherd and his allies were defeated. Shepherd was allowed to leave the Meta Commune, accompanied by Gabriel. After Shepherd's departure, Polarity renamed the commune as “New Avalon;” the home of the Meta Nation.

Dean Shepherd returned to his home in San Francisco. Upset at the turn of events in the Sacred Lands and the loss of his best friend, Jakob, Dean withdrew from public attention and decided to let humanity continue on without his interference.

In 1991, Dean sensed the manifestation of a powerful Meta. Following this Meta's presence to the Ivory Coast, Dean discovered a powerful and malicious telepath named Arnaud Touré who was using his powers to find and control young children as slaves. Although powerful, Arnaud was unskilled in the use of his powers and easily defeated by Dean Shepherd. Among the children Touré possessed was a young girl named Kalisha Okiro, whom Dean sensed was about to manifest her Meta potential. Dean took young Kalisha back to America with him, adopting her as his ward.

Realizing young Metas were using their powers against humanity, and the fear and hatred this would foster, Dean made the decision to found a school; a place of learning where young Metas could come to learn basic education as well as train to use their powers. This time, the place would not be separated from humanity. This would be a school open to public view; a place where he could prove to humanity that Metas were not to be feared.

Dean spent the next several years traveling the world in search of friends he had left behind and reconnecting with humanity. He reformed alliances and rebuild bridges within his personal relationships. He also continued to seek out talented individuals and educators who would be willing to help young Metas.

Dean Shepherd's greatest obstacle was with the United States government in receiving the accreditation he wanted for the academy. He spent the better part of a decade meeting with security councils and congressional hearings to how his academy would be a benefit to the community. Finally, in 1999, Dean Shepherd was granted accreditation and allowed to open the Shepherd Academy.

LOS ANGELES

The City of Angels is a place famous for celebrity sightings, movie-making, and cultural decadence. It is the second most populous city in the United States and the most populous city in California. Founded as a Spanish colony, the Los Angeles of Legends Earth is known of its plethora of angel statues. Angelic iconography is found in all parts of the city and in its architecture. Costumed heroes of the city – of which there are many – are commonly referred to as “angels.”

The superhuman population of LA is second only to New York City. Despite the large number of heroes in the city, few of these costumed adventurers have formed themselves into teams or organizations. Those teams that have formed in the past have been small and short-lived.

Herakles (PL 12)

Strength 12, Stamina 12, Agility 4, Dexterity 2

Fighting 6, Intellect 3, Awareness 3, Presence 6

POWERS

Immortal: Immortality 4 (Limited [not if slain in Olympus]) – 2 points

Invulnerability: Immunity 2 (Aging, Disease); Impervious Toughness 4 – 6 points

Nemean Lion Skin: Impervious Toughness 8 [stacks with Invulnerability]; Removable (-2 points) – 6 points

Olympian Mace: Feature 1 (Indestructible); Penetrating with Strength Damage 12; Easily Removable (-6 points) – 7 points

Strong Legs: Leaping 6 – 6 points

ADVANTAGES

Benefit 2 (Wealth 2), Chokehold, Fast Grab, Improved Grab, Improved Hold, Languages 1 (English [Greek is native]), Power Attack, Skill Mastery (Athletics), Ultimate Effort (Strength Checks)

SKILLS

Athletics 6 (+18), Close Combat (Mace) 2 (+8), Close Combat (Unarmed) 6 (+12), Expertise (Greek Mythology) 6 (+9), Intimidation 2 (+8), Perception 2 (+5), Ranged Combat (Bows) 6 (+8), Ranged Combat (Thrown) 2 (+4)

OFFENSE

Initiative +4

Mace +8 (Close, Penetrating Damage 12)

Unarmed +12 (Close, Damage 12)

DEFENSE

Dodge 6, Parry 12, Toughness 12

Fortitude 14, Will 9

POWER POINTS

Abilities 96 + Advantages 10 + Defenses 16 + Powers 27 + Skills 16 = 165 Total

COMPLICATIONS

Fame: Herakles – more popularly known as Hercules – is a famous hero of legend.

Motivation: Thrill-seeker and hedonist. He gives in to fulfilling his appetites with food, drink, and attractive companionship.

Relationship: Herakles is the son of Zeus. He is the elder half-brother of Jupiter, whom he desires.

Rival: Herakles sees King Ravas of Atlantis as a romantic rival for Jupiter.

Temper: The rages of Herakles are legendary.

HERAKLES AS A VILLAIN

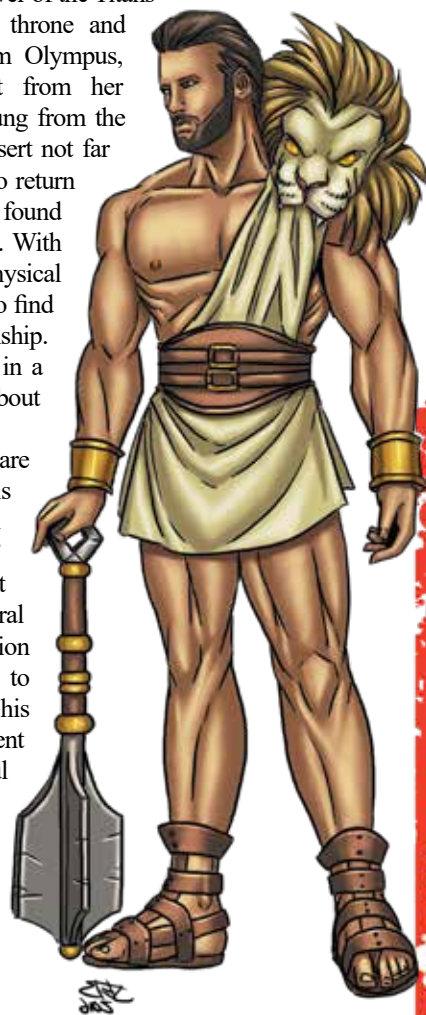
Due to his selfish personality, Herakles has been both hero and villain over his long lifetime. Currently, he has accepted his role as second to Jupiter; despite his being the elder sibling. This could potentially be a ruse, and Herakles is simply biding his time until he can best Jupiter and reclaim what he believes to be his birthright as the new heir of Olympus.

Herakles was born thousands of years ago, in the days of ancient Greece. He is the son of Zeus and the mortal woman Alcmena – wife of General Amphitryon of Thebes. The exploits of Herakles – both good and bad – are the stuff of legend. He had defeated men and monsters, only to retire from adventuring and marry his lover Megara; whom would be slain by Herakles' own hands during a violent rage. To repent for his transgression, Herakles underwent twelve impossible labors and adventured with the Argonauts. When the demigod founded the Olympic Games, his legendary place in history was forever sealed; allowing Herakles to ascend to full godhood and join his divine family in Olympus.

The adventures of Herakles continued in Olympus and its associated realms away from mortal eyes. He'd occasionally return to Earth to "slum it" with humanity and leave behind tales of god-like beings performing impossible deeds.

When Hecate used the power of the Titans to remove Zeus from the throne and banish all of the gods from Olympus, Herakles was not exempt from her power. He found himself flung from the heavens and fell into the desert not far from Los Angeles. Unable to return to Olympus, Herakles found solace in the City of Angels. With his handsome face and physical power, he was always able to find easy work and companionship. The Olympian even starred in a briefly-run television series about his legendary journeys.

Herakles has become aware of the appearance of his younger sister Jupiter and her discovery of Zeus' Thunderbolt. He has sought to challenge Jupiter on several occasions for rightful possession of the Thunderbolt, only to be defeated each time by his sibling. Herakles is now content that Jupiter is the rightful bearer of their father's weapon and the one true hope to restoring the Gods to the realm of Olympus. To this end, he has pledged his service to Jupiter.



NEW YORK CITY

The city of New York is the largest city in the United States and is described (especially by its own inhabitants) to be the cultural, financial, and media capital of the world. The city's fast pace, big-businesses, and high-politics give New York the nick name of "the city that never sleeps."

New York City consists of five boroughs: Brooklyn, Queens, Manhattan, The Bronx, and Staten Island. Each borough has its own culture and pace and considers the other boroughs to be friendly rivals as "the toughest streets to live on in New York."

For many decades, the city of New York was considered a cesspool of filth, crime, and unstoppable urbanization. Since the terrorist attack of September 11, 2001, the city has turned its image around. Uniting like never before in its history, New Yorkers have combined to become one cohesive city and have started cleaning their neighborhoods in a show of community pride.

As the most populous city in the United States, New York City is also the home of the most superhuman beings in the country. It also serves as the headquarters to some of the most famous heroes and villains on the planet. These include the Challenger Foundation (a private company devoted to expanding the boundaries of knowledge and science), the Sentinels (the official superhuman defense force of the United States), and the White Hats (a private security firm made up of super-human beings to defend the general public against superhuman threats).

Crime has always been a problem in NYC. In the past, crime was regulated by the Italian mafia families. However, the last of the mafia were removed from New York by the efforts of the web-spinning hero Recluse. Since then, the control of crime has been split between the two warring forces of the Crime Cartel (made up of a number of super-human villains devoted to domination of the city) and the Syndicate of the mysterious Crime Czar (who tends to deal with more mundane crimes).

THE BEAT-DOWN

For those who know where to look, the streets of New York City hold entertainment for all sorts of tastes. There is even a secret club where the influential and wealthy gather to have a night of drinking, carousing, and revelry; all the while watching super-human gladiators fight each other. This secret club is called "The Beat-Down." It is always in a different place, and only those with money to spend on the fighters and expensive services are given its new location.

The Beat-Down is a major production, similar to professional wrestling. The regular fighters are often paired in mock battles that tell long-running "soap-opera" style stories of grudge-matches, partnerships, and betrayals. A massive television screen displays statistics of the fighters, complete with exciting intro music and the occasional pyrotechnics. For those unable to attend the live event, the Beat-Down also streams over the Dark Web for fans.

Gambling on the fighters is encouraged at the Beat-Down. This provides the producers with most of their revenue. Otherwise, the renting of private booths, food, drinks, and companionship is provided by the Beat-Down establishment. Renting the private "companionship" of one of the fighters is always the most expensive commodity available.

Down-on-their-luck heroes and villains will often sign up with the Beat-Down to make a few bucks until something better comes along. These Metas often develop a new costume and personality to prevent their normal hero or criminal actives from suffering association with the Beat-Down. Meanwhile other Metas consider the Beat-Down to be a decent retirement option.

The Beat-Down Arena is a large, well-illuminated, and enclosed circular dome. This is to prevent stray attacks from harming the audience. The Arena is 60 feet in diameter with a reinforced concrete floor (Tgh 8) and a 30-foot-tall transparent aluminum dome (Tgh 10). Four cameramen ring the outside of the dome and two camera drones fly inside the dome to capture the action for the web-streaming audience. As the drones almost always get hit during battles, spares are on standby to be replaced between bouts.

Casino (PL 9)

Strength 2, Stamina 3, Agility 6, Dexterity 6

Fighting 6, Intellect 3, Awareness 4, Presence 4

POWERS

Implausible Luck: Enhanced Advantage 16 (Agile Feint, Beginner's Luck, Defensive Attack, Defensive Roll 3, Evasion 2, Luck 5, Redirect, Second Chance [Deception checks with Trick], Uncanny Dodge) - 16 points

Probability Control: Luck Control 2 (Prevent Hero Point, Force Re-Roll) - 6 points

EQUIPMENT

Arsenal: Array (16 points)

- **Blaster Rifle:** Ranged Damage 8 - 16 points
- **Explosive Dice:** Ranged Burst Area Damage 5 - 1 point
- **Metallic Throwing Cards:** Ranged Strength-Based Multiattack Damage 2 - 1 point

Various Espionage Gear: Feature 7 - 7 points

ADVANTAGES

Benefit 3 (Cipher, Wealth 2), Equipment 5, Improved Aim, Improved Critical (Rifles), Improvised Weapon, Jack of All Trades, Languages 2 (English, Spanish [Portuguese is native]), Move-By Action, Power Attack, Precise Attack 2 (Ranged; Concealment and Cover), Quick Draw, Ranged Combat 3

Enhanced: *Agile Feint, Beginner's Luck, Defensive Attack, Defensive Roll 3, Evasion 2, Luck 5, Redirect, Second Chance [Deception checks with Trick], Uncanny Dodge*

SKILLS

Acrobatics 6 (+12), Athletics 6 (+8), Close Combat (Unarmed) 6 (+12), Deception 6 (+10), Expertise (Military) 6 (+9), Expertise (Streetwise) 6 (+9), Insight 6 (+10), Intimidation 2 (+6), Investigation 2 (+5), Perception 2 (+6), Persuasion 2 (+6), Sleight of Hand 6 (+12), Stealth 6 (+12), Technology 2 (+5), Treatment 2 (+5), Vehicles 2 (+8)

OFFENSE

Initiative +6

Blaster Rifle +9 (Ranged, Damage 8/19-20)

Dice Area (Ranged, Damage 5)

Throwing Cards +9 (Ranged, Multiattack Damage 4)

Unarmed +12 (Close, Damage 2)

DEFENSE

Dodge 12, **Parry** 12, **Toughness** 6/3*

Fortitude 9, **Will** 6

*without Defensive Roll

POWER POINTS

Abilities 68 + Advantages 22 + Defenses 20 + Powers 22 + Skills 34 = 166 Total



COMPLICATIONS

Prejudice: Casino is a Meta. Her Meta features are apparent by giving her chalk-white skin and hair. Casino often dyes her hair and wears face-paint to conceal these exotic features.

Relationship: Casino is often in the casually-amorous company of one or more of her Beat-Down fighters.

Cassidy Reyes' family moved from Brazil to the United States when Cass was an infant. She joined the U.S. Marines right out of high school and earned several accolades during her first tour. Sometime during Cass' second tour of duty, she manifested as a Meta; gaining chalk-white skin and the ability to manipulate probability around her to her benefit. With her newfound powers, Cassidy mustered out of the Marines and served as an expensive mercenary and bodyguard for several years.

Always on the lookout for a "sure-thing," Cassidy came across plans for an illegal gladiator arena in Las Vegas. Taking the idea for herself, Cassidy

left her bodyguard company and using what collateral she had started what eventually became The Beat-Down!

Reinventing her persona as "Casino," Cassidy is the owner and hostess of Beat-Down. She seeks out new talent when she can, but maintains a steady cast of super-human gladiators for her customers. Thanks to the subtle use of her powers, she is able to manipulate fights to her own ends.

Although she never participates in any Beat-Down battles, Casino's combat prowess is well-documented from the occasional police or hero raid on her facilities.



Champion (PL 9)

Strength 4, **Stamina** 6, **Agility** 4, **Dexterity** 4

Fighting 6, **Intellect** 2, **Awareness** 3, **Presence** 2

POWERS

Champion Armor: 30 points; Removable (-6 points)

Armor: Impervious Protection 4 - 8 points

Arsenal: Array (20 points)

- **Saw Blade Launcher:** Ranged Multiattack Damage 6 (Improved Critical 2) - 20 points
- **Steel Net Launcher:** Ranged Affliction 4 (Hindered and Vulnerable, Defenseless and Immobile); Resisted by Dodge, Overcome by Strength; Cumulative, Extra Condition, Limited to Two Degrees, Progressive - 1 point
- **Trident:** Strength-Based Damage 3 (Improved Critical, Reach) - 1 point

ADVANTAGES

Assessment, Benefit (Ambidexterity), Chokehold, Close Attack 4, Diehard, Fast Grab, Great Endurance, Improved Grab, Improved Hold, Power Attack

SKILLS

Acrobatics 2 (+6), Athletics 6 (+10), Deception 6 (+8), Expertise (Performer) 6 (+8), Expertise (Streetwise) 6 (+8), Insight 6 (+9), Intimidation 2 (+4), Perception 2 (+5), Ranged Combat (Champion Weapons) 6 (+10)

OFFENSE

Initiative +4

Saw Blades +10 (Ranged, Multiattack Damage 6/18-20)

Steel Net +10 (Ranged, Affliction 4)

Trident +10 (Close, Damage 7/19-20)

Unarmed +10 (Close, Damage 4)

DEFENSE

Dodge 8, **Parry** 8, **Toughness** 10

Fortitude 12, **Will** 5

POWER POINTS

Abilities 62 + Advantages 13 + Defenses 14 + Powers 24 + Skills 21 = 134 Total

COMPLICATIONS

Motivation: Fame. The Champion loves the spotlight and the perks that come from being the best!

Relationship: Dolph considers Casino to be his friend; she always knows what's best for him.

Temper: Due to his extensive brain damage, Dolph Nightfall is prone to bouts of rage.

Dolph Nightfall was a professional wrestler and MMA fighter for several years, until his career was cut short by intense brain damage. Although he was still willing to work, none of the professional circuits would hire him. Finally, Dolph was approached by Casino. She offered Dolph a chance to reclaim his fame with her new project: The Beat-Down.

Casino's engineers created a suit of armor for Dolph reminiscent of the old Roman gladiators. Casino was unsure Dolph would actually be up to the task of fighting actual super-humans. But after he won multiple fights, Dolph earned his name in the arena: Champion.

Crime Czar (PL 10)

Strength 5, **Stamina** 7, **Agility** 3, **Dexterity** 3

Fighting 6, **Intellect** 3, **Awareness** 4, **Presence** 3

POWERS

Dense Muscles: Impervious Protection 2 - 4 points

EQUIPMENT

High-Tech Walking-Stick: Array (9 points)

- **Sleeping Aerosol:** Affliction 8 (Fatigued, Exhausted, Asleep); Resisted and Overcome by Fortitude; Reach - 9 points
- **Stick Strike:** Strength-Based Damage 2 (Improved Critical 2) - 1 point

ADVANTAGES

Accurate Attack, All-Out Attack, Benefit 4 (Wealth 4), Chokehold, Connected, Contacts, Defensive Attack, Equipment 2, Fast Grab, Great Endurance, Improved Critical (Unarmed) 2, Improved Disarm, Improved Grab, Improved Hold, Improved Trip, Language 4 (Japanese, Italian, Mandarin, Russian, Spanish [English is native]), Power Attack, Second Chance (Will checks vs. Mind Control), Takedown, Well-Informed

SKILLS

Athletics 6 (+11), Close Combat (Walking Stick) 2 (+8), Deception 6 (+9), Expertise (Business) 12 (+15), Expertise (Streetwise) 12 (+15), Insight 6 (+10), Intimidation 6 (+9), Perception 2 (+6), Persuasion 6 (+9)

OFFENSE

Initiative +3

Aerosol +8 (Close, Affliction 8)

Stick +8 (Close, Damage 7/18-20)

Unarmed +6 (Close, Damage 5/18-20)

DEFENSE

Dodge 9, **Parry** 8, **Toughness** 9

Fortitude 9, **Will** 10

POWER POINTS

Abilities 68 + Advantages 28 + Defenses 16 + Powers 4 + Skills 29 = 145 Total

COMPLICATIONS

Enemies: Jersey Devil, Judgment, Recluse, and White Hats, Inc. are often interfering with the Crime Czar's operations. As such, they are considered to be on his list of enemies. He has hired assassins on several occasions in attempts to destroy these heroes.

Motivation: Greed and Power! The Crime Czar rules criminal operations in the New York City and New Jersey region with an iron fist.

Rivalry: The Crime Czar's syndicate often runs afoul of the operations of the super-villainous Crime Cartel.

Secret Identity: Augustus Shaw.

Augustus Sergeyevich was raised on the crime-ridden streets of Chicago; his father serving as an enforcer

to the local Russian mob. Augustus was a smart child, but after being beaten for showing off his intelligence, he learned to conceal his wits and instead focus on his physical prowess. Being a large child, Augustus grew to be a large man. His father, who had been physically abusive towards his wife and child, soon found the tables turned on him when Augustus was large enough to beat his father to death with his bare hands.

Claiming self defense, and showing off the bruises on his mother's body and his own as evidence, Augustus was able to avoid going to juvenile hall for the murder of his father. With his street smarts and physical power, Augustus soon gathered a small group of loyal friends to his side and began to control the crime on his block; and within a year his neighborhood.

When the local super-criminals took notice of Augustus' operation, they demanded a cut of the action. Seeing a potential out, Augustus arranged to sell his entire operation to the villains and use the capital to move to New York City under a new name: Augustus Shaw. He found employment with the Calabria crime syndicate as a low-level enforcer. Augustus learned how New York crime operations worked and served as a good soldier until the fall of the Calabria family at the hands of Recluse.

Seizing the opportunity, Shaw created the persona of the Crime Czar. He gathered the assets of the Calabria family, including their primary enforcers: Mordechai Graves and the Liquidators. When the Sentinels battled the forces of Hecate in 2004, entire neighborhoods of Manhattan were destroyed by the conflict. With cheap housing becoming available, Augustus Shaw put himself forward as a social philanthropist, helping people find new homes and employment. Meanwhile, he worked his own people into local businesses and construction to allow his criminal enterprises to flourish right under the noses of the NYPD.

With most of the mundane (i.e. non-super-powered) criminal operations running through Mordechai Graves, Augustus Shaw is able to "keep his hands clean," and keep himself off the radar of most heroes and law enforcement officers. Shaw tries to keep away from "super-crime," preferring to stay away from the perception of costumed heroes. Shaw does not consider the high-end heroes

CRIME CZAR AS A HERO

Augustus has seen the kind of damage that crime can do to a community and the people in it. Lives ruined by violence, drugs, and poverty has deeply affect the man and he seeks to put an end to it... by *controlling* the crime in New York! As the mysterious Crime Czar, Augustus can control criminal activities, manipulating the law-breakers to prevent them from committing violence against the innocent or selling drugs to children. When someone steps out of line from his Syndicate, he calls on the heroes to remove the rogue element.



to be his problem, but he often comes into conflict with the local neighborhood heroes, such as the Jersey Devil, Recluse, and the White Hats. Major criminal operations in the New York City and New Jersey area must be approved by the Czar. Without his approval, criminals engaging in major criminal activities find the Czar's forces moving against them; either pushing them out of the region or eliminating them as rivals.

WYATT ISLAND

Located in Lower New York Bay between Brooklyn and Staten Island is an artificial island that is considered to be a marvel of modern engineering. Named after its creator, Eli Wyatt, this island serves as the headquarters for CASTLE – the United States’ superhuman police force and anti-terrorist unit – and their superhuman response team: the Sentinels. Realizing the headquarters of the United States premier team of superhuman agents would be a target for villains and terrorists, CASTLE commissioned Sentinels member Eli Wyatt (aka Spartan) to create the artificial island away from populated areas.

Despite CASTLE’s worries, Wyatt Island is popular destination spot for tourists and locals alike. People take the ferry ride to the island every day to take a tour of the Sentinels’ headquarters and buy merchandise of their favorite superheroes.

Wyatt Island - Headquarters of CASTLE and the Sentinels (Size Awesome; TGH 12; Features Combat Simulator, Communications, Computer, Defense System, Dock, Fire Prevention System, Garage, Grounds, Gym, Hangar, Holding Cells, Infirmary, Isolated, Laboratory, Library, Living Space, Personnel, Power System, Security System 3 [DC 30], Workshop) - 31 points

HIDDEN LANDS

Earth has had a history of ancient civilizations rising and falling. Some of these civilizations have not completely fallen; they have simply retreated from view. Hidden behind dimensional folds or located in distant and remote locations, these hidden lands are still being discovered by modern scientific explorers.

AGARTHA

Before recorded history, the Ancient Thirteen visited Earth and saw the potential within the different races on its surface. Ignoring the Serpent Men of Lemuria and their worship of the demon Apophis, the Ancient Thirteen focused on the races of humanity. Taking an entire tribe of Cro-Magnon and another tribe of Homo Sapiens, the god-like aliens altered the races of humanity with a mutagenic compound (currently known as Lunarian Blue). From the Homo Sapiens, the Blue created a race of super-human beings; stronger, tougher, and larger than normal humanity. These became the royalty of the nation of Atlantis.

However, the Blue affected the Cro-Magnon differently. They too gained amazing super-human powers, but it also altered their shapes, transforming the humans into monsters! The Atlanteans – terrified and sickened by these monstrous cousins – attempted to destroy these Miscreations. The Ancient Thirteen halted the slaughter

between the two races. They gathered the Miscreations, giving them a magnificent city to live in as their own and hiding it from the world within a dimensional fold. This city is Agartha.

Over thousands of years, the Miscreations of Agartha have occasionally ventured from their city to see to the development of humanity. Every time, they tried to hide their monstrous features for fear of being slain. Mythological heroes tell stories of how they overcame these “monsters.” Meanwhile, the Agarthans decided to remain secluded from humanity until it could be proven that both races could live in peace.

In 2003, while investigating a strange energy phenomenon within the Bermuda Triangle, the Challenger Foundation was accidentally pulled into a dimensional fold hiding Agartha. At first, the Agarthans believed the Challengers to be violent invaders (thanks to a misunderstanding by Brute). Eventually, it was discovered that the Challengers were merely explorers. The Challengers agreed to keep the location of Agartha a secret from Earth until the Agarthans chose to reveal themselves. To study modern humanity, the Royal family sent Lady Twilight as a representative to Earth. Twilight joined the Challengers on many adventures, allowing her to study the best and worst humanity had to offer. After several years, Twilight returned to Agartha to come to the aid of the crown-prince Suzerain VIII.

In 2015, Agartha was forced into the world spotlight when Lord d’Arc and the exiled Agarthan Magna invaded the City of Monsters. The war lasted several months, killing King Suzerain VII, forcing the Royal Family of Agartha out of their own city, and drawing in the countries of Atlantis and Ophar to come to the aid of the Agarthans. In the end, Lord d’Arc’s armies were defeated and he was forced to return to Romania without the stores of orichalcum he sought to acquire. After the war, Agartha witnessed the crowning of a new King Suzerain VIII.

LIFE IN AGARTHA

The City of Agartha is roughly the size of Manhattan Island and surrounded by farms and parks on its outskirts. The city is home to roughly 18,000 Miscreations. Due to its small population, breeding is strictly monitored by the High Senate to maintain the delicate balance of resources. Although most Agarthans are distantly related to each other, thanks to thousands of years of seclusion from Earth, the millennia of exposure to Lunarian Blue has provided them “perfect” genetics; removing any fear of inbreeding.

Agartha is ruled by a Royal Family. The current king is the young Suzerain VIII. He is aided in his efforts by the queen-mother Regina and betrothed to Lady Twilight. The Royal Family is counseled by the High Senate; whose body is made up of the heads of each household from Agartha.

The City of Monsters is so named for the inhuman and often bestial appearance of its inhabitants: the Miscreations.

While many Miscreations are still vaguely humanoid in shape and appearance, easily one-quarter of the population are of such diverse appearances that the city requires special building to accommodate these individuals. As such, the architecture of Agartha is unlike anything else on Earth. Most of the homes appear to be cave-like entrances burrowed into the walls of the city. Inside each of these caves are every modern comfort one can imagine. Thanks to the technology provided by the Ancient Thirteen, the Agarthans are a highly-advanced society.

Much like Atlantis and Ophar, Agartha is one of the few places on Earth one can find the energy-absorbing super-metal known as Orichalchum. The Agarthans use orichalchum to create weapons and defenses for their militia. The most advanced weapons and defenses of Agartha involve tachyon fields. Their weapons project subatomic particles at speed faster than the speed of light while force fields are erected, holding the subatomic particles in a suspension field where they bounce back and forth at speeds faster than light. In times of invasion, a massive tachyon dome protects the city itself.

All Agarthan citizens are required to take part in the militia, learning to use their super-human powers in combat. At the age of twelve, every Agarthan is exposed to the mutagenic Lunarian Blue, transforming them into a Miscreation. After learning to master their newfound powers, the Agarthans are conscripted into the militia for a term of no less than four years. More often than not, the militia serves as the law-enforcement arm of the city. After their first tour of duty, an Agarthan can choose to continue their duty with the militia or find another means of employment within the city.

It is unnecessary for any Agarthan to seek full-time employment in any endeavor. Food, shelter, an education, and basic necessities are freely provided to all citizens of the city. But most Agarthans feel it to be their civic duty to use their individual powers for the betterment of the community.

Miscreation, Average (PL 7)

Strength 4, Stamina 6, Agility 3, Dexterity 4

Fighting 3, Intellect 3, Awareness 3, Presence 3

POWERS The average Miscreation has one Power at rank 6; **SKILLS** Expertise (Agarthan History) 6 (+9), Expertise (Choose One) 6 (+9), Perception 2 (+5); **OFFENSE Initiative +3; Unarmed +3** (Close, Damage 4); **DEFENSE Dodge 5, Fortitude 8, Parry 5, Toughness 6, Will 5**

POWER POINTS Abilities 58 + Advantages 0 + Defenses 8 + Powers 12 + Skills 7 = 85+ Total

COMPLICATIONS Responsibility Miscreations are an extremely close – almost tribal – society. Their devotion to their city is unshakable.

Calamity (PL 10)

Strength 10, Stamina 10, Agility 0, Dexterity 0

Fighting 6, Intellect 2, Awareness 2, Presence 4

POWERS

Canine Physiology: Speed 2 (8 mph) - 2 points

Canine Senses: Senses 6 (Low-Light Vision, Extended Ultra-Hearing, Olfactory [acute, extended, tracking]) - 6 points

Telelocation: Senses 14 (Mental Detection [acute, extended 12]; Limited to Miscreations) - 7 points

Teleport: Array (42 points)

- **Long-Ranged Teleport:** Teleport 12 (Accurate, Change Velocity, Increased Mass 5, Limited to Extended) - 42 points
- **Short-Range Teleport:** Teleport 12 (Change Direction, Change Velocity, Increased Mass 5, Turnabout) - 1 point
- **Extended Teleportation:** Movement 2 (Space Travel 2; Portal) - 1 point

ADVANTAGES

All-Out Attack, Dichard, Fast Grab, Great Endurance, Improved Hold, Languages 3 (Cantonese, English, Russian [Agarthan is native]), Set-Up, Startle, Teamwork



SKILLS

Athletics 6 (+16), Close Combat (Unarmed) 2 (+8), Expertise (Survival) 6 (+8), Insight 6 (+8), Intimidation 6 (+10), Perception 6 (+8)

OFFENSE

Initiative +0

Unarmed +8 (Close, Damage 10)

DEFENSE

Dodge 6, **Parry** 8, **Toughness** 10

Fortitude 12, **Will** 8

POWER POINTS

Abilities 68 + Advantages 11 + Defenses 16 + Powers 59 + Skills 16 = 170 Total

COMPLICATIONS

Disability: Calamity has no hands.

Prejudice: Calamity appears to be a large alien canine. She is often treated by those who don't know her as nothing more than a dumb animal.

Relationship: Calamity's best friend is Lady Twilight.

Calamity was raised in the home of Lady Twilight, where she was Twilight's childhood friend. When Calamity came of age, she was exposed to Lunarian Blue and transformed into an alien canine. Although she also gained the ability to teleport across vast distances, Calamity was traumatized by the shocking transformation her body had undergone. She no longer recognized herself in the mirror and could barely speak. Only the companionship of her childhood friend allowed Calamity to avoid taking her own life and accepting the new life she had been given.

Calamity is often in the company of Lady Twilight and has devoted herself to helping Miscreations with exceptionally monstrous appearances to accepting their new forms and powers.

Cenobite (PL 10)

Strength 6, **Stamina** 6, **Agility** 4, **Dexterity** 4

Fighting 7, **Intellect** 3, **Awareness** 7, **Presence** 4



POWERS

Analytical Mind: Senses 8 (Detect Weakness [acute, analytical, ranged visual sense], Direction Sense, Distance Sense, Rapid Vision, Time Sense) - 8 points

Martial Prowess: Array (11 points)

- **Perfect Strike:** Strength-Based Damage 6 (Improved Critical 4, Inaccurate, Penetrating 12); Limited to targets studied for at least 2 rounds - 11 points
- **Stunning Blow:** Affliction 10 (Dazed, Stunned, Incapacitated); Resisted and Overcome by Fortitude - 1 point

ADVANTAGES

Assessment, Benefit 1 (Head of the Agarthan Monastic Order), Chokehold, Close Attack 3, Defensive Attack, Fast Grab, Great Endurance, Improved Critical (Unarmed) 4, Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Smash, Improved Trip, Languages 3 (Cantonese, English, Russian [Agarthan is native]), Power Attack, Takedown 2, Trance, Weapon Break

SKILLS

Acrobatics 6 (+10), Athletics 6 (+12), Close Combat (Unarmed) 2 (+12), Expertise (Philosophy) 6 (+9), Insight 6 (+13), Intimidation 2 (+6), Perception 6 (+13), Persuasion 6 (+10), Treatment 2 (+5)

OFFENSE

Initiative +8

Perfect Strike +8 (Close, Penetrating Damage 12/16-20)

Stunning Blow +10 (Close, Affliction 10)

Unarmed +12 (Close, Damage 6/16-20)

DEFENSE

Dodge 10, **Parry** 13, **Toughness** 6

Fortitude 8, **Will** 9

POWER POINTS

Abilities 82 + Advantages 27 + Defenses 16 + Powers 20 + Skills 21 = 169 Total

COMPLICATIONS

Brutally Honest: Cenobite abhors falsehood and lies. This unfortunately applies to himself as well. He has no problem identifying the flaws in others and attempting to correct them without regard to the feelings of his subjects.

Responsibility: As the leader of the Agarthan Monastic Order, it is Cenobite's duty to council the Royal Family and train new Miscreations in the control of their powers.

Within the city of Agartha is a palatial garden tended to by the monks and students of the Agarthan Monastic Order. The Order is responsible for training new Miscreations in the control of their powers. The head of the

Order is Cenobite, a man known for both his great wisdom and his biting tongue. As the tutor to the last three kings of Agartha, Cenobite is valued for his insight and knowledge. He is often found in the company of Suzerain VIII when not attending his duties with the Order.

Magna (PL 9)

Strength 5, Stamina 6, Agility 3, Dexterity 3

Fighting 3, Intellect 9, Awareness 3, Presence 6

POWERS

Mental Control: Array (37 points)

- **Mind Control:** Perception Ranged Affliction 9 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative, Subtle - 37 points
- **Mind Switch:** Perception Ranged Affliction 9 (Transformed); Resisted and Overcome by Will; Cumulative, Insidious, Limited to Third Degree, Side Effect (Target's mind controls Magna's body), Subtle - 1 point
- **Telepathic Invisibility:** Concealment 10 (all senses); Limited to Minds, Resistible by Will (DC 20) - 1 point

Sensory Link: Remote Sensing 9 (All Senses); Limited to Targets of Mind Control, Mental Sense Dependent - 27 points

Super-Intelligence: Enhanced Intellect 2; Quickness 9 (Limited to mental) - 13 points

Telepathic Translator: Hearing Perception Area Comprehend 3 (Languages; cannot read); Affects Others - 12 points

EQUIPMENT

Magna has access to the advanced technology of Agartha and is usually in possession of 45 equipment points of high-tech weapons and gear.

ADVANTAGES

Benefit 4 (Wealth 4), Daze (Deception), Equipment 9, Fascinate (Deception), Inventor, Languages 3 (Cantonese, English, Russian [Agarthan is native])

SKILLS

Deception 6 (+12), Expertise (Science) 6 (+15), Insight 6 (+9), Intimidation 2 (+8), Investigation 2 (+11), Perception 2 (+5), Persuasion 6 (+12), Technology 6 (+15)

OFFENSE

Initiative +3

Mind Control Perception (Ranged, Affliction 9)

Unarmed +3 (Close, Damage 5)

DEFENSE

Dodge 9, Parry 9, Toughness 6

Fortitude 8, Will 9



POWER POINTS

Abilities 72 + Advantages 19 + Defenses 20 + Powers 91 + Skills 18 = 220 Total

COMPLICATIONS

Accident: Magna often assumes the memories and personality quirks of those he mind controls. This occasionally makes Magna appear insane until he is able to reassert control of his own mind.

Motivation: Magna seeks power. His ultimate goal is to rule Agartha as its "rightful" king and from Agartha, assume control of Earth.

Relationship: Magna is the elder brother of Regina. He has an unhealthy attraction to his own sister; believing only their "pure royal blood" can create the future of Agartha.

Magna is the elder sibling of one of Agartha's most prestigious noble families. Even as a youth, Magna loved his sister Regina for her beauty and charisma. When Regina was betrothed and eventually wed to King Suzerain VII, Magna saw the rise in personal power to be his chance to reach the highest level of power in Agartha and take his sister for himself. Only the king stood in his way.

When the Challenger Foundation discovered Agartha and introduced the city-state to Earth, the younger generation embraced the chance to join Earth society. Meanwhile, Magna gathered the older generation of conservative and isolationist Miscreation, forming an organization of Separatists determined to keep Agartha “pure” of human taint. When Magna was discovered to be the head of the Separatists, he fled Agartha and started to make allies with other villains who could help him conquer the city.

Regina (PL 9)

Strength 4, Stamina 6, Agility 3, Dexterity 6

Fighting 6, Intellect 3, Awareness 6, Presence 6

POWERS

Hair Tricks: Array (4 points)

- **Hair Climbing:** Movement 2 (Wall-Crawling 2) – 4 points
- **Hair Crawling:** Speed 4 – 1 points
- **Hair Propeller:** Close Cone Area Move Object 4 (Limited to pushing targets away) – 1 point

Prehensile Hair: Elongation 2 (Limited to hair), Extra Limb 5 (Innate, Projection) – 12 points

Prehensile Hair Control: Enhanced Advantage 4 (Choke-hold, Fast Grab, Improved Grab, Improved Hold), Enhanced Dexterity 3 (Limited to hair), Enhanced Strength 5 (Limited to hair) – 12 points

Tough Hair: Protection 3 (Impervious 9); Limited to Hair – 6 points

ADVANTAGES

Attractive, Benefit 3 (Queen-Mother of Agartha, Wealth 2), Languages 3 (Cantonese, English, Russian, Sign Language [Agarthan is native]), Skill Mastery (Insight)

SKILLS

Close Combat (Prehensile Hair) 2 (+8), Expertise (Politics) 6 (+9), Insight 6 (+12), Perception 2 (+8), Persuasion 6 (+12), Sleight of Hand 6 (+12, +15 with hair)

OFFENSE

Initiative +3

Hair +8 (Close, Damage 9)

Unarmed +6 (Close, Damage 4)

DEFENSE

Dodge 9, Parry 8, Toughness 6

Fortitude 8, Will 8

POWER POINTS

Abilities 80 + Advantages 8 + Defenses 12 + Powers 36 + Skills 14 = 150 Total

COMPLICATIONS

Prejudice: Regina has an unnaturally large and thick mane of white hair. Her eyes are milky-white, with no visible iris or pupils.

Relationship: Regina is the younger sister of Magna. She is the queen-mother of Suzerain VIII.

Responsibility: Regina is dedicated to the safety of Agartha.

Regina is the queen-mother of Suzerain VIII, having been the wife of Suzerain VII. She was born to one of the wealthiest families of the city-state; the head of their family having sat on the High Senate since the founding of Agartha. When Regina came of age, she was exposed to the mutagenic Lunarian Blue; giving her the power to manipulate her hair as an additional limb. After mastering her powers, she was betrothed and eventually married to Suzerain VII, the monarch of Agartha. She bore him a son and stood by her husband until his death in 2015.

Regina serves as the chief advisor to her son; the current king of Agartha: Suzerain VIII. She is an advocate to uniting Agartha with the other nations of Earth.



Stallion (PL 9)

Strength 6, Stamina 10, Agility 3, Dexterity 3

Fighting 6, Intellect 2, Awareness 3, Presence 3

POWERS

Powerful Legs: Array (24 points)

- **Shockwave:** Burst Area Damage 6 (Area 2 [60-ft. radius]); Linked Burst Area Affliction 6 (Dazed and Hindered, Stunned and Prone); Resisted by Dodge, Overcome by Fortitude; Area 2 (60-ft. radius), Extra Condition, Instant Recovery, Limited to Ground Targets, Limited to Two Degrees - 24 points
- **Kick:** Strength-Based Damage 3 (Improved Critical 2, Penetrating 6) - 1 point

Strong Legs: Immunity 5 (Falling Damage; Affects Others, Limited to half-effect); Leaping 6; Speed 3 (16 mph) - 14 points

EQUIPMENT

As Commander of the Agartha Militia, Stallion often carries 30 equipment points of high technology on him when he is “on duty.” This typically includes:

Anti-Gravity Harness: Flight 5 (Hover) - 5 points

Commlink: Feature 1 (Communications) - 1 point

Tachyon Blaster: Ranged Multiattack Damage 8 - 24 points

ADVANTAGES

All-Out Attack, Attractive, Benefit 3 (Agarthan Militia Commander, Wealth 2), Equipment 6, Languages 3 (Cantonese, English, Russian [Agarthan is native]), Leadership, Power Attack, Startle

SKILLS

Athletics 6 (+12), Close Combat (Kick) 2 (+8), Expertise (Agartha) 6 (+8), Insight 2 (+5), Intimidation 6 (+9), Investigation 2 (+4), Perception 2 (+5), Persuasion 2 (+5), Technology 2 (+4), Treatment 2 (+4), Vehicles 6 (+9)

OFFENSE

Initiative +3

Kick +8 (Close, Penetrating 6 Damage 9/18-20)

Shockwave Area (Close, Damage + Affliction 6)

Unarmed +6 (Close, Damage 6)

DEFENSE

Dodge 9, **Parry** 8, **Toughness** 10

Fortitude 12, **Will** 5



POWER POINTS

Abilities 72 + Advantages 17 + Defenses 12 + Powers 39 + Skills 19 = 159 Total

COMPLICATIONS

Prejudice: Stallion has the legs and hooves of a horse in place of human legs.

Responsibility: Stallion is the Militia Commander of the City of Agartha.

As a youth, Stallion was known for his rakish good looks. After receiving his “gifts” from the Lunarian Blue, his body was transformed; altering his legs to appear like those of a powerful horse. Entering the militia, Stallion found his calling in life. He stayed on for one tour after another, until he eventually became the senior-most officer and Commander of the entire city militia.



Suzerain VIII (PL 14)

Strength 11/6*, **Stamina** 9, **Agility** 3, **Dexterity** 3

Fighting 4, **Intellect** 4, **Awareness** 4, **Presence** 4

POWERS

Destructive Voice: Ranged Penetrating Damage 16 - 48 points

Electromagnetic Channeling Suit: 35 points; Removable (-7 points)

Electrical Conversion: Immunity 10 (Electrical Effects) - 10 points

Electromagnetic Conversion: Array (Alternate Effects of Destructive Voice)

- **Electrical Blast:** Ranged Damage 11 - 1 point

- **Electromagnetic Pulse:** Close Burst Area Nullify Electronics 11 (Area 2 [60-ft. radius], Broad, Simultaneous) - 1 point

- **Energy Solidification:** Create 11 (Moveable) - 1 point

- **Force Field:** Impervious Toughness 11; Protection 2; Sustained - 1 point

- **Hyper-Strength:** Enhanced

Strength 5; Improved Critical 4, Penetrating 11 - 1 point

Electron Flight: Flight 8 (500 mph) - 16 points

Energy Detection: Senses 4 (Detect Energy [acute, radius, ranged mental sense]) - 4 points

ADVANTAGES

Attractive 2, Benefit 6 (Monarch of Agartha, Wealth 5), Inspire 2, Languages 3 (Cantonese, English, Russian, Sign Language [Agarthan is native]), Leadership, Ranged Combat 9, Trance

SKILLS

Close Combat (Unarmed) 6 (+10), Expertise (Politics) 6 (+10), Insight 6 (+10), Intimidation 2 (+6), Perception 2 (+6), Ranged Combat (Electromagnetic Channeled Powers) 2 (+14), Technology 2 (+6)

OFFENSE

Initiative +3

Destructive Voice +12 (Ranged, Penetrating Damage 16)

Electrical Blast +14 (Ranged, Damage 11)

Unarmed +10 (Close, Penetrating Damage 11/16-20)

DEFENSE

Dodge 9, **Parry** 10, **Toughness** 11/9*

Fortitude 11, **Will** 10

*without force field

POWER POINTS

Abilities 74 + Advantages 24 + Defenses 20 + Powers 76 + Skills 13 = 207 Total

COMPLICATIONS

Accident: Suzerain cannot speak without causing great destruction with his voice. If he is muzzled or gagged, Suzerain can only cause 6 ranks of Damage with his Destructive Voice.

Relationship: Suzerain is the son of Regina. His uncle is Magna. Suzerain is betrothed to Twilight.

Responsibility: Suzerain is the monarch of Agartha.

Suzerain VIII is the son of Queen-Mother Regina and the former monarch of Agartha: Suzerain VII. Like all Agarthans, when he came of age, Suzerain was exposed to the mutagenic Lunarian Blue. However, the scientist in charge of the procedure was secretly mind-controlled by Suzerain's uncle Magna; who attempted to use the dangerous chemical to assassinate the royal heir. The mind-controlled scientist was stopped and Suzerain was saved, but he was forever changed. Exposed to more Lunarian Blue than any other Agarthan in history, Suzerain became super-charged with electromagnetic power. Even the slightest word spoken by Suzerain would vibrate nearby molecules to such a degree that they would explode!

Forced into silence, Suzerain was trained by Cenobite – the head of the monastic order of Agartha – to meditate and control his powers. He was also trained in sign language by Lady Twilight; who had befriended Ember of the Challenger Foundation. With the aid of Agarthan scientists, Suzerain was provided with a suit of energy-absorbing orichalchum that could channel his destructive voice to manipulate electromagnetic energy around him.

Before he could assume his place in the royal court, Suzerain was forced to flee Agartha following the death of his father at the hands of Lord d'Arc of Romania. Gaining allies in Atlantis and Ophar, Suzerain VIII and Regina reclaimed Agartha from Lord d'Arc. Suzerain VIII was crowned as the new king of Agartha and betrothed to Lady Twilight. Suzerain had hoped to solidify an alliance with the Earth nations by marrying a "princess" of either Atlantis, Ophar, or Romania. However, he acquiesced to the Agarthan High Senate by engaging in a traditional marriage to Twilight to keep the peace with traditionalists and Separatists within the city.

Twilight (PL 10)

Strength 3, Stamina 6, Agility 4, Dexterity 4

Fighting 3, Intellect 3, Awareness 3, Presence 2

POWERS

Elemental Control: Immunity 10 (Weather Effects) - 10 points

Elemental Manipulation: Array (63 points)

- **Control Weather:** Environment 9 (Extreme Cold, Extreme Heat, Visibility [-5 Perception]); Selective - 63 points
- **Earthquake:** Ranged Burst Area Affliction 10 (Dazed and Vulnerable, Stunned and Prone); Resisted by Dodge, Overcome by Fortitude; Area 4 (250-ft. radius), Extra Condition, Secondary Effect, Limited to Two Degrees, Limited to along the ground - 1 point
- **Elemental Manipulation:** Move Object 11 - 1 point
- **Extinguish Flame:** Nullify Fire 11 (Broad) - 1 point
- **Fire Blast:** Ranged Damage 11 - 1 point
- **Move Earth:** Burrowing 11 - 1 point
- **Tornado:** Cylinder Area Move Object 6 (Damaging) - 1 point

Wind-Powered Flight: Flight 5 (60 mph) - 10 points

ADVANTAGES

Attractive, Benefit 3 (Crown-Princess of Agartha, Wealth 2), Languages 3 (Cantonese, English, Russian, Sign Language [Agarthan is native]), Set-Up

SKILLS

Deception 2 (+4), Expertise (History) 6 (+9), Insight 2 (+5), Perception 2 (+5), Persuasion 6 (+8), Ranged Combat (Elemental Powers) 2 (+6), Treatment 6 (+9)

OFFENSE

Initiative +4

Earthquake Area (Ranged, Affliction 10)

Fire Blast +6 (Ranged, Damage 11)

Unarmed +3 (Close, Damage 3)

DEFENSE

Dodge 10, **Parry** 9, **Toughness** 6

Fortitude 8, **Will** 9

POWER POINTS

Abilities 56 + Advantages 8 + Defenses 20 + Powers 89 + Skills 13 = 186 Total

COMPLICATIONS

Motivation: Thrill-Seeker. Twilight wants to explore Earth. She sees the opportunity to visit the strange corners of the world outside Agartha as the greatest adventure one can

have. She often accompanies the Challenger Foundation with the exploration of the new and unknown.

Prejudice: Twilight has lavender-colored skin and violet hair with pink highlights.

Relationship: Twilight is the betrothed of Suzerain VIII. Her best friend is Ember of the Challenger Foundation.

Responsibility: Twilight is the representative of Agartha to the United Nations. She is also the crown-princess of Agartha.

After the Challenger Foundation discovered the city-state of Agartha in 2003, Lady Twilight was sent with the Challengers to learn about Earth and the progress that had been made in the millennia since the sinking of Atlantis. Twilight delighted in being away from Agartha and exploring the world outside her city-state. She befriended Ember and went on many adventures with the Challengers and other heroes of Earth.

When Twilight learned of the forced silence of Suzerain VIII, she returned to Agartha and taught the royal heir and his friends and family Sign Language so that Suzerain could communicate with his followers. Soon afterwards, Twilight was caught up in the war between Agartha and Romania. Following the war, Twilight agreed to become betrothed to Suzerain VIII in an effort to help stabilize the tumultuous city-state.



ATLANTIS

Hundreds of thousands of years ago, before recorded history, a powerful race of godlike aliens known as the Ancient Thirteen came to Earth and created the artificial continent of Atlantis to serve as their base of operations. Using their technological magic, the Ancient Thirteen took members of the prehistoric human race and transformed them into a race of servitors: the first Atlanteans.

The physically- and mentally-superior Atlanteans placed themselves above the mundane humanity and sought to eradicate the other servitors of the Ancient Thirteen: the monstrous Miscreations. The Ancient Thirteen wanted peace between their servants, and created the city of Agartha for the Miscreations; placing it in a dimensional fold and away from the superior-minded Atlanteans. When the Ancient Thirteen left Earth, they placed Atlantis as the head of civilization, decreeing that humanity would be ruled by the Atlanteans.

The civilization of Atlantis continued to expand. When the Atlanteans first encountered the ophidian Naga of Lemuria, they instantly thought of them as an inhuman enemy that needed to be destroyed. The Naga saw a similar enemy in the Atlanteans. War was inevitable and raged for centuries. Both sides created living weapons with the technologies left behind by the Ancient Thirteen – terrible monsters and engines of destruction that would come to be known as “kaiju.”

In the final days of the war, both civilizations were destroyed. The Lemurians used the untapped power of the Ouroboros Halo to sink the continent of Atlantis, while the Atlanteans used their own doomsday weapons against the Naga. As Atlantis sank under the ocean, an underground reservoir of Lunarian Blue – the mutagenic compound used by the Ancient Thirteen to create the Miscreations and the Atlanteans alike – was released, flowing over the continent and bathing the drowning Atlanteans in mutating gas. The Atlanteans who survived the transformation became the first aquatic dwellers of the undersea kingdom.

After the fall of Atlantis, humanity descended into barbarism and mysticism. Atlantis soon became a legend to the inhabitants of the surface world; forgotten as a true place of power and influence. The Atlantic Ocean – the location of the artificial continent – was named in honor of the sunken kingdom.

Unable to survive on the surface world, Atlantis contented itself with ruling the world beneath the waves. The strongest and wisest of their numbers were placed in positions of power, forming the monarchy. And thus, millennia passed while humanity created civilizations on the surface and Atlantis built cities below the ocean.

In 1,500 B.C., Atlantis was nearly destroyed when a young acolyte discovered the Ouroboros Halo in a sunken Lemurian ruin. Through the Halo, the demon Apophis was able to possess the Atlantean youth and helped to found



a doomsday cult. The cult grew in power, gathering all manner of discontent Atlanteans and undersea horrors to its ranks. The cult of Apophis summoned their demonic deity to Earth where he proceeded to consume any in his path; follower and enemy alike. The armies of Atlantis stood against the demon, but were unable to affect the monster with their magic or technology.

Witnessing the plight of the Atlanteans, the (then) young deity Poseidon appeared and used his trident to strike Apophis a lethal blow. The demon was forced to retreat to its native dimension to recover from such a grievous wound. To protect against the appearance of any similar horrors, Poseidon offered his trident to the king of Atlantis in exchange for becoming the patron deity of the kingdom. Even to this day, the Trident of Poseidon is passed down from one king to another as a symbol of sovereignty (see The Trident of Poseidon sidebar).

With the demon defeated, the followers of Apophis were banished from the kingdom, forming into barbarian tribes scattered throughout the oceans.

Atlantis' relationship with the surface world was forever changed in the dawn of the 20th Century. Poseidon desired the Princess of Atlantis, Agathe, and from their union was born Ravas (1920). King Okeanos declared Ravas to be his heir. When the surface world engaged each other in the Second World War, it almost brought destruction to Atlantis. Ravas was sent as an emissary to halt the war. After an initial misunderstanding – caused due to Ravas' naked appearance – the prince made friends with the heroes of the surface world. As the first Atlantean born who could survive unaided on the surface, Ravas joined forces with the Allies to defeat the Axis powers. He returned to Atlantis just before the end of World War 2, following the disappearance of Pendragon and the death of the Promethean.

In 1962, King Okeanos passed away, allowing Ravas to ascend to the throne of Atlantis. Poseidon himself officiated at Ravas' coronation. The first several decades of Ravas' rule passed without calamity. Unfortunately, peace allowed seeds of evil to spread unhindered through Atlantis...

In 2002, a sickness spread throughout Atlantis. At first, a handful of Atlanteans fell to the sickness. Soon, more would pass the contagion on until it was affecting the capital city itself. Even Ravas' own wife and child were slain by the blight. Unable to contain the blight that affected Atlanteans and their crops alike, the grieving Ravas was convinced by his warlords that the pollution of the surface world was to blame. With no other culprit available, Ravas agreed to attack the surface world.

The eastern coast of the United States was the sight of a massive Atlantean invasion. Soldiers, war machines, and even monstrous kaiju were set against the forces of the USA. The newly-formed CASTLE did not possess the manpower or technology to confront the superior Atlanteans. Only when the Challenger Foundation intervened was the tide turned.

THE TRIDENT OF POSEIDON

Thousands of years ago, the demon Apophis attempted to take over Atlantis. To drive off the demon, the god Poseidon appeared and used his magical trident. Poseidon then gave the trident to the king of Atlantis to use in the defense of the kingdom against the most powerful of foes or threats. By divine decree, it may never be used for any other purpose. Because of these limitations, the Trident of Poseidon is not featured in Sea Devil's build and does not count against his PL.

The Trident of Poseidon: 132 points; Easily Removable (-52 points) – 80 points

Divine Purpose: Feature 1 (May only be used in the defense of Atlantis) – 1 point

Orichalchum: Feature 1 (Indestructible) – 1 point

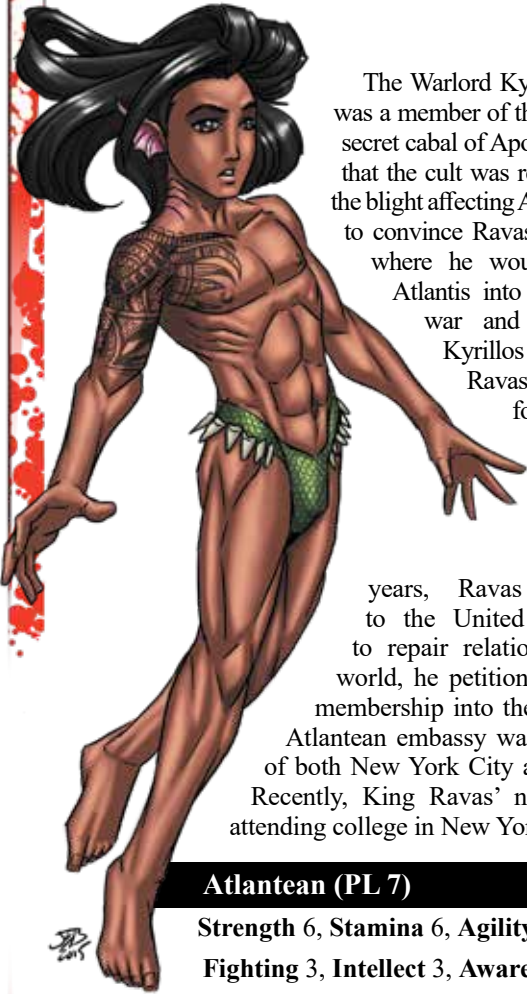
Trident Attacks: Array (39 points)

- **Mystical Blast:** Ranged Damage 13 (Penetrating 13) – 39 points
- **Healing Bolt:** Ranged Healing 13 – 1 point
- **Trident Strike:** Penetrating 10 with Strength – 1 point

Water Control: Array (84 points)

- **Tsunami:** Ranged Line Area Damage 12 (Area 7 [250 ft. long, 60 ft. inland, Limited to along shoreline, Limited to originating from bodies of water – 84 points
- **Earthquake:** Ranged Burst Area Affliction 8 (Dazed and Vulnerable, Stunned and Prone); Resisted by Dodge, Overcome by Fortitude; Area 8 (1/2-mile radius), Extra Condition, Limited to Two Degrees, Limited to along the ground, Secondary Effect – 1 point
- **Summon Water Elementals:** Summon 10 (Active, Horde, Multiple Minions 2) – 1 point
- **Water Channel:** Perception Ranged Move Object 13 (Limited to Water) – 1 point
- **Water Current:** Line Area Enhanced Swimming 4 (Affects Others) – 1 point
- **Weather Control:** Environment 13 (Cold, Impair Movement [-1 rank], Visibility [-2 Perception]); Selective – 1 point

The Challengers – in their first public appearance – battled their way through the ranks of the Atlanteans until they confronted the Sea Devil himself. Savannah Gale (aka Veil) was able to defeat the King of Atlantis in single combat. As victor, Savannah demanded that the Atlantean forces withdraw; sighting that the Challenger Foundation had been responsible for reducing ocean pollution for the last decade. Ravas was about to give in to her demands when the Sea Devil was suddenly ambushed by his own forces!



The Warlord Kyrillos revealed that he was a member of the Cult of Lemuria – a secret cabal of Apophis worshippers – and that the cult was responsible for causing the blight affecting Atlantis. The cult hoped to convince Ravas to attack the surface where he would be slain, leading Atlantis into an unending path of war and destruction, leaving Kyrillos in command. Enraged, Ravas killed Kyrillos and his forces, then ordered the invasion to halt, and returned the Atlantean army to the ocean.

For the next several years, Ravas made reparations to the United States. Determined to repair relations with the surface world, he petitioned and was awarded membership into the United Nations. An Atlantean embassy was built off the shores of both New York City and Washington D.C. Recently, King Ravas' niece, Euadne, began attending college in New York City.

Atlantean (PL 7)

Strength 6, Stamina 6, Agility 3, Dexterity 0

Fighting 3, Intellect 3, Awareness 3, Presence 4

POWERS Aquatic Immunity 3 (Cold, Drowning, High Pressure), Movement 1 (Environmental Adaptation [underwater]); **Atlantean Senses** Senses 1 (Ultra-Vision); **Hyper-Swimming** Enhanced Athletics 8 (Limited to Swimming), Swimming 6 (30 mph); **SKILLS** Athletics 0 (+6, +14 swimming), Expertise (Atlantis) 4 (+7), Perception 2 (+5); **OFFENSE Initiative** +3; **Unarmed** +3 (Close, Damage 6); **DEFENSE Dodge 5, Parry 5, Toughness 6, Fortitude 8, Will 5**

POWER POINTS Abilities 56 + Advantages 0 + Defenses 8 + Powers 14 + Skills 3 = 81 Total

COMPLICATIONS Honor: Atlanteans are generally loyal to their tribe or city. **Prejudice:** Atlanteans are slightly xenophobic towards surface dwellers. **Water-Breather:** Atlanteans require water to live. If removed from water, they begin to suffocate.

The average Atlantean appears to be a human with physically fit proportions (a swimmer's build by necessity). Obesity and thinness are extremely rare. Their skin color tends to be dark tan with Polynesian-like features. Mutations are common among their race, thanks to the initial exposure with the Lunarian Blue. The most common mutations are strange skin and hair colors ranging from blue to green. Uncommon mutations include appendages or entire bodies altered to take the appearance of one or more undersea creatures.

Having no nudity taboo, Atlanteans tend to wear little to no clothing; reserving its use to formal and religious occasions. Atlantean clothing, when worn, is skin-tight and form-fitting to reduce drag during swimming. Jewelry is commonly worn, made from attractive shells and stones.

Civilized Atlanteans prefer order and stability. They tend to eat and dress alike, socializing within their class (although nobility socializing with the common folk is quite regular), and making life-long friends. Their attitude tends to be reserved, proud, and a tendency for arrogance. Atlanteans believe in martial training and mental discipline; using force when necessary, but preferring peace and diplomacy over warfare.

As King Ravas has been making efforts to integrate Atlantis with the surface world, there has been growing distrust – if not outright xenophobia – towards the surface-worlders. The normally-reserved Atlanteans are seeing their world change, and not everyone likes where these changes are leading.

Atlantean barbarians tend to be more overt, violent, and boisterous; similar to the Norse raiders of the Middle Ages. The barbarian tribes are ruled by the strongest of their members and often make raids against the peaceful Atlantean cities.

Leviathan War Machine (PL 10/ Equipment Rank 24)

Strength 10, Stamina –, Agility 2, Dexterity 4

Fighting 6, Intellect –, Awareness 3, Presence –

POWERS

Armor: Impervious Toughness 10; Protection 2 – 12 points

Construct: Immunity 30 (Fortitude Effects) – 30 points

Huge Size: Growth 8 (Innate, Permanent; -4 active defenses included) – 17 points

Hydraulic Propulsion: Movement 1 (Environmental Adaptation [water]); Swimming 7 (60 mph) – 9 points

Pincers: Enhanced Advantage 3 (Fast Grab, Improved Grab, Improved Hold);
Extra Limbs 2 – 5 points

Sensors: Senses 6 (Accurate, Extended Ultra-Hearing [sonar], Darkvision) – 6 points

Weapon Suite:
Array (24 points)

- **Energized Hydrogen Blaster:** Ranged Damage 10 (Burst Area with 4 ranks) – 24 points
- **Pincer:** Strength-Based Damage 2 (Reach 2) – 1 point



Typical Pilot Traits

Close Combat (Mecha) 2 (+8), Ranged Combat (Mecha Weapons) 6 (+10), Vehicles 6 (+10), Fortitude 8, Will 5

OFFENSE

Initiative +2

Blaster +10 (Ranged, Damage 10)

Unarmed +8 (Close, Damage 12)

DEFENSE

Dodge 4, **Parry** 8, **Toughness** 10

Fortitude Immune, **Will** Immune

POWER POINTS

Abilities 4 + Advantages 0 + Defenses 12 + Powers 104 + Skills 0 = 120 Total

Atlanteans have long had access to technology far superior to anything found on the surface world. This technology stretches the boundaries between science and magic; handed down to their ancestors by the Ancient Thirteen. Some of the most dangerous weapons of Atlantis are the war machines that mimic the appearance of giant sea creatures.

The Leviathan is the most common war machine used by Atlantean soldiers. It is a mecha suit that bears a strong resemblance to a giant mantis shrimp with an additional pair of crab-like pincers. A patrol squad of Atlantean soldiers will typically have one Leviathan operator in their ranks. However, a Leviathan will only be seen in a patrol during times of war or when an imminent threat to Atlantis exists.

Atlantean War Machines follow the mecha rules as detailed in the “Gadget Guide” by Green Ronin Publishing.

Naiad (PL 10)

Strength 10, **Stamina** 6, **Agility** 4, **Dexterity** 4

Fighting 6, **Intellect** 3, **Awareness** 3, **Presence** 3

POWERS

Aquatic Adaptation: Immunity 3 (Cold, Drowning, High Pressure); Movement 1 (Environmental Adaptation [Underwater]) – 5 points

Atlantean Senses: Senses 3 (Darkvision, Ultra-Hearing) – 3 points

Dense Flesh: Impervious Toughness 4; Protection 4 – 8 points

Hydromancy Wands: Array (20 points); Easily Removable (-10 points)

- **Electrical Blast:** Ranged Damage 10 – 20 points
- **Electrical Eel Shock:** Affliction 10 (Dazed, Stunned, Incapacitated); Resisted and Overcome by Fortitude; Cumulative – 1 point
- **Hydrokinesis:** Perception Ranged Move Object 10 (Limited to water) – 1 point

- **Water Barriers:** Create 10 (Limited to Walls) – 1 point
- **Water Cannon:** Line Area Affliction 10 (Dazed, Prone); Resisted by Dodge, Overcome by Fortitude; Cumulative, Limited to two Degrees – 1 point
- **Water Weapons:** Strength-Based Damage 3; Variable 1 (Limited to adding modifiers to weapon damage) – 1 point

Hyper-Swimming: Swimming 7 (60 mph) – 9 points

ADVANTAGES

Attractive, Benefit 2 (Noble of Atlantis, Wealth 1), Favored Environment (Underwater), Languages 1 (English [Greek is native]), Ritualist

SKILLS

Close Combat (Unarmed) 2 (+8), Expertise (History) 6 (+9), Expertise (Magic) 6 (+9), Perception 2 (+5), Persuasion 6 (+9), Ranged Combat (Water Control) 6 (+10)

OFFENSE

Initiative +4

Eel Shock +8 (Close, Affliction 10)

Electrical Blast +10 (Ranged, Damage 10)

Unarmed +8 (Close, Damage 10)

Water Cannon Area (Close, Affliction 10)

Water Weapons +6 (Close, Damage 13)

DEFENSE

Dodge 6, **Parry** 8, **Toughness** 10

Fortitude 12, **Will** 5

POWER POINTS

Abilities 78 + Advantages 6 + Defenses 12 + Powers 40 + Skills 14 = 150 Total

COMPLICATIONS

Arrogance: Euadne is a noble of Atlantis. She is sometimes a bit haughty.

Relationship: Euadne is the niece of Ravas, King of Atlantis.

Responsibility: Euadne is a diplomat from the undersea nation of Atlantis. She is expected to represent her people and their interests.

Water Dependency: Euadne is amphibious. If she is removed from the water for an extended period, she begins to suffer ill effects; her Fighting, Strength,



and Stamina ranks drop -1 rank, until they all reach rank 2. She is Impaired if she is not totally immersed in water at least once each day.

This Atlantean noblewoman is the niece of King Ravas of Atlantis. She has been attending college in New York City for the last couple of years – majoring in history – and is seen as a celebrity wherever she goes. A mistress of Atlantean water sorcery, Eudadne is able to use her hydromancy to move and shape water to her whim. Mostly, she does this to impress her surface world friends and classmates. In truth, Eudadne just wants to live the life of a normal young woman. However, she keeps getting into situations that require her to play the part of a hero.

Queen Andromache (PL 12)

Strength 9, Stamina 6, Agility 6, Dexterity 2

Fighting 9, Intellect 4, Awareness 6, Presence 3

POWERS

Aquatic: Immunity 3 (Cold, Drowning, High Pressure), Movement 1 (Environmental Adaptation [underwater]) – 5 points

Atlantean Senses: Senses 3 (Darkvision, Ultra-Hearing) – 3 points

Dense Flesh: Impervious Toughness 2 – 2 points

Hyper-Swimming: Enhanced Athletics 8 (Limited to Swimming); Swimming 7 (60 mph) – 9 points

EQUIPMENT

Atlantean Blue-Laser Sword: Array (16 points)

- **Blue-Laser Blast:** Ranged Damage 8 - 16 points
- **Sword:** Strength-Based Damage 3 (Improved Critical) - 1 point

Atlantean Warship: Vehicle (Military Submarine) - 76 points

ADVANTAGES

Attractive, Benefit 6 (Queen of Atlantis, Wealth 5), Chokehold, Equipment 19, Fascinate (Deception), Fast Grab, Favored Environment (Aquatic), Improved Critical (Swords), Improved Grab, Improved Hold, Power Attack, Taunt



SKILLS

Athletics 0 (+9, +17 swimming), Close Combat (Swords) 2 (+11), Deception 6 (+9), Expertise (Atlantis) 6 (+10), Expertise (Ichthyology) 2 (+6), Expertise (Oceanography) 2 (+6), Insight 6 (+12), Intimidation 2 (+5), Perception 2 (+8), Persuasion 2 (+5), Ranged Combat (Sword Blaster) 6 (+8), Technology 6 (+10), Vehicles 6 (+8)

OFFENSE

Initiative +6

Blaster +8 (Ranged, Damage 8)

Sword +11 (Close, Damage 12/18-20)

Unarmed +9 (Close, Damage 9)

DEFENSE

Dodge 12, Parry 11, Toughness 6

Fortitude 8, Will 12

POWER POINTS

Abilities 92 + Advantages 35 + Defenses 20 + Powers 19 + Skills 24 = 190 Total

COMPLICATIONS

Not Just Another Pretty Face: Andromache is secretive by nature and rarely tells others more than she thinks they should know. She allows others to believe she is a simple beautiful woman, until she plunges the sword through their chest.

Relationship: Andromache is married to King Ravas of Atlantis.

Responsibility: Andromache is the Queen of Atlantis and general of its armies.

Water Dependency: Andromache is amphibious. If she is removed from the water for an extended period, she begins to suffer ill effects; her Fighting, Strength, and Stamina ranks drop -1 rank, until they all reach rank 2. She is Impaired if she is not totally immersed in water at least once each day.

Andromache was a queen before she ever married Ravas. Born to the Tempest Reef Tribe of Atlantean barbarians, Andromache fought and won her way to becoming its queen after the former king attempted to take advantage of the young girl. He thought Andromache an innocent young beauty he could overpower; but Andromache proved her sword skill was even more powerful than her beauty and took the former barbarian king's head. Claiming the rite of combat, Andromache was proclaimed the Queen of the Tempest Reef.

Despite her youth, Andromache was able to maintain her rule for many years. It was only when the Bloodtide Tribe of Warlord Karkarias threatened to overtake the Tempest Reef

that the queen swallowed her pride and brought her tribe to Atlantis. Here, Andromache challenged Ravas for the throne; which he accepted. The battle between the two monarchs was legendary, lasting hours without end. But in the end, Ravas' godly blood allowed him victory over Andromache.

Rather than slaying his foe, Ravas offered Andromache to sit by his side as an equal; adding the warriors of the Tempest Reef to the Atlantean army. Andromache agreed and serves as the new queen and general of Atlantis' military.

Sea Devil (PL 11)

Strength 12, Stamina 9, Agility 6, Dexterity 3

Fighting 9, Intellect 2, Awareness 6, Presence 6

POWERS

Aquatic: Immunity 3 (Cold, Drowning, High Pressure), Movement 1 (Environmental Adaptation [underwater]) – 5 points

Atlantean Senses: Senses 3 (Darkvision, Ultra-Hearing) – 3 points

Dense Flesh: Impervious Toughness 6 – 6 points

Electrical Blast: Alternate Power of Strength - Ranged Damage 6 – 1 point

Hyper-Swimming: Enhanced Athletics 8 (Limited to Swimming), Swimming 7 (60 mph) – 9 points

Sandals of Hermes: Flight 5 (60 mph); Removable (-2 points) – 8 points

ADVANTAGES

Attractive 2, Benefit 7 (Diplomatic Immunity, King of Atlantis, Wealth 5 [billionaire]), Favored Terrain (Underwater), Languages 2 (English, German [Atlantean is native]), Ranged Attack 3

SKILLS

Athletics 0 (+12, +20 swimming), Expertise (Atlantis) 6 (+8), Expertise (Ichthyology) 6 (+8), Expertise (Oceanography) 6 (+8), Expertise (Politics) 6 (+8), Intimidation 6 (+12), Perception 2 (+8), Persuasion 6 (+12)

OFFENSE

Initiative +6

Electrical Blast +6 (Ranged, Damage 6)

Unarmed +9 (Close, Damage 12)

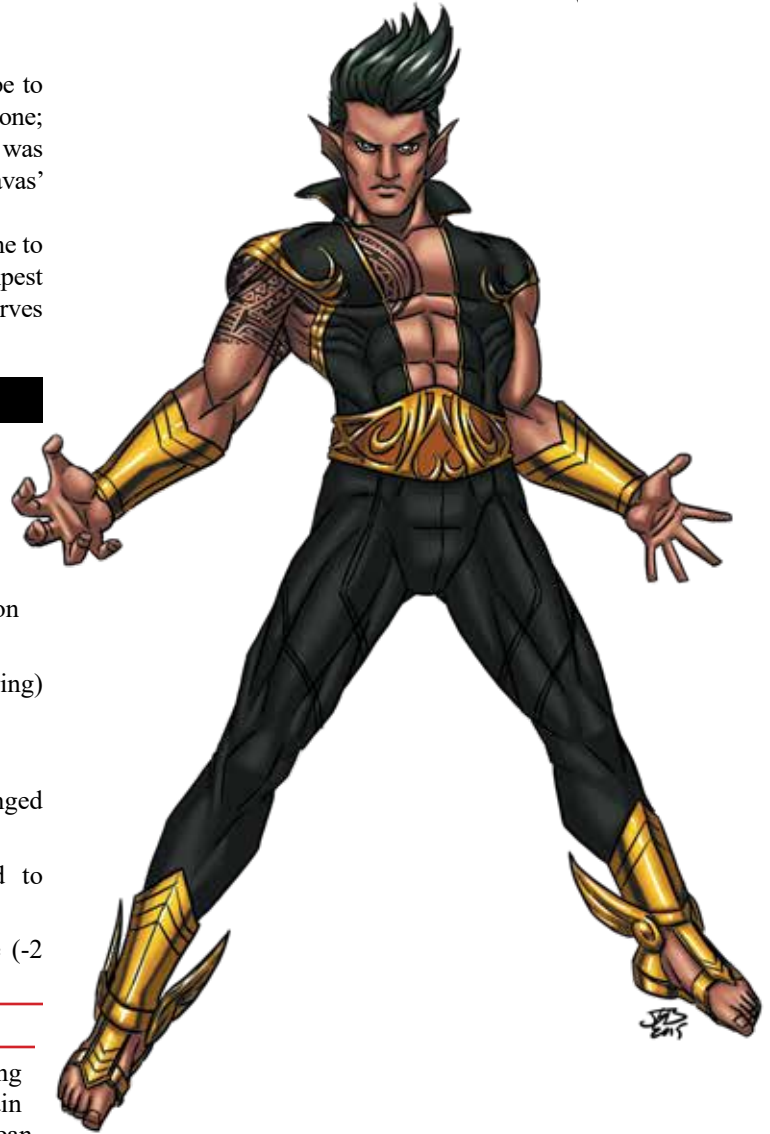
DEFENSE

Dodge 8, **Parry** 11, **Toughness** 9

Fortitude 11, **Will** 8

POWER POINTS

Abilities 106 + Advantages 15 + Defenses 8 + Powers 32 + Skills 19 = 180 Total



COMPLICATIONS

Arrogance: Ravas is haughty, spiteful, and overconfident. He expects to be treated as afforded his station at all times. Ravas often refers to himself in the Third Person.

Fame: Ravas is known as the King of Atlantis.

Honor: Ravas adheres to a strict code of honor. He always keeps his given word.

Infamy: Ravas has often attacked the surface world.

Relationship: Ravas retains a firm loyalty to past friends, such as Pendragon. He is married to Queen Andromache.

Responsibility: Ravas is devoted to the protection of Atlantis and its citizens.

Temper: Ravas is a tempestuous man who will often act without considering the consequences.

Water Dependency: Ravas is amphibious. If he is removed from the water for an extended period, he begins to suffer ill effects. For every hour he is away from the water, or each

turn he takes heat or fire damage, his Fighting, Strength, and Stamina ranks drop -1 rank, until they all reach rank 2. He is Impaired each day he is not totally immersed in water.

Prince Ravas was born in the early 20th century to Agathe, the Princess of Atlantis. Raised in privilege, Ravas wanted for nothing and was constantly reminded by his servants that he would rule the underwater kingdom one day. As Ravas grew into his teenage and yearly manhood, he started to display strength and power even greater than that of a normal Atlantean. When asked about Ravas' father, Agathe claimed that it was none other than Poseidon, the god of the seas! With this revelation, King Okeanos declared Ravas to be his heir.

When the Second World War began, the debris of destroyed ships started to plummet onto Atlantis. King Okeanos tasked Ravas to investigate the origins of the destruction and to put an end to danger. Ravas ventured to the surface, appearing in New York City, where he demanded to be shown to the legal authorities. The police attempted to apprehend the naked man who had walked out of the ocean, only to be met with violence for daring to lay a hand on the Prince of Atlantis.

The violent outburst attracted the attention of the hero of New York: the fiery Promethean. The Burning Man attempted to stop the violent Atlantean, which started a battle that raged across the city. Eventually, the two fought to a stand-still; exhausted in their efforts. Promethean took the opportunity to ask Ravas why he was attacking New York. When Ravas explained his mission, the Promethean informed the prince of the war in Europe and that the United States had no part in the current conflict. Ravas apologized for his actions and offered to use his princely treasures to pay for the damages caused to the city as penance.

The newspapers dubbed the naked Atlantean prince as "Sea Devil," for his unearthly beauty, inhuman power, and violent rage.

Ravas would later return to the surface world when the Allies formed a team of superhuman agents to battle the villainous Reichslowen. Allied with Pendragon and Prometheus (with others to later join and follow), Ravas aided the Allies in overthrowing the Nazi war machine and their ubermensch.

Following the disappearance of Pendragon and the death of Promethean towards the end of the war, Ravas withdrew from the surface world, returning to Atlantis and his princely duties. When King Okeanos passed away in the early 1960s, Ravas assumed the throne of Atlantis.

Ravas was not seen on the surface world again until the turn of the 21st Century. A blight spread across Atlantis, slaying many with its contagion. Ravas' warlords blamed the blight on pollution from the surface world, convincing their king to invade in retaliation. Ravas agreed and attacked the eastern United States with soldiers, war machines, and Atlantean kaiju.

The Challengers fought back against the underwater invasion, eventually confronting King Ravas. Savannah Gale convinced Ravas that the surface world was not his enemy; that the Challenger Foundation had been responsible for reducing ocean pollution. Ravas was then betrayed by the Warlord Kyrillos, who revealed that he was a secret member of the Cult of Lemuria and that the cult was responsible for the blight to form an excuse to attack

the surface and kill Ravas. The Sea Devil used his godly power to smite Kyrillos and brought an end to the invasion.

Atlantis' forces returned to the ocean, and Ravas made his apologies. To prevent future troubles between Atlantis and the surface world, Ravas appointed representatives to join the United Nations. Even Ravas' niece attends college in New York City, adding to the newfound presence of Atlantis in everyday life.

Ravas continues to rule the undersea kingdom and attempts to discover how extensive the Cult of Lemuria has become.

Tylosaurus - Atlantean War Beast (PL 10)

Strength 9, Stamina 7, Agility 2, Dexterity 0

Fighting 4, Intellect -4, Awareness 2, Presence 1

POWERS

Aquatic: Immunity 3 (Cold, Drowning, High Pressure); Movement 1 (Environmental Adaptation [aquatic]) - 5 points

Dinosaur Senses: Senses 4 (Low-Light Vision, Olfactory [acute, extended, tracking]) - 4 points

Gargantuan Body: Growth 10 (Innate, Permanent; -5 active defenses included); Protection 6 - 27 points

Natural Weapons (Bite): Strength-Based Damage 2 - 2 points

Swallow Whole: Affliction 9 (Hindered and Vulnerable, Defenseless and Immobile, Paralyzed and Unaware; Resisted by Dodge, Overcome by Strength; Cumulative, Extra Condition, Grab-Based, Instant Recovery, Limited to creatures of Size Rank 1 or smaller, Progressive); Linked to Damage 9 (Reaction) - 54 points

Swimmer: Swimming 3 (4 mph) - 3 points

ADVANTAGES

Fast Grab, Improved Hold, Startle

SKILLS

Close Combat (Bite) 4 (+8), Expertise (Survival) 8 (+4), Intimidation 4 (+10), Perception 8 (+10), Stealth 8 (+0)

OFFENSE

Initiative +2

Bite +8 (Close, Damage 11)

Unarmed +4 (Close, Damage 9)

DEFENSE

Dodge 5, **Parry** 7, **Toughness** 13

Fortitude 14, **Will** 5

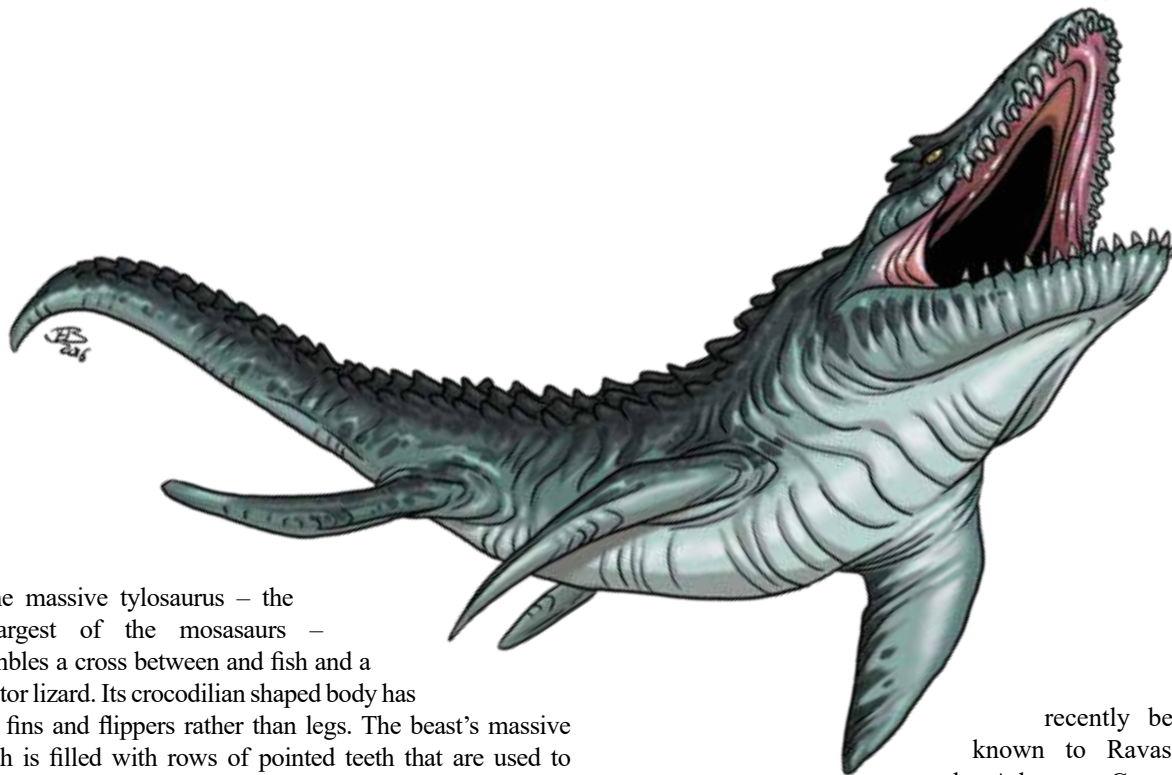
POWER POINTS

Abilities 2 + Advantages 3 + Defenses 24 + Powers 95 + Skills 16 = 140 Total

COMPLICATIONS

Aquatic: If removed from water, tylosaurus is Hindered and Vulnerable and will begin to suffocate.

Disability: Tylosaurus cannot speak and has no hands.



The massive tylosaurus – the largest of the mosasaurs – resembles a cross between a fish and a monitor lizard. Its crocodilian shaped body has large fins and flippers rather than legs. The beast’s massive mouth is filled with rows of pointed teeth that are used to entrap prey – including full-sized sharks – before swallowing them down their gullet. These aquatic horrors are known to grow as long as 50 feet in length and weigh 15 tons.

While the general populace of Earth believe these creatures to be extinct, the Atlanteans have been breeding these prehistoric beasts for thousands of years. Atlantean mages train the war beasts to obey their commands and fight to protect the borders of Atlantis.

Several Atlantean barbarian tribes also possess war beasts. The Bloodtide Clan is known to have at least a dozen under their control.

ENEMIES OF ATLANTIS

The stability enjoyed by Atlantis for thousands of years has ended. Time and peace has allowed evil to foster in the corners of the kingdom. From there, it has seeped into the undersea nation and corrupted it from within.

Barbarian Tribes: Thousands of years ago, the worshipers of a demonic cult were cast out of Atlantis when their coup against the Atlantean throne failed. These Atlanteans now exist as a nomadic tribe of barbarians. They conduct raids against Atlantis’ cities and farms to survive, when they are unable to fare well in the vast ocean. The largest tribe of Atlantean barbarians belongs to the Bloodtide Clan commanded by the mighty Lord Karcharias.

The Cult of Lemuria: The wicked Cult of Lemuria are worshipers of the demon of destruction: Apophis. They have hidden among the nobles and commoners of Atlantis for thousands of years, biding their time to bring ruin and destruction to the kingdom and once again summon forth their evil demon lord. The corruption of the cult has only

recently become known to Ravas and the Atlantean Council of Advisors. It is unknown how many members of the cult exist or their identities; making them one of the more deadly threats to the kingdom.

Lemuria: In ancient times, the kingdom of Atlantis battled the serpent men of Lemuria for a war that lasted centuries. The war ended with the destruction of both kingdoms; sinking Atlantis to the bottom of the ocean. While many Atlanteans survived, thanks to the mutagenic Lunarian Blue gas, the serpent men fared far worse. The evolved dinosaurs were all but destroyed in a techno-magical doomsday. The ruins of Lemuria are scattered throughout the Pacific Ocean, Indian Ocean, and Gulf of Mexico. These ruins are places of evil and horror, as the mystical artifacts of the Lemurians still contain some power. Even worse, the ruins are also haunted by the ghosts of the serpent men.

Mako Shark: After Olympic swimmer Mizushima Jiro had the evil Doctor Jeste augment his body with shark DNA, he was forever transformed into a bloodthirsty monster known as Mako Shark. Fleeing the surface world authorities, Jiro disappeared into the ocean, where he soon discovered the cities of Atlantis. He decided to make Atlantis his home; even to become its ruler. However, he was unprepared for the sheer power possessed by King Ravas. Mako Shark has tried many times to take control of the undersea kingdom, and has recently joined the ranks of the Overlords to bring his goal of domination to fruition.

Meracles: During the Second World War, the Atlantean scientist Meracles felt that the aristocracy had ruled Atlantis long enough and that a scientific council should take control. For his treasonous viewpoint, Meracles was banished from Atlantis. The Atlantean gave his allegiance to



the Axis powers, promising to provide them with Atlantean magic and technology if they aided him on conquering his undersea home. The Thule Society magically altered Meracles, making him stronger and able to survive outside of the water. He battled Prince Ravas and the Allies many times, eventually succeeding in conquering Atlantis, if but for a short time. Meracles was defeated and cast into the Puerto Rico Trench where he was never heard from again.

Miscreations of Agartha: When Atlantis was a young kingdom – still on the surface of the world – the Atlanteans attempted to slay the Miscreations of Agartha. The Ancient Thirteen put an end to the feud by hiding Agartha in a dimensional fold. However, since the Challenger Foundation rediscovered Agartha, the “City of Monsters” has been involved in a cold war with Atlantis. Old hatreds still run deep, and despite the efforts of both Atlantis and Agartha to make peace, something inevitably goes wrong with the process, prolonging the enmity between the two civilizations. Recent events have prompted the two kingdoms to once again attempt to unify. Time will tell if this alliance holds.

Sovereigns of Leth: In the deepest trenches of the oceans lurk horrors that haunt the nightmares of the Atlanteans. These strange tentacled creatures are known as the Sovereigns of Leth. They have never been seen directly, as they abhor even the dimmest of light; shrinking from any source of illumination to hide in the darkness. It is said that the Sovereigns of Leth possess vast mental powers granted to them by their even more enigmatic alien gods. What is known that few Atlanteans who venture into the dark trenches of the world never return as themselves. Instead, they are only seen again as horrific “deep ones;” altered and corrupted by the transformative magics of the Sovereigns.

Karcharias (PL 11)

Strength 11, Stamina 10, Agility 3, Dexterity 2

Fighting 9, Intellect 2, Awareness 2, Presence 4

POWERS

Atlantean: Immunity 3 (Cold, Drowning, Pressure); Movement 1 (Environmental Adaptation [Underwater]); Senses 2 (Ultra-Hearing, UV Vision) - 7 points

Hyper-Swimming: Swimming 7 (60 mph) - 7 points

EQUIPMENT

Atlantean Weapons: Array (16 points)

- **Trident Blaster:** Ranged Damage 8 - 16 points
- **Trident Blade:** Strength-Based Damage 2 (Reach) - 1 point

ADVANTAGES

Benefit 3 (Warlord of the Bloodtide Clan, Wealth 2), Chokehold, Equipment 4, Fast Grab, Favored Environment (Underwater), Great Endurance, Ranged Attack 2

SKILLS

Athletics 2 (+13), Deception 2 (+6), Expertise (Atlantis) 6 (+8), Insight 2 (+4), Intimidation 6 (+10), Perception 2 (+4), Ranged Combat (Atlantean Weapons) 6 (+10), Stealth 2 (+5), Vehicles 2 (+4)

OFFENSE

Initiative +3

Blaster +10 (Ranged, Damage 8)

Trident +9 (Close, Damage 13)

Unarmed +9 (Close, Damage 11)

DEFENSE

Dodge 9, **Parry** 11, **Toughness** 10

Fortitude 12, **Will** 8

POWER POINTS

Abilities 86 + Advantages 13 + Defenses 16 + Powers 14 + Skills 15 = 144 Total

COMPLICATIONS

Enemy: King Ravas.

Motivation: Karcharias is obsessed with acquiring more power. He had made repeated attempts to conquer Atlantis.

Water-Breather: Atlanteans require water to live. If removed from water, they begin to suffocate

Thousands of years ago, the worshipers of a demonic cult were cast out of Atlantis when their coup against the Atlantean throne failed. These Atlanteans now exist as a nomadic tribe of barbarians. They conduct raids against Atlantis' cities and farms to survive, when they are unable to fare well in the vast ocean. The largest tribe of Atlantean barbarians belongs to the Bloodtide Clan commanded by the mighty Lord Karcharias.

As a youth, Karcharias was determined to prove his fearlessness by braving the trenches inhabited by the Sovereigns of Lethé. The youth was captured by the monstrous Lethé and underwent numerous body-altering experiments. Using the great strength given to him by the Sovereigns, Karcharias escaped from the trenches, carrying the bodies of several tentacle horrors to serve as proof of his adventures.

The Bloodtide Overlord made Karcharias his heir, teaching the youth everything about being a leader. When the Overlord died in a raid on Atlantis, Karcharias assumed control of the clan and been its most effective leader in history. He has absorbed other Atlantean barbarians under the Bloodtide Clan and taken – and kept – territory from Atlantis.

Kyrillos (PL 10)

Strength 8, Stamina 6, Agility 4, Dexterity 4

Fighting 7, Intellect 4, Awareness 3, Presence 3

POWERS

Atlantean Armor: Immunity 1 (Air Breathing); Impervious Toughness 6; Protection 4; Removable (-2 points) - 9 points

Atlantean: Immunity 3 (Cold, Drowning, Pressure); Movement 1 (Environmental Adaptation [Underwater]); Senses 1 (UV Vision) - 6 points

Hyper-Swimming: Swimming 6 (30 mph) - 6 points

EQUIPMENT

Atlantean Weapons: Array (18 points)

- **Blue-Green Blaster Cannon:** Ranged Multiattack Damage 6 - 18 points
- **Atlantean Sword:** Strength-Based Damage 3 (Improved Critical) - 1 point

ADVANTAGES

Benefit 2 (Wealth 2), Close Attack 2, Equipment 4, Favored Environment (Underwater)

SKILLS

Athletics 2 (+10), Deception 6 (+9), Expertise (Atlantis) 6 (+10), Insight 2 (+5), Intimidation 6 (+9), Perception 2 (+5), Persuasion 6 (+9), Ranged Combat (Blasters) 6 (+10), Vehicles 2 (+6)

OFFENSE

Initiative +4

Blaster +10 (Ranged, Multiattack Damage 6)

Sword +9 (Close, Damage 11/19-20)

Unarmed +9 (Close, Damage 8)

DEFENSE

Dodge 10, Parry 9, Toughness 10

Fortitude 8, Will 9

POWER POINTS

Abilities 78 + Advantages 9 + Defenses 16 + Powers 21 + Skills 19 = 143 Total

COMPLICATIONS

Enemy: King Ravas.



Motivation: Kyrillos seeks to replace the rule of Atlantean kings with the religious following of the Cult of Lemuria.

Water-Breather: Atlanteans require water to live. If removed from water, they begin to suffocate

Kyrillos was raised among the high society of Atlantis. Through his father, he attained a high rank within the Atlantean military and eventually rose to the highest position: Warlord (General of Atlantis' army). As warlord, he became the chief military advisor of King Ravas.

All of this was part of a greater scheme: Kyrillos was actually a member of the Cult of Lemuria. His long-term plan was to get close to Ravas and assassinate him; replacing the king with the religious rule of the demonic entity Apophis. Kyrillos had his chance in 2001, when he convinced Ravas that the surface world's pollution was responsible for bringing a plague to Atlantis. Ravas commanded the armies of Atlantis to assault the surface world, and Kyrillos attempted to assassinate him during the attack. Ravas was saved by the heroine Veil of the Challenger Foundation and Kyrillos was exposed as a traitor.

Escaping back into the ocean, Kyrillos has gathered with other members of the Cult of Lemuria to strike at Atlantis from within.

HOLLOW EARTH

The Hollow Earth is a vast subterranean realm of interconnected caves, caverns, and massive chambers deep below the surface of the Earth. It is an underworld inspired by tales such as Jules Verne's *Journey to the Center of the Earth*. Hollow Earth is filled with the ruins of ancient civilizations, dinosaurs, morlocks, and bizarre phenomena.

In ancient times, when Atlantis sunk below the oceans, the disaster caused great tidal waves across the world. Many humans fled into caves that went deep underground. Some of these went into the Hollow Earth – a vast subterranean realm! The humans that stayed in Hollow Earth evolved into a new race of beings better adapted to underground survival. They became the first morlocks.

The morlocks have a hunter-gatherer society ruled by the strong. Some morlocks are affected by the strange radiations emitted in the Hollow Earth, resulting in mutations and super-human powers. These mutant morlocks often become the rulers of their tribes.

Morlock Hunters (Minions; PL 4)

**Strength 2, Stamina 2,
Agility 2, Dexterity 1**

**Fighting 2, Intellect 0,
Awareness 1, Presence -1**

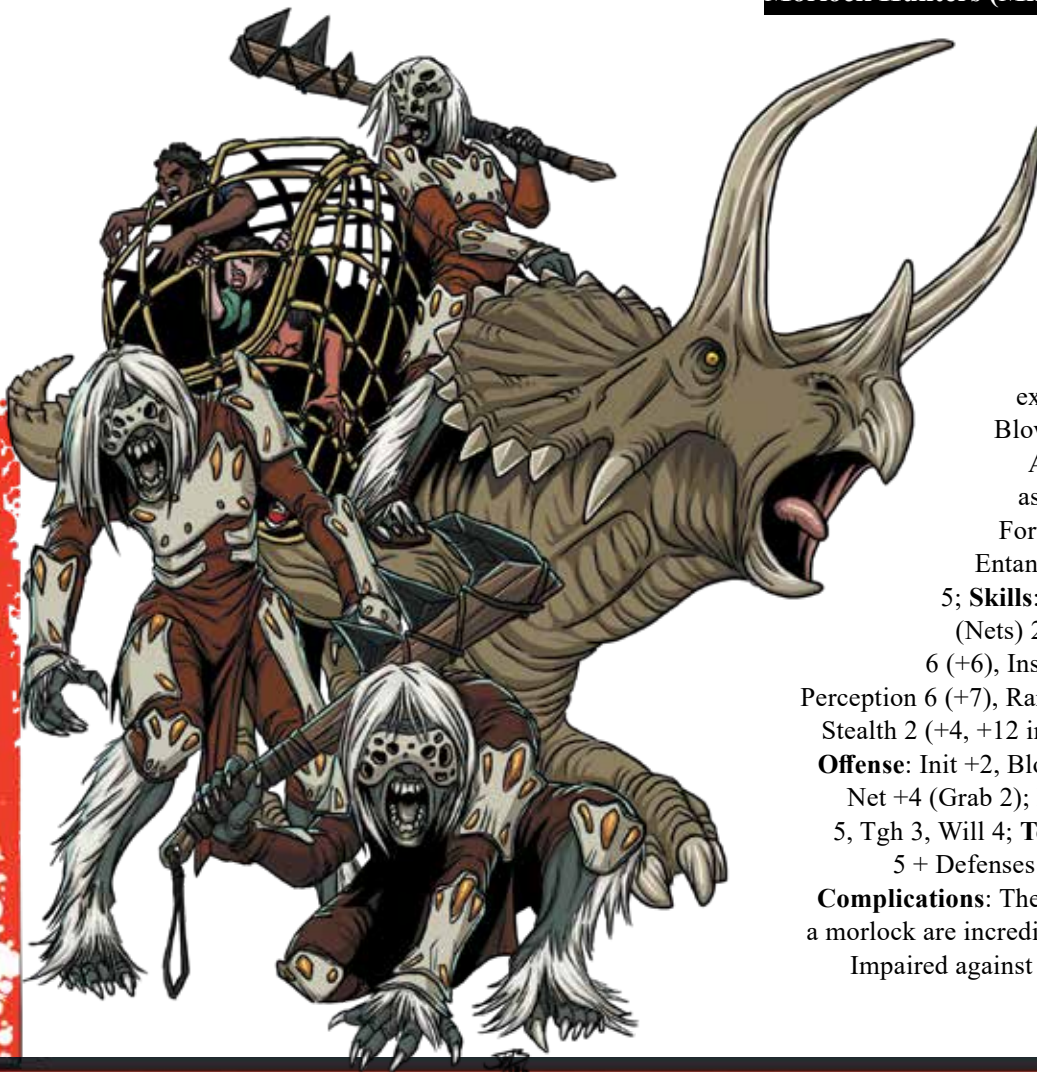
Powers: Enhanced Stealth 8 (Limited to rocky or underground areas); Protection 1; Senses 12 (accurate ultra-hearing; olfactory [accurate, acute, extended, tracking]);

Equipment: Blowgun with poison darts (Ranged Affliction 5 [fatigued, exhausted, asleep]; resisted and overcome by Fort, Progressive), net (Grabbing 2, Entangling);

Advantages: Equipment 5; **Skills:** Athletics 4 (+6), Close Combat (Nets) 2 (+4), Expertise (Hollow Earth) 6 (+6), Insight 2 (+3), Intimidation 4 (+3),

Perception 6 (+7), Ranged Combat (Blowgun) 2 (+3), Stealth 2 (+4, +12 in rocky and underground areas); **Offense:** Init +2, Blowgun +3 (Ranged Affliction 5), Net +4 (Grab 2); **Defense:** Dodge 2, Fort 2, Parry 5, Tgh 3, Will 4; **Totals:** Abilities 18 + Advantages 5 + Defenses 6 + Powers 15 + Skills 13 = 57.

Complications: The hearing and olfactory senses of a morlock are incredibly acute. A morlock is Defense Impaired against attacks that affects these senses.



Morlock Huntmaster (PL 8)

Strength 4, Stamina 4, Agility 4, Dexterity 3

Fighting 4, Intellect 2, Awareness 3, Presence 1

Powers: Enhanced Stealth 8 (Limited to rocky or underground areas); Protection 3; Senses 12 (accurate ultra-hearing; olfactory [accurate, acute, extended, tracking]); **Equipment:** Bone armor (Protection 2), stone war club (Strength-Based Damage 3); **Advantages:** Animal Empathy, Equipment 1; **Skills:** Athletics 4 (+8), Close Combat (Club) 2 (+6), Expertise (Hollow Earth) 6 (+8), Expertise (Riding) 6 (+8), Insight 2 (+5), Intimidation 4 (+5), Perception 6 (+9), Stealth 2 (+6, +14 in rocky and underground areas); **Offense:** Init +4, Blowgun +6 (Ranged Affliction 7); **Defense:** Dodge 4, Fort 4, Parry 7, Tgh 9, Will 6; **Totals:** Abilities 50 + Advantages 2 + Defenses 6 + Powers 16 + Skills 13 = 87. **Complications:** The hearing and olfactory senses of a morlock are incredibly acute. A morlock is Defense Impaired against attacks that affects these senses.

Volcannus (PL 10)

Strength 10/4*, Stamina 10/4*, Agility 2, Dexterity 4

Fighting 4, Intellect 2, Awareness 2, Presence 1

*in normal or fire form

POWERS

Carbon Body Transformation: Array (54 points)

- **Burning Charcoal Form:** Reaction Damage 9; Flight 6 (150 mph); Immunity 6 (Fire Damage, Heat); Sustained - 54 points
- **Coal Form:** Elongation 2; Enhanced Stamina 6; Enhanced Strength 6; Impervious Toughness 6; Sustained - 1 point
- **Diamond Form:** Enhanced Stamina 6; Enhanced Strength 6; Immunity 30 (Fortitude Effects); Impervious Toughness 10; Quirk (Volcannus is hindered in diamond form); Sustained - 1 point

Fire Bolts: Ranged Damage 10 - 20 points

ADVANTAGES

Daze (Intimidation), Improved Initiative, Startle

SKILLS

Athletics 2 (+12), Close Combat (Unarmed) 6 (+10), Expertise (Hollow Earth) 6 (+8), Intimidation 10 (+11), Perception 2 (+4), Ranged Combat (Fire Bolts) 6 (+10)

OFFENSE

Initiative +6

Fire Bolts +10 (Ranged, Damage 10)

Unarmed +10 (Close, Damage 10)



DEFENSE

Dodge 8, Parry 10, Toughness 10/4*

Fortitude 12/6*, Will 8

*in normal or fire form

POWER POINTS

Abilities 46 + Advantages 3 + Defenses 20 + Powers 76 + Skills 16 = 161 Total

COMPLICATIONS

Arrogance: Volcannus believes himself to be an indestructible “living god.”

Motivation: Volcannus seeks to accumulate wealth and power, allowing him to conquer the entirety of Hollow Earth. Once this subterranean realm is under his control, the goal is to move to the surface world with plans of domination.

Volcannus is a massive morlock warlord altered by the radiation of the Hollow Earth. He has the ability to transform his body into any form of carbon: from flammable charcoal, to sturdy coal, to indestructible diamond. Using his powers, Volcannus has conquered a great swath of territory in the Hollow Earth located under

the continental United States. While a handful of other Hollow Earth warlords threaten the borders of Volcannus' territory, he does not consider them to be a large enough threat to his kingdom. Rather, Volcannus has set his sights on conquering the surface world.

VOLCANNUS AS A HERO

Rather than a tyrannical overlord, Volcannus can be a benevolent ruler of his Hollow Earth kingdom. Additionally, as the closest subterranean kingdom to the United States, Volcannus has come to the surface to act as an ambassador for his people; using his powers to help both the surface and subterranean worlds.

SACRED LANDS

The Sacred Lands are a realm of prehistoric adventure. It is a dimension closely tied to Earth and separated by a number of dimensional folds scattered across the planet. During times of powerful interstellar phenomena

– such as excessive solar activity or Aurora Borealis, these dimensional folds will open on their own and draw people from Earth into the Sacred Lands. Given they are often unprepared to deal with a savage wilderness full of dinosaurs and tribes of cavemen, few people ever return from the Sacred Lands. Those who do survive the ordeal find themselves changed forever.

Living in the Sacred Lands for an extended period of time has its benefits. There is a sort of “living energy” about the entire realm that helps creatures heal and metabolize faster than normal. It is not unheard of for those who travel to the Sacred Lands as an out-of-shape camper to return as a physically-perfect paragon of the wilderness; their physiology forever changed by the strange primordial energies that saturate the dimension.

Scattered throughout the Sacred Lands are pockets of civilization. In addition, there are signs of former civilizations that have left behind ruins. This gives credence to the theory that the Sacred Lands have existed since before humanity ever existed.



Besides tribes of “tree people” and “river people” – tribes of humans who live in the canopies and riverbanks of the land – the most noteworthy civilization in all of the Sacred Lands is the great city-state of New Avalon. This metropolis was founded during the 1980s by a collection of Meta colonists from Earth. Its short but storied history is described below. The inhabitants of New Avalon have tamed the wilderness of their region and have trained the dinosaurs of the Sacred Lands as pets, mounts, and labor. Compared to the savage wilderness that makes up the Sacred Lands, New Avalon is a jarring juxtaposition of civilization.

PEOPLE OF THE SACRED LANDS

Few places on Earth have as many different non-human races as are found on the Sacred Lands. The living energy saturating the dimension has resulted in evolving new races of sentient creatures from dinosaurs, animals, humanoids, and even plant life!

Alraune: These floral humanoids evolved from carnivorous plants. They are all female in appearance, having green skin and wildly-colored hair. The alraune generate pheromones to attract mammal prey towards them and into a romantic embrace. Their body fluids are alcoholic and designed to sedate and paralyze mammals that ingest them. Once the mammals are unconscious, the alraune eat their unfortunate victims.

Humans: Numerous human tribes are scattered throughout the Sacred Lands. Most of these tribes are the descendents of humans who accidentally stumbled into the prehistoric dimension. They have learned to live in the savage wilderness alongside the prehistoric creatures.

Metas: The newest inhabitants of the Sacred Lands are the Meta colonists from Earth. Under the leadership of Polarity and Dean Shepherd, they founded the city-state of New Avalon.

Saurians: The greatest threat to the human inhabitants of the Sacred Lands are the Saurians; a race of evolved dinosaurs. These creatures are similar to the Serpent Men of Lemuria. However, unlike the Serpent Men who all possess similar ophidian characteristics, the saurians have individual dinosaur-like physical traits. Seeing a kinship with the Serpent Men who briefly inhabited the Sacred Lands, the Saurian have taken over the ruins of the Lemurians and use their ancient technology for their own benefit.

Zebrar: This race of equine humanoid evolved from African zebras. These nomadic tribes dominate the plains of the Sacred Lands.

Inkosi (PL 10)

Strength 9, Stamina 7, Agility 2, Dexterity 2

Fighting 4, Intellect -1, Awareness 2, Presence 2

POWERS

Gargantuan Size: Growth 10 (Innate, Permanent; -5 active defenses included); Protection 7 - 21 points



Natural Weapons (Bite, Fists): Strength-Based Damage 3 - 3 points

Primate Feet: Enhanced Athletics 8 (Limited to Climbing); Feature 1 (may use feet like hands) - 3 points

Primate Senses: Senses 5 (Low-Light Vision, Olfactory [acute, extended, tracking]) - 5 points

Smash Through Difficult Terrain: Movement 2 (Sure-Footed 2) - 4 points

ADVANTAGES

Close Attack 4, Daze (Intimidation), Diehard, Fast Grab, Great Endurance, Favored Environment (forests and jungles), Improved Grab, Improvised Weapon, Interpose, Startle, Throwing Mastery 5, Ultimate Effort (Strength)

SKILLS

Acrobatics 4 (+6), Athletics 8 (+17, +25 climbing), Expertise (Survival) 8 (+7), Insight 4 (+6), Intimidation 8 (+15), Perception 8 (+10), Ranged Combat (Thrown) 4 (+6)

OFFENSE

Initiative +2

Natural Weapons +8 (Close, Damage 12)

Thrown Object +6 (Ranged, Damage 14)

Unarmed +8 (Close, Damage 9)

DEFENSE

Dodge 4, **Parry** 6, **Toughness** 14

Fortitude 14, **Will** 5

POWER POINTS

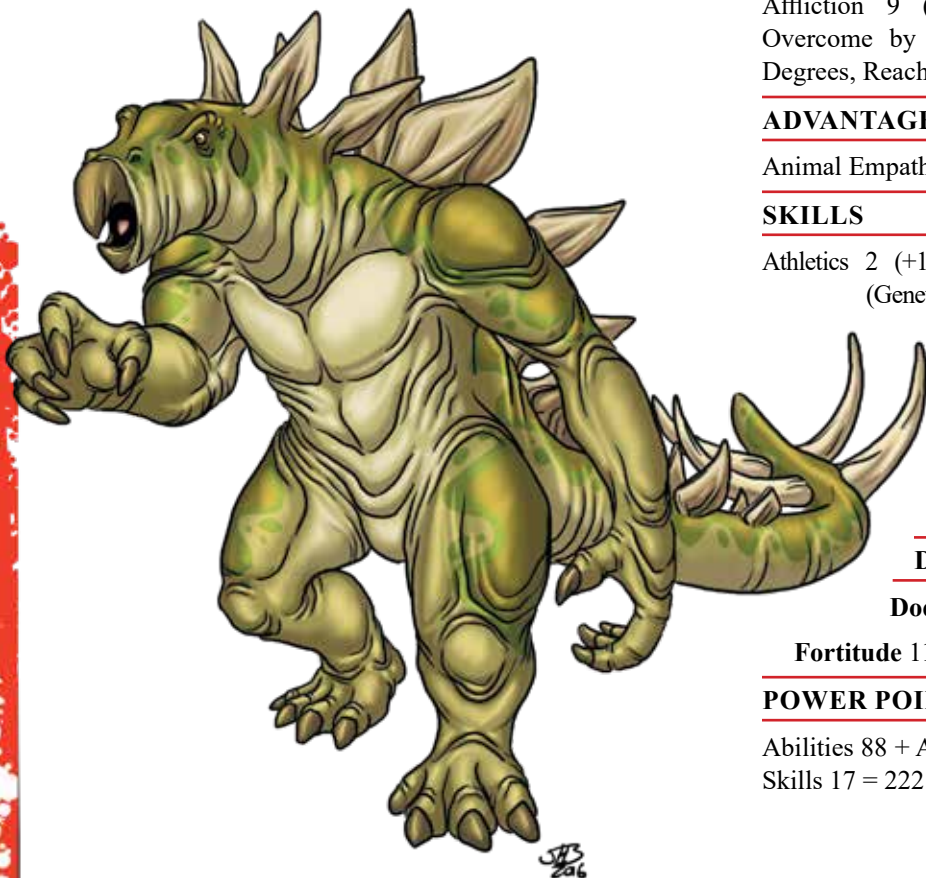
Abilities 14 + Advantages 19 + Defenses 24 + Powers 36 + Skills 22 = 115 Total

COMPLICATIONS

Disability: A megaprimate cannot speak.

Relationship: Inkosi is attracted to blonde women; wanting to collect them like dolls or pets.

In 1933, a movie producer – following clues given in the books written by Gregory Blackstone – led an expedition to the Sacred Lands to film the strange primeval creatures that dwelt in that dimension. While there, his lead actress, Fey Wray, was abducted by a giant gorilla-like monster. This beast was given the name “Inkosi” by the African tracker hired to guide and protect the film crew. Wray was rescued by the expedition crew and the giant ape was captured and returned to New York. Inkosi escaped his chains and spent the better part of a day tearing through the streets of Manhattan until it was killed by the military.



Based on evidence witnessed by those who embarked on the expedition, it is possible that more of these massive apes exist in the Sacred Lands. The average megaprimate is 50 feet tall – when crouched, as they normally stand, they only appear 25-30 feet tall – and weigh 20 tons.

Stenops (PL 11)

Strength 10, **Stamina** 5, **Agility** 3, **Dexterity** 6

Fighting 9, **Intellect** 6, **Awareness** 3, **Presence** 2

POWERS

Heavy Scales and Dorsal Plating: Impervious Toughness 6; Protection 6 - 12 points

Powerful Legs: Speed 3 (16 mph) - 3 points

Saurian Senses: Senses 5 (Low-Light Vision, Olfactory [acute, extended, tracking]) - 5 points

Saurian Telepathy: Array (61 points)

- **Command Dinosaurs:** Summon 10 (Horde, Mental Link, Multiple Minions, Variable General Type [dinosaurs]) – 61 points
- **Command Dinosaurs:** Summon 5 (Horde, Mental Link, Multiple Minions 4, Variable General Type [dinosaurs]) – 1 point
- **Dinosaur Telepathy:** Mental Communication 3; Comprehend 2 (Animals); Limited to dinosaurs – 1 point

Spiked Tail: Reach with Strength Damage; Linked Affliction 9 (Hindered, Prone); Resisted by Parry, Overcome by Fortitude; Cumulative, Limited to Two Degrees, Reach - 11 points

ADVANTAGES

Animal Empathy, Improved Initiative, Inventor

SKILLS

Athletics 2 (+12), Expertise (Biology) 6 (+12), Expertise (Genetics) 6 (+12), Intimidation 6 (+8), Perception 2 (+5), Technology 6 (+12), Treatment 6 (+12)

OFFENSE

Initiative +7

Tail +9 (Close, Affliction 10 + Damage 10)

Unarmed +9 (Close, Damage 10)

DEFENSE

Dodge 9, **Parry** 11, **Toughness** 11

Fortitude 11, **Will** 9

POWER POINTS

Abilities 88 + Advantages 3 + Defenses 20 + Powers 94 + Skills 17 = 222 Total

COMPLICATIONS

Obsession: Stenops is convinced he will bring about the creation of a new super-race.

Prejudice: Stenops appears to be a reptilian humanoid with large plates running along his back and large spikes at the end of his tail.

Weakness: In severe cold, Stenops' body will, even involuntarily to him, shut itself down and go into a hibernating state until he can thaw up again; this can even take several months without damaging him. Like most reptiles, Stenops' metabolism is slowed by cold, and will weaken him.

Stenops is a saurian evolved from a stegosaurus. Among his people, he is a scientist, using bioengineering to find ways to breed saurians and humans with each other. He believes that by merging the two sentient species, he will create a new race of super-beings that will dominate the Sacred Lands. The subjects of his experiments rarely survive, but Stenops continues, confident that he will someday succeed. In the past, Stenops has augmented saurians – including himself – with advanced powers. Stenops have the ability to generate pheromones that allow his to communicate with and command nearby dinosaurs.

HISTORY OF THE SACRED LANDS

Millions of years ago, the Ancient Thirteen – a race of powerful celestial aliens with technology so advanced it was indistinguishable from magic – came to Earth in the wake of a cataclysmic meteor strike. The Thirteen created an artificial realm similar to the prehistoric lands they witnessed being destroyed. They then hid this realm within a series of dimensional pockets. Therein, they placed enough of the prehistoric fauna to allow them to breed and prosper on their own. The Ancient Thirteen then went about their own way; settling on Earth's moon to wait out the devastation wrought by the meteor strike.

Unknown to the Ancient Thirteen, by creating the Sacred Lands, they had inadvertently rescued a young race of ophidian humanoids that had evolved from the dinosaurs: the Serpent Men of Lemuria. These ophidians had used the power of their mightiest artifact – the Ouroboros Halo – to summon the meteor to Earth. They hoped that the meteor would destroy an encroaching race of mammalian creatures that were destined to be the destruction of the Serpent Men. Unfortunately for the Serpent Men, the meteor they summoned was far larger than they had anticipated; wrecking destruction across the world. But thanks to the creation of the Sacred Lands, the Serpent Men of Lemuria were able to survive the devastation of their kingdom and subsequent Ice Age to follow.

The Sacred Lands was a paradise in every sense of the word. Vegetation grew in abundance, allowing the prehistoric herbivores to thrive. This, in turn, allowed the carnivores to have easy access to prey. The Life Matrix used by the Ancient Thirteen to create the Sacred Lands permeated the realm. Flora and fauna were equally affected, allowing both to prosper. Animals in the realm would heal quickly from injuries and disease; extending their life spans beyond the norm.

Eventually, the Serpent Men returned to Earth to reclaim the ruined empire of Lemuria. They would go on to wage wars against the human kingdom of Atlantis, which led to their mutually assured destruction.

Humanity would encounter the Sacred Lands throughout history. Entire tribes of savage Neolithic men would find themselves passing into this strange world. Raiding parties of Viking warriors following the Northern Lights found their boats on shores of a land they could not leave. Random explorers and adventurers would venture into caves that opened into a prehistoric wilderness! Of the few that returned to tell the tales, their stories of a “savage paradise filled with giant monsters” were passed off as the ravings of lunatics.

The Sacred Lands would have its most influential visitors in the early years of the 20th century. In 1912, the Blackstone family of British nobles became lost while exploring the African wilderness. Unbeknownst to the world, the Blackstones had discovered one of the dimensional folds that led to the Sacred Lands. However, they were unable to find a way back. The Blackstones made the best of their lot and created a forest camp high in the trees, where predators could not easily access. Despite years of attempts to return home, the Blackstones could not find the dimensional fold that brought them to the Sacred Lands.

Lady Blackstone eventually gave birth to Gregory Blackstone. Born and raised in the Sacred Lands, Gregory was inundated with the energies of the Life Matrix. He was far stronger, faster, and resilient than his parents. These benefits allowed Gregory to survive and thrive in the Sacred Lands after his parents had perished. He made allies with the local tribes of savage men and was also a friend to several beasts. Gregory's greatest ally was a saber-toothed lion whom he raised from a cub. He named this beast “Nemean,” after the legendary lion of Greek legends.

Following the journals of his parents, Gregory continued the search for a means of returning to Earth. In the year 1936, Gregory successfully returned to African wilderness, making his way to his family home in Britain, Gregory battled Italian invaders in Ethiopia. The physical prowess of Gregory and his savage appearance caused the newspaper to refer to the British nobleman as “Jungle King.” Finally returning to Britain, Gregory Blackstone would marry and retire; writing popular novels of his adventures in the Sacred Lands.

Jungle King (PL 8)

Strength 3, Stamina 6, Agility 6, Dexterity 6

Fighting 6, Intellect 2, Awareness 6, Presence 4

POWERS

Man of the Jungle: Movement 5 (Environmental Adaptation [forest], Safe Fall, Sure-Footing 2, Wall-Crawling 1; Limited to jungle or forest environments with 4 ranks) - 6 points

EQUIPMENT

Weapons: Array (9 points)

- **Bow:** Strength-Based Ranged Damage 3 – 9 points
- **Knife:** Strength-Based Damage 1 (Improved Critical) – 1 point

ADVANTAGES

Animal Empathy, Chokehold, Equipment 2, Fast Grab, Great Endurance, Grabbing Finesse, Improved Grab, Improved Hold, Power Attack, Sidekick 16 (Nemean), Skill Mastery 3 (Acrobatics, Athletics, Expertise [survival]), Throwing Mastery

SKILLS

Acrobatics 6 (+12), Athletics 6 (+9), Close Combat (Knives) 2 (+8), Close Combat (Unarmed) 6 (+12), Expertise (Survival) 6 (+8), Perception 6 (+12), Ranged Combat (Bow) 2 (+8), Ranged Combat (Thrown) 2 (+8), Stealth 6 (+12)

OFFENSE

Initiative +6

Bow +8 (Ranged, Damage 6)

Knife +8 (Close, Damage 4/19-20)

Unarmed +12 (Close, Damage 3)

DEFENSE

Dodge 8, **Parry** 8, **Toughness** 6

Fortitude 8, **Will** 8

POWER POINTS

Abilities 78 + Advantages 30 + Defenses 8 + Powers 6 + Skills 21 = 144 Total

COMPLICATIONS

Fame: The “Jungle King” is a popular character in literature. The exploits of Gregory Blackstone have been depicted in film and television.

Man of Two Worlds: Gregory is a man torn between the Sacred Lands and the world of man.

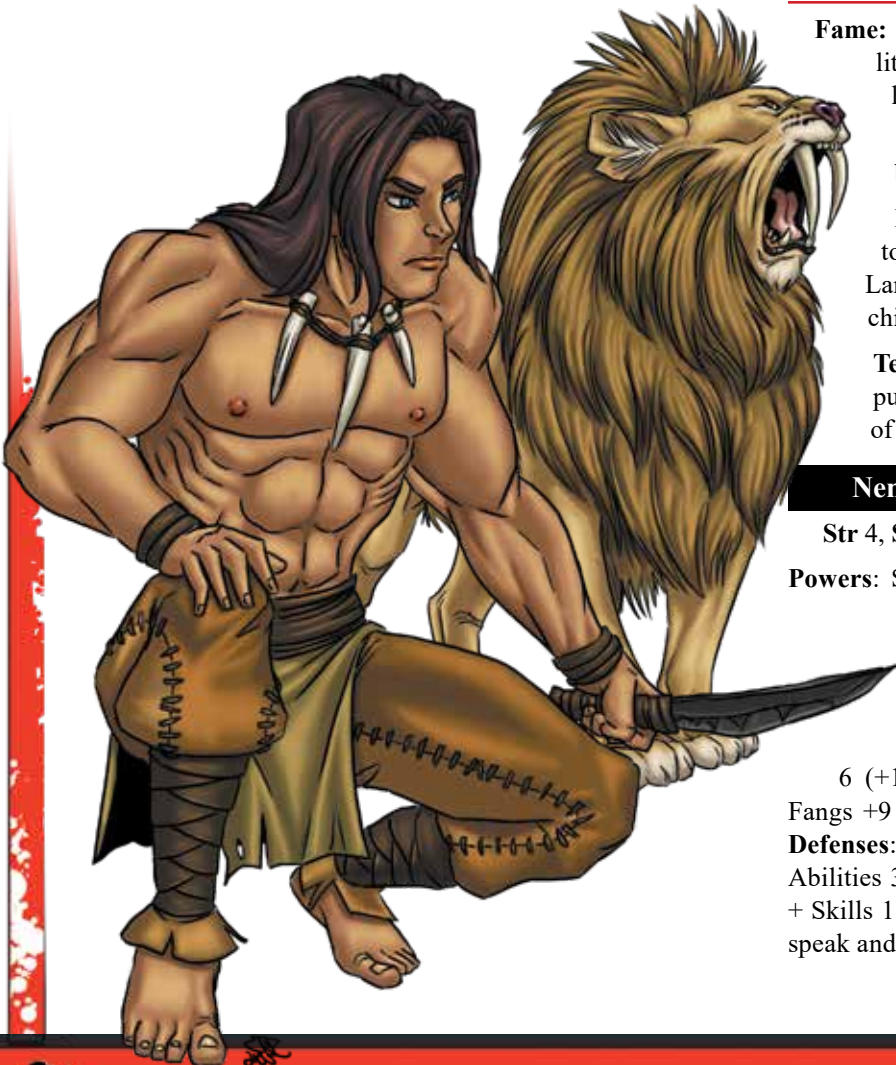
Relationship: Gregory Blackstone is married to Margaret Lascelle. While living in the Sacred Lands, Gregory had several relationships. His children are many and scattered across two worlds.

Temper: Gregory tries to act civilized, but if pushed to the limit, he will revert to the savagery of his upbringing.

Nemean (PL 8)

Str 4, Sta 6, Agl 3, Dex 0, Fgt 3, Int -4, Awe 4, Pre 2

Powers: Strength-Based Damage 2 (“claws and fangs” Improved Critical); Senses 4 (Low-Light Vision, Olfactory [acute, tracking]); Speed 5 (60 mph); **Advantages** Startle; **Skills:** Acrobatics 6 (+9), Athletics 6 (+10), Close Combat (Claws and Fangs) 6 (+9), Perception 6 (+10), Stealth 6 (+9); **Offense:** Init +3, Claws/Fangs +9 (Damage 6/19-20), Unarmed +9 (Damage 4); **Defenses:** Dodge 9, Fort 8, Parry 9, Tgh 6, Will 6; **Totals:** Abilities 36 + Advantages 1 + Defenses 16 + Powers 12 + Skills 15 = 80 points. **Complications:** Nemean cannot speak and has no hands.



NEW AVALON

Following the writings of Gregory Blackstone, a pair of young Metas named Dean Shepherd and Jakob Madgen found their way to the Sacred Lands. In 1965, they formed a commune where other Metas could come to develop their powers in safety; away from mundane humanity. With his power over magnetic fields, Jakob was able to stabilize the dimensional fold they discovered in the Bermuda Triangle. This allowed the Metas of the commune to pass between Earth and the Sacred Lands with ease.

Soon after establishing the commune, Dean and Jakob discovered a savage Meta whom they named “Gabriel.” This man was able to assist the commune to survive against the natural dangers of the Sacred Lands.

The United States created M Division to monitor known Metas and develop them as potential government and military assets in the year 1981. Hearing of the formation of M Division, Jakob Magden decided to forsake his “human name” and assumed the mantle of Polarity. Dean Shepherd feared that Polarity was turning his back on normal humanity. He attempted to consul his friend to no avail. When it became apparent that Polarity had designs to take direct action against the United States and M Division, Den Shepherd and his allies attempted to stop Polarity. Shepherd was defeated. He and his allies were allowed to leave the commune, along with Gabriel. Polarity then renamed the commune as “New Avalon.”

From Polarity’s most trusted allies, he formed a team of agents that would be used to proactively strike against any threats to New Avalon. He named this group Meta Nation. While Meta Nation was secretly supported by Polarity, he kept their activities a secret from his followers in New Avalon.

In 1992, Polarity celebrated the birth of his only legitimate child: Powerstar! Her birthday – along with the founding of New Avalon – was one of the few official holidays of the nation.

Following the events of September 11, 2002, the United States stepped up its efforts to fight terrorism across the world. They formed CASTLE to monitor and police super-human criminals and made plans to draft known Metas into military service through the Sentinels Initiative. Polarity made a worldwide broadcast condemning the plans of the United States and threatened a declaration of war if they drafted any Metas into military service. Meanwhile, Polarity worked in secret with scientists within M Division to create an army of robots to be used against Metas: the Peacekeepers.

Polarity made his move against the world of humanity in 2004. Creating a device that would amplify his powers across the world, the leader of New Avalon created a typhoon that struck the Philippines; resulting in over 1,000 dead and missing. Before he could target the United States, President Bush ordered a launch of all Peacekeeper robots against New Avalon. Polarity allowed the robots to rain destruction upon New Avalon for a full day, resulting in hundreds of Metas killed. Powerstar begged her father to stop the robots, only to discover that Polarity wanted New Avalon to suffer so the survivors would be incensed against humanity and follow Polarity into all-out war! Polarity eventually appeared to “save” New Avalon and – thanks to his own intimate knowledge of their workings – reprogrammed the Peacekeepers to attack the United States. Polarity and the survivors of New Avalon flooded out of the Sacred Lands and tore across the eastern coast of the United States.

Polarity and his forces battled the U.S. armed forces and numerous heroes for several days. The final battle culminated in Washington DC when the Sentinels and Vindicators banded together to defeat the leader of New Avalon. They were aided by former members of Meta Nation – Mercury and Violet – who had been told of Polarity’s plans by Powerstar. Polarity was captured, his plot to start the war by sacrificing New Avalon was exposed to his followers, and the war was over.

Polarity would eventually return to New Avalon in 2007 after Maverick used the stolen powers of Knightstar to break out the Meta Nation from prison. He wrested control of New Avalon from Powerstar and began plotting anew against mankind. Powerstar was able to escape her prison in 2008 and gained the aid of the Vindicators to overthrow her father. However, during this battle, the dimensional folds between the Sacred Lands and Earth were damaged and seemed to close forever. It would be over a year before Powerstar was able to re-open the dimensional folds to Earth, allowing the Vindicators to return home, and relations between New Avalon and Earth to normalize.

In 2010, Powerstar petitioned the United Nations to accept New Avalon as a sovereign nation. She opened the borders of the city-state to outsiders and non-Metas. Finally in 2012, the United Nations recognized Powerstar’s request.

This move proved especially beneficial in 2014 when the Faез invaded Earth. The combined armies of humans and super-humans were allowed to use New Avalon as a base of operations to strike against the alien invaders.

Powerstar (PL 10)

Strength 2, Stamina 3, Agility 3, Dexterity 3

Fighting 3, Intellect 3, Awareness 4, Presence 6

POWERS

Magnetic Control: Array (32 points)

- **Entrap:** Ranged Affliction 11 (Hindered and Vulnerable, Defenseless and Immobile); Resisted by Dodge, Overcome by Damage or Sleight of Hand; Cumulative, Extra Condition, Limited to Two Degrees, Quirk (requires metal) – 32 points

- **Magnetism:** Move Object 11 (Limited to Metal) – 1 point

- **Electrical Blast:** Ranged Damage 11 – 1 point

- **Electromagnetic Disruption:** Ranged Damage 11 (Limited to machines) – 1 point

- **Gravity Control:** Burst Area Move Object 9 (Limited Direction [up or down]) – 1 point

- **Magnetic Force Field:** Create 11 (Impervious 10, Proportional) – 1 point

Magnetic Flight: Flight 7 (250 mph) – 14 points

Magnetic Force Field: Impervious Toughness 9; Protection 6; Sustained – 15 points

ADVANTAGES

Attractive, Benefit 3 (Diplomatic Immunity, Ruler of New Avalon, Wealth 1)

SKILLS

Expertise (Physics) 6 (+9), Perception 2 (+6), Persuasion 6 (+12), Ranged Combat (Magnetic Control) 6 (+9)

OFFENSE

Initiative +3

Disruption +9 (Ranged, Damage 11)

Entrap +9 (Ranged, Affliction 11)

Electrical Blast +9 (Ranged, Damage 11)

Unarmed +3 (Close, Damage 2)

DEFENSE

Dodge 9, **Parry** 9, **Toughness** 9

Fortitude 9, **Will** 6

POWER POINTS

Abilities 54 + Advantages 4 + Defenses 20 + Powers 66 + Skills 10 = 154 Total

COMPLICATIONS

Infamy: As the daughter of Polarity, Powerstar often has to overcome the stigma of her lineage.

Prejudice: Powerstar is a Meta.

Relationship: Powerstar is the daughter of Polarity.

Responsibility: Powerstar seeks to protect New Avalon and its citizens.

ENEMIES OF NEW AVALON

Given its short-but-difficult history, new Avalon has made many enemies. Its former ruler, Polarity, was arrogant and abrasive towards non-Metas. This caused many nations of the world, particularly China, Russia, and the United States to be threatened by his growing power. After all, what good was a massive army and a nuclear arsenal when a single Meta could be a match against an entire platoon of soldiers and units of artillery?

Powerstar has done her best to ease relations with other countries and show that New Avalon is no longer a haven to the terrorists that made up Meta Nation. She has disavowed her father and has begun allowing humans to come to New Avalon as guests and even a few inhabitants.

Coalition for Humanity: This collection of anti-Meta bigots was founded in the southern United States; its roster made up primarily of members of the Black Legion. They extended their hatred of anything non-white and non-Christian to include “unholy abominations” like Metas and “false gods” like Jupiter. Unlike the Black Legion, which is made up of local militia members, the Coalition for Humanity seems to have access to military-grade weaponry and equipment. It is believed that they are being secretly supported by prominent state and federal legislators who are still holding grudges against Metas from the violence of 2004. The Coalition for Humanity attacked the Shepherd Academy after the 2004 war with New Avalon, resulting in the destruction of the original facility. Their attacks against New Avalon are just as brutal; being nothing short of terrorist attacks against what the CoA believe to be an “unholy enemy.”

The Cult of Omega: This religion is relatively new in the city-state; having been founded within the last year. A man known only as “The Acolyte” claims that a powerful Meta shall arise from the ancient past and lead Meta-kind into a new age of prosperity. However, this new age will only

come when the weakling remnants of the old age have been eliminated. So far, Powerstar has not made any movements against the cult, as they have not performed any outright crimes against New Avalon or its citizens. However, their rhetoric of hatred is disturbing. And the devout followers of the cult seem to have their powers expanded and enhanced by some unknown means.

Meta Nation: The followers of Polarity are many and continue to threaten the peace that Powerstar is working hard to promote. Meta Nation is the violent arm of Polarity against humanity. They had been working as his secret enforcers away from New Avalon for decades. During the war in 2004, their allegiance as Polarity's most dedicated followers came to be known. After Polarity was imprisoned, the leadership of Meta Nation fell to its second in command: Facade. It is believed she continues to command the Meta Nation to this day; striking against humanity and New Avalon alike in an effort to restore the "natural order" of Meta superiority.

DIMENSIONAL PLANES

Existing on different planes of reality or created by alternate timelines, the universe is filled with an infinite number of different dimensions. Many of these dimensions are inaccessible, unless one is able to breach the barriers between worlds using magic or technology far in advance of the modern world.

The Merlin of Earth is responsible for keeping the dimensional barriers around Earth closed to dangerous threats from beyond. Meanwhile, super-scientists like Dick Hughes of the Challenger Foundation are creating machines that open dimensional portals for the purpose of exploration. This machine allowed the Challengers to discover dimensions such as the Zero Zone (the "World-Between-Worlds" that exists in the imperceptible barrier between each dimension) and hidden realms that were obscured by dimensional folds on Earth, like Agartha and the Sacred Lands.

NANOVERSE

The Nanoverse is a dimensions that can only be access by beings able to shrink to imperceptible sizes. So far, the only beings on Earth with this technology use Flynn Particles – created by Barton Flynn – to assume microscopic sizes and pierces the barrier into the Nanoverse.

The Nanoverse itself is a dimension of science-fiction adventure. What might be considered atoms are actually worlds bearing sentient and non-sentient alien races. Most of these beings have an insect-like appearance. Unlike outer space, which is filled with vast and empty... space... the Nanoverse has worlds and "systems" very close to each other. Travel between worlds is done with starship-like vehicles.

Currently, the Nanoverse is experiencing a civil war. The once all-powerful Kiton Empire has suffered a series of losses to the rebel forces commanded by Princess Rana. Thanks to the Earth heroes Myrmidon and Vespa, Princess Rana's rebellion is picking up momentum; giving hope to the Nanoverse that freedom from the Kiton Empire is possible.

Athenus Rana (PL 8)

Strength 3, Stamina 3, Agility 4, Dexterity 4

Fighting 4, Intellect 4, Awareness 6, Presence 6

POWERS

Flyer Wings: Flight 5 (60 mph; Wings); Removable (-1 point) – 4 points

Vessel of the Cosmic Force: Enhanced Advantages 2 (Diehard, Uncanny Dodge); Enhanced Perception 8 (Limited to Cosmic Force Senses); Impervious Will 9; Senses 4 (Cosmic Awareness, Danger Sense, Dimensional Awareness, Temporal Awareness) – 17 points

EQUIPMENT

Blaster Pistol: Ranged Damage 5 – 10 points

Chitin Armor: Protection 3 – 3 points

Venture: Vehicle (Space Cruiser) – 79 points

ADVANTAGES

Benefit 3 (Wealth 3), Equipment 19, Inspire 3, Leadership, Second Chance (Will checks vs. Mind Control)

Enhanced: *Diehard, Uncanny Dodge*

SKILLS

Athletics 2 (+5), Expertise (History) 6 (+10), Expertise (Nanoverse) 6 (+10), Insight 2 (+8), Investigation 2 (+6), Perception 2 (+8, +16 with Cosmic Force senses), Persuasion 6 (+12), Ranged Combat (Blasters) 6 (+10), Technology 6 (+10), Vehicles 6 (+10)

OFFENSE

Initiative +4

Blaster Pistol +10 (Ranged, Damage 5)

Unarmed +4 (Close, Damage 3)



DEFENSE

Dodge 10, **Parry** 10, **Toughness** 6

Fortitude 6, **Will** 10

POWER POINTS

Abilities 68 + Advantages 27 + Defenses 19 + Powers 21 + Skills 22 = 157 Total

COMPLICATIONS

Enemy: Baron K'oz.

Honor: Even though she has no official throne or power, Rana takes her position as princess seriously. She believes it to be her duty to see to the safety and protection of innocents across the Nanoverse.

Motivation: Rana seeks to destroy Baron K'oz and bring peace to the Nanoverse.

Relationship: Rana thinks of her allies in the rebellion as her family. She is loyal to them and will never betray them.

Vessel of the Cosmic Force: Unknown to Athenus, she has become the host to an enigmatic energy being that seeks to right wrongs in the universe. It manifests itself in Rana as enhanced insight, awareness, and occasionally as extrasensory perception.

Athenus was forced to watch as her parents – the rulers of the Kiton home world – were slaughtered by Baron K'oz. She even endured the horrific sight of the Baron's minions feeding the bodies of her parents into the Genesis Forge to be reborn as soulless Kiton warriors. Before the same could happen to Rana and her allies, they were rescued by Myrmidon and Vespa; heroes from another dimension. Now Athenus Rana leads the rebellion against the Kiton Empire and seeks to one day destroy Baron K'oz and avenge everyone slain under his chitinous fist.

Akro'thor (PL 9)

Strength 6, **Stamina** 6, **Agility** 6, **Dexterity** 3

Fighting 7, **Intellect** 3, **Awareness** 6, **Presence** 6

POWERS

Akro'thor Armor: 25 points; Removable (-5 points)

- **Armor:** Impervious Toughness 9; Protection 3 – 12 points
- **Flying Wings:** Flight 5 (60 mph; Wings) – 5 points
- **Sealed Systems:** Immunity 8 (Cold, Disease, Heat, Poison, Radiation, Suffocation, Vacuum) – 8 points

Akro'thor Combat Training: Enhanced Advantage 3 (Precise Attack [Close; Concealment and Cover], Second Chance [missed melee attack rolls due to concealment]; Movement 1 (Environmental Adaptation [Zero Gravity]); Senses 1 (Danger Sense) – 6 points

Akro'thor Iron Will: Impervious Will 6 – 6 points

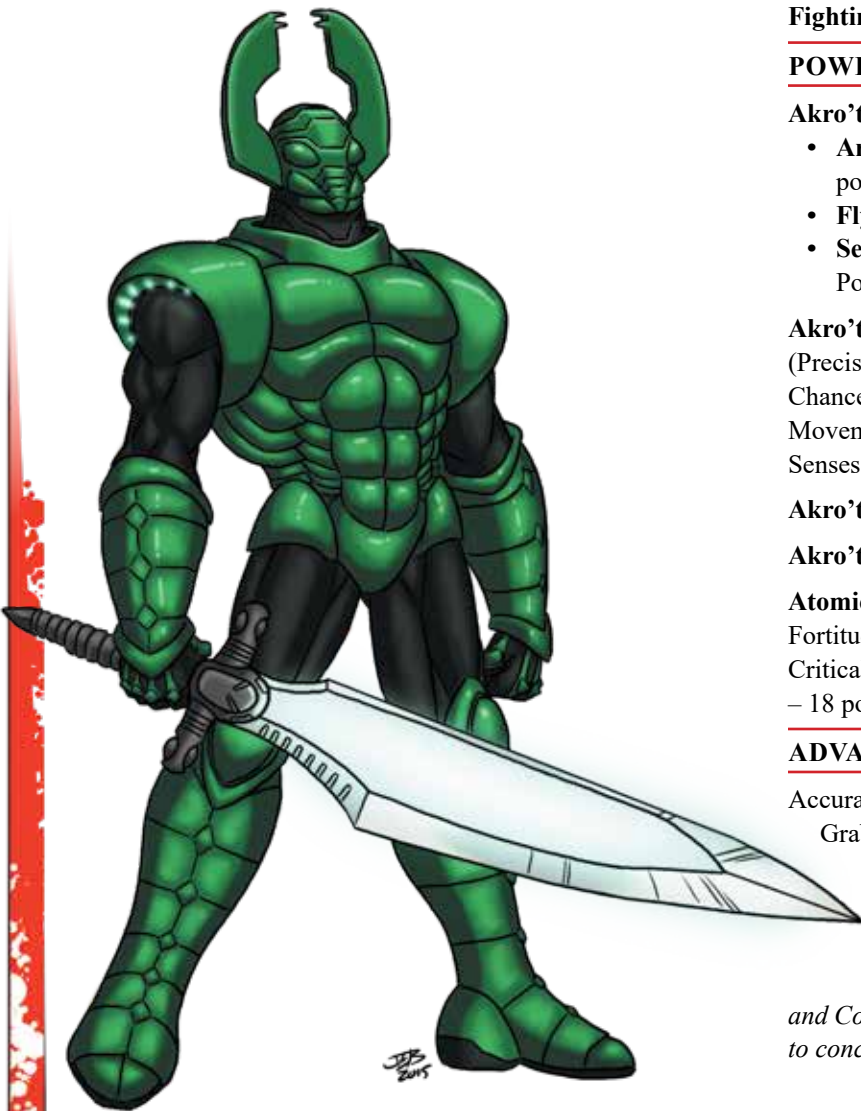
Akro'thor Recovery: Healing 6 (Self Only) – 6 points

Atomic Sword: Weaken Toughness 6 (Resisted by Fortitude; Affects Objects); Linked Damage 6 (Improved Critical 4, Penetrating 6); Easily Removable (-10 points) – 18 points

ADVANTAGES

Accurate Attack, Close Attack 3, Defensive Attack, Fast Grab, Favored Environment (Mid-Air), Improved Defense, Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Trip, Improvised Weapon, Startle

Enhanced: *Precise Attack (Close; Concealment and Cover), Second Chance (missed melee attack rolls due to concealment)*





SKILLS

Athletics 6 (+12), Close Combat (Swords) 2 (+12), Expertise (Military) 6 (+9), Insight 6 (+12), Intimidation 6 (+12), Perception 2 (+8), Ranged Combat (Blasters) 6 (+9), Vehicles 2 (+5)

OFFENSE

Initiative +10

Atomic Sword +12 (Close, Penetrating Damage 6/16-20)

Unarmed +10 (Close, Damage 6)

DEFENSE

Dodge 8, **Parry** 9, **Toughness** 9

Fortitude 8, **Will** 8

POWER POINTS

Abilities 86 + Advantages 15 + Defenses 8 + Powers 56 + Skills 18 = 183 Total

COMPLICATIONS

Enemy: Baron K'oz.

Honor: Akro'thor upholds the warrior traditions of his people. He will always keep his given word.

Prejudice: The Akro'thor are feared across the Nanoverse as deadly warriors.

Akro'thor is a man without a people. When Baron K'oz began his expansion across the Nanoverse, the villain knew that the powerful Akro'thor warriors would impede his progress. To expedite matters, K'oz offered the Akro'thor a place in his new empire, as long as they served as his personal warriors. The Queen of the Akro'thor was eager to expand her own influence in the Nanoverse and accepted the Baron's offer.

When the Akro'thor descended upon the world of the Lepidos, Baron K'oz waited until the planet had been completely conquered before unleashing a deadly War Wind that scoured all organic life on Lepidos down to the bone. The Akro'thor were no more.

One warrior managed to survive the eradication of his species. He has forsaken his name and is now known as the last Akro'thor. He has sworn to fight by the side of Princess Rana and to destroy Baron K'oz.

THE LAST OF THE AKRO'THOR?

It is possible – nay, likely – that a player wants a chance to play one of the legendary warriors of Akro'thor in a campaign set in the Nanoverse. If this is the case, then one should be encouraged to alter the events of the baron's betrayal and eradication of the Akro'thor. After all, if one Akro'thor could survive the War Wind, it is possible that more than one made it out alive.

Baron K'oz (PL 10)

Strength 9/–, **Stamina** –, **Agility** 6/–, **Dexterity** 6/–

Fighting 6/–, **Intellect** 9, **Awareness** 9, **Presence** 7

POWERS

Immortal Lifeforce: Immunity 30 (Fortitude Effects) – 30 points

Mental Powers: Array (51 points)

- **Possession:** Perception Ranged Affliction 10 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Extra [merge with subject], Subtle – 51 points
- **Astral Projection:** Remote Sensing 6 (Hearing, Mental, and Visual; Dimensional 1 [Astral Plane], Limited [physical body is defenseless]) – 1 point
- **Mind Blast:** Perception Ranged Damage 10 (Resisted by Will) – 1 point
- **Telepathy:** Mental Communication 4 (Subtle) – 1 point

Powered Armor: 156 points; Removable (-31 points)

Armor: Impervious Toughness 11; Protection 11 – 22 points

Cybernetic Body: Enhanced Agility 6; Enhanced Dexterity 6; Enhanced Fighting 6; Enhanced Strength 9 – 54 points

Cybernetic Communication: Comprehend 2 (Machines) – 4 points

Cybernetic Communication: Array (30 points)

- **Animate Machines:** Summon 6 (Controlled, Broad Variable Type [machines]) – 30 points
- **Move Machines:** Move Object 6 (Limited to Machines, Sustained) – 1 point

Force Projectors: Array (30 points)

- **Force Shields:** Create 10 (Impervious) – 30 points
- **Force Blaster:** Ranged Damage 10 – 1 point

Spider Legs: Enhanced Athletics 8; Movement 2 (Wall-Crawling 2); Speed 6 (120 mph) – 14 points

ADVANTAGES

Benefit 6 (Overlord of the Kiton Empire, Wealth 5), Equipment 11, Improved Initiative, Inventor, Leadership, Second Chance (Will checks vs. Mind Control), Trance

SKILLS

Athletics 0 (+17), Deception 2 (+9), Expertise (Nanoverse) 6 (+15), Expertise (Physics) 6 (+15), Insight 2 (+11), Intimidation 6 (+13), Investigation 2 (+11), Perception 2 (+11), Persuasion 2 (+9), Technology 6 (+15), Treatment 6 (+15)

OFFENSE

Initiative +11

Force Blaster +6 (Ranged, Damage 10)

Mental Powers Perception (Ranged, Affliction or Damage 10)

Unarmed +6 (Close, Damage 9)

DEFENSE

Dodge 8, **Parry** 8, **Toughness** 11

Fortitude Immune, **Will** 15

POWER POINTS

Abilities 0 + Advantages 22 + Defenses 10 + Powers 209 + Skills 20 = 261 Total

COMPLICATIONS

Arrogance: K'oz believes himself to be the most powerful being in all the Nanoverse (with good reason). He thinks himself immortal and the rightful ruler of the all things.

Cruel: K'oz will destroy anyone and anything – even his own followers – that interferes with his plans for complete domination of the Nanoverse and beyond.

Disembodied Lifeforce: Baron K'oz has no true physical body. He exists solely as a mental life force that possesses physical bodies (such as his own armor) to interact with the world.

Infamy: Baron K'oz is feared throughout the Nanoverse.

Beyond the ability of humanity to see, there exists a realm of wonder known as the Nanoverse. In this alternate quantum reality, the very atoms that make up the building block of our physical existence function as the stars for their stellar systems. And just like our reality, the Nanoverse teems with life of various shapes and sizes. And the being who wants to control it all is the infamous Baron K'oz!

K'oz came up through the ranks of the Kiton Centrality as a prominent scientist. He devised a means to surpass his physical existence and exist solely as mental energy. Having achieved a higher state of consciousness did not enlighten K'oz, but emboldened his personal self-interest. The scientist now believed himself to be like unto a god and – as a god – believed he should be the rightful ruler of the Kiton Centrality... nay, the entire Nanoverse!

Convincing his fellow scientist to construct an artificial body, K'oz returned to a physical form and then slaughtered all of his peers. He used evil science to reanimate the body of his comrades as the first of his Kiton Warriors. From their compound, the warriors spread out and brought more to K'oz to be used as experiments in his insidious schemes. When enough had been transformed to K'oz's will, he unleashed his forces upon the home world of the Kiton Centrality and conquered it. From here, K'oz expanded his influence across the Nanoverse, forming the Kiton Empire.

Total dominion of the Nanoverse continues to elude Baron K'oz, as a growing rebel movement has gained power on the outskirts of the Empire. K'oz had almost managed to destroy the leadership of this rebellion – including Princess Rana – when his plans were interrupted by heroes from another universe: Myrmidon and Vespa. These heroes managed to rescue the rebel leaders and destroy enough of K'oz forces to temporarily weaken his influence. This upset to the Baron's power has only emboldened those who were undecided in following the rebellion.

However, since Myrmidon and Vespa's appearance, Baron K'oz has also become aware of the "larger" alternate universe. Now, he is even more determined to conquer the Nanoverse as a stepping stone to continuing his domination of the universe as a whole.

Crick (PL 8)

Strength 2, **Stamina** 6, **Agility** 10, **Dexterity** 6

Fighting 4, **Intellect** 3, **Awareness** 4, **Presence** 4

POWERS

Antennae: Comprehend 2 (Insects); Senses 5 (Direction Sense, Distance Sense, Tactile Sense [counters concealment, ranged]) – 9 points

Compound Eyes: Senses 3 (Low-Light Vision, Radius Vision) – 3 points

Gryllid Legs: Enhanced Athletics 8 (Limited to Climbing); Leaping 3; Movement 4 (Safe Fall, Sure-Footed, Wall-Crawling 2); Speed 2 (8 mph) – 13 points

EQUIPMENT

Energy Lance: Array (16 points)

- **Blaster:** Ranged Damage 8 – 16 points
- **Lance Strike:** Strength-Based Damage 3; Reach – 1 point



ADVANTAGES

Agile Feint, Connected, Contacts, Defensive Attack, Equipment 4, Evasion, Improved Initiative, Move-By Action, Redirect, Set-Up, Taunt, Well-Informed

SKILLS

Acrobatics 6 (+16), Athletics 6 (+8, +16 climbing), Close Combat (Energy Lance) 6 (+10), Deception 6 (+10), Insight 2 (+6), Investigation 6 (+9), Perception 2 (+6), Persuasion 2 (+6), Ranged Combat (Energy Lance) 2 (+8), Sleight of Hand 6 (+12), Stealth 6 (+16), Technology 2, 14 with security (+5, +17 vs. security), Vehicles 2 (+8)

OFFENSE

Initiative +14

Energy Lance +8 (Ranged, Damage 8)

Lance Strike +10 (Close, Damage 5)

Unarmed +4 (Close, Damage 2)

DEFENSE

Dodge 10, **Parry** 10, **Toughness** 6

Fortitude 8, **Will** 6

POWER POINTS

Abilities 78 + Advantages 16 + Defenses 10 + Powers 25 + Skills 28 = 157 Total

COMPLICATIONS

Infamy: Crick is known across the Nanoverse as a thief and a criminal.

Prankster: Crick likes to keep the mood light; telling jokes and playing pranks, even when the situation is inappropriate. He has seen too much horror and thinks that the Nanoverse could use more frivolity to counter the seriousness.

Relationship: Crick is loyal to his friends. He considers Akro'thor to be his adopted brother. Crick is also a bit of a ladies' man and seems to have a different lover on every system in the Nanoverse.

Crick is a kind and wise-cracking thief from the Gryllid System. He has been around the Nanoverse (twice!) and has a friend in every port. If someone needs something impossible to get, Crick is the one who can get it for you. When the Kiton Empire began expanding into the independent systems of the Nanoverse, Crick found himself a prisoner of the Baron's army. Realizing that no one would be free if Baron K'oz continued to expand his influence, Crick sided with Princess Rana's rebellion. He now serves as Rana's go-to guy for items and agents to help in the battle against Baron K'oz.

Kiton Soldier (Minion; PL 7)

Strength 3, **Stamina** 1, **Agility** 2, **Dexterity** 2

Fighting 6, **Intellect** 1, **Awareness** 1, **Presence** 1

Powers: Chitin Protection 5; **War-Claws** Strength-Based Damage 3 (Improved Critical); **Wing Harness** Flight 6 (Removable); **Equipment:** Blaster Rifle; **Advantages:** Equipment 4; **Skills:** Athletics 4 (+7), Expertise (Military) 6 (+7), Intimidation 4 (+5), Perception 2 (+3), Ranged Combat (blasters) 2 (+4), Technology 4 (+5), Vehicles 2 (+4); **Offense:** Init +2, Blaster +4 (Ranged Damage 8), Claws +6 (Damage 6/19-20), Unarmed +6 (Damage 3); **Defenses:** Dodge 4, Fort 3, Parry 8, Tgh 6, Will 3

Totals: Abilities 34 + Advantages 4 + Defenses 8 + Powers 14 + Skills 12 = 72 points

Kiton soldiers are the residents of the Nanoverse trained to be loyal soldiers of the Kiton Centrality. They have insect-like armor with bio-enhanced claws, wings, and heavy blaster rifles.



OLYMPUS

Olympus is the dwelling of the Olympian gods. It is a realm of fantastical beauty created after the Olympians defeated the Titans; casting the giants into the pits of Tartarus. Olympus is separated into various “realms” that make up the dimensional plane.

A great plain of verdant grasslands, forests, and farms – called the Elysian Fields – make up the bulk of the Olympian realms. This land is populated by the worshipers of the Olympian gods from the days of ancient Greece and Rome, as well as many demigods and mythological monsters. The Elysian Fields are shaped like a great coin, spinning in the Astral Realm to simulate night and day. They stretch as far across as the Earth is wide (about 8,000 miles).

At the center of the Elysian Fields is the great mountain Olympus, from which the realm gets its name. This mountain is the home of the gods and is filled with palaces of gold and marble. Each palace is the home of a different Olympian god or demigod. Currently, most of these homes stand empty, or have become the home of a favored minion of the current ruler of Olympus: Hecate. At the top of Olympus is the palace of Zeus and the Throne of Olympus. Using this divine artifact, Hecate is able to keep the Olympian gods from returning to Olympus in force and maintain her rule of the realm.

Underneath the mountain are the forges of Hephaestus; blacksmith of the gods. These forges continue to produce weapons in preparation for the great war Hecate know will soon be coming. She commands the cyclopes of the forges to produce armor, weapons, and war machines; arming her monstrous armies against Olympian rebels and the occasional attacks commanded by Jupiter and the other Olympian gods.

Even deeper than the forges of Hephaestus is the underworld realm of Tartarus. Formerly ruled by the

god Hades, this realm served as the infernal punishment for those who lived evil lives as mortals. It also serves as a prison for the most dangerous of Olympian monsters and the all-powerful Titans themselves!

Olympus is currently under the rule of the half-Titan Olympian: Hecate. Banished to Tartarus for 1,000 years, Hecate festered with evil and was swayed by the Titans to overthrow the gods. Temporarily empowered by each of the Titans, Hecate was brought to Zeus to beg forgiveness for her transgressions. She used her power to smite Zeus and claim the Throne of Olympus. Using these two great powers, she banished all of the Olympian gods from Olympus; scattering them across the universe.

Aphrodite (PL 12)

Strength 10, Stamina 9, Agility 4, Dexterity 4

Fighting 2, Intellect 2, Awareness 10, Presence 10

POWERS

Divine Power: Array (62 points)

- **The Power of Love:** Perception Range Affliction 12 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative, Insidious, Limited to Feeling Love, Progressive, Subtle – 62 points
- **Alternate Form:** Morph 4 (any form) – 1 point
- **Divine Portal:** Movement 2 (Dimensional Travel 2 [Olympian Realms]); Teleport 9 (Accurate, Change Direction, Easy, Extended) – 1 point
- **Invisibility:** Visual Concealment 4 – 1 point
- **Morphing:** Transform Weapons into Objects of Peace 11 (Continuous) – 1 point

Goddess of the Sea: Immunity 3 (Cold, Drowning, High Pressure); Movement 1 (Environmental Adaptation [Underwater]); Swimming 8 (120 mph) – 13 points

Olympian Body: Immunity 3 (Aging, Disease, Poison); Immortality 9; Impervious Toughness 9; Regeneration 9 – 39 points

Olympian Mind: Comprehend 4 (Languages); Senses 7 (Vision [Counters All Concealment, Counters Illusion]) – 15 points

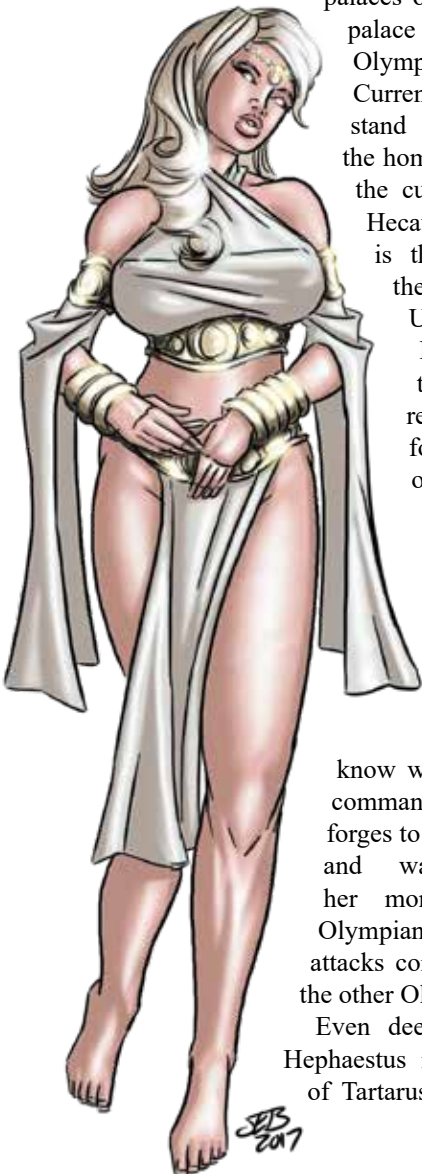
Olympian Speed: Flight 6 (120 mph; Subtle) – 13 points

ADVANTAGES

Attractive 2, Benefit 7 (Alternate Identity [Venus], Olympian Goddess, Wealth 5), Connected, Daze (Deception), Fascinate (Deception), Second Chance (Deception checks to seduce), Skill Mastery (Deception), Taunt

SKILLS

Deception 6 (+16), Expertise (Romantic Lore) 6 (+8), Insight 6 (+16), Intimidation 2 (+12), Perception 2 (+12), Persuasion 6 (+16)



JES
2017

OFFENSE

Initiative +9

Power of Love Perception (Ranged, Affliction 12)

Unarmed +2 (Close, Damage 10)

DEFENSE

Dodge 6, **Parry** 4, **Toughness** 9

Fortitude 11, **Will** 12

POWER POINTS

Abilities 102 + Advantages 15 + Defenses 8 + Powers 146 + Skills 14 = 285 Total

COMPLICATIONS

Fame: Aphrodite is known as the Olympian goddess of love and beauty. She is also referred to as “Venus.”

Infamy: Aphrodite is often vain and selfish. She takes and leaves lovers without a second thought to their feelings.

Power Loss: Olympian Gods are immune to Aphrodite’s Love Powers.

Relationship: Aphrodite is married to Hephaestus. She is the lover of Ares.

Aphrodite is the goddess of love and beauty; born as the daughter of Zeus and Hera. Born with perfect grace and beauty, Aphrodite was doted on by her father. This extra attention led to Aphrodite becoming spoiled and vain. When her parents saw how she treated others, they decided to teach Aphrodite a lesson by marrying her to the misshapen Hephaestus. Although Aphrodite went through with the wedding, she has taken every chance to continue her affair with her true love: Ares, the god of war.

Since the banishment of the gods from Olympus by the titan Hecate, Aphrodite has secretly reunited with her true love, Ares. Together, they travel the world in search of excitement. This often leads to violence, as Ares incites war and conflict wherever he goes. When Aphrodite grows tired of Ares and his predilection for war, she seeks out a handsome mortal lover to spend some time with... until she eventually grows bored and returns to Ares.

APHRODITE AS A HERO

After learning the fate of her son, Eros, Aphrodite has decided that she can no longer live her existence of fickle pleasure and hedonism. The threats posed by Hecate and Apophis are far too great to ignore. To this end, Aphrodite is using her powers of love to help create a new generation of demigods and empowered mortals to help fight against evil, strife, and hatred. This way, Aphrodite serves as a mentor to the new heroes, guiding their actions to making the world a better place.



Ares (PL 13)

Strength 12, **Stamina** 12, **Agility** 4, **Dexterity** 4

Fighting 12, **Intellect** 2, **Awareness** 4, **Presence** 6

POWERS

Olympian Body: Immunity 3 (Aging, Disease, Starvation and Thirst); Impervious Toughness 10; Regeneration 16 - 29 points

Olympian Mind: Comprehend Languages 4 - 8 points

Olympian Powers: Array (29 points)

- **Olympian Ranged Weapons:** Ranged Damage 12 (Improved Critical 4, Variable Descriptor [any ranged weapon]) - 29 points
- **Dimensional Portal:** Movement 3 (Dimensional Travel 3; Portal) - 1 point
- **Olympian Melee Weapons:** Penetrating 12 with Strength Damage (Improved Critical 4, Variable Descriptor [any melee weapon]) - 1 point

Olympian Speed: Flight 9 (1,000 mph) - 18 points

ADVANTAGES

Benefit 6 (Olympian God of War, Wealth 5), Diehard, Improvised Weapon, Takedown

SKILLS

Deception 2 (+8), Expertise (History) 6 (+8), Expertise (Military) 10 (+12), Expertise (Olympus) 6 (+8), Expertise (Politics) 10 (+12), Insight 6 (+10), Intimidation 6 (+12), Perception 2 (+6), Persuasion 2 (+8), Ranged Combat (Olympian Weapons) 8 (+12)

OFFENSE

Initiative +4

Olympian Weapons +12 (Close or Ranged, Damage 12/16-20)

Unarmed +12 (Close, Damage 12)

DEFENSE

Dodge 10, **Parry** 14, **Toughness** 12

Fortitude 14, **Will** 10

POWER POINTS

Abilities 112 + Advantages 9 + Defenses 16 + Powers 86 + Skills 29 = 252 Total

COMPLICATIONS

Fame: Ares is known as the Olympian God of War. He is also known by his Roman name: Mars.

Relationship: Ares is the son of Zeus and Hera. He is romantically involved with his half-sister Aphrodite. His children are Deimos, Phobos, and Eros.

Reputation: Ares delights in combat and strife. He is never more happy than when in the middle of a battlefield.

Ares is the son of Zeus and Hera, the respective King and Queen of Olympus. He is the god of war and delights in his position within the Olympian Pantheon. Ares enjoys battle, warfare, and the strife and suffering it causes. Hate begets hate, and continues the cycle of warfare that keeps Ares strong. Those who fall in battle in the name of Ares end up joining his endless army; their souls empowering the God of War with even greater strength. For the last two thousand years, Ares' power has been held in check; he has gained no new followers – no new soldiers for his army – since the fall of the Roman Empire.

For the God of War, the banishment of the gods from Mount Olympus has been a literal god-send. What Hecate hoped would be a curse unto her brethren has granted Ares the chance to expand his power without the oversight of his father, Zeus.

Since Ares was banished to Earth, he has assumed the guise of soldiers, warlords, and his favorite persona: weapons dealers. He journeys from one corner of the world to the other in search of conflict he can ignite. He pits religious and political extremists against each other, delighting in the assured conflict to ensue.

Ares is every bit the counter point to Jupiter's message of peace and strength through togetherness. Whereas Jupiter preaches to her followers that one who is strong should use their strength to aid the weak, Ares tells his followers to crush the weak under their superior strength. He is every bit a bully. And just like a bully – despite all his bravado – he shrinks away when confronted with a superior foe.

ARES AS A HERO

After being cast out of Olympus, Ares was at first wrath-filled and vengeful. He wanted nothing more than to tear Hecate apart. After a short while, Ares spent time with humanity and saw that love could overcome all. He took a mortal lover, giving birth to a new daughter: Sabine (aka Centuria). Finally, when Jupiter made her first appearance, Ares listened to her words of peace and togetherness. They touched his heart like those of his own father: Zeus. Ares follows in Jupiter's footsteps, using his godly powers to help others.

Eros (PL 10)

Strength 9, **Stamina** 9, **Agility** 6, **Dexterity** 3

Fighting 4, **Intellect** 3, **Awareness** 6, **Presence** 9

POWERS

Olympian Body: Immunity 2 (Aging, Disease); Impervious Toughness 3 - 5 points

Olympian Mind: Comprehend 4 (Languages) - 8 points

Olympian Powers: Array (38 points)

- **Seduction:** Perception Ranged Affliction 9 (Entranced, Compelled, Controlled); Resisted and Overcome by Will; Cumulative, Insidious, Subtle - 38 points
- **Petrifying Kiss:** Affliction 9 (Hindered and Vulnerable, Defenseless and Immobile, Transformed [into marble stone] and Unaware); Resisted and Overcome by Fortitude; Extra Condition, Grab-Based - 1 point
- **Will-Crushing Gaze:** Perception Ranged Weaken Will 9 (Resisted by Will; Subtle, Visual Sense-Dependent) - 1 point

ADVANTAGES

Attractive 2, Benefit 4 (God of Olympus, Wealth 3), Ritualist, Skill Mastery (Deception)

SKILLS

Deception 6 (+15), Expertise (Magic) 6 (+9), Expertise (Olympus) 6 (+9), Insight 6 (+12), Perception 2 (+8), Persuasion 6 (+15)

OFFENSE

Initiative +6

Gaze Perception (Ranged, Weaken 9)

Petrifying Kiss +4 (Close, Affliction 9)

Seduction Perception (Ranged, Affliction 9)

Unarmed +4 (Close, Damage 9)

DEFENSE

Dodge 8, **Parry** 6, **Toughness** 9

Fortitude 11, **Will** 8

POWER POINTS

Abilities 98 + Advantages 8 + Defenses 8 + Powers 53 + Skills 16 = 183 Total

COMPLICATIONS

Fame: Eros is the god of physical love and pleasure.

Fickle: Eros is cunning and devious. However, he tends to not take important matters seriously; which tends to become a liability.

Motivation: Hedonism. In his pursuit of the ultimate leisure, Eros seeks to become the lover of a highly-placed god, such as Hecate, Jupiter, or even Zeus. He will not settle for anything less.

Relationship: Eros is the son of Aphrodite and Ares.

Eros is the divine offspring of Aphrodite and Ares. Like his mother, Eros shares an interest in using his appearance and wiles to dominate any mate that interests him. To this end, he has mastered a number of magics that allow Eros to crush the willpower of his target and then use his seductive powers to get his soon-to-be lover to do anything Eros desires. Before Hecate took control of Olympus, Eros was the lover of many gods and goddesses; allowing him to lead a life of comfort and luxury.

After the gods were banished from Olympus, Eros was discovered seducing young mortals by Hecate. The titaness convinced Eros to seduce the goddess Jupiter. While Jupiter was distracted, Hecate would seek to gain allies who could remove the chains binding the Titan Cronos within Tartarus.

THE POWERS OF APOPHIS

Since being revived – seemingly by the serpent demon Apophis – Eros has displayed a number of new powers granted to him by his new patron. Characters trained in Expertise (Ancient History) or Expertise (Magic) may recognize these new power effects as those belonging to the ancient Lemurian Serpent Men; specifically their Couatl-Feathered Serpent Knights (DC 30). These new powers are Alternate Effects of his normal Olympian Powers Array.

- **Chromatic Blast:** Ranged Damage 9 (Affects Insubstantial 2)
- **Chromatic Spray:** Cone Area Affliction 9 (Impaired, Disabled, Unaware); Resisted and Overcome by Fortitude; Cumulative, Limited to Visual Senses
- **Chromatic Wall:** Create 9 (Impervious, Moveable)

When Eros discovered Hecate's ruse, the young deity attempted to use his petrifying kiss on the titaness. Unfortunately, Hecate's power was far too great for Eros, resulting in Eros being turned into a marble statue. Hecate placed the statue of Eros in her throne room as a warning to any who would oppose her.

Recently, the statue of Eros crumbled to dust. At the same time, a young prophet resembling the God of Passion has been seen in the Olympian Realms giving praise to the Serpent God Apophis...



Hecate (PL 11)

Strength 11, Stamina 10, Agility 2, Dexterity 4

Fighting 6, Intellect 4, Awareness 4, Presence 4

POWERS

Olympian Body: Immunity 2 (Aging, Disease); Immortality 20; Impervious Toughness 4 – 49 points

Magical Powers: Array (88 points)

- **Shapeshifting:** Variable 11 (Assumed Forms; Move Action) – 88 points
- **Animate Object:** Summon 12 (Broad Variable Type [any inanimate object], Controlled, Dimensional 3, Heroic) – 1 point
- **Bestow Power:** Variable 11 (Affects Others Only, Awareness Check Required, Dimensional 3) – 1 point
- **Dimensional Travel:** Movement 2 (Dimensional Travel 2 [Olympian Realms]) – 1 point
- **Eldritch Blast:** Ranged Damage 11 (Affects Insubstantial 2, Dimensional 3) – 1 point



- **Personal Shield:** Impervious Toughness 6 (combines with Olympian Body); Linked Impervious Willpower 10; Sustained – 1 point
- **Rearrange Matter:** Transform Anything into Anything 12 (Dimensional 3) – 1 point

Mental Discipline: Array (39 points)

- **Clairsentience:** Remote Sensing 12 (Hearing and Visual; Dimensional 3), Dynamic – 40 points
- **Image Projection:** Illusion 12 (Hearing and Visual; Dimensional 3), Dynamic – 2 points
- **Telepathy:** Mental Communication 5 (Dimensional 3), Dynamic – 2 points
- **Suggestion:** Perception Range Affliction 10 (Entranced, Compelled); Resisted and Overcome by Will; Dimensional 3, Insidious, Limited to Two Degrees, Subtle; Dynamic – 2 points

ADVANTAGES

Artificer, Benefit 4 (Goddess of Magic, Wealth 3), Connected, Fascinate (Deception), Languages 2 (English, Latin [Greek is native]), Ritualist, Taunt, Ultimate Effort (Deception)

SKILLS

Deception 6 (+10), Expertise (Magic) 16 (+20), Insight 2 (+6), Perception 2 (+6), Persuasion 6 (+10), Ranged Combat (Magical Powers) 6 (+10)

OFFENSE

Initiative +4

Eldritch Blast +10 (Ranged, Damage 11)

Unarmed +6 (Close, Damage 11)

DEFENSE

Dodge 8, Parry 8, Toughness 10 (Impervious 4)

Fortitude 12, Will 10

POINTS

Abilities 90 + Advantages 12 + Defenses 16 + Powers 189 + Skills 19 = 326 Total

COMPLICATIONS

Enemy: Jupiter and the Sentinels.

Honor: Hecate will repay debts to those who have served or helped her.

Obsession: Hecate delights in humiliating her opponents; not just defeating them. She also seeks to rule all of Olympus... or destroy it if things don't go her way.

Quirk: Hecate is a mistress of sarcasm, even when being defeated.

Relationship: Hecate is the adopted daughter of Zeus.

Hecate was born thousands of years ago, during the Age of Myths. She is the daughter of titan of destruction Perses. When Zeus overthrew the titans and cast them into Tartarus, he found the newborn Hecate in the palace of his enemies. Taking the infant titan, Zeus raised Hecate as his own daughter, granting her dominion over the forces of magic when she came of age.

For centuries, Hecate performed her duties as the goddess of magic, granting power to her favored followers. However, she grew resentful of Zeus' other children. The king of Olympus doted on his other daughters and constantly bragged of the accomplishments of his demigod sons. Hecate felt she was being ignored by her father.

With the rise of the Catholic Church and the formation of the Inquisition, Hecate's worshipers became the targets of the "One God's" followers. The witches that served Hecate were hunted and killed across the world. The goddess of magic sought to smite the offending mortals for their transgressions, but Zeus stayed her hand. Hecate defied Zeus, slaying over 1,000 Catholic priests and knights. Zeus condemned Hecate's actions and decided to imprison her within Tartarus one year for every mortal she had slain.

Trapped within the underworld, Hecate found the other titans and learned that she was not an Olympian, but a titan herself! Compounded with her other resentments, Hecate decided to turn against the gods and place herself on the throne of Olympus. She spent her time in Tartarus gaining the favor of the titans, having each grant her a small portion of their own power to enhance her own considerable abilities.

When the day came for Hecate's freedom, she approached Zeus on his golden throne and lashed out with all the power of the titans! Unprepared for such an attack, Zeus and the other gods were quickly defeated. Hecate then scattered the gods across the Olympian Realms. This included the teenaged daughter of Zeus, Jupiter, who awoke alone within the forests of northern Canada.

While Hecate searched for a means to release the other titans, she became aware of Jupiter's eventual rise to power. Realizing that Jupiter could be a serious threat to her machinations, she empowered numerous mortals with godlike abilities and set them against the young goddess. Finally, Hecate was forced to confront Jupiter herself, only to be defeated when Jupiter gained the power of Zeus' Thunderbolt. Hecate and Jupiter would cross paths again and again. Finally Hecate found the means to open a door to Tartarus and free the titans, but was again defeated by the combined efforts of the Sentinels. Despite being thrown into the portal as it closed, Hecate has reappeared to battle Jupiter again and continues to be the young goddess' most dangerous foe.

HECATE AS A HERO

Hecate can be a powerful force for good with a few alterations to her background. After she managed to get free of Tartarus, she could have banished the Olympians and freed the titans, only to have the titans turn on her! Having been a pawn of Cronos and her own family, Hecate would realize her faults and go on her own quest to find the Olympians and return them to their full power. In this instance, Hecate's enemies are the titans she has released; titans who now seek to destroy Olympus and force the mortal humans to worship them!

Zeus (PL 16)

Strength 11, Stamina 17, Agility 5, Dexterity 5

Fighting 12, Intellect 9, Awareness 9, Presence 17

POWERS

Armor: Enhanced Impervious Toughness 5; Removable (-1 point) – 4 points

Divine Healing: Regeneration 15 – 15 points

Olympian Body: Immunity 18 (Aging, Cold Damage, Corrosive Damage, Disease, Fire Damage, Poison); Impervious Toughness 4 (stacks with Armor) – 22 points

Olympian Mind: Comprehend 4 (Languages); Senses 7 (Vision [Counters All Concealment, Counters Illusion]) – 15 points

Olympian Power: Array (136 points)

- **Godly Vampirism:** Affliction 17 (Fatigued and Powers Impaired, Exhausted and Powers Disabled, Incapacitated and Transformed [powerless]); Resisted and Overcome by Will; Cumulative, Extra Condition, Limited to Olympians; Linked to Variable 17 (copied traits; Limited to Afflicted subject) – 136 points
- **Dimensional Travel:** Movement 2 (Dimensional Travel 2 [Olympian Realms]) – 1 point
- **Divine Empowerment:** Variable 15 (Affects Others Only, Limited [may only instill Powers to others up to rank 12]) – 1 point
- **Illusory Image:** Illusion 17 (Visual and Hearing; Dimensional 2 [Olympian Realms]) – 1 point
- **Lightning Bolt:** Ranged Damage 15 (Accurate 5) – 1 point

ADVANTAGES

Benefit 6 (King of Olympus, Wealth 5), Ritualist

SKILLS

Expertise (Olympus) 6 (+15), Expertise (Magic) 6 (+15), Insight 6 (+15), Intimidation 2 (+19), Perception 2 (+11), Persuasion 6 (+23)



OFFENSE

Initiative +2

Lightning Bolt +15 (Ranged, Damage 15)

Unarmed +12 (Close, Damage 11)

DEFENSE

Dodge 11, **Parry** 14, **Toughness** 17

Fortitude 19, **Will** 11

POWER POINTS

Abilities 170 + Advantages 7 + Defenses 12 + Powers 198 + Skills 14 = 401 Total

COMPLICATIONS

Enemy: Cronos.

Motivation: Hedonism. Zeus has always been one to pursue his lusts; including drinking, eating, and courting beautiful women.

Power Loss: Since being banished from Olympus by Hecate, Zeus has been unable to use his Olympian Powers Array with ease. He must use Extra Effort to use any of these Powers.

Relationship: Zeus is the brother of Poseidon and Hades. Zeus' wife is Hera. Their children are Aphrodite, Apollo, Ares, Artemis, Athena, and Hermes. He has many other children with various other gods and mortals, including the heroine Jupiter.

Responsibility: Zeus is the king of Olympus. He is currently exiled from his home; but searches for a means to recover his throne.

Weakness: When not on Olympus or within a temple dedicated to an Olympian god, Zeus is Ability Disabled, with corresponding changes to his Skills and Defenses (these changes make Zeus PL 11).

Zeus is the king of the Olympian gods, having been the conqueror of his father: the titan Cronos. After establishing the realm of Olympus to watch over the Earth, Zeus and his brothers divided the world between themselves. Zeus took the sky; allowing him dominion over all of the world from above. His brothers, Hades and Poseidon took the underworld and oceans respectively. Zeus then took a wife with his sister-goddess Hera and began fathering a new pantheon of deities.

While Zeus tried to limit his interference in Earth's affairs, he found it difficult to contain his lust around beautiful mortal women. From these unions were born great heroes, such as Herakles and Perseus. After witnessing the effects his children had on the world, Zeus swore to abstain from mating with mortal women and restricted himself to the goddesses of Olympus.

In recent years, Zeus mated with the titan of the Earth, Gaea. And from their union was born a young goddess with the potential to replace Zeus on the Olympian throne. He named this daughter "Jupiter" after the name given to him by the Romans. When Jupiter came of age, Zeus planned to hand over his thunderbolt, thus symbolizing her power as the new queen of Olympus.

But it was not to be.

The goddess Hecate was released from her prison in Tartarus and brought before Zeus to plead for mercy for her transgressions against the mortal world. Hecate spat in Zeus' face and used the powers she had gained from the titans trapped in Tartarus to banish the gods from Olympus; scattering them throughout the universe.

Zeus fell to Earth and found his powers greatly diminished; his connection to the throne of Olympus had been severed. To conceal his power, Zeus hid his thunderbolt in a vast tomb beneath Greece and warded it with spells that would call out to his daughter Jupiter when she came of age. In the meantime, Zeus has been concealing his power from the world. He has focused on using his knowledge and resources to help the current generation of heroes battle the forces of evil.

ZEUS AS A VILLAIN

Zeus would make an excellent master villain for any super-powered campaign! His mythological inability to keep his libido in his pants... er, toga... can provide Zeus with a number of children who would be potential “lesser” villains to plague the heroes of your campaign. One example is the legendary Minotaur or perhaps an even more selfish and wicked version of Herakles. Having lost his throne to Hecate, Zeus could instead be a furious being of rage; like the storms he is known to create. He could be visiting his rage on humanity, as he is currently unable to do anything about Hecate.

OUTER SPACE

Earth is located in the Milky Way Galaxy, located between two massive stellar civilizations: Faez Space and the Khor Empire. It could be argued that the Inphinites make up the third great stellar civilization. But given that the Inphinite families – known as “Dynasties” – are as much at war with each other, it is difficult to count them as a united threat.

Outside of the Faez Space and Khor Empire is a vast stretch of independent worlds known as Freespace. There is no unified law, as each world is free to make its own government and rules. Earth is not a member of Freespace, as it has yet to join interstellar civilization. However, given how many humans have interfered with galactic politics and history, it is a miracle that none of the other races have decided to wipe out the tiny blue planet of humans.

OF ALIENS AND GODS

A great number of alien races possess super-human powers. Many of these races have such power as to be considered gods themselves. The super-powerful Inphinites cultivate this ideology; forming family dynasties for their conquered subjects to worship.

Throughout the Milky Way Galaxy, the most wide-spread theology among the civilized races is the belief in a great “Astral Forge.” The Astral Forge is said to be the fountain of creation from which all the stars – and subsequently, all sentient races – were born. Swearing “By the Forge” or “For the Forge” are common aphorisms across the Milky Way. Beings such as Gan – whose powers were bequeathed upon him by the Forge itself – and artifacts able to manipulate space, time, and reality created by no known sentient race (ancient or modern) lends credence to the existence of the Astral Forge.

Celestial (PL 15)

Strength 12, Stamina 14, Agility 4, Dexterity 7

Fighting 11, Intellect 7, Awareness 7, Presence 7

POWERS

Inphinite Powers: Array (Alternate Effects of Strength)

- **Heat Beams:** Ranged Damage 11 – 1 point
- **Hyper-Breath:** Close Cone Area Move Object 12 (Limited to pushing) – 1 point
- **Hyper-Speed Punching:** Multiattack Damage 12 – 1 point

Inphinite Senses: Senses 8 (Hearing [extended, ultra-hearing], Olfactory [acute, extended, tracking], Visual [extended 2, infravision]) – 8 points

Inphinite Speed: Enhanced Advantage 8 (Improved Initiative 4, Interpose, Move-By Action, Takedown 2); Flight 14 (32,000 mph; Subtle); Movement 4 (Environmental Adaptation [zero-g], Space Travel 3); Quickness 4 – 49 points

Invulnerable: Immunity 10 (Life Support); Impervious Toughness 12 – 22 points

Psychic Reflection: Perception Ranged Damage 11 (Limited to the source of the mental power, Reaction [when Celestial makes a Will check against a mental power], Resisted by Will, Subtle) – 67 points



ADVANTAGES

Diehard, Inspire 5

Enhanced: *Improved Initiative 4, Interpose, Move-By Action, Takedown 2*

SKILLS

Expertise (Milky Way Galaxy) 6 (+13), Insight 2 (+9), Intimidation 2 (+9), Perception 2 (+9), Persuasion 6 (+13), Technology 6 (+13), Vehicles 2 (+9)

OFFENSE

Initiative +24

Heat Beams +7 (Ranged, Damage 12)

Hyper-Punching +11 (Close, Multiattack Damage 12)

Unarmed +11 (Close, Damage 12)

DEFENSE

Dodge 10, **Parry** 13, **Toughness** 14

Fortitude 16, **Will** 13

POWER POINTS

Abilities 138 + Advantages 6 + Defenses 16 + Powers 149 + Skills 13 = 322 Total

COMPLICATIONS

Overconfident: Celestial is completely aware of how powerful and important he is and this sometimes comes out in his comments, though he is not given to boasting. Celestial's powers dwindle if he loses confidence in himself. Should his will be broken, or he suffers a sufficient distraction, all of Celestial's Powers are Impaired and his Abilities are Disabled (with corresponding changes to his Defenses and Skills).

Responsibility: Tial has sworn to use his powers for the betterment of the known galaxy.

Secret: Tial is the offspring of the Inphinite Typhon. Celestial is aware of the infamous reputation of the Inphinites.

The Inphinite Typhon has few children, other than those he has raised as adopted scions; taken from worlds that he has conquered. The others... have been destroyed as infants before they could become a threat to his rule. There is one exception.

Typhon's harem included a Khor female named Nio who served as his favorite companion for many years. When she fell out of favor for a new conquest, Typhon banished Nio to live out the rest of her life in an agricultural slave-world. The Inphinite was unaware that she was pregnant with his child at the time.

Nio was found by a farmer who cared for her. When she gave birth, the farmer married the Khor woman and raised the child as his own. A simple man, the farmer taught the Inphinite child about compassion for others and using one's strength for the betterment of all. When the child,

Tial, manifested his Inphinite powers, his parents knew that others would try to slay the child before he could grow to adulthood. So they concealed his abilities until he was old enough to use them with control.

As an adult, Tial used his Inphinite powers to free his home from the slavers that dominated the planet. With the slavers removed from the world, Tial said his goodbyes to his family and traveled into space in search of more worlds in need of a champion.

Recently, Tial was approached by the exiled Princess Vayla. After the destruction of her world, Vayla swore to unite the planets of Freespace under one flag to prevent such a calamity from ever happening again. To this end, she has enlisted the aid of numerous super-powerful alien agents to serve as her Invincible Guardians. Vayla beseeched Tial to serve as the leader of her Guardians. The young Inphinite saw the nobility of Vayla's plans and agreed.

Now, Tial serves Vayla as "Celestial." He travels from one world in Freespace to another in search of those willing to serve the Princess and to find worlds in need of his powers against the enemies of freedom.

FAEZ SPACE

The Faez are a race of blue-scaled humanoid shapeshifters descended from reptiles. Their shapeshifting powers evolved from the need to camouflage themselves from great predators that lived on their home world. Over time, the Faez learned to not only alter their shapes, but also assume the powers and abilities of the predators they feared. This allowed the Faez to claim their world and become the dominant species.

The Faez have been a space-faring civilization for at least one thousand years. They have visited many other civilized worlds, using their shapeshifting powers to hide among the native population and study it. If the civilization proved beneficial to the Faez, they would officially introduce themselves to the world and add it to their interstellar alliance (sometimes by force). Possessing a strong sense of individuality, the Faez allowed their allies to maintain their worlds as they saw fit; ruled by their own so long as they did not interfere with the Faez. It was not until the Faez encountered the rigid Khor Empire that they discovered a true enemy. Since that day, the Faez have had to form a unified military presence in their sector of space to maintain their worlds against the expansive Khor.

Faez technology is just as adaptive as their own bodies. They utilize morphetic metals and adaptive organics to create devices that alter their shape with its Faez user. Vehicles have the ability to assume alternate forms to be used in different terrains.

Perhaps the most formidable technology possessed by the Faez is their Adaptive Augmenter. This special device is able to thoroughly scan the superpowers of a being and transfer those abilities to a Faez soldier. Faez augmented in this way are referred to as UltraKnights.



Faez Soldier (Minion; PL 6)

Strength 2, Stamina 2, Agility 2, Dexterity 2

Fighting 3, Intellect 3, Awareness 2, Presence 2

POWERS Shapeshifting Variable 4 (“assumed forms” Move Action); **EQUIPMENT** Blaster Rifle Ranged Damage 8; **ADVANTAGES** Equipment 4, Improved Initiative; **SKILLS** Athletics 4 (+6), Close Combat (Unarmed) 2 (+5), Deception 6 (+8), Expertise (Military) 4 (+7), Intimidation 2 (+4), Perception 2 (+4), Ranged Combat (Blasters) 2 (+4), Technology 4 (+7), Treatment 2 (+5), Vehicles 4 (+6); **OFFENSE** Initiative +6; **Blaster Rifle** +4 (Ranged, Damage 8); **Unarmed** +5 (Close, Damage 2); **DEFENSE** Dodge 4, **Fortitude** 4, **Parry** 5, **Toughness** 2, **Will** 4

POWER POINTS Abilities 36 + Advantages 5 + Defenses 8 + Powers 32 + Skills 16 = 97 Total

In recent history, the Faez were forced off of their home world, following its destruction by Secundus the Sun-Eater. Seeking a new world, the Faez infiltrated Earth. In an unprecedented campaign of espionage, the Faez attempted to conquer Earth by turning public opinion against the very heroes who had the best chance to protect it. In the end, the Faez were forced to reveal themselves and lead an overt

campaign of conquest lasting several months. The heroes of Earth managed to defeat the Faez. In the process, they revealed that the Faez leadership were actually the vampiric Manes. The conquest of Earth ended when the Manes Hive Queen used an artifact of the Ancient Thirteen to transform all Faez on Earth into Manes. As Earth’s heroes battles this monstrous new threat, the Astral Knight Gan used his Dimensional Nullifier to throw all the Manes on Earth into the Zero Zone.

Several Faez are still scattered about Earth, hiding from human authorities. Most have returned to the stars in search of a new home world and Manes to vent their vengeance.



Charade (PL 10)

Strength 2, Stamina 8, Agility 2, Dexterity 0
Fighting 4, Intellect 2, Awareness 4, Presence 2

POWERS

Faez Shapeshifting: Array (20 points)

- **Density Decrease:** Insubstantial 4 – 20 points
- **Density Increase:** Enhanced Strength 6; Impervious Toughness 8 – 1 point
- **Faez Camouflage:** Visual Concealment 4 (Blending) – 1 point
- **Shapeshift:** Morph 4 – 1 point

Mental Powers: Array (41 points)

- **Mental Attack:** Perception Ranged Damage 10 (Resisted by Will; Subtle) – 41 points
- **Mental Probe:** Mind Reading 10; Subtle – 1 point
- **Telekinesis:** Move Object 10 (Damaging, Subtle) – 1 point
- **Telepathy:** Mental Communication 2 (Subtle); Linked Comprehend Languages 3 – 1 point

Telekinetic Flight: Flight 5 (60 mph) – 10 points

ADVANTAGES

Benefit (Alternate Identity), Second Chance (Will checks vs. mind control)



SKILLS

Close Combat (Unarmed) 2 (+6), Expertise (Milky Way Galaxy) 2 (+4), Expertise (Earth Popular Culture) 6 (+8), Ranged Combat (Telekinesis) 10 (+10), Stealth 2 (+4)

OFFENSE

Initiative +2

Mental Blast Perception (Ranged, Damage 10)

Telekinesis +10 (Ranged, Damage 10)

Unarmed +6 (Close, Damage 8)

DEFENSE

Dodge 4, Parry 6, Toughness 8

Fortitude 10, Will 10

POWER POINTS

Abilities 48 + Advantages 2 + Defenses 12 + Powers 77 + Skills 11 = 150 Total

COMPLICATIONS

Hunted: K-charra is hunted by the Faez (as a deserter) and the Khor (as an enemy).

Motivation: K-charra wants to do good and be a true hero.

Quirk: K-charra learned everything about Earth from watching television. She is prone to using catch-phrases and thinking that life works like a sitcom.

Secret: K-charra is actually a Faez alien. She conceals her true form from others; believing they will reject her.

K-charra is a Faez UltraKnight. She was sent to Earth to infiltrate the hero community and discredit them in preparation for a Faez invasion. Fighting alongside Earth's heroes, K-charra has learned she prefers being a hero, rather than an agent for what she now considers an evil expansive empire. After the Faez invasion plot was discovered and defeated, K-charra stayed hidden on Earth and created a new heroic identity for herself as "Charade."

Gan the Astral Knight (PL 11)

Strength 9, Stamina 11, Agility 4, Dexterity 4

Fighting 9, Intellect 4, Awareness 4, Presence 3

POWERS

Astral Armor: Immunity 6 (Cold, Heat, Radiation, Suffocation, Vacuum); Impervious Toughness 9 – 15 points

Astral Gate: Movement 4 (Dimensional Travel 1 [hyperspace storage; Affects Objects Only], Space Travel 3) – 8 points

Astral Rockets: Flight 11 (4,000 mph); Movement 1 (Environmental Adaptation [zero gravity]) – 24 points

Astral Translator: Comprehend 4 (Languages) – 8 points

Dimensional Nullifier: Array (44 points); Easily Removed (-18 points)

- **Unauthorized Access:** Damage 11 (Reaction [when someone other than Gan attempts to use weapon] – 44 points
- **Dimensional Banishment:** Movement 1 (Dimensional Travel 1; Attack) – 1 point
- **Disruptor:** Ranged Damage 11 – 1 point
- **Energy Nullifier:** Nullify Energy 11 (Broad, Simultaneous) – 1 point

Self-Repair Systems: Regeneration 3 – 3 points

Sensor Systems: Senses 21 (Detect Manes [accurate, acute, ranged visual sense], Detect Space Warps [acute, extended 8, ranged radio sense], Detect Energy [acute, analyze, ranged, tracking mental sense]) – 21 points

ADVANTAGES

Favored Foe (Manes)

SKILLS

Expertise (Milky Way Galaxy) 6 (+10), Insight 2 (+6), Investigation 2 (+6), Perception 2 (+6), Persuasion 2 (+5), Ranged Combat (Dimensional Nullifier) 6 (+10), Technology 2 (+6), Treatment 2 (+6), Vehicles 2 (+6)

OFFENSE

Initiative +4

Dimensional Nullifier +10 (Ranged, Damage 11)

Unarmed +9 (Close, Damage 9)

DEFENSE

Dodge 10, **Parry** 11, **Toughness** 11 (Impervious 9)

Fortitude 11, **Will** 10

POWER POINTS

Abilities 96 + Advantages 1 + Defenses 14 + Powers 108 + Skills 13 = 232 Total

COMPLICATIONS

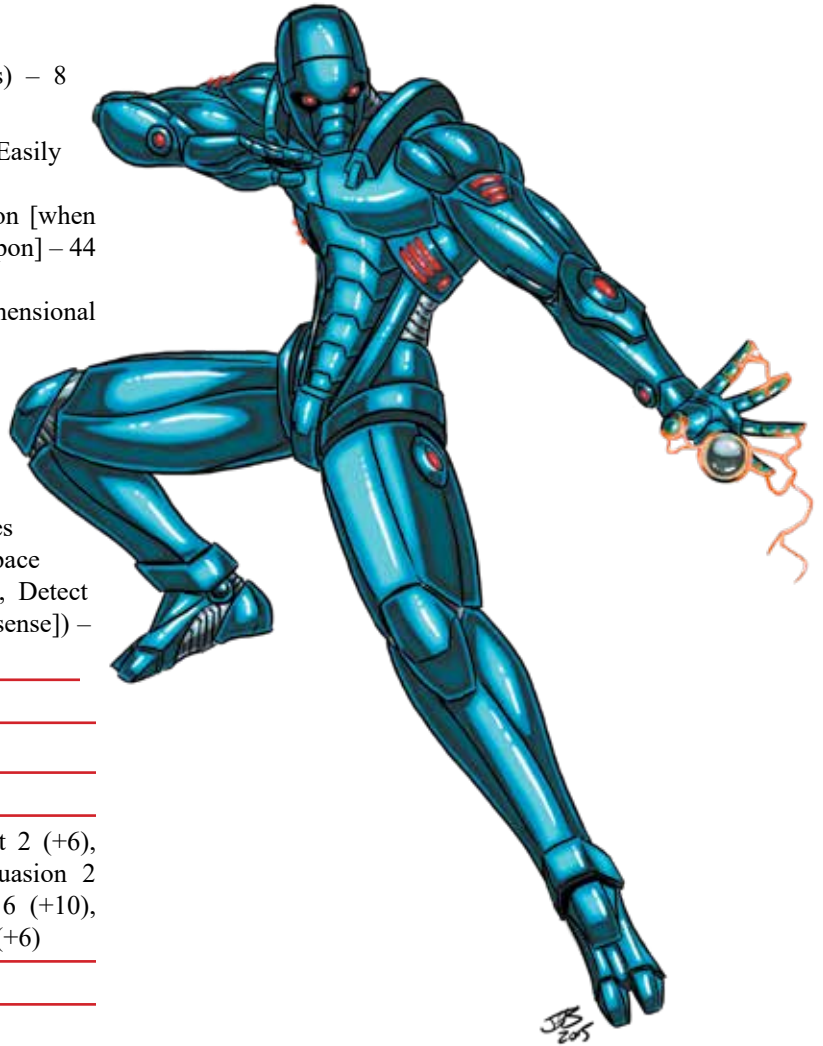
Enemy: Manes

Motivation: Doing Good. Gan strongly believes in the triumph of good over evil and will never take a life when he can avoid it.

Quirk: Gan often swears “By the Forge!” or cries out “For the Forge!” in battle.

Prejudice: Gan appears to be a living suit of armor. Many mistake or treat Gan as an unliving robot.

Responsibility: Gan has sworn an oath to protect innocents.



For thousands of years, the Tolemac System was all that stood between the Free Worlds and the horrors that inhabited the G’henna Star Cluster. The worst of these horrors were the dreaded Manes; a race of vampiric shapeshifters who were feared across the known galaxy as demons. However, the heroes of Tolemac – the Astral Knights – served to patrol the borders of the G’henna Star Cluster and keep the monsters at bay.

Everything changed ten solar cycles ago, when a great dreadnaught – a living construct of magic and technology – emerged from G’henna and destroyed the world of Tolemac. Every smoldering chunk of rock and living creature on the planet was absorbed into the dreadnaught, feeding its insatiable hunger. The horror of Tolemac’s destruction was witnessed by the patrolling starships of the Astral Knights. As one, the Knights assaulted the Mane’s dreadnaught, determined to avenge their slain loved ones. And, one by one, the Astral Knights perished. Their bodies were also absorbed into the techno-magical horror created by the Manes; further powering the vast engine of destruction as it moved closer to Freespace.

One Astral Knight lingered on the edge of life and death, watching as his comrades were destroyed and consumed. Gan swore to the great Astral Forge that if he had but once more chance, he would avenge his world and save the galaxy from this new horror. As Gan lost consciousness, he found himself in the presence of the Astral Forge itself. The Forge promised that it would grant Gan the power he desired as long as he used it only for good and to serve the free peoples of the galaxy. Gan agreed and was reforged!

When Gan regained consciousness, he found he was now a being of living armor; a true Astral Knight. He also had an inherent knowledge of his new powers and abilities. Flying after the Mane's dreadnaught, Gan used his new powers to fight his way to the center of the horror. Here, he used his new weapon – the Dimensional Nullifier – to transport the dreadnaught's central core (its brain) to another dimension. Without the complicated techno-magical brain to regulate the massive ship, the dreadnaught began to break up. Millions of Manes used escape pods to flee into the far reaches of space. Just before the dreadnaught exploded, Gan managed to escape.

With the immediate threat to the Free Worlds destroyed, Gan went in search of the escaped Manes that now roam the galaxy. But hunting shapeshifters is difficult work. And with so many having scattered to the distant reaches of the galaxy, Gan's adventures have led him far and wide. Wherever he goes, Gan is seen as a beacon of hope and freedom; but also as a portent of doom – that the fearsome Manes may be nearby!

KHOR EMPIRE

Counter to the Faez – who expand their spatial territories by accepting new worlds into their culture – the Khor Empire is an expansive race of racial purists who believe it to be their manifest destiny to rule all of the galaxy. They see other races as genetically inferior and useful only for menial labor as secondary citizens (at best) or slaves (at worst).

The Khor appear to be a humanoid race with magenta skin and hair. Eye colors range in the orange-to-yellow hues, occasionally straying into red or violet.

The Khor are ruled by an organic super-computer known as The Primus; possessing the accumulated knowledge of all Khor. When they come of age, every Khor is implanted with a memory-recording device. Upon the death of each Khor, the memories recorded on these devices are added to Primus; allowing the computer insight to the growing Khor Empire.

Everything is structured in the Khor Empire. Khor are not allowed to seek out mates of their own, but assigned genetically-compatible partners by Primus that will result in the most beneficial offspring. Khor are assigned jobs based on their skills and abilities; most of which are in the military. This structure is overseen by the Justiciars, who serve as the judges, jury, and executioners of Khor Law. Any deviation within the Khor is immediately and brutally dealt with by these authorities.





Khor Soldier (Minion; PL 6)

Strength 4, Stamina 4, Agility 2, Dexterity 2

Fighting 3, Intellect 3, Awareness 3, Presence 2

Equipment: **Blaster Rifle** Ranged Damage 8; **Khor Uniform** Feature 1 (CommLink); Immunity 6 (Cold, Heat, Radiation, Suffocation, Vacuum); **Advantages:** Equipment 5; **Skills:** Athletics 4 (+8), Expertise (Military) 6 (+9), Intimidation 2 (+4), Perception 2 (+5), Ranged Combat (blasters) 2 (+4), Technology 2 (+5), Treatment 2 (+5), Vehicles 4 (+6); **Offense:** Init +2, Blaster +4 (Ranged Damage 8); Unarmed +3 (Damage 4); **Defenses:** Dodge 4, Fort 6, Parry 5, Tgh 4, Will 5

Totals: Abilities 46 + Advantages 5 + Defenses 8 + Powers 0 + Skills 12 = 71 points

Ghostknight (PL 10)

Strength 9, Stamina 6, Agility 6, Dexterity 6

Fighting 6, Intellect 3, Awareness 10, Presence 6

POWERS

Astro-Bands: 105 points; Removable (-21 points)

Alter Ego: Feature 1 (Instant Change) – 1 point

Cosmic Awareness: Comprehend 4 (Languages); Enhanced Advantage 2 (Uncanny Dodge, Well-Informed); Enhanced Awareness 4; Senses 17 (Danger Sense, Detect Cosmic Energy [extended 6, radius, ranged mental sense], Direction Sense, Distance Sense, Precognition [limited to being directed to locations of important influence], Time Sense) – 33 points

Cosmic Flight: Flight 7 (250 mph); Movement 4 (Environmental Adaptation [Zero Gravity], Space Travel 3) – 22 points

Cosmic Power: Array (16 points)

- **Plasma Blast:** Ranged Damage 8 – 16 points
- **Cosmic Strength:** Enhanced Strength 4 – 1 point

Ghosting: Visual Concealment 4; Movement 3 (Permeate 3) – 14 points

Invulnerability: Immunity 6 (Cold, Heat, Radiation, Suffocation, Vacuum); Impervious Toughness 6; Protection 6 – 18 points

ADVANTAGES

Benefit 1 (Alternate Identity), Diehard, Languages 2 (English, Galactic Standard [Khor is native])

Enhanced: *Uncanny Dodge, Well-Informed*

SKILLS

Deception 2 (+8), Expertise (Physics) 6 (+9), Expertise (Soldier) 6 (+9), Insight 6 (+16), Investigation 6 (+9), Perception 2 (+12), Persuasion 6 (+12), Ranged Combat (Plasma Blast) 6 (+12), Technology 2 (+5), Treatment 2 (+5), Vehicles 6 (+12)

OFFENSE

Initiative +6

Plasma Blast +12 (Ranged, Damage 8)

Unarmed +6 (Close, Damage 9)

DEFENSE

Dodge 8, Parry 8, Toughness 12

Fortitude 8, Will 12

POWER POINTS

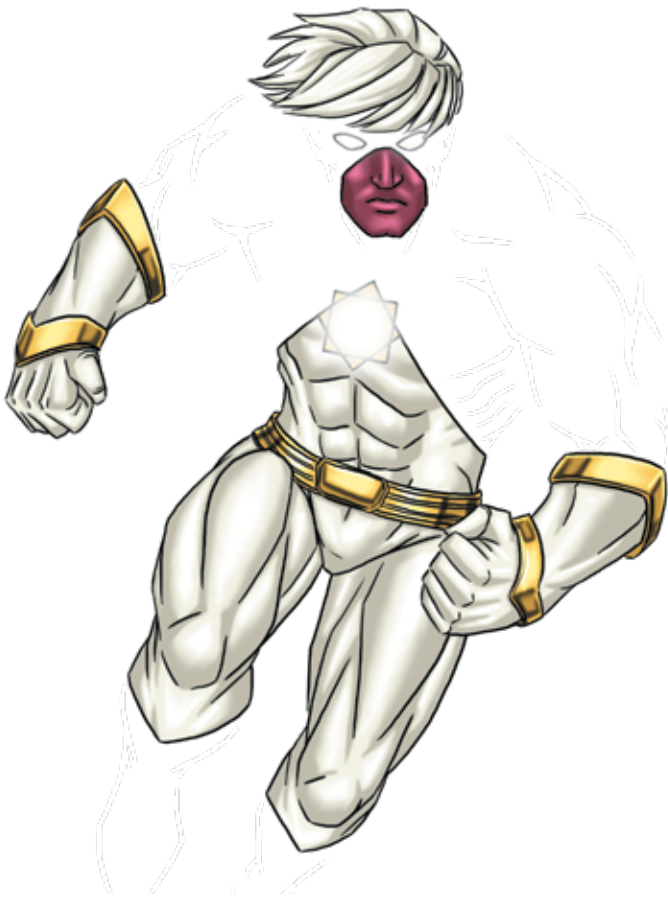
Abilities 88 + Advantages 4 + Defenses 12 + Powers 84 + Skills 25 = 213 Total

COMPLICATIONS

Motivation: Wal-Las seeks to bring true justice and peace to the galaxy.

Relationship: Wal-Las is married to Dae-Lah. He is friends with Katherine Danshov.

Rival: When he was operating as a Knightstar, Wal-Las would often butt heads with Sho-Gan the Justiciar for what direction to take the Khor Empire.



Secret Identity: While he was on Earth, Wal-Las maintained the secret identity of Dr. Lance Wallace, a NASA scientist. Now, that he is believed to be dead, Wal-Las keeps his living identity a secret from all but his closest friends and allies.

Wal-Las is the result of generations of successful breeding in the Khor Empire. As a member of the Khor race, he is a genetically perfect specimen. This gave him perks unknown to others. He was paired with another perfect member of the Khor: the beautiful and intelligent Dae-Lah to serve as his mate. Luckily, despite the forced pairing, the two found a mutual respect for each other that blossomed into true love.

When Wal-Las came of age, he joined the Khor Star Navy and quickly found himself as a captain of his own ship. His critical thinking, tactical skill, and camaraderie with his subordinates made him a natural leader. But Wal-Las was not satisfied with the accolades brought to him as a soldier. He wanted to directly aid the people he sought to protect; not to serve the whims of an expansionistic empire. To this end, Wal-Las joined the Peacekeepers and fought criminals throughout the empire.

The Khor officer was so good at serving and protecting, that the Primus – the intelligent supercomputer guiding the empire – offered Wal-Las the opportunity to join the ranks

of the Knightstars. These Khor were elite, independent agents of the Peacekeepers empowered by the cosmic essence of the Astral Forge to better carry out their duty. Wal-Las agreed to aid the Knightstars and was augmented with vast cosmic powers.

In his first duty, Wal-Las was assigned to the distant world of Earth to seek out evidence of interference by the enemies of the Khor: the shapeshifting Faez. In his cover identity as Dr. Lance Wallace, the Khor officer met Katherine Danshov. He came to admire many human customs, such as vacationing, eating, and having sex as recreational activities. This all ended, when the Faez attacked the NASA facility Wal-Las was station at, injuring Katherine and exposing his identity as an alien. During this battle, some of Wal-Las' cosmic powers were siphoned by the Faez and transferred to Katherine Danshov.

With his alien identity exposed, Wal-Las left Earth, returning to the Khor Empire to inform the Primus of his findings. Wal-Las was then assigned to patrol the Outer Reaches of the Khor Empire, based on the findings of the Justiciar; the judge, jury, and executioner of Khor law.

Sho-Gan the Justiciar personally believed that Wal-Las had been corrupted by the influence of the primitive humans. He ventured to the Khor's prison world and secretly arranged for several of Wal-Las' most deadly foes to be released; but only if they agreed to work together to destroy Wal-Las. The criminals ambushed the Knightstar in the Outer Reaches. After a massive battle, Wal-Las was defeated and left adrift in space; believed to be dead.

However, this was not the case, Wal-Las was contacted by a sentience claiming to be the Astral Forge. This intelligence believed Wal-Las to be a hero and agreed to save the Khor's life and augment his Knightstar powers to exact justice in the galaxy.

Now, enemies of the former Knightstar Wal-Las are being brought to justice by a mysterious force. This invisible enemy of evil seems to strike randomly and without warning. Occasionally, this "Ghostknight" can be seen wearing the face of the Knightstar Wal-Las. But surely it cannot be him... he's dead... right?

GHOSTKNIGHT AS A VILLAIN

The history of Wal-Las is a great fabrication. He is a dedicated Khor captain who is on a secret mission for the Primus. Wal-Las colluded with the Primus and Sho-Gan to become an outcast from Khor society. As the Ghostknight, he is able to seek out "corruption" within the Khor Empire and turn over dissenters to the Justiciars.

Sho-Gan the Justiciar (PL 12)

Strength 11, Stamina 10, Agility 3, Dexterity 3

Fighting 10, Intellect 3, Awareness 3, Presence 6

POWERS

Justiciar Armor: Visual Concealment 4; Enhanced Strength 2; Immunity 3 (Cold, Heat, Radiation); Impervious Toughness 10; Removable (-5 points) - 20 points

Power-Gavel: 51 points; Easily Removable (-20 points)

Anti-Gravity Propulsion: Flight 7 (250 mph) - 14 points

Gavel Attacks: Array (33 points)

- **Failsafe:** Reaction Damage 11 (when wielded by those not wearing Khor Justiciar armor; Uncontrolled) - 33 points
- **Gravity Blast:** Ranged Damage 11 - 1 point
- **Gavel Strike:** Damage 12; Linked Move Object 4 (Limited to pushing) - 1 point
- **Gravity Field:** Create 11 (Limited to Spheres and Walls, Moveable) - 1 point
- **Reconstruction:** Ranged Healing 11 (Affects Objects Only) - 1 point

ADVANTAGES

Benefit (Justiciar of the Khor Empire), Languages 2 (Faez, Galactic Standard [Khor is native]), Well-Informed

SKILLS

Close Combat (Power-Gavel) 2 (+12), Expertise (Khor Law) 6 (+9), Insight 6 (+9), Intimidation 6 (+12), Investigation 6 (+9), Perception 2 (+5), Persuasion 6 (+12), Ranged Combat (Power Gavel) 6 (+9), Technology 2 (+5), Vehicles 2 (+5)

OFFENSE

Initiative +3

Gravity Blast +9 (Ranged, Damage 11)

Gavel Strike +12 (Close, Damage 12)

Unarmed +10 (Close, Damage 11)

DEFENSE

Dodge 9, Parry 12, Toughness 10

Fortitude 12, Will 9

POWER POINTS

Abilities 94 + Advantages 4 + Defenses 16 + Powers 51 + Skills 22 = 187 Total

COMPLICATIONS

Arrogant: Sho-Gan is self-righteous; meting out justice as he sees fit. He fights honorably, when he is not at a disadvantage to do so.

Infamy: Sho-Gan is the Justiciar of the Khor Empire. He is the judge, jury, and executioner of Khor Law.

Patriot: Sho-Gan's devotion to the Khor Empire is absolute.

Sho-Gan is the most powerful of the Justiciars; and order charged to instantly convict, sentence, and execute offenders of Khor Law. Like others of his line, Sho-Gan was born to a family selected by the Primus super computer to produce the most genetically-beneficial offspring. Sho-Gan was raised with a strong sense of law and order. He also possessed an unwavering loyalty to the Khor Empire. Even at a young age, Sho-Gan was turning in his classmates when they seemed to stray from the Khor education and indoctrination.

Sho-Gan and his older brother Ko-Gan were fast-tracked through the Academy of Law; Sho-Gan graduated second in his class, while his brother came first. Only one year later, Sho-Gan arrested Ko-Gan for murder and corruption. Several decades later, when Ko-Gan sought revenge for his prison sentence, Sho-Gan was forced to kill him in self-defense.

Sho-Gan excelled as a Justiciar, quickly gaining promotion to the rank of Chief Justiciar. On several occasions, Sho-gan has uncovered corrupt elements within



the Khor Empire attempting to subvert the authority of the Primus and the Justiciars.

In recent years, Sho-Gan found a rival in the Knightstar Wal-Las. After spending time on the distant world of Earth, Wal-Las returned to the Khor Empire with ideas of a less-structured society; allowing more personal freedom in choice of life-pairings, education, and profession. These kinds of ideas were subversive to Khor ideology. The Khor believed in belonging to the most genetically advantageous partners and the most strategically-advantageous professions. Freedom of choice went against everything the Primus had been guiding the Khor towards for thousands of cycles. However, Wal-Las' words of freedom started to gain momentum in the Khor Empire, as the captain was popular with the common people.

To eliminate the threat of Wal-Las, Sho-Gan sent the Knightstar to patrol the Khor borders near Freespace. The Justiciar then released Wal-Las' most notorious enemies from prison and told them where to find the Knightstar. At last report, Wal-Las was slain by a band of escaped criminals. With the threat of Wal-Las' subversion to Khor ideologies eliminated, Sho-Gan returned to focusing on expanding the influence of the Empire under the Primus' guidance.

SHO-GAN AS A HERO

After turning in his own brother to the Justiciars, Sho-Gan began to question his own faith within the Khor Empire. Had he done the right thing? From within the Justiciars, Sho-Gan started to see the Khor Empire for what it was: corrupt, tyrannical, and evil! Using his influence and power, Sho-Gan maintains his rank as Justiciar and attempts to thwart the Empire from within. He sentences potential rebels to death and then secretly aids in their escape so they may continue to break at the walls of the Khor.

MANES

The Manes (pronounced "Mah-nez") are a race of vampiric shapeshifters who are feared across the known galaxy as a race likened unto demons. To the Faez, the largest race of shapeshifting aliens in the Milky Way, the Manes are like unto the stuff of nightmares. For thousands of solar cycles, the Manes were contained with the G'henna Star Cluster; a hellish nebula full of dangerous spatial anomalies. The Manes were unable to escape to any great degree thanks to the efforts of the Astral Knights of the Tolemac system.

That all changed ten solar cycles ago, when the Manes created a great dreadnaught – a living construct spaceship built by magic and technology – and used it to destroy the Tolemac system and the Astral Knights. Although the planet-consuming dreadnaught was destroyed by the last of the Astral Knights before it encountered any other civilized worlds in Freespace, the Manes were able to escape from G'henna and scatter across the Milky Way Galaxy.

Vampiric by nature, Manes subsist on a diet of blood. They can feed on the blood of any living creature, but prefer to feed on sentient beings. Manes are able to draw blood from other creatures by use of a long proboscis-like tentacle they eject from their mouths with lightning-quick speed. Even worse is the Manes' ability to transform their bodies to mimic the appearance of any creature whose blood they have tasted. Through the blood, the Manes are also able to assimilate the creature's DNA, memories, and powers (including superhuman powers). This allows the Manes to perfectly mimic anyone down to the genetic level. So far, the only technology able to identify a Manes using this mimicry power are the sensors of the Astral Knight Gan. As this technology was bestowed upon Gan by the Astral Forge itself, the ability to duplicate the technology is impossible.

The blood-draining tentacles of the Manes can also be used for reproductive purposes. If a Manes so chooses, they can use the tentacle to inject a humanoid creature with Manes DNA; transforming the humanoid into a new Manes. Given that Manes are self-serving and untrusting of their own race, it is rare for a Manes to do this. Often, this is performed by the leaders of the Manes: the Hive Queens.

Manes are highly intelligent and wickedly evil. They are skilled in the use of technology often far in advance of other sentient races (the one notable exception being the Inphinites). Their keen minds allow the Manes to develop technological marvels with little available material. In addition, all Manes are skilled in the arcane art of magic. The worst of the Manes are able to combine their magical abilities with their sinister technology to create truly evil devices.

The technology of the Manes is similar to the morphetic technology of the Faez and the Machina. Their armor and weaponry can alter its form and appearance to accommodate the needs of the Manes. Most Manes energy weapons utilize a magical battery; or are the focus of the Manes' own eldritch blasts. This helps prevent non-Manes from using Manes technology against their creators.

The advanced minds of the Manes have also provided them with telepathic powers. However, their genius intellect also makes each Manes a selfish force unto itself. Most Manes work towards their own agenda with little regard to allying with others; including other Manes. Only a rare and powerful Manes Hive-Queen can get a group of Manes to work together; and even then, only by ruling over them with an iron fist.

In the last ten years, only two Manes Hive Queens have been sighted. The first commanded the Manes dreadnaught as they escaped the G'henna Star Cluster. She was destroyed with the dreadnaught. The second was sighted on Earth in 2014, posing as the Faez Empress. She was imprisoned within the Zero Zone by Gan the Astral Knight, during her bid to take control of Earth.

While all of the Manes on Earth were drawn into the Zero Zone along with their Hive Queen, it is likely that a scattered handful of independent Manes remain within Freespace and the Faez Empire.

Manes (PL 6)

Strength 6, Stamina 6, Agility 0, Dexterity 0

Fighting 3, Intellect 6, Awareness 2, Presence 3

POWERS

Blood Draining Tentacle: Array (18 points)

- **Blood Draining:** Affliction 4 (Impaired, Disabled, Incapacitated); Resisted and Overcome by Fortitude; Concentration; Linked Weaken Stamina 4 (Resisted by Fortitude; Concentration); Reach - 18 points
- **Vampiric Assimilation:** Affliction 9 (Transformed [into a Manes]); Resisted and Overcome by Fortitude; Limited to the Third Degree, Reach - 1 point

Magic: Array (12 points; with one base Power and 3 Alternate Effects; some Manes possess a larger Array with additional spells) - 15 points

Shapeshifting: Feature 1 (voice mimicry); Morph 3 (humanoid forms); Variable 4 (Mimic the Advantages, Powers, and Skills of those Afflicted by Blood Draining Tentacle) - 49 points

Telepathy: Mental Communication 2 (Subtle); Comprehend Languages 2; Mind Reading 6 (Subtle) - 26 points

ADVANTAGES

Artificer, Inventor, Ritualist

SKILLS

Deception 6 (+9), Expertise (Magic) 6 (+12), Expertise (Milky Way Galaxy) 6 (+12), Insight 2 (+4), Intimidation 6 (+9), Perception 2 (+4), Ranged Combat (Magic) 6 (+6), Stealth 6 (+6), Technology 6 (+12)

OFFENSE

Initiative +0

Tentacle +3 (Close, Affliction 4 plus Weaken 4)

Unarmed +3 (Close, Damage 6)

Vampirism +3 (Close, Affliction 9)

DEFENSE

Dodge 2, Parry 5, Toughness 6

Fortitude 8, Will 4

POWER POINTS

Abilities 52 + Advantages 3 + Defenses 8 + Powers 109 + Skills 23 = 195 Total



COMPLICATIONS

Infamy: The Manes are feared across the Known Galaxy as evil aliens and monsters.

Selfish: Manes are only interested in themselves and cooperate with others out of self-interest.

The Manes represented in this build is an average member of their race. Individual Manes can be more powerful; knowing more spells or possessing more powerful technology than average. For example, Manes soldiers tend to be PL 8 (armed with blaster rifles and wings). Hive Queens can be even more powerful; being PL 9-12 with additional magical and mental powers.



Outrider (PL 14)

Strength 12, Stamina 12, Agility 2, Dexterity 4

Fighting 10, Intellect 4, Awareness 11/4*, Presence 4

POWERS

Body Armor: Immunity 10 (Life Support); Impervious Toughness 12 - 22 points

Cosmic Awareness: Comprehend Languages 4; Enhanced Awareness 7; Senses 12 (Communication Link with Secundus, Cosmic Awareness, Detect Energy [acute, analyze, radius, ranged mental sense], Distance Sense, Direction Sense, Precognition [limited to important events], Time Sense) - 34 points

Cosmic Power: Array (Alternate Effects of Strength)

- **Cosmic Blast:** Ranged Damage 12 - 1 point
- **Cosmic Rejuvenation:** Healing 12 - 1 point
- **Reconstruction:** Healing 12 (Affects Objects Only) - 1 point

Cosmic Steed: Feature 1 (The Outrider may direct the steed by mental command); Flight 11 (4,000 mph; Platform); Movement 7 (Environmental Adaptation [zero-g], Permeate 3, Space Travel 3); Removable (-5 points) - 19 points

ADVANTAGES

Improved Critical (Unarmed), Ranged Attack 7

SKILLS

Expertise (Astronomy) 6 (+10), Insight 6 (+17), Intimidation 2 (+6), Perception 6 (+17), Persuasion 6 (+10)

OFFENSE

Initiative +2

Cosmic Blast +11 (Ranged, Damage 12)

Unarmed +10 (Close, Damage 12/19-20)

DEFENSE

Dodge 8, Parry 12, Toughness 12

Fortitude 14, Will 13

POWER POINTS

Abilities 104 + Advantages 8 + Defenses 12 + Powers 78 + Skills 13 = 215 Total

COMPLICATIONS

Infamy: The Outrider is feared across the Galaxy as the agent of Secundus the Sun-Eater.

Motivation: The Outrider seeks to protect his home world from interstellar evils. He is pure of heart and does what he can to protect the innocent.

Quirk: The Outrider often speaks in long, lofty, poetic soliloquies.

Responsibility: The Outrider used to be in charge of finding suitable stars for Secundus to consume. Since being released from his duty, he now feels personally responsible for finding new worlds for those races whom he was forced to displace.

Rhan Gaar was an astronomer on the Freespace world of Suul. From his observatory, Rhan saw the wonders of the cosmos and hoped to one day travel to distant worlds in search of new discoveries. Rhan was also the first to discover the threat of Secundus as the Sun-Eater approached his home world.

Using the observatory equipment, Rhan contacted Secundus and asked the purpose of the ancient being. When Secundus made his intent clear to devour the energy of Suul's star, Rhan pleaded for the Sun-Eater to change his mind.

Rhan's eloquence touched the Sun-Eater. He agreed to spare Suul in exchange for Rhan coming into Secundus' service. Rhan would now be responsible for finding stars appropriate for Secundus to consume in systems devoid

of life. And for those systems that were inhabited, Rhan would be an advocate for Secundus; allowing the planet's to evacuate before their star was destroyed.

When Rhan came to Earth, he saw that they had only a fledgling space program. He tried to plead with the leaders of Earth to evacuate, but their ability to do so was nonexistent. The Terrans even tried to apprehend the Outrider, citing him as an enemy combatant of Earth.

When Secundus arrived to Earth, Rhan was about to allow his master to consume Sol, given the treatment he had received from the governments of Earth. It was the words of Pendragon that convinced Rhan to turn against his master and help save Earth against the Sun-Eater. In the British heroine, the Outrider saw a spark of what he himself had said to Secundus on their first meeting.

For betraying Secundus, the Outrider was banished from the Sun-Eater's presence. No longer would Secundus be held to any mortal's restrictions of what stars he would consume!

Rhan attempted to return to Suul, but found his reputation as the Sun-Eater's minion made him unwelcome. Determined to make amends to every race he has harmed, the Outrider now travels the Milky Way Galaxy in search of displaced races and tries to find a new home for each.

THE OUTRIDER AS A VILLAIN

After years of isolation, and with one race after another refusing his help, Rhan Gaar has decided his quest to atone is worthless. Not one single race seems willing to accept his apology or to give him a chance to make amends. In a cruel galaxy, Rhan Gaar has become a cruel man. Using the great cosmic power bestowed upon him, the Outrider has decided to bring an end to Secundus. But to do this, he must first become as powerful as the Sun-Eater himself. To this end, the outrider has started to consume stars and living worlds in his quest to eradicate the Sun-Eater.

Resplendent One (PL 12)

Strength 13/11, **Stamina** 13/11, **Agility** 3, **Dexterity** 3

Fighting 6, **Intellect** 3, **Awareness** 3, **Presence** 6

POWERS

Absorb Energy: Enhanced Stamina 2; Enhanced Strength 2; Fades, Reaction (when struck by energy) - 16 points

Armored Skin: Impervious Toughness 10 - 10 points

Cosmic Energy Absorption: Immunity 11 (Aging, Life Support) - 11 points

Cosmic Energy Control: Array (33 points)

- **Cosmic Reconstruction:** Healing 11 (Restorative) - 33 points
- **Cosmic Blast:** Ranged Penetrating Damage 9 (Accurate 3) - 1 point

- **Cosmic Redesign:** Transform Anything into Anything Else 5 (Continuous) - 1 point
- **Mental Conditioning:** Affliction 11 (Entranced, Compelled, Transformed [into obedient, productive member of society]); Resisted and Overcome by Will - 1 point

Cosmic Speed: Flight 11 (4,000 mph); Movement 3 (Environmental Adaptation [zero-g], Space Travel 2) - 28 points

ADVANTAGES

Benefit 6 (Regent of the Isik Dynasty, Wealth 5), Inspire 3, Leadership, Ranged Attack 3, Well-Informed

SKILLS

Expertise (Science) 6 (+9), Insight 6 (+9), Intimidation 6 (+12), Perception 2 (+5), Persuasion 6 (+12), Technology 6 (+9), Vehicles 2 (+5)

OFFENSE

Initiative +3

Cosmic Blast +12 (Ranged, Penetrating Damage 9)

Unarmed +6 (Close, Damage 13/11)

DEFENSE

Dodge 9, **Parry** 8, **Toughness** 13/11

Fortitude 15/13, **Will** 9

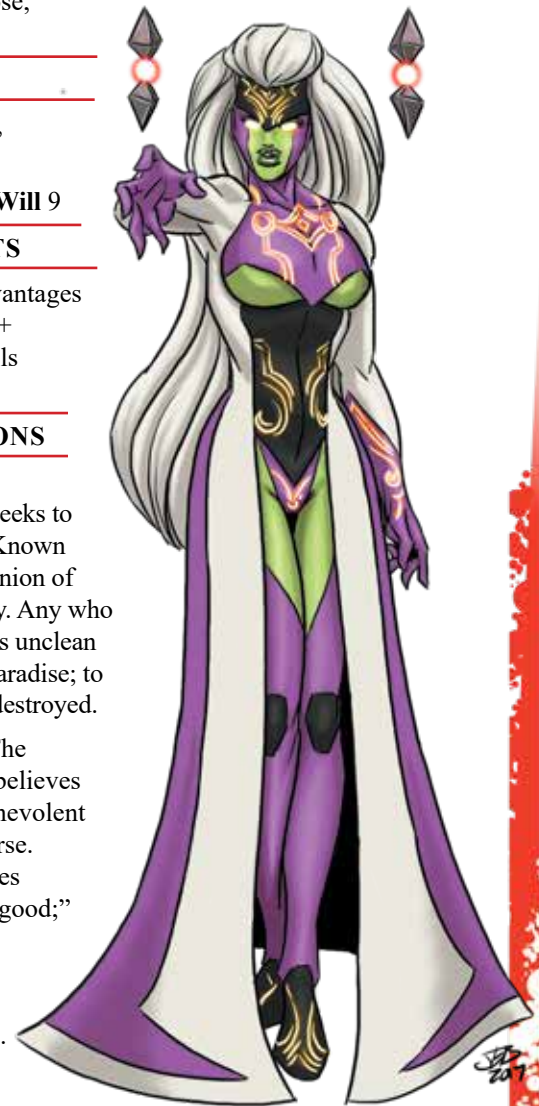
POWER POINTS

Abilities 92 + Advantages 14 + Defenses 16 + Powers 101 + Skills 17 = 240 Total

COMPLICATIONS

Motivation: The Resplendent One seeks to unite the races of Known Space in a single union of peace and harmony. Any who defy her are seen as unclean and unworthy of paradise; to be systematically destroyed.

Self-Righteous: The Resplendent One believes she is the most benevolent being in the universe. Everything she does is for the "greater good;" including the extermination of entire planets that refuse her blessing.



The Resplendent One is the regent of the Isik Dynasty of Inphinites. Their Dynasty is renowned as being different from other Inphinites. While the Isik's still hold themselves up as gods within their realm, they rule over their servitor races not as tyrants, but as benevolent deities. This stems from the powers of the Resplendent One. Through her ability to manipulate cosmic energy, she can command the minds of her followers to impose goodness and kindness; removing their free will to perform acts of wickedness or cruelty.

Using these powers, the Resplendent One seeks to purify the entirety of Known Space and remove all traces of evil and impurity from the galaxy. More so than any other Inphinite threat, the fanatical cult of the Resplendent One moves like a religious wave across the galaxy; seeking to convert others to the will of the Resplendent One or destroy any who refuse her blessings.

Typhon (PL 15)



Strength 13, Stamina 16, Agility 3, Dexterity 6

Fighting 11, Intellect 11, Awareness 9, Presence 12

POWERS

Inphinite Body: Immunity 11 (Aging, Life Support), Impervious Toughness 16 – 27 points

Inphinite Power: Array (54 points)

- **Tesseract:** Teleport 12 (Accurate, Easy, Extended, Increased Mass 6 [3,200 lbs.], Limited to Extended) – 54 points
- **Plasma Blast:** Ranged Damage 16 – 1 point
- **Psionic Blast:** Perception Range Damage 11 (Resisted by Will) – 1 point

Inphinite Senses: Senses 6 (Cosmic Awareness, Detect Energy [acute, analyze, radius, ranged metal sense]) – 6 points

Levitation: Flight 9 (1,000 mph) – 18 points

EQUIPMENT

The Abyss: Vehicle (Space Battleship) – 93 points

ADVANTAGES

All-Out Attack, Benefit 5 (Wealth 5), Chokehold, Daze (Intimidation), Defensive Attack, Diehard, Equipment 19, Fascinate (Deception), Fearless, Improved Critical (Unarmed), Improved Grab, Improved Hold, Inventor, Power Attack, Takedown

SKILLS

Deception 6 (+18), Expertise (Science) 6 (+17), Insight 6 (+15), Intimidation 6 (+18), Perception 2 (+11), Persuasion 2 (+14), Technology 6 (+17)

OFFENSE

Initiative +3

Plasma Blast +6 (Ranged, Damage 16)

Psionic Blast Perception (Ranged, Damage 11)

Unarmed +11 (Close, Damage 13/19-20)

DEFENSE

Dodge 9, **Parry** 13, **Toughness** 16

Fortitude 18, **Will** 11

POWER POINTS

Abilities 162 + Advantages 37 + Defenses 12 + Powers 107 + Skills 17 = 335 Total

COMPLICATIONS

Arrogant: Typhon believes he is all-powerful. He will confront his enemies directly.

Infamy: Typhon is an exile among his own people. Even as an Inphinite, his name is feared and hated across the known galaxy.

Obsession: Typhon seeks to control the Astral Forge and, with it, reshape the universe to his own design!

Scattered across the known galaxy are a race of super-powerful immortal beings known as the Inphinites. Even with all of their vast power, these aliens are discontent with their lot in life. They seek to amuse themselves by conquering the worlds of those they deem primitive and ruling over them as living gods. But if the Inphinites are gods, then Typhon is their devil!

Born thousands of years ago, Typhon decided early in his life that he was unsatisfied with “playing god.” He wanted to be the real thing; a truly immortal being and the omnipotent presence that ruled the universe itself! Even as powerful as the Inphinites purported themselves to be, there was still a known species of beings that existed long ago; even more powerful than the Inphinites: The Ancient Thirteen. The Thirteen had fashioned entire worlds – entire solar systems – to accommodate their whims and house the myriad races they had visited, altered, and left behind. Typhon wanted *that* kind of power.

To this end, Typhon began his quest to seek out the worlds touched by the Ancient Thirteen and find artifacts and devices left behind by the celestial gods. To aid in his quest, Typhon gathered followers from his mortal “flock” and empowered them with superhuman abilities and long-forgotten technology. Once he possesses these artifacts, Typhon believes he can find the legendary Astral Forge: a displaced sentient artifact capable of creating and altering living creatures, and even entire worlds!

When they became aware of his plans, Typhon’s own Dynasty – his direct family of Inphinites – attempted to destroy Typhon. Through some of the artifacts he had already gathered, Typhon destroyed and absorbed the powers of his Dynasty, becoming one of the most powerful Inphinites in the known galaxy. Now, wherever he or his insane Flock travels, Typhon is feared as a herald of death and destruction.

TYPHON’S AGENTS

As an Inphinite, Typhon is considered a living god in the galaxy and has a large number of cultists, agents, and minions under his “divine” command.

Eclipse (PL 10)

Strength 4, Stamina 4, Agility 6, Dexterity 6

Fighting 6, Intellect 6, Awareness 6, Presence 4

POWERS

Nanotech Wrist Blasters: Ranged Multiattack Damage 8 - 24 points

Subdermal Cyber-Armor: Protection 6 - 6 points

EQUIPMENT

Space Battleship: Vehicle - 93 points

ADVANTAGES

Benefit 3 (Wealth 3), Defensive Attack, Equipment 19, Leadership, Quick Draw

SKILLS

Athletics 6(+10), Close Combat (Unarmed) 2 (+8), Deception 6 (+10), Expertise (Military) 6 (+12), Expertise (Milky Way Galaxy) 2 (+8), Insight 2 (+8), Intimidation 6 (+10), Perception 2 (+8), Persuasion 2 (+6), Ranged Combat (Blasters) 6 (+12), Sleight of Hand 2 (+8), Technology 2 (+8), Vehicles 2 (+8)

OFFENSE

Initiative +6

Blasters +12 (Ranged, Multiattack Damage 8)

Unarmed +8 (Close, Damage 4)

DEFENSE

Dodge 8, **Parry** 8, **Toughness** 10

Fortitude 10, **Will** 8

POWER POINTS

Abilities 84 + Advantages 25 + Defenses 12 + Powers 30 + Skills 23 = 174 Total

COMPLICATIONS

Infamy: Even before becoming the agent of Typhon, Eclipse was known as a dreaded space captain in the Khor Navy. Now, as Typhon’s new assassin, she inspires more fear than ever!

Motivation: Eclipse wants wealth and power.

Rivalry: Eclipse needs to prove she is better than Typhon’s previous assassin: Zenobea.

Ruthless: Eclipse is cruel and relentless. She has no qualms about killing others to achieve her goals.

Ee-Clis was once a decorated starship captain in the Imperial Khor Star Navy. Her desire to accumulate greater wealth and power within the Empire would often cause her to take unnecessary risks in battle. When her starship encountered an Inphinite Star Citadel in Khor Space, Ee-Clis knew she had one chance to acquire the powerful alien technology for herself... er, the Empire... of course.



As the battle turned against Ee-Clis, she demanded more from her crew. The Khor knew they were defeated and that they should retreat to inform the Empire of the Inphinite threat, but Ee-Clis would have none of it. Finally, a mutiny occurred in the middle of the battle. Ee-Clis was thrown out of the airlock of her ship by her own crewman. As Ee-Clis floated into the cold emptiness of space, she watched as her ship vanished into hyperspace, and prepared herself to die.

But it was not to be. The Inphinite Citadel brought Ee-Clis aboard. Here, she faced her enemy: the almighty Typhon. Sensing the ambition for power, and in need of a new assassin, Typhon offered Ee-Clis one chance to live: if she vowed to serve him. Ee-Clis agreed and was transformed by Inphinite technology to be stronger, faster, and smarter.

Reborn as Typhon's assassin, she took the name "Eclipse." She now aids Typhon in his quest to seek out the artifacts of the Ancient Thirteen and the location

of the Astral Forge. However, Eclipse is also biding her time. Should she succeed in finding the Forge before her "master," she will use its power herself and make even the Inphinites grovel at her feet!

Onyx (PL 13)

Strength 12, Stamina 11, Agility 3, Dexterity 4

Fighting 12, Intellect 3, Awareness 11/4*, Presence 5

POWERS

Earth Control: Array (60 points)

- **Earthquake:** Ranged Burst Area Affliction 12 (Dazed and Vulnerable, Stunned and Prone); Resisted by Dodge, Overcome by Fortitude; Area 3 (120-ft. radius), Extra Condition, Secondary Effect, Limited to Two Degrees, Limited to those along ground - 60 points
- **Mold Stone:** Transform Stone Into Altered Stone Shape 12 (Continuous) - 1 point
- **Propel Rocks:** Ranged Damage 12 - 1 point
- **Terrakinesis:** Move Objects 12 (Limited to earth and stone) - 1 point

Rock Riding: Flight 9 (1,000 mph; Platform) - 9 points

Stone Body: Enhanced Athletics 8 (Limited to resisting slams and trips); Immunity 10 (Life Support); Impervious Toughness 11 - 23 points

Zund'r the Astral Mace: 38 points; Easily Removable (-16 points)

Cosmic Awareness: Comprehend Languages 4; Enhanced Awareness 7; Senses 12 (Communication Link with Typhon, Cosmic Awareness, Detect Energy [acute, analyze, radius, ranged mental sense], Distance Sense, Direction Sense, Precognition [limited to important events], Time Sense) - 34 points

Cosmic Powers: Array (Alternate Effects of Earth Control)

- **Disintegration Blast:** Ranged Weaken Toughness 12 (Resisted by Fortitude; Affects Objects); Linked Ranged Damage 12 - 1 point
- **Force Field:** Create 12 (Impervious, Moveable) - 1 point
- **Hyperspace Portal:** Movement 3 (Space Travel 3; Portal) - 1 point
- **Mace Strike:** Penetrating Damage 12 (Improved Critical 4) - 1 point

ADVANTAGES

Ranged Attack 6, Startle

SKILLS

Athletics 0 (+12, +20 resist slam/trip), Expertise (Milky Way Galaxy) 6 (+9), Expertise (Politics) 6 (+9), Intimidation 6 (+11), Perception 2 (+13)



OFFENSE

Initiative +3

Disintegration Blast +10 (Ranged, Weaken + Damage 12)

Earthquake Area (Ranged, Affliction 12)

Mace +12 (Close, Penetrating Damage 12/16-20)

Propel Rocks +10 (Ranged, Damage 12)

Unarmed +12 (Close, Damage 12)

DEFENSE

Dodge 9, **Parry** 14, **Toughness** 11

Fortitude 13, **Will** 13

POWER POINTS

Abilities 108 + Advantages 7 + Defenses 12 + Powers 117 + Skills 10 = 254 Total

COMPLICATIONS

Arrogant: Onyxé has an immeasurable ego. She believes that since she is the most powerful of Typhon's servants, she should control everything.

Loyalty: To Typhon.

Rivalry: With her sister Jhet.

Temper: Onyxé shoots first and thinks questions are for philosophers.

Onyxé is an oread princess from the mountainous world of Slaat. Although Onyxé was the elder sister, she was cast aside by her family in favor of her younger – and beautiful – sibling, Jhet. Angered by her sibling, Onyxé attempted to kill her sister during a violent outburst and was thus exiled from Slaat.

Years later, Onyxé returned in defiance of her exile; armed with Zund'r the Astral Mace and allied with the Inphinite Typhon. Using the Astral Mace, Onyxé killed her parents; shattering them into pieces in front of Jhet's very eyes. After this coup, Jhet was sent to Typhon's citadel to serve as his newest concubine and hostage; forcing the oreads of Slaat to accept Onyxé as their new ruler. Onyxé was little more than a puppet; following the will of Typhon.

When not ruling her world with a tyrannical fist of stone, Onyxé heeds the beck and call of her master Typhon to smite his enemies with his gift: the Astral Mace Zund'r.

WARPSPEED WARRIORS

On the far side of the Milky Way Galaxy is a region known as Freespace. Here, numerous alien races live in relative peace; free from the dominions of the militaristic Khor and the shapeshifting Faez empires. Besides these two powerful stellar-empires, Freespace has seen a number of other threats, including the god-like Inphinites, the transforming Machina, and the vampiric Manes.

In recent years, the champions of Freespace have been an unlikely assortment of heroes: a trigger-happy, genetically-augmented mammalian; an enigmatic Arborhulk; the galaxy's most deadly assassin; a vengeful soldier with nothing to lose; and a scoundrel from the savage world of Earth. These five warriors banded together when the villainous Typhon attempted to tear the peaceful world of Vothia in half to recover an artifact once belonging to the Ancient Thirteen. With the aid of the Vothian Defense Force, the heroes were able to destroy Typhon planet-vivisection satellites before they caused irreparable damage to the world. They then recovered the artifact and, with its power, banished Typhon from the system.

The heroes' unlikely leader, Jason Novak of Earth, was a fan of animated films from his home world and dubbed the saviors of Vothia as the "Warp-Speed Warriors." This unpopular name is still up for debate within their group.

Booster (PL 9)

Strength 2, **Stamina** 3, **Agility** 6, **Dexterity** 6

Fighting 6, **Intellect** 3, **Awareness** 6, **Presence** 3

POWERS

Animal Senses: Senses 8 (Accurate Olfactory, Acute Olfactory, Low-Light Vision, Tracking Olfactory) – 8 points

Small Size: Shrinking 4 (Innate, Permanent [+2 active Defenses included]) – 5 points

Space Armor: 31 points; Removable (-6 points)

Armor: Impervious Toughness 6; Protection 3 – 9 points

Life Support

System: Immunity 6 (Cold, Heat, Radiation, Suffocation, Vacuum) – 6 points

Rocket Boots: Flight 8 (120 mph) – 16 points

EQUIPMENT

Arsenal: Array (18 points)

- **Laser Pistol:** Ranged Multiattack Damage 6 – 18 points
- **Heavy Weapons:** Range Damage 8 – 1 point

Ship: Vehicle (Space Cruiser) – 79 points



ADVANTAGES

Accurate Attack, Benefit 3 (Just Another Gun [Booster is well-versed in the use of weapons all over the galaxy, he suffers no penalties for using a weapon, no matter how alien its design], Wealth 2), Defensive Attack, Equipment 20, Grabbing Finesse, Improved Disarm, Improved Grab, Improved Hold, Improved Trip

SKILLS

Acrobatics 6 (+12), Athletics 6 (+8), Expertise (Bounty Hunter) 6 (+9), Expertise (Milky Way Galaxy) 6 (+9), Expertise (Tactics) 6 (+9), Perception 2 (+8), Ranged Combat (Firearms) 6 (+12), Technology 6 (+9), Vehicles 6 (+12)

OFFENSE

Initiative +6

Heavy Weapons +6
(Ranged, Damage 8)

Laser Pistol +12 (Ranged,
Multiattack Damage 6)

Unarmed +6 (Close, Damage 3)

DEFENSE

Dodge 10, **Parry**
10, **Toughness** 6

Fortitude 9, **Will** 8

POWER POINTS

Abilities 72 +
Advantages 30
+ Defenses 12 +
Powers 38 + Skills
25 = 177 Total

COMPLICATIONS

Hatred: Booster has a strong dislike of Khor, who were responsible for torturing and augmenting his body.

Honor: While Booster puts on a big show of being violent and aggressive, his peaceful instincts lead him to be helpful and protective of innocents.

Prejudice: Booster appears to be a walking, talking lemur. He takes offense to those who belittle him due to his appearance.

Relationship: Booster considers Seckoya to be his best friend.



Booster was originally a semi-intelligent creature resembling a ring-tailed lemur, hailing from a world in the Khor Empire. The animal that would become Booster was captured by a group of Khor scientists and experimented on for several years. Booster endured torturous augmentations that eventually resulted in his transformation into a sentient creature. When the same scientists discovered a young Seckoya, Booster developed a rapport with the Arborhulk. The two escaped the Khor facility and became bounty hunters in Freespace.

Nova-Prince (PL 9)

Strength 4, **Stamina** 6, **Agility** 3, **Dexterity** 6

Fighting 6, **Intellect** 7, **Awareness** 5, **Presence** 3

POWERS

Space Armor: 31 points; Removable (-6 points)

Armor: Impervious Toughness 6; Protection 3 – 9 points

Life Support System: Immunity 6 (Cold, Heat, Radiation, Suffocation, Vacuum) – 6 points

Rocket Boots: Flight 8 (120 mph) – 16 points

Universal Translator Implant: Comprehend 2 (Languages) – 4 points

EQUIPMENT

Blaster Pistol: Ranged Damage 5 – 10 points

ADVANTAGES

All-out Attack, Attractive, Defensive Attack, Equipment 2, Great Endurance, Improved Critical (Unarmed), Improved Initiative, Language 1 (Galactic Standard [English is native]), Power Attack, Takedown

SKILLS

Close Combat (Swords) 2 (+8), Deception 2 (+5), Expertise (Earth Popular Culture) 6 (+13), Expertise (Milky Way Galaxy) 6 (+13), Perception 2 (+7), Persuasion 2 (+5), Ranged Combat (Pistols) 6 (+12), Technology 6 (+13), Vehicles 6 (+12)

OFFENSE

Initiative +7

Blaster Pistol +12 (Ranged, Damage 5)

Unarmed +6 (Close, Damage 4)

DEFENSE

Dodge 9, **Parry** 8, **Toughness** 9 (Impervious 6)

Fortitude 11, **Will** 7

POWER POINTS

Abilities 80 + Advantages 10 + Defenses 15 + Powers 29 + Skills 19 = 162 Total

COMPLICATIONS

Infamy: Jason has a reputation as a rogue and a womanizer.

Motivation: Thrill-seeker.

Relationship: While he grew up as a scoundrel, Jason has a good heart, and will sacrifice himself for his friends.

Jason Novak grew up on Earth, until he was abducted by the Princess of Persiex. The alien heiress took a liking to the young human boy and raised him to be her consort. Unfortunately for Jason, the princess was fickle and left him behind when she found a more desirable lover. Jason threw in his hat with a band of starship scavengers, who trained the young man to fight and survive in a harsh galaxy.

Seckoya (PL 11)

Strength 13, Stamina 12, Agility 3, Dexterity 0

Fighting 4, Intellect 10, Awareness 6, Presence 4

POWERS

Absorb Wood: Enhanced Growth 4 (Limited [does not add to Strength or Stamina], Limited [requires local sources of wood]) – 2 points

Absorb Wood: Immortality 6; Regeneration 12 (Source [plants, water, or wood]) – 12 points

Bark Skin: Impervious Toughness 6 – 6 points

Giant: Growth 6 (Innate, Permanent; -3 active defenses included) – 13 points

Plant Control: Array (65 points)

- **Animate Plants:** Summon 13 (Controlled, Broad Type – Plants) – 65 points
- **Animate Plants:** Summon 5 (Controlled, Horde, Multiple Minions 3, Broad Type – Plants) – 1 point
- **Levitation:** Flight 12 (8,000 mph) – 1 point
- **Move Plants:** Move Object 13 (Limited to plants) – 1 point

Space Monster: Immunity 12 (Aging, Cold, Fire Damage, Heat, Radiation, Suffocation, Vacuum) – 12 points

ADVANTAGES

Daze (Intimidation), Diehard, Improved Smash, Improvised Weapon, Language 1 (Galactic Standard [Arborean is native]), Startle

SKILLS

Expertise (Biology) 6 (+16), Expertise (Physics) 2 (+12), Intimidation 6 (+13), Perception 2 (+8), Technology 2 (+12)

OFFENSE

Initiative +3

Unarmed +4 (Close, Damage 13)



DEFENSE

Dodge 6, Parry 7, Toughness 12 (Impervious 6)

Fortitude 14, Will 8

POWER POINTS

Abilities 74 + Advantages 6 + Defenses 16 + Powers 113 + Skills 9 = 218 Total

COMPLICATIONS

Disability: Seckoya's vocabulary – like the rest of his race – is limited to "Seckoya." Despite this limitation, each time it is spoken, the word has a different emphasis and meaning.

Power Loss: Impervious Toughness; not vs. Fine-sized creatures (Size Rank -7).

Prejudice: Seckoya is an Arborhulk. His massive, tree-like form often causes fear in others.

The massive and mysterious Seckoya was sent out into the galaxy as a sapling to learn of the galactic wonders and eventually return to the Arboreal Greenworlds with his knowledge. The massive alien was eventually discovered in Khor space and captured. Imprisoned in a scientific facility, Seckoya met and befriended Booster. The two managed to escape and become galactic bounty hunters to survive.

Ruvin (PL 11)

Strength 11, Stamina 11, Agility 6, Dexterity 2

Fighting 9, Intellect 4, Awareness 3, Presence 4

POWERS

Big and Heavy: Enhanced Athletics 4 (Limited to resisting slams/trips) – 1 point



Immortality: Immortality 12 (Limited [not vs. mental damage]); Immunity 33 (Aging, Cold Damage, Disease, Electricity Damage, Fire Damage, Life Support, Poison, Radiation Damage); Regeneration 9 – 48 points

Warblades: Penetrating 6 with Strength; Easily Removable (-2 points) – 4 points

ADVANTAGES

Diehard, Favored Foe (Inphinites), Second Chance (Will checks vs. Mind Control)

SKILLS

Athletics 0 (+11, +15 vs. slams and trips), Expertise (Milky Way Galaxy) 2 (+6), Intimidation 6 (+10), Perception 2 (+5)

OFFENSE

Initiative +4

Blades +9 (Close, Penetrating 6 Damage 11)

Unarmed +9 (Close, Damage 11)

DEFENSE

Dodge 8, **Parry** 11, **Toughness** 10

Fortitude 13, **Will** 9

POWER POINTS

Abilities 100 + Advantages 3 + Defenses 12 + Powers 53 + Skills 5 = 173 Total

COMPLICATIONS

Obsession: Ruvin seeks to destroy Typhon.

Relationship: Ruvin holds the memory of his slain family close to him at every moment.

Secret: Unknown even to Ruvin himself is the fact that he is an Inphinite.

Temper: Ruvin is easily provoked into combat.

Ruvin was a simple soldier, retired from duty and living comfortably with his family after a long campaign of peacekeeping. His life was changed forever, as the Inphinite Typhon established a citadel on his family land. Typhon destroyed Ruvin's family with his powers and believed he had slain Ruvin as well. But Ruvin would not die so easily. The broken widower arose from his death, determined to hunt down and destroy Typhon. Now Ruvin tracks the Inphinite across the galaxy on a quest for vengeance.

Zenobia (PL 11)

Strength 3, Stamina 9, Agility 6, Dexterity 10

Fighting 9, Intellect 3, Awareness 9, Presence 4

EQUIPMENT

Zenobea is usually unarmed, but she is quick to pick up any weapon she comes across when she expects to battle.

ADVANTAGES

Accurate Attack, All-out Attack, Defensive Attack, Equipment 4, Fast Grab, Fearless, Great Endurance, Defensive Attack, Improved Critical (Unarmed), Improved Defense, Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Trip, Power Attack, Second Chance 2 (Acrobatics checks with Tumbling, Sleight of Hand checks to Escape), Skill Mastery 2 (Acrobatics, Stealth), Takedown

SKILLS

Acrobatics 6 (+12), Athletics 6 (+9), Close Combat (Swords) 2 (+11), Deception 6 (+10), Expertise (Astrogation) 6 (+9), Perception 2 (+11), Sleight of Hand 2 (+12), Stealth 6 (+12), Vehicles 6 (+16)

OFFENSE

Initiative +10

Unarmed +9 (Close, Damage 3/19-20)

DEFENSE

Dodge 8, **Parry** 11, **Toughness** 9

Fortitude 11, **Will** 11

POWER POINTS

Abilities 106 + Advantages 24 + Defenses 8 + Powers 0 + Skills 21 = 159 Total

COMPLICATIONS

Infamy: Zenobea is known as the most deadly assassin in the Milky Way Galaxy.

Relationship: Zenobea is the adopted daughter of Typhon.

Zenobea is the last survivor of her planet. Her home world of Zenos IV was destroyed by Typhon when she was a young child. Typhon found the girl and raised her as his own daughter. He lied to Zenobea, blaming the destruction of Zenos IV on a rival dynasty of Inphinities; claiming they were warlords destroying all who would not worship them as gods. Typhon used his Inphinite technology to augment Zenobea and trained her to become a living weapon; an assassin against his enemies. Eventually, Zenobea came to know the truth of Typhon, his goals, and his direct involvement in the destruction of her world. She used the opportunity to flee her cruel step-father and joined forces with those who opposed the insane, would-be deity.



Xenos (PL 18)

Strength 15, **Stamina** 18, **Agility** -5, **Dexterity** 0

Fighting 10, **Intellect** 9, **Awareness** 13, **Presence** 15

POWERS

Atmosphere: Immunity 3 (Suffocation, Vacuum); Area 21 [4000 miles radius], Limited to Others - 66 points

Cosmic Mind: Comprehend 4 (Languages) - 8 points

Energy Absorption: Immunity 11 (Aging, Life Support) - 11 points

Extrude Protector: Summon Earth Elemental 9 (Controlled, Horde, Mental Link, Multiple Minions 9) - 199 points



Gravity Control: Array (36 points)

- **Kinetic Blast:** Ranged Damage 16 (Extended Range 4) – 36 points
- **Gravity Manipulation:** Environment 16 (Impede Movement [-2 ranks]) – 1 point

Planetary Size: Growth 20 (Innate, Permanent; -10 active defenses included); Growth 50 (Innate, Permanent; Limited [does not add to Strength or Stamina]); Impervious Toughness 18 – 110 points

Propulsion: Movement 3 (Environmental Adaptation [zero-g], Space Travel 2) – 6 points

Psionic Powers: Array (64 points)

- **Mind Blast:** Perception Range Damage 16 (Resisted by Will) – 64 points
- **Clairvoyance:** Remote Sensing 13 (Visual) – 1 point
- **Telepathy:** Mental Communication 4 (Subtle); Mind Reading 13 – 1 point

Regeneration: Immortality 1 – 1 point

Tentacles: Elongation 16 (Limited to Extra Limbs); Extra Limbs 5 – 13 points

Variable Environment: Morph 4 (Alter appearance of terrain [desert, forest, mountains, etc.]) - 20 points

ADVANTAGES

Daze (Intimidation), Diehard, Eidetic Memory, Fast Grab, Fearless, Improved Grab, Jack of All Trades, Startle

SKILLS

Deception 6 (+21), Expertise (Astronavigation) 6 (+15), Expertise (History) 6 (+15), Expertise (Science) 6 (+15), Intimidation 0 (+25), Perception 6 (+19)

OFFENSE

Initiative -5

Kinetic Blast +0 (Ranged, Damage 16)

Mind Blast Perception (Ranged, Damage 16)

Unarmed +10 (Close, Damage 15)

DEFENSE

Dodge -5, **Parry** -5, **Toughness** 18

Fortitude 20, **Will** 15

POWER POINTS

Abilities 70 + Advantages 8 + Defenses 55 + Powers 537 + Skills 15 = 685 Total

COMPLICATIONS

Enemy: Secundus the Sun-Eater would like nothing more than to possess Xenos and consume his life force.

Infamy: Much like Secundus, Xenos is feared as an interstellar threat to life. His fanatical agents sacrifice ships – and sometimes whole worlds – to the living planet.

Xenos' Core: The brain of Xenos is found at the very center of his planet. Those able to access the core of Xenos will find his brain is much more vulnerable to attack than his massive body.

On the fringes of Known Space exists a world unlike any other. It is a planet avoid at all costs, except by those who are fearless, unwary, unknowing, or just plain stupid. This planet is known as Xenos... and it is alive!

The world of Xenos became sentient long before any other sentient race came into contact with the living planet. It is unclear how old Xenos is, but the planet considers itself to be the oldest living being in existence.

Xenos' first encounter with another sentient being was with the insect-like Molokk. The alien was attracted to the power it sensed within Xenos and buried itself like a tick into Xenos' body. When Molokk emerged from Xenos'

crust, it carried with it a piece of Xenos' "heart" – the crystalline core that makes up the organs of the living world. From the Heart of Xenos, Molokk forged itself a device to channel the power of Xenos into Molokk; making the insect immortal and cosmically powered! Unknown to Molokk, Xenos was able to use the fragment of his heart to psychically manipulate Molokk; driving the insectoid insane with a lust for power and conquest. Luckily for the galaxy, the Ancient Thirteen imprisoned Molokk within the Zero Zone.

To ensure no other being could ever replicate Molokk's success, the Ancient Thirteen destroyed Xenos (as the living world was too large to dimensionally displace into the Zero Zone). Pieces of the living planet scattered across the vastness of the Milky Way Galaxy. Each piece contained a fragment of the essence of Xenos; each one filled with hatred at the unjust destruction of its planetary body. Various aliens have discovered fragments of the living planet and have been influenced by the malign intelligence contained within. Over the millennia, these aliens have gathered the fragments of Xenos and brought them to its former solar system on the edge of known space. Here, the body of Xenos has begun to reform, one tiny fragment at a time.

Currently, Xenos is barely a fraction of its old self. He is the size of a small moon. Although now large enough to form independent physical bodies to act in his own defense, Xenos prefers to remain dormant and act through his agents: The Pact. These agents treat Xenos as a god.

Earth Elemental (PL 10)

Strength 5, **Stamina** 3, **Agility** -1, **Dexterity** 0

Fighting 5, **Intellect** 0, **Awareness** 1, **Presence** 1

Powers: **Earth Gliding** Burrowing 5; Movement 3 (Permeate 3; Limited to earth and stone); **Elemental Senses** Senses 9 (Darkvision, Tremorsense [accurate, penetrates concealment, ranged touch sense]); **Stone Body** Growth 4 (Innate, Permanent; -2 active defenses included); Immunity 18 (Aging, Critical Hits, Paralyze Effects, Poison, Sleep, Starvation and Thirst, Stunning Effects, Suffocation); Impervious Toughness 5; Protection 7; **Strength of the Earth:** Enhanced Strength 2 (Limited to Lifting; lifting Str 7, 3 tons); **Advantages** Fearless, Improved Critical (Unarmed), Improved Smash, Power Attack, Startle, Takedown; **Skills** Athletics 6 (+11), Close Combat (Unarmed) 2 (+7), Expertise (Geology) 6 (+6), Expertise (Planes) 6 (+6), Intimidation 6 (+9), Perception 6 (+7), Stealth 6 (+1); **Offense Initiative** -1, **Unarmed** +7 (Close, Damage 5/19-20); **Defense Dodge** -1, **Parry** 9, **Toughness** 10, **Fortitude** 9, **Will** 3

Power Points Abilities 28 + Advantages 6 + Defenses 16 + Powers 58 + Skills 19 = 127 Total

Using the powers granted to them through their connection with Xenos, the Pact lure unsuspecting ships and colonists to Xenos so that the living world can feed on the life forces of living creatures and stellar drive systems. In times of dire need, Xenos has moved from its stationary orbit to seek out a planet to consume.

THE "SEEDS" OF XENOS

When Xenos was first destroyed, pieces of his body found their way to various worlds where they began to germinate like seedlings. Some of these masses found other parts of their greater whole and left their worlds from which they grew, seeking out other masses to reform into Xenos.

One such seed exists on Earth. It is every bit the horror that Xenos itself was. Growing as a mass of stone-like flesh, eyes, and mouths, the mass would extrude monstrous "protectors" from itself to guard the main mass while also searching for other parts of itself. This horrific beast gave rise to the legendary monster known as Shub-Niggurath, although its more common name is the "Protean." In the later years of the 20th century, the Protean left the familiar comforts of the subterranean Hollow Earth and formed itself as a strange "wandering island" that travels across the oceans of Earth.

Few who encounter the Protean Island ever survive to warn others of its existence. Both the Challengers and the Vindicators have encountered the island; barely escaping with their lives and sanity intact.

THE PACT OF XENOS

On the outskirts of the Milky Way Galaxy is a living planet known as Xenos. This living world was destroyed untold millennia ago by the Ancient Thirteen. Pieces of Xenos fell on distant worlds; each filled with a fraction of Xenos' evil intelligence. Some intelligent species discovered fragments of Xenos as became corrupted by the malign ancient mind. The most powerful of these aliens formed a symbiotic relationship with the fragment of Xenos and came to worship it as a god. As these aliens gather the fragments of Xenos together, they formed a religious faction dedicated to the rebirth of the living planet. This faction is known as the Pact. Within the Pact, the leadership are known as the Rectory, and the most prominent of the Rectors is Zhaar!

Rector Zhaar (PL 13)

Strength 3, Stamina 3, Agility 2, Dexterity 6

Fighting 3, Intellect 3, Awareness 7, Presence 6

POWERS

Xenos Fragment: 117 points; Removable (-23 points)

Flight: Flight 13 (16,000 mph); Movement 3 (Environmental Adaptation [zero-g], Space Travel 2) - 32 points

Energy Control: Array (26 points)

- **Energy Blast:** Ranged Damage 13; Dynamic - 27 points
- **Energy Constructs:** Create 13; Dynamic - 2 points
- **Energy Constructs:** Create 8 (Movable, Tether); Dynamic - 2 points
- **Energy Tendrils:** Move Object 13; Dynamic - 2 points

Energy Conversion: Immunity 10 (Life Support) - 10 points

Energy Field: Impervious Protection 13 - 26 points

Energy Phasing: Movement 3 (Permeate 3) - 6 points

Mind Link to Xenos: Comprehend 4 (Languages); Feature 2 (Communications with Xenos and other Pact Members, Knowledge of Xenos) - 10 points

ADVANTAGES

Benefit 6 (Pact Rectory Member, Wealth 5), Fearless, Ultimate Effort (Will)

SKILLS

Athletics 2 (+5), Expertise (Milky Way Galaxy) 6 (+9), Insight 6 (+13), Intimidation 6 (+12), Perception 2 (+9), Persuasion 6 (+12), Ranged Combat (Energy Control) 6 (+12), Technology 6 (+9), Treatment 2 (+5), Vehicles 6 (+12)

OFFENSE

Initiative +2

Energy Blast +12 (Ranged, Damage 13)

Unarmed +3 (Close, Damage 3)

DEFENSE

Dodge 8, Parry 9, Toughness 17

Fortitude 9, Will 13

POWER POINTS

Abilities 66 + Advantages 8 + Defenses 24 + Powers 94 + Skills 24 = 216 Total

COMPLICATIONS

Infamy: The fanatical members of the Pact are feared across the known worlds as a dangerous cult.

Motivation: Zhaar is a fanatic devoted to the reformation of Xenos. He searches the galaxy for pieces of the living world and bring them back to the whole.

Weakness: The link between a member of the Pact and Xenos depends on the willpower of the bearer of Xenos' fragment. The maximum rank of the fragment's effects is equal to the bearer's Will rank.

Zhaar found fame among his people as an expert pilot. He fought many wars to protect his home world from alien threats. When his military created an experimental fighter using a fragment of an alien crystal as its power source, Zhaar was chosen as the pilot to fly the craft. During the test flight, the craft exploded, and the alien crystal – actually a chunk of Xenos – imbedded itself into Zhaar’s hand. Thanks to the power of Xenos, Zhaar survived the starship’s explosion.

During his recovery, Zhaar listened to the whispers of Xenos and fell to the will of the living world. Flying into space under his own power, Zhaar found the Pact reforming the living world and joined their members. He advanced through their ranks swiftly and eventually became one of the most powerful and influential members of the Rectory.

Zhaar has gone to great lengths to manipulate the image of the Pact in the eyes of the galactic community. While many still see the Pact as a dangerous cult, Zhaar attempts to present them as a group devoted to peace and unity. To some degree, Zhaar believes what he says; as he thinks all living beings will live in unity by accepting Xenos into their minds... and Xenos’ fragments into their bodies.



CHAPTER 3:

LEGENDARY HEROES AND VILLAINS

ADONIS



Ezekiel Novak is the ultimate expression of greed. He lived in an unremarkable home until puberty struck and he underwent a transformation, becoming a Meta. His skin, hair and eyes turned golden; an appearance Ezekiel likened unto deity.

Even better, Ezekiel discovered that people around him would do anything he told them to do without question. This was a talent he put to immediate use. If he wanted something, he got it. Whether it was food, money, the latest toy or electronic gadget, or the company of a woman he found attractive, Ezekiel got anything he wanted.

Once the young man reached his early twenties, he grew bored of his normal hedonistic lifestyle. There was no challenge to his life; no excitement. That was the day that Ezekiel decided to become a true supervillain. Adopting the name “Adonis,” Ezekiel decided to become the nemesis of the

mysterious Jersey Devil; robbing banks in her known prowling territory to attract her attention. Through sheer willpower, Jersey Devil was able to overcome Adonis’ control and defeated him; sending Ezekiel to prison. It was during this confrontation that Ezekiel decided he did not enjoy being punched in the face.

Ezekiel spent his (relatively easy) time in prison building connections with the criminal underworld and manipulating their efforts from the inside. He decided to reevaluate his criminal enterprise by becoming the “man behind the scenes.” After serving his time, Ezekiel was released from prison and, as Adonis, rules as the undisputed head of vice crime in the New York and New Jersey area.

ADONIS AS A HERO

Having grown up reading comics of the exploits of heroes, Ezekiel Novak knew what it meant to have great power and how to use it responsibly. When Ezekiel became a meta and discovered his power to command the minds of others, he quickly realized how he could become a great villain... or a great hero! Rather than use his powers selfishly, Ezekiel chose instead to use them with responsibility and care. He stopped bullies and abusive parents from beating up weaker children at school. He stopped criminals from committing crimes. All of this by using nothing but his “golden tongue.”

Adonis (PL 12)

Strength 2, Stamina 2, Agility 2, Dexterity 2

Fighting 1, Intellect 2, Awareness 4, Presence 11

POWERS

Meta-Enhanced Presence: Enhanced Presence 9 – 18 points

Mind Control: Perception Area Affliction 12 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative, Insidious, Progressive, Subtle – 62 points

ADVANTAGES

Benefit 5 (Wealth 5), Connected, Contacts

SKILLS

Deception 6 (+17), Expertise (Streetwise) 6 (+8), Insight 6 (+10), Investigation 6 (+8), Perception 2 (+6), Persuasion 6 (+17)

OFFENSE

Initiative +2

Mind Control Area (Close, Affliction 12)

Unarmed +1 (Close, Damage 2)

DEFENSE

Dodge 4, Parry 3, Toughness 2

Fortitude 8, Will 6

POWER POINTS

Abilities 34 + Advantages 7 + Defenses 12 + Powers 80 + Skills 16 = 150 Total

COMPLICATIONS

Motivation: Hedonist. Adonis is content to use his power to satisfy his personal needs. He never acts on his own when he can get another to act for him.

Narcissism: Ezekiel's love of his golden appearance leads him to get matching gold suits, cars, and devices.

Prejudice: Ezekiel is a Meta with golden hair, eyes, and skin. He often uses makeup to conceal his obvious Meta traits to move about incognito.

AGENT CHASE

Christine Chase was born in the spring of 1919 in London, England. Her family sent Christine to an all-girls school for her education. Her nights were often spent doing homework and looking after the young daughter of her neighbors, Megan Nesmith, following the death of Megan's mother. Upon graduation, Christine joined the British Royal Military where her intelligence and cunning attracted the attention of the Secret Intelligence Service. Christine was trained to be an agent for the SIS. She was instrumental in gathering necessary intelligence in the days leading up to the Second World War.

After Megan Nesmith returned to England, transformed by the Paragon Formula, Christine helped train her childhood friend to control her newfound strength and agility. When Pendragon stopped the assassination attempt of Prime Minister Winston Churchill by the Nazi agent *Übermensch*, she was heralded as a national hero and handed over to the SIS to function as a special agent. Christine was assigned as the liaison between Pendragon and the SIS. As *The Promethean*, *Sea Devil*, and other heroes joined the Allies, Agent Chase's duties expanded to aid the lot.

By this time, the relationship between Christine and Megan had blossomed into more than just friendship. The romance between the two women was a secret they knew had to be kept. They vowed to each other that, once the war was over, they would move to the United States where such relationships were more acceptable. It was not to be, however, as Pendragon disappeared before the end of the war; vanishing into a dimensional portal with *Hauptman Klaue* to prevent him from raising an army of mythological monsters from Norse legend.

Following the war, Christine continued her service with the SIS. With the friends and contacts she had made during the war, she was instrumental in hunting down escaped Nazi officers and agents.

The rise of the Horde – composed primarily of former *Schutz-Staffel* and *Thule Society* agents – gave Agent Chase new purpose. She traveled all across the world to fight the Horde and their machinations. Finally, in the mid-1960s, Agent Chase led the armed forces of the United Nations against the island headquarters of the Horde where they killed *Junker* and the other Horde leaders.

With the Horde destroyed – at least temporarily – Christine Chase retired from the SIS and moved to the United States.

AGENT CHASE AS A VILLAIN

Christine Chase served as a double agent during the second World War. She gave information to the Nazis, helping them against Allied operations. After the fall of the Reich, Agent Chase continued to function as a double agent, as her doings were never discovered. This time, she gave classified material to the Horde!

Christine Chase (PL 7)

Strength 2, Stamina 2, Agility 2, Dexterity 4

Fighting 4, Intellect 3, Awareness 3, Presence 3

EQUIPMENT

Spy Gadgets: Feature 4 (Camera, Flashlight, Lockpick, Multi-tool) – 4 points

Pistol: Ranged Damage 3 – 6 points

Agent Chase always takes along a set of specialized equipment assigned for a specific operation. She has an additional 5 equipment points set aside for this gear.

ADVANTAGES

All-out Attack, Attractive, Beginner's Luck, Benefit 2 (SIS Security Clearance, Wealth 1), Defensive Attack, Defensive Roll 2, Equipment 3, Grabbing Finesse, Improved Aim, Improved Critical (Unarmed), Improved Disarm, Improved Grab, Improved Hold, Improved Trip, Languages 2 (German, Russian [English is native]), Power Attack, Precise Attack 2 (Ranged; Concealment and Cover), Takedown

SKILLS

Athletics 6 (+8), Close Combat (Unarmed) 6 (+10), Deception 6 (+9), Expertise (Intelligence Agent) 6 (+9), Expertise (Military) 6 (+9), Insight 6 (+9), Intimidation 2 (+5), Investigation 6 (+9), Perception 6 (+9), Persuasion 6 (+9), Ranged Combat (Firearms) 6 (+10), Sleight of Hand 6 (+10), Stealth 6 (+8), Technology 6 (+9), Treatment 2 (+5), Vehicles 6 (+10)

OFFENSE

Initiative +2

Pistol +10 (Ranged, Damage 3)

Unarmed +10 (Close, Damage 2/19-20)



DEFENSE

Dodge 4, **Parry** 6, **Toughness** 4, 2 without Defensive Roll

Fortitude 4, **Will** 5

POWER POINTS

Abilities 46 + Advantages 23 + Defenses 8 + Powers 0 + Skills 44 = 121 Total

COMPLICATIONS

Prejudice: Christine is a woman in a man's world. Even with all her impressive skills and history, few men think of her as their equal.

Relationship: She is the best friend and lover of Megan Nesmith (aka Pendragon). She considers Promethean, Sea Devil, and the men of 101st Airborne Division to be good friends.

Responsibility: To the SIS.

Secret: Christine Chase is an agent for the Secret Intelligence Service. Her exploits are the inspiration for novels written by Ian Fleming.

ASMODEUS

Asmodeus is the ruler of the extradimensional realm known as the Nine Hells. The Nine Hells is full of the souls of those mortal beings whom Asmodeus has captured. In addition, the Nine Hells are home to a number of arch-devils and demons; all of whom pay homage to Asmodeus as their absolute overlord.

The ultimate goal of Asmodeus is to capture more mortal souls and gain even greater power. He seeks to capture the souls of those who are good and noble, as they are even more powerful than normal. Asmodeus has tried numerous times to collect the souls of Pendragon and Jupiter, but has failed every time.

Recently, the Olympian Goddess of Ghosts and daughter of Hades, Melinoe, found herself trapped in the Nine Hells. On her journey to escape Hell, Asmodeus almost succeeded in transforming the young goddess into his infernal bride. In doing so, he would have gained dominion over Tartarus and transformed it into the Tenth Hell. However, Melinoe thwarted Asmodeus. She smote the arch-devil with the Iron Rod of Dis and escaped his fortress of Caina into Purgatory. Asmodeus still desires Melinoe and is willing to expend vast resources in his effort to return the Olympian to his side.

Asmodeus (PL 16)

Strength 12, **Stamina** 17, **Agility** 2, **Dexterity** 4

Fighting 11, **Intellect** 11, **Awareness** 11, **Presence** 12

POWERS

Control Hell: Array (40 points)

- **Empower Infernal Powers:** Variable 5 (Limited to Enhancing "Infernal Powers" by +2 ranks; Free Action) - 40 points

- **Alter Hell:** Create 12 (Innate, Precise, Continuous) - 1 point

- **Control Magic:** Nullify Magic 12 (Broad, Simultaneous) - 1 point

Infernal Body: Immunity 25 (Aging, Corrosive Effects, Fire/Heat Effects, Life Support); Impervious Toughness 10; Variable 5 (assumed forms) - 70 points

Infernal Mind: Comprehend 4 (Languages) - 8 points

Infernal Powers: Array (72 points)

- **Create Illusions:** Illusion 12 (all senses; Area) - 72 points

- **Create Temptations:** Create 12 (Innate, Precise, Continuous) - 1 point

- **Gateways:** Movement 3 (Dimensional Travel 3, Space Travel 3, Time Travel 3); Teleport 12 (Extended); Portal - 1 point



- **Eldritch Blast:** Ranged Damage 11 (Affects Insubstantial) - 1 point
- **Induce Sleep:** Perception Ranged Affliction 12 (Fatigued, Exhausted, Asleep); Resisted and Overcome by Will; Cumulative - 1 point
- **Matter Control:** Transform Anything Into Anything Else 12 (Continuous) - 1 point
- **Mental Blast:** Perception Ranged Damage 12 (Resisted by Will, Subtle) - 1 point
- **Reincarnation:** Healing 12 (Resurrection) - 1 point
- **Shape Change:** Ranged Affliction 12 (Transformed); Resisted and Overcome by Fortitude; Limited to the Third Degree - 1 point
- **Summon Devil:** Summon 12 (Heroic, General Variable Type [any devil]) - 1 point
- **Undead Control:** Summon Skeletons and Zombies 3 (Controlled, Horde, Multiple Minions 9, General Variable Type [skeletons and zombies]) - 1 point

Levitation: Flight 12 (8,000 mph) - 24 points

ADVANTAGES

Artificer, Beginner's Luck, Benefit 6 (Overlord of the Nine Hells, Wealth 5), Daze (Intimidation), Diehard, Fascinate (Persuasion), Ranged Attack 7, Ritualist, Well-Informed

SKILLS

Deception 6 (+18), Expertise (Magic) 6 (+17), Insight 6 (+17), Intimidation 6 (+18), Perception 2 (+13), Persuasion 6 (+18)

OFFENSE

Initiative +2

Eldritch Blast +11 (Ranged, Damage 12)

Induce Sleep Perception (Ranged, Affliction 12)

Mental Blast Perception (Ranged, Damage 12)

Unarmed +11 (Close, Damage 12)

DEFENSE

Dodge 8, **Parry** 13, **Toughness** 17

Fortitude 19, **Will** 13

POWER POINTS

Abilities 160 + Advantages 20 + Defenses 12 + Powers 226 + Skills 16 = 434 Total

COMPLICATIONS

Honorable: Asmodeus will keep his given word. Because of this, he tends to twist his words and their meanings.

Motivation: Asmodeus seeks to gain more power by gathering souls. He especially prizes the souls of those who consider themselves to be heroic and virtuous.

Power Loss: When not on the Nine Hells, Asmodeus is Stamina Impaired. He cannot use his Control Hell Array when removed from the Nine Hells.

Rivalry: Asmodeus is constantly plotting against other arch-devils, demon lords, and deities.

Vulnerability: Asmodeus is Defense Disabled against holy effects. He has also been seen to be vulnerable to those who are pure of heart and noble of character.

ASMODEUS AS A HERO

The fallen angel was never the tempter of humanity. He was merely the warden of the vast prison of sinners. He does not want the job; but feel compelled to continue to do it... Until the day he just can't stand it anymore! Coming to Earth, Asmodeus assumes the form of a billionaire playboy and mingles with humanity. Soon after discovering the first costumed heroes, Asmodeus decides that lifestyle looks like rousing fun and begins to fight evil as "Red Devil."

BIG GUNZ

Big Gunz is a former U.S. Army soldier turned mercenary. He was augmented by the unscrupulous geneticist Belladonna to possess superhuman strength. Otherwise, he always carries an arsenal of heavy weaponry that no normal soldier can wield.

Big Gunz (PL 9)

Strength 7, **Stamina** 4, **Agility** 2, **Dexterity** 2

Fighting 6, **Intellect** 2, **Awareness** 1, **Presence** 0

EQUIPMENT

Arsenal: Array (27 points)

- **Rocket Launcher:** Ranged Damage 10 (Burst Area with 7 ranks) - 27 points
- **Mini-Gun:** Ranged Multiattack Damage 6 - 1 point

Tactical Vest: Protection 4 - 4 points

ADVANTAGES

Equipment 7

SKILLS

Athletics 6 (+13), Close Combat (Unarmed) 2 (+8), Expertise (Military) 6 (+8), Intimidation 6 (+6), Perception 2 (+3), Ranged Combat (Heavy Weapons) 6 (+8), Treatment 2 (+4), Vehicles 2 (+4)

OFFENSE

Initiative +2

Mini-Gun +8 (Ranged, Multiattack Damage 6)

Rocket Launcher +8 (Ranged, Damage 10)

Unarmed +8 (Close, Damage 7)



DEFENSE

Dodge 8, Parry 8, Toughness 8

Fortitude 10, Will 3

POWER POINTS

Abilities 48 + Advantages 7 + Defenses 20 + Powers 0 + Skills 16 = 91 Total

COMPLICATIONS

Motivation: Greed!

Prejudice: Big Gunz is a large, muscular black man. He has a stylized tattoo spelling “Big Gunz” across his chest; adding to his distinctive appearance.

CALCULATOR (AND CENTURION)

Before the 1930s, no one can ever recall knowing Julia Hoskins. This brilliant young woman seemed to come

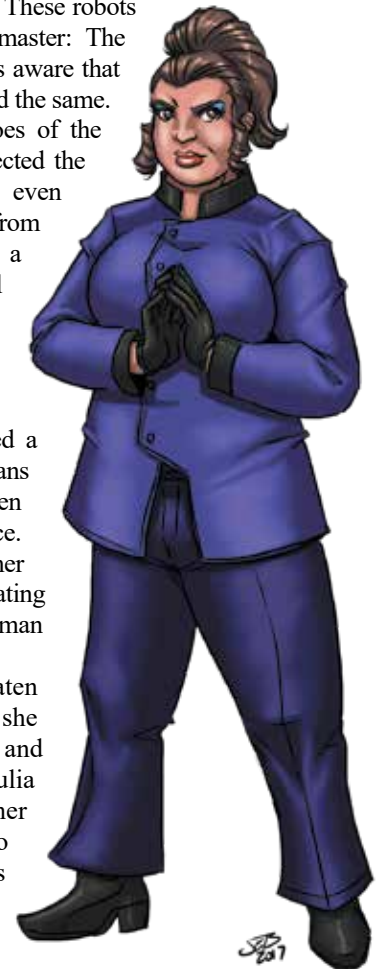
from nowhere; convinced she could make the world a better place through science and innovation. Despite her genius, she was always cast aside by her scientific peers due to little more than her gender. To defy her scientific colleges, Julia created the greatest innovation of the century: the artificial man!

October 1939 witnessed the creation of the Promethean. Julia Hoskins had created a man – internal organs and all – from synthetic materials. Unfortunately for Julia, some of the materials she used were spontaneously combustible, causing the Promethean to create a sheath of deadly flames around itself. Although able to have some control of these flames, Julia’s creation was deemed too unsafe for humanity. She was ordered to destroy the Promethean. Julia defied her peers and the media, setting the Promethean free. He would eventually become one of the greatest heroes of World War 2 – and the first super-powered being in modern history – fighting alongside the Allies.

Julia’s reputation was crushed by the scientific leaders of the world. Disgusted by her male peers, she decided to continue to work. If mankind rejected the great works she created, then Julia would use her science to dominate humanity and *force* them to live in a world of science! One of the first things Julia did was create robot minions to commit crimes. She would need funding to create the great machines she would need for her long-term plans. These robots were programmed to serve their master: The Calculator. No one in the world was aware that Julia and the Calculator were one and the same.

During her battles with the heroes of the 1940s and 50s, the Calculator perfected the creation of artificial humans. She even went so far as to extract her mind from her human body and place it into a robot form; making herself immortal in the process! She augmented her own brain with chemical and surgery; allowing her to think faster and predict events with near-accurate outcomes. She also created a number of robots and synthetic humans who would become villains to threaten the Allies and the Masked Alliance. The most powerful of these was her Centurion: a robot capable of simulating the traits, skills, and even super-human powers of any being it was near.

The Calculator continued to threaten the free world until 2003, when she was defeated by the Challengers and her identity was finally exposed. Julia has been a model prisoner since her capture; using her time in prison to re-evaluate the rise of super-beings in the world and how they might



CENTURIONS

The Calculator created the first Centurion in 1950 to assess the powers of the Masked Alliance and defeat them. This Centurion was destroyed; its parts scattered to different labs for study. The second Centurion was created in 1963 to battle a new covert team created by the United States: Project Olympus. This Centurion was defeated and reprogrammed; joining Project Olympus as its newest member. It would eventually be destroyed in 1968 by the Dragon King.

The Calculator developed a means to more efficiently mass-produce Centurions during the dawn of the 21st century. She sent several Centurions to battle the Challengers in 2003. Despite all of these robots possessing all of the powers of the Challengers, they were destroyed in a climactic battle resulting in Calculator's capture.

The average Centurion stands 8 feet tall and weighs 500 pounds.

Centurion (PL 7+)

Strength 9, Stamina –, Agility 2, Dexterity 2

Fighting 4, Intellect 0, Awareness 0, Presence 0

POWERS

Adaptive NanoMatrix Sheath: Variable 15 (all Abilities, Powers, and Skills); Continuous, Limited to only those traits a target possesses, Limited to targets in near vicinity; **Robotic Body:** Immunity 30 (Fortitude Effects); Protection 9; **Robotic Mind:** Immunity 10 (Mental Effects); **OFFENSE Initiative +2, Unarmed +4** (Close, Damage 9); **DEFENSE Dodge 4, Parry 6, Toughness 9, Fortitude Immune, Will 2**

POWER POINTS Abilities 24 + Advantages 0 + Defenses 6 + Powers 139 + Skills 0 = 169 Total

COMPLICATIONS Loyalty: The Centurion is programmed to obey the Calculator.

be used to create her new world order. Even from prison, the Calculator is still a threat. From her hidden laboratories, she has robots attack new heroes as they appear, probing their powers and weaknesses for future analysis.

Calculator (PL 8)

Strength 2, Stamina 0, Agility 2, Dexterity 2

Fighting 1, Intellect 10, Awareness 2, Presence 2

POWERS

Android Body: Enhanced Abilities 7 (Agility 2, Dexterity 2, Strength 2, Fighting 1); Immunity 30 (Fortitude Effects); Protection 6; Removable (-10 points) - 40 points

Cybernetic Brain: Enhanced Intellect 3; Quickness 10 (Mental Tasks Only) - 16 points

Predict Outcome: Enhanced Advantage 22 (Assessment, Close Attack 7, Improved Critical 4 [Unarmed], Improved Initiative 6, Seize Initiative, Redirect, Set-Up, Uncanny



Dodge); Enhanced Dodge 6; Enhanced Fighting 6; Enhanced Insight 8; Senses 4 (Precognition) - 48 points

ADVANTAGES

Benefit 4 (Alternate Identity [Katrina Holt], Wealth 3), Eidetic Memory, Inventor, Jack of All Trades, Ultimate Insight

Enhanced: *Assessment, Close Attack 7, Improved Critical 4 [Unarmed], Improved Initiative 6, Seize Initiative, Redirect, Set-Up, Uncanny Dodge*

SKILLS

Expertise (Science) 6 (+16), Insight 6 (+8), Investigation 6 (+16), Perception 6 (+8), Technology 6 (+16), Treatment 6 (+16)

OFFENSE

Initiative +26

Unarmed +14 (Close, Damage 2/16-20)

DEFENSE

Dodge 10, Parry 9, Toughness 6

Fortitude Immune, Will 8

POWER POINTS

Abilities 22 + Advantages 8 + Defenses 10 + Powers 104 + Skills 18 = 162 Total

COMPLICATIONS

Heroes Are Unpredictable: The Calculator's predictive ability is based on normal human thinking. Heroes and villains are so unpredictable in their behavior that Calculator's predictive ability is Disabled against their efforts (-5 to Insight, Offense, and Active Defenses).

Rival: Richard Hughes (Expansion Man).

Secretive: Calculator prefers to work behind the scenes, using cut-outs and robots to do her work.

C.A.S.T.L.E.

CASTLE is the Committee of Advanced Strategy, Technology, and Law Enforcement; the United States' branch of law enforcement responsible for policing superhuman criminals and paranormal activities. They were formed following the events of September 11, 2001. Previous incarnations of metahuman policing agencies had resulted in numerous failures or corrupt individuals who used captured super-powered criminals for their own evil schemes.

The current CASTLE is responsible for not only policing super-powered criminals, but also for maintaining contact with the hero community; aiding them in their efforts to thwart crime and villainous activity. CASTLE even

maintains a team of heroes of their own: The Sentinels! And finally, CASTLE seeks to help rehabilitate supervillains and hopefully make them productive members of society. To this end, they have started Operation: Clean Slate that allows imprisoned criminals – whom have undergone a strict psychological examination – to use their powers under CASTLE observation to fight crime or aid CASTLE in the field.

Nathan Storm serves as the director of CASTLE and is often referred to as the “Castellan.” A former operative for the CIA, Storm worked closely with super powered individuals on numerous occasions. The current incarnation and outlook of CASTLE is largely based on his reports of how a superhuman police organization should be designed. Storm is usually found working in CASTLE HQ on Sentinels Island alongside the Sentinels themselves.



CASTLE Agent (PL 6)

Strength 2, Stamina 2, Agility 2, Dexterity 2
Fighting 4, Intellect 1, Awareness 2, Presence 2

EQUIPMENT

Commlink: Feature 1 (Communicator) – 1 point
CASTLE Uniform: Protection 3 (Subtle) – 4 points
Gear: Feature 5 (Compass, Signal Flare, Tracer Device, Watch, Wire Saw) – 5 points
Weapons: Array (18 points)

- **Taser:** Ranged Affliction 6 (Dazed, Stunned, Incapacitated); Resisted and Overcome by Fortitude; Concentration – 18 points
- **Blaster Pistol:** Ranged Damage 5 – 1 point
- **Bomb:** Burst Area Damage 6 (Trigger) – 1 point

ADVANTAGES

Equipment 6

SKILLS

Athletics 4 (+6), Expertise (Government Agent) 6 (+7), Insight 2 (+4), Intimidation 2 (+4), Investigation 2 (+3), Perception 2 (+4), Persuasion 2 (+4), Ranged Combat (Firearms) 2 (+4), Treatment 2 (+3), Vehicles 4 (+6)

OFFENSE

Initiative +2

Blaster +4 (Ranged, Damage 5)

Taser +4 (Ranged, Affliction 6)

Unarmed +4 (Close, Damage 2)

DEFENSE

Dodge 4, Parry 6, Toughness 5

Fortitude 4, Will 4

POWER POINTS

Abilities 34 + Advantages 6 +
 Defenses 6 + Powers 0 + Skills
 14 = 60 Total

COMPLICATIONS

Responsibility: To CASTLE and the United States government.

Be-coming a CASTLE agent requires intense training and willingness to go above and beyond. To qualify for CASTLE training, one must have served in the U.S. military or law enforcement. An extensive background check and battery of psychological exams follow; to determine if the applicant is able to handle the stress involved with the job.

The equipment in this build represents the standard gear carried by a CASTLE agent. During special operations, an agent may be assigned different gear.

Harrier (PL 8)

Strength 3, Stamina 3, Agility 6, Dexterity 6
Fighting 6, Intellect 3, Awareness 3, Presence 2

POWERS

Wing Harness: 35 points; Removable (-7 points)

Body Armor: Protection 4 – 4 points

Helmet: Senses 5 (Extended Vision, Infravision, Radio, Radius Vision) – 5 point

Grapple Claw: Array (18 points)

- **Tangle Line:** Ranged Affliction 6 (Hindered and Vulnerable, Defenseless and Immobile); Resisted by Dodge, Overcome by Damage or Sleight of Hand; Cumulative, Extra Condition, Limited to Two Degrees – 18 points
- **Grapple Line:** Movement 1 (Swinging) – 1 point

Jet-Powered Wings: Flight 7 (250 mph; Wings) – 7 points

EQUIPMENT

Machine Pistols: Ranged Multiattack Damage 3 – 9 points

ADVANTAGES

Accurate Attack, Benefit (CASTLE Security Clearance), Connected, Defensive Attack, Equipment 2, Favored Environment (Aerial), Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Trip, Skill Mastery (Acrobatics)



SKILLS

Acrobatics 6 (+12), Athletics 6 (+9), Expertise (Engineer) 6 (+9), Expertise (Military) 6 (+9), Perception 6 (+9), Persuasion 6 (+8), Ranged Combat (Firearms) 2 (+8), Technology 6 (+9), Vehicles 6 (+12)

OFFENSE

Initiative +10

Machine Pistols +8 (Ranged, Multiattack Damage 3)

Unarmed +6 (Close, Damage 3)

DEFENSE

Dodge 8, **Parry** 8, **Toughness** 7

Fortitude 9, **Will** 5

POWER POINTS

Abilities 64 + Advantages 13 + Defenses 12 + Powers 28 + Skills 21 = 138 Total

COMPLICATIONS

Motivation: Idealist. Curtis believe that through actions, people can make the world a better place.

Relationship: Curtis' best friend is Calvin Garnet (Knight Ranger). He is attracted to Megan Nesmith (Pendragon).

Responsibility: Agent of CASTLE.



Curtis Hawkins grew up in the South Central Compton region of Los Angeles. Wanting a better life for himself, Curtis joined the Air Force, where he excelled as an aircraft engineer. In truth, he wanted to be a pilot, but the idea of using a giant clumsy machine to fly did not intrigue Curtis. He wanted to actually FLY, like the heroes in the news.

With all he learned from the Air Force, Curtis designed a flying suit that used jet propulsion for thrust and wings for guidance. Sharing his designs with his commanding officers, Curtis was given the go-ahead to proceed with development of the wing harness. After years of tests and trials, Curtis was able to develop a prototype that he piloted to success.

Unfortunately for Curtis, few others could handle the winged harness safely, and the project was dismissed by the Air Force. However, General Nathan Storm of CASTLE saw the potential of the wings and offered Curtis membership within the ranks of his organization. Seeing a chance to work side-by-side with the Sentinels and other heroes, Curtis gladly took the opportunity.

After undergoing some initial training, Curtis Hawkins joined the ranks of CASTLE as the high-flying Harrier. His missions often involve reconnaissance and support of the Sentinels' operations. This often leads him to get into the thick of things when the Sentinels require aerial evacuation and tactical support.

Curtis is currently petitioning to officially join the Sentinels.

Kite (PL 8)

Strength 2, **Stamina** 3, **Agility** 4, **Dexterity** 2

Fighting 4, **Intellect** 4, **Awareness** 2, **Presence** 2

EQUIPMENT

Battle Staves: Array (8 points)

- **Javelin:** Strength-Based Ranged Damage 4 – 8 points
- **Staff:** Strength-Based Damage 2 (Reach) – 1 point
- **Vaulting Pole:** Enhanced Athletics 8 (Limited to Jumping) – 1 point

ADVANTAGES

Attractive, Agile Feint, Benefit (CASTLE Security Clearance), Connected, Contacts, Defensive Attack, Defensive Roll 3, Equipment 2, Evasion, Grabbing Finesse, Improved Defense, Language 2 (French, Spanish [English is native]), Ranged Attack 2, Well-Informed

SKILLS

Acrobatics 6 (+10), Athletics 6 (+8, +16 jumping with vaulting pole), Close Combat (Staves) 6 (+10), Deception 6 (+8), Expertise (Biology) 6 (+10), Expertise (Law Enforcement) 6 (+10), Insight 6 (+8), Intimidation 2 (+4), Investigation 6 (+10), Perception 2 (+4), Persuasion 6 (+8), Ranged Combat (Thrown) 2 (+6), Stealth 6 (+10), Technology 2 (+6), Treatment 2 (+6), Vehicles 6 (+8)

OFFENSE

Initiative +4

Javelin +6 (Ranged, Damage 6)

Staff +10 (Close, Damage 4)

Unarmed +4 (Close, Damage 2)

DEFENSE

Dodge 10, **Parry** 10, **Toughness** 6/3*

Fortitude 7, **Will** 6

*without Defensive Roll

POWER POINTS

Abilities 46 + Advantages 19 + Defenses 20 + Powers 0 + Skills 38 = 123 Total

COMPLICATIONS

Disability: Billie-Jeanne is near-sighted. She requires corrective lenses.

Motivation: Billie-Jeanne has a relentless devotion to honesty and justice. She's also a bit of an over-achiever.

Responsibility: To CASTLE and the United States government.

Secret Identity: Billie-Jeanne Beauchamp.

Billie-Jeanne "Billie" Beauchamp grew up in Baton Rouge, eventually attending Louisiana State University with a specialization in Biology. After graduating with a Ph.D., Billie went into law enforcement. Her first assignment was as an undercover officer. Her sexist superior officer forced Billie to work at an exotic dance club as an excuse to uncover what he believed to be a prostitution ring. While she found no evidence of sex crimes, Billie instead discovered a money laundering scheme that was channeling funds towards what she believed to be the Mafia.

As Billie continued to investigate, she was proven wrong; almost at the cost of her own life. The money was not being channeled towards the mob, but instead to the ruthless terrorist organization known as the Horde! The terrorists became aware of Billie's investigation and attempted to assassinate her before she could turn over any evidence. The Horde assassin thought he could easily kill a mere dancing girl. He was unprepared to be facing a fully-trained law enforcement officer.

After the assassin was defeated, Billie was approached by one of the dance club bouncers who revealed himself to be an undercover agent of CASTLE. Impressed by Billie's skill and determination, the agent offered to bring Billie in and share information to take down the money laundering ring. Billie agreed. Between the two agents, CASTLE and the police had enough evidence to expose the money laundering and thwart The Horde's plans in the region.

CASTLE Director Nathan Storm was impressed by Billie and offered to train her as an agent of his organization. Ever the overachiever, Billie agreed. As an agent of CASTLE, Billie has been on many missions, excelling at both overt and covert operations. With Red Spider and Knight Ranger having left CASTLE to join the Sentinels, Billie – code name "Kite" – is one of the top operatives of the agency.

CASTLE TEAM ALPHA

For the field work, Storm sends out his "Knights." These high-level CASTLE operatives have a team of lower-level support personnel aiding them in their investigations. Of the various Knight teams deployed by CASTLE, few have the experience or success rate as Team Alpha, commanded by William Gullion.

Alpha Knight: William "Will" Gullion (PL 8)

Strength 2, **Stamina** 3, **Agility** 3, **Dexterity** 3

Fighting 4, **Intellect** 3, **Awareness** 4, **Presence** 3

EQUIPMENT

Commlink: Feature 1 (Communicator) – 1 point

CASTLE Uniform: Protection 3 (Subtle) – 4 points

Weapons: Array (18 points)

- **Taser:** Ranged Affliction 6 (Dazed, Stunned, Incapacitated); Resisted and Overcome by Fortitude; Concentration – 18 points
- **Blaster Pistol:** Ranged Damage 5 – 1 point
- **Bomb:** Burst Area Damage 6 (Trigger) – 1 point

ADVANTAGES

All-Out Attack, Benefit (CASTLE Security Clearance), Connected, Contacts, Defensive Attack, Equipment 5, Fascinate (Persuasion), Improved Critical (Unarmed), Improved Initiative, Power Attack, Takedown, Well-Informed



SKILLS

Athletics 4 (+6), Deception 6 (+9), Close Combat (Unarmed) 4 (+8), Expertise (Government Agent) 6 (+9), Expertise (Popular Culture) 6 (+9), Insight 6 (+10), Intimidation 2 (+5), Investigation 6 (+9), Perception 2 (+6), Persuasion 6 (+9), Ranged Combat (Pistols) 6 (+9), Treatment 2 (+5), Vehicles 2 (+5)

OFFENSE

Initiative +7

Blaster +9 (Ranged, Damage 5)

Bomb Area (Close, Damage 6)

Taser +3 (Ranged, Affliction 6)

Unarmed +8 (Close, Damage 2/19-20)

DEFENSE

Dodge 7, **Parry** 8, **Toughness** 6

Fortitude 7, **Will** 8

POWER POINTS

Abilities 50 + Advantages 16 + Defenses 16 + Powers 0 + Skills 27 = 108 Total



COMPLICATIONS

Collector: Will delights in the acquisition of rare and unique objects; especially when they pertain to the espionage and superhero worlds. His collection of shoe-phones and weaponized cars is difficult to beat.

Motivation: Will wants to make the world a better place for humanity – both mundane and meta.

Responsibility: Government Agent.

Of all of CASTLE's Knights, few have the kind of field experience and good-hearted attitude as Wilson "Will" Gullion. Everyone seems to like Will; each member of the Sentinels considers him to be their good friend. Few things can faze Will. The agent has swing-danced with Pendragon, shot Hecate in the face with a blaster cannon, and steals popcorn from Jupiter while watching Harryhausen movies... he has little to prove to anyone. While Will likes to joke and relax with his team in private, he maintains an aura of complete professionalism in the field. He *really* hates having to shoot people, so when Will draws his gun, his team knows things have gotten serious!

Danica June (PL 8)

Strength 3, **Stamina** 3, **Agility** 4, **Dexterity** 4

Fighting 6, **Intellect** 3, **Awareness** 3, **Presence** 3

EQUIPMENT

Commlink: Feature 1 (Communicator) – 1 point

CASTLE Uniform: Protection 3 (Subtle) – 4 points

Gear: Feature 5 (Compass, Signal Flare, Tracer Device, Watch, Wire Saw) – 5 points

Weapons: Array (18 points)

- **Taser:** Ranged Affliction 6 (Dazed, Stunned, Incapacitated); Resisted and Overcome by Fortitude; Concentration – 18 points
- **Blaster Pistol:** Ranged Damage 5 – 1 point
- **Bomb:** Burst Area Damage 6 (Trigger) – 1 point
- **Knife:** Strength-Based Damage 1 (Improved Critical) – 1 point
- **Knife, Thrown:** Ranged Strength-Based Damage 1 (Improved Critical) – 1 point

ADVANTAGES

All-Out Attack, Benefit 3 (CASTLE Security Clearance, Wealth 2), Close Attack 4, Connected, Contacts, Defensive Attack, Equipment 7, Improved Aim, Improved Critical (Unarmed), Improved Initiative, Power Attack, Takedown, Well-Informed

SKILLS

Athletics 6 (+9), Deception 6 (+9), Expertise (Government Agent) 6 (+9), Insight 6 (+9), Intimidation 6 (+9), Investigation 6 (+9), Perception 2 (+5), Persuasion 6 (+9), Ranged Combat (Pistol) 2 (+6), Treatment 2 (+5), Vehicles 6 (+10)

OFFENSE

Initiative +7

Blaster Pistol +6 (Ranged, Damage 5)

Bomb Area (Close, Damage 6)

Knife +10 (Close, Damage 4/19-20)

Taser +4 (Ranged, Affliction 6)

Unarmed +10 (Close, Damage 3/19-20)

DEFENSE

Dodge 8, **Parry** 10, **Toughness** 6

Fortitude 7, **Will** 7

POWER POINTS

Abilities 58 + Advantages 24 + Defenses 16 + Powers 0 + Skills 27 = 125 Total

COMPLICATIONS

Relationship: June is the granddaughter of WWII hero Banner. She loves hearing stories of her grandfather from Pendragon. June is very protective of her fellow team members; having a “den-mother” mentality towards the younger agents.

Responsibility: To CASTLE.

Quiet and reserved, Danica June has been a field agent for CASTLE since its inception. She was one of its first recruits, having worked alongside Nathan Storm in covert intelligence. Few can match June in hand-to-hand combat. She was personally trained since the age of 5 in the martial arts by her grandfather: the WW2-era hero Banner. June’s grandfather was killed by The Horde when she was 19, and she joined the Army to continue her training to fight against the enemies of her country.

Since bringing Jasmine onto Team Alpha, June has formed a relationship with the young activist. When Jasmine was revealed to be one of the enigmatic Miscreations, it was June who helped Jasmine to focus herself and control her powers.

Jasmine Jacques (PL 9)

Strength 3, **Stamina** 6, **Agility** 4, **Dexterity** 4

Fighting 6, **Intellect** 4, **Awareness** 3, **Presence** 3

POWERS

Acute Hearing: Senses 2 (Analytical Hearing, Ultra-Hearing) – 2 points

Sound-Sensitive Hair: Feature 1 (Jasmine’s hair changes color based on the sound levels in her immediate area) – 1 point

Vibration Wave: Burst Area Affliction 8 (Vulnerable, Prone); Resisted by Dodge; Overcome by Acrobatics; Concentration, Cumulative, Limited to Two Degrees – 24 points



Vibration Wave Control Gauntlets: Array (24 points); Alternate Effects of Vibration Wave; Removable (-1 points)

- **Vibration Blast:** Ranged Damage 11 – 1 point
- **Vibration Push:** Move Object 11 (Limited to Pushing) – 1 point
- **Vibrational Shatter:** Ranged Weaken Toughness 11 (Affects Objects Only) – 1 point
- **Vibrational White Noise:** Environment 6 (Visibility; Affects Hearing Instead of Vision; -5 Perception) – 1 point

EQUIPMENT

Computer Hacking Algorithm: Enhanced Technology 8 (Limited to Security) – 2 points

Gear: Feature 2 (Communicator, Computer) – 2 points

Pistol: Ranged Damage 3 – 6 points

ADVANTAGES

Accurate Attack, All-Out Attack, Benefit (CASTLE Security Clearance), Defensive Attack, Equipment 2, Improved Critical (Unarmed) 2, Improved Disarm, Improved Grab, Improved Hold, Improved Trip, Power Attack, Second Chance (Technology checks with Security), Takedown

SKILLS

Athletics 6 (+9), Deception 2 (+5), Expertise (Streetwise) 6 (+10), Insight 2 (+5), Intimidation 2 (+5), Investigation 6 (+10), Perception 2 (+5), Persuasion 2 (+5), Technology 6 (+10, +18 security), Treatment 2 (+6), Vehicles 2 (+6)

OFFENSE

Initiative +4

Pistol +4 (Ranged, Damage 3)

Unarmed +6 (Close, Damage 3/18-20)

Vibration +4 (Ranged, Damage or Weaken 11)

Vibration Wave Area (Close, Affliction 8)

DEFENSE

Dodge 8, **Parry** 10, **Toughness** 6

Fortitude 10, **Will** 7

POWER POINTS

Abilities 66 + Advantages 15 + Defenses 16 + Powers 30 + Skills 20 = 147 Total

COMPLICATIONS

Accident: When not wearing her control gauntlets, it is possible for Jasmine's vibration powers to activate when she is afraid or in distress.

Prejudice: Jasmine is a Miscreation.

Vulnerability: Jasmine is sensitive to sound waves. She is Defense Impaired vs. sonic attacks.

Jasmine Jacques was a pro-Meta activist who believed the government was attempting to capture and use Metas for nefarious purposes. Her ability to hack into secure government websites and disseminate their information attracted the attention of CASTLE... as well as the Horde. The villains targeted Jasmine, believing she was a Meta, due to her political stance. Luckily, CASTLE got to Jasmine first and showed her that the government was doing their best to work alongside Metas and other powered individuals. Jasmine's skills were useful to CASTLE, and they offered her a job as an operative.

When Knight Team Alpha tracked a Horde operation to a remote outpost belonging to the Miscreations of Agartha, Jasmine was exposed to Lunarian Blue. The alien chemical transformed Jasmine into a Miscreation, granting her the ability to project vibration waves from her body. With her new training and powers, Jasmine has become an invaluable member of Team Alpha.



Ian Richards (PL 5)

Strength 0, **Stamina** 1, **Agility** 1, **Dexterity** 2

Fighting 0, **Intellect** 7, **Awareness** 4, **Presence** 2

POWERS

Genius: Quickness 2 (Limited to mental tasks) – 1 point

Hyper Invention: Quickness 4 (Limited to Inventor) – 2 points

EQUIPMENT

Ian has access to all CASTLE Equipment, since he is responsible for most of its creation and maintenance.

ADVANTAGES

Benefit (CASTLE Security Clearance), Equipment 9, Inventor, Second Chance (Technology checks)

SKILLS

Expertise (Current Events) 6 (+13), Expertise (Physics) 6 (+13), Expertise (Popular Culture) 6 (+13), Perception 2 (+6), Technology 6 (+13), Treatment 2 (+9), Vehicles 2 (+4)

OFFENSE

Initiative +1

Unarmed +0 (Close, Damage 0)

DEFENSE

Dodge 3, **Parry** 2, **Toughness** 1

Fortitude 3, **Will** 6

POWER POINTS

Abilities 34 + Advantages 12 + Defenses 8 + Powers 3 + Skills 15 = 72 Total

COMPLICATIONS

Relationship: Ian is attracted to Jasmine, but thinks she is "out of his league."

Socially Awkward: While intelligent, Ian is an introvert and has difficulty relating to others in normal social situations.

Ian Richards was selected to join the ranks of CASTLE right out of college, thanks to his advanced technological inventions and insights into super-human physics. As an asset of CASTLE, Ian is responsible for the creation and maintenance of the technology CASTLE agents utilize in the field.

For years, Ian hope to have a chance to study a super-human being first-hand. He finally had his chance when Team Alpha member Jasmine Jacques was transformed into a Miscreation. Ian was able to study the mutagenic Lunarian Blue and help Jasmine focus her powers with

the aid of specially-designed control gauntlets. Through their regular interaction, Ian could not help but become attracted to the powerful woman. Ian has managed to convince Team Alpha to bring him on as a full-time asset to both help Jasmine as well as using his specialized techno-toys to aid the team on their missions.

CHALLENGER FOUNDATION

The Challenger Foundation – named in honor of the ill-fated space shuttle – was created by scientist and businessman Elijah Gale as a means to seek out the most creative minds in the world. Through the Foundation, Elijah gave them access to resources to create new advancements in science and technology for the betterment of humanity. When NASA approached Elijah to help in the creation of a space vehicle that could travel faster than light, Gale turned the project over to his most gifted scientist: Richard “Dick” Hughes.

Dick spent the next several years attempting to develop a means to break the light-speed barrier. None of his equations came to fruition, until he devised a way to cheat. Dick created a Tesser Drive that would fold space and time, allowing a space ship to travel instantly from one point to another; ignoring the space in between. The prototype ship was almost completely finished when Dick realized that it did not have enough shielding to protect its crew

from the radiation of outer space. A second ship with better shielding was developed. To fly this experimental vessel, Dick called on the aid of his astronaut friend Byron Stern. And to ensure the security of the ship, Elijah Gale made sure that the ship’s systems could not be activated without access to the biometrics of his daughters: Amber and Savannah. Ever the lover of popular culture, Dick named the spacecraft “Enterprise.”

Shortly after the Enterprise was completed, a stellar phenomenon was discovered on the outskirts of the solar system and approaching inward towards Earth. The Challenger Foundation felt this would be the best opportunity to test the ship’s abilities and study the phenomenon at the same time. This was when agents claiming to be from the CASTLE commandeered the Enterprise. In truth, these persons were agents of the mysterious Lord d’Arc; but that fact would not become known until much later. They kidnapped Elijah Gale, forcing Savannah and Amber to unlock the Enterprise’s systems. Elijah tried to stop the agents, but was shot and killed in his efforts. The agents launched the Enterprise, heading toward the stellar phenomenon with unknown purpose.

Back on Earth, Amber, Byron, Dick, and Savannah affected an escape from the agents left behind to hold them. Dick intended to use the prototype ship to chase the agents and stop their efforts. To activate the ship’s systems, Dick and



Byron were obliged to bring Amber and Savannah along. The four explorers arrived just in time to witness the Enterprise launching an attack against an object emerging from the stellar phenomenon. Byron attempted to flee the resulting explosion by returning the ship to earth, but was too late! The explosion bathed the four with radiation, forever altering their genetic structure and crippling the prototype vessel. The explorers survived the crash-landing, discovering they now possessed powers beyond normal humans.

Returning to New York City to investigate the extent of their new abilities, the Challengers made their public debut when the underwater forces of Atlantis attacked the city. These four literally turned the tide and were declared heroes of the city.

Since their debut, the Challengers have used their powers and resources to advance humanity's knowledge of the Earth, outer space, and nearby dimensions. They have thwarted alien invasions, discovered long-lost civilizations, made peace with interstellar sun-eaters, and even cured the common cold.

FAMILY FIRST

There are a number of things to keep in mind when dealing with the Challenger Foundation. They consider themselves a family first, then explorers, and a team of heroes as a distant third. Dick will always attempt to find a peaceful solution to any problem; the team only turns to violence when that fails or when they are sufficiently provoked. The Challengers function well together due to familiarity and experience, rather than the grueling training that the Sentinels or Vindicators drill into their people. When combat begins, the Challengers fall into their roles – Byron is the frontline fighter, with Amber providing air support; Savannah supports everyone else, defending the others with her powers and spoiling their opponent's tactics. Meanwhile Dick moves in and out of combat, looking for weaknesses to exploit, usually putting his scientific brain and devices to use.

CHALLENGER GEAR

Note that each member pays for their own equipment. Amber, Byron, and Savannah all contribute 10 Equipment Points towards paying for their headquarters. Dick pays the remaining points for the headquarters and their vehicle, as he is their inventor, does the upkeep and upgrading, and generally gets more use using them.

Challenger Sky-Car: Vehicle (Size: Huge; Str: 8; Spd: Flight 9 [1,000 mph]; Defense: 8; TGH: 10; Features: Alarm, Hidden Compartments, Navigation System, Remote Control, Separable Units 3) – 30 points

Separable Unit: Each is Size: Large; Str 4; Spd: Flight 8; Defense: 10; TGH: 8; Features: Navigation System, Remote Control

Challenger Tower: Headquarters (Size: Gargantuan; TGH: 14; Features: Combat Simulator, Communications, Computer, Defense Systems, Effect 4 [Movement 1 (Dimensional Movement – The Zero Zone; Portal)], Fire Prevention Systems, Gym, Hangar, Infirmary, Laboratory, Library, Living Space, Power System, Security System 2 [DC 25], Workshop) – 19 points

THE CHALLENGERS AS VILLAINS

The Challengers are a fraud! While all all powerful adventurers and scientists, they do not seek to expand humanity's knowledge through exploration and advancement. rather, they seek hidden worlds, alien civilizations, and alternate dimensions as a means of stealing advanced technology to be used for their own purposes. Rather than donating their beneficial finds to medical and scientific charities, the Challengers will provide some of their discoveries to be used by mankind, but only at the cost of exorbitant prices.

Brute (PL 11)

Strength 12, Stamina 11, Agility 0, Dexterity 3

Fighting 7, Intellect 3, Awareness 3, Presence 3

POWERS

Stone Armor: Immunity 5 (Cold, Heat, High Pressure, Radiation, Vacuum), Impervious Toughness 9 – 14 points

Super-Breath: Close Cone Area Move Object 4 (Limited to pushing targets away) – 4 points

EQUIPMENT

Challenger Foundation Gear: 10 points of equipment – 2 points

Challenger Uniform: Feature 4 (Commlink, Computer, Emergency Signal, GPS), Immunity 1 (Wearer's Powers) – 5 points

ADVANTAGES

All-Out Attack, Benefit 5 (Challenger Foundation Member, It's Just Another Jet [Byron can pilot any aircraft or spacecraft without penalty, no matter how alien its design], Wealth 3), Chokehold, Close Attack 2, Daze (Intimidation), Defensive Attack, Equipment 3, Fast Grab, Improved Critical (Unarmed), Improved Grab, Improved Hold, Power Attack, Second Chance (Vehicle checks), Skill Mastery (Vehicles), Startle, Takedown, Teamwork, Ultimate Skill (Vehicles)

SKILLS

Athletics 6 (+18), Expertise (Astronaut) 6 (+9), Expertise (US Air Force) 6 (+9), Intimidation 10 (+13), Perception

2 (+5), Persuasion 2 (+5), Technology 2 (+5), Treatment 2 (+5), Vehicles 12 (+15)

OFFENSE

Initiative +0

Unarmed +9 (Close, Damage 12/19-20)

DEFENSE

Dodge 6, **Parry** 9, **Toughness** 11

Fortitude 13, **Will** 9

POWER POINTS

Abilities 86 + Advantages 25 +
Defenses 16 + Powers 18 + Skills
24 = 170 Total

COMPLICATIONS

Alternate Form: Should Byron's powers ever be drained from his body, his abilities are reduced to Str 3, Sta 3, and Fgt 4 with corresponding changes to his Skills and Defenses.

Fame: Brute is known as a member of the Challenger Foundation.

Prejudice: Brute appears to be a massive rock-like monster.

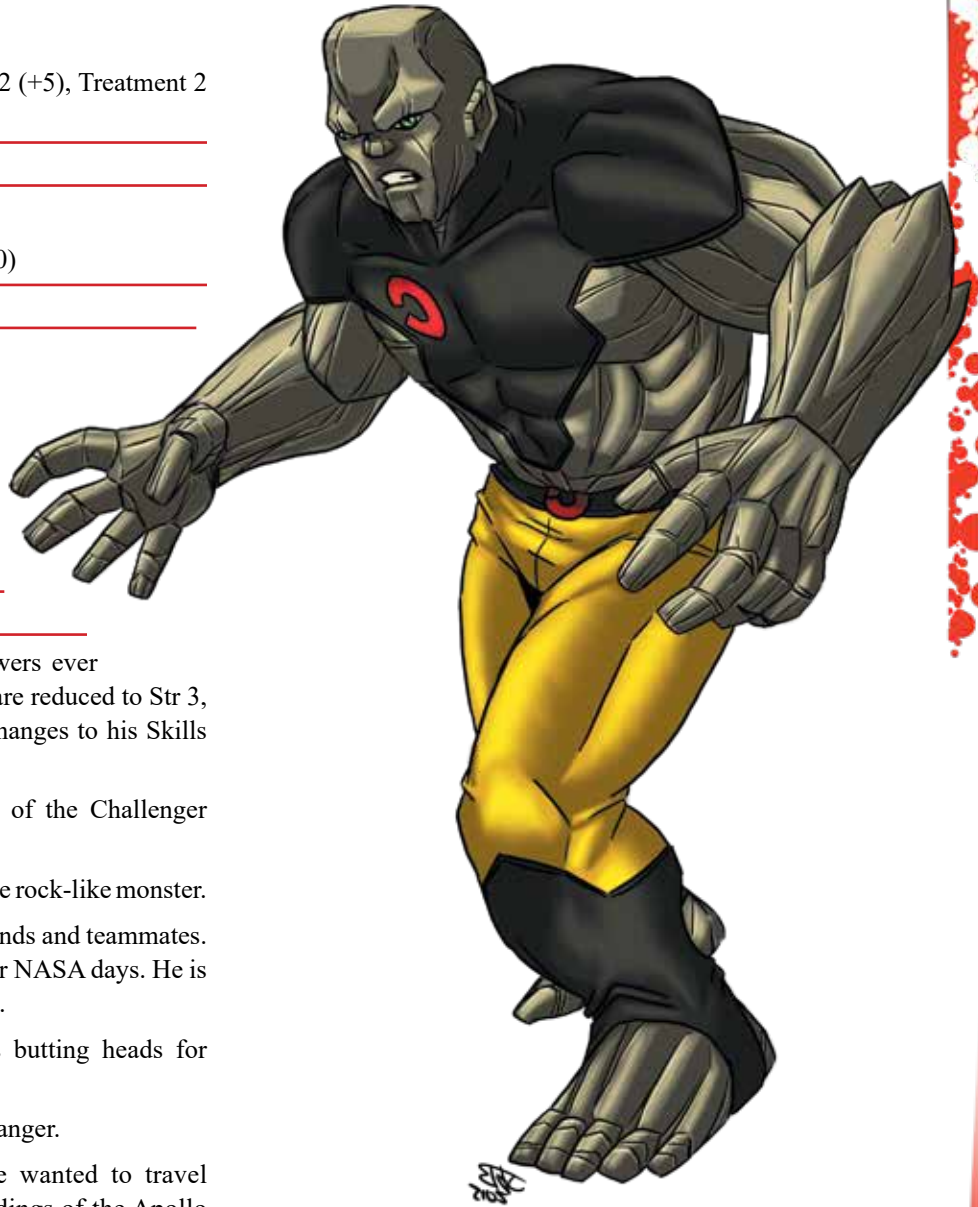
Relationship: Byron is close to his friends and teammates. Dick has been Byron's friend since their NASA days. He is the lover of famous artist Felicity King.

Rival: Byron and Amber are always butting heads for some reason.

Temper: Brute is moody and quick to anger.

Byron Stern grew up knowing he wanted to travel into space. He watched the recordings of the Apollo moon landings and knew he wanted to participate in the adventure and exploration of the unknown. Studying only helped take Byron so far. However, he excelled in physical education and managed to attend college with a football scholarship. In college, Byron became roommates with Dick Hughes, forming a friendship that would last to this very day. Leaving college, Byron joined the Air Force and then went into NASA; becoming their most competent test pilot.

After the explosion in space, Byron was transformed into a massive creature covered in rock-like skin. The constant fear he instills in everyone around him has caused Byron to become even more moody and temperamental than he was before the incident, leading to his nick-name as "Brute." Despite these setbacks, Byron is convinced that his best friend will eventually find a way to reverse the effect of his powers and return Byron to normal.



Ember (PL 10)

Strength 2, **Stamina** 4, **Agility** 2, **Dexterity** 4

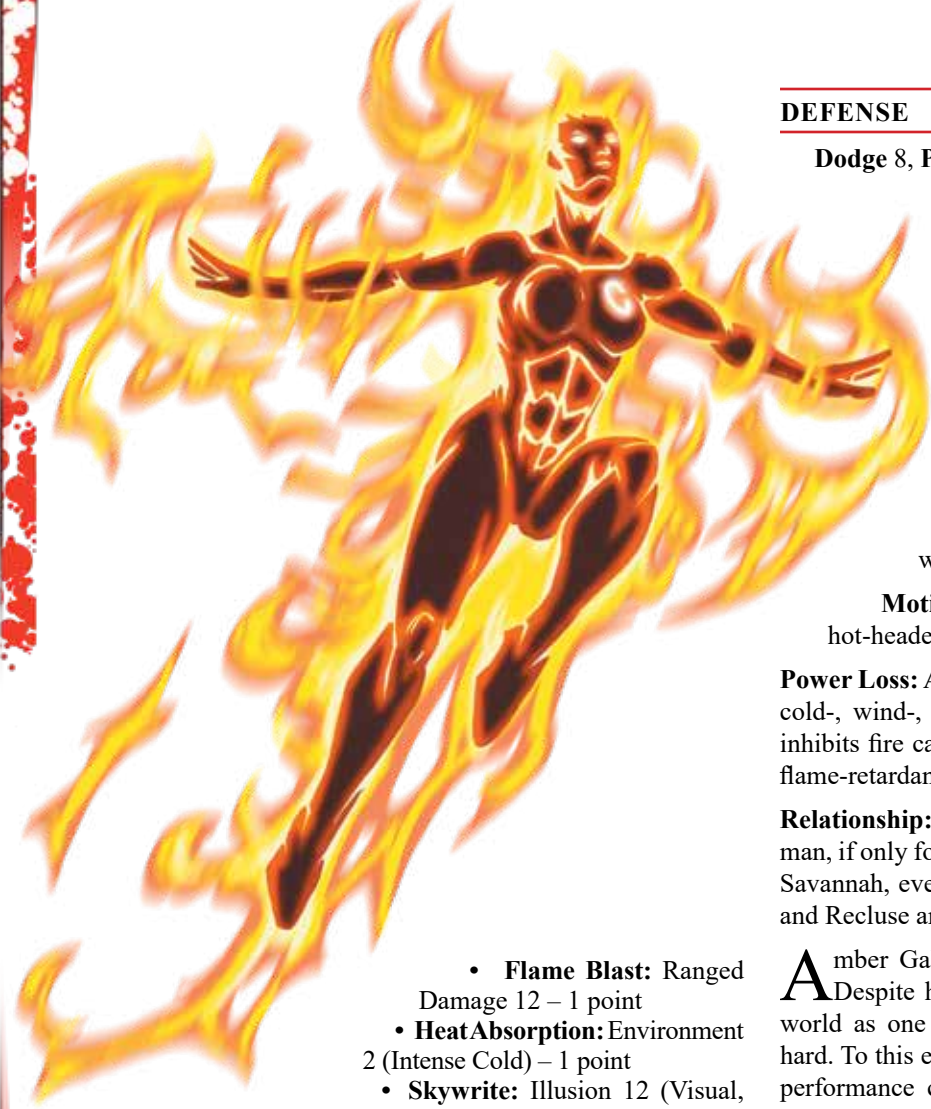
Fighting 3, **Intellect** 3, **Awareness** 3, **Presence** 2

POWERS

Fire Aura: Damage 12 (Reaction, Selective), Flight 7 (250 mph), Impervious Toughness 12, Protection 8 – 94 points

Fire Generation: Array (36 points)

- **Extinguish Flame:** Nullify 12 (Broad, Simultaneous) – 36 points
- **Animate Flame:** Perception Range Move Object 12 (Limited to fire) – 1 point
- **Fire Shapes:** Create 10 (Concentration, Feature [shapes deal Damage rather than possess Toughness]) – 1 point



- **Flame Blast:** Ranged Damage 12 – 1 point
- **Heat Absorption:** Environment 2 (Intense Cold) – 1 point
- **Skywrite:** Illusion 12 (Visual, Thermal) – 1 point

Fire Resistance: Immunity 10 (Fire/Heat Effects) – 10 points

EQUIPMENT

Challenger Foundation Gear: 10 points of equipment – 2 points

Challenger Uniform: Feature 4 (Commlink, Computer, Emergency Signal, GPS), Immunity 1 (Wearer's Powers) – 5 points

ADVANTAGES

Benefit 4 (Challenger Foundation Member, Wealth 3), Equipment 3, Skill Mastery (Vehicles)

SKILLS

Deception 6 (+8), Expertise (Extreme Sports) 6 (+9), Perception 2 (+5), Ranged Combat (Fire Blast) 4 (+8), Technology 6 (+9), Vehicles 6 (+10)

OFFENSE

Initiative +2

Flame Blast +8 (Ranged, Damage 12)

Unarmed +3 (Close, Damage 2)

DEFENSE

Dodge 8, **Parry** 5, **Toughness** 12

Fortitude 6, **Will** 5

POWER POINTS

Abilities 46 + Advantages 8 + Defenses 12 + Powers 145 + Skills 15 = 226 Total

COMPLICATIONS

Accident: Exposure to rank 6 heat or fire damage causes Amber to automatically activate her fiery form.

Fame: Amber is recognized as a superhero wherever she goes.

Motivation: Thrill-seeker. Amber is brash and hot-headed.

Power Loss: Amber's fire sheath does not protect her from cold-, wind-, or water-based attacks. Anything else that inhibits fire can also extinguish Amber's flame, including flame-retardant chemicals and vacuum.

Relationship: Amber is often involved with a handsome man, if only for a short while. She is dedicated to her sister, Savannah, even if she does not show it that often. Amber and Recluse are good friends.

Amber Gale is the younger sister of Savannah Gale. Despite her upbringing, Amber likes to think of the world as one big party. She loves to live fast and play hard. To this end, Amber delighted in the creation of high-performance cars and vehicles. She loved to build and drive anything that forced her to think and react faster.

After gaining her powers, Amber was one of the first to embrace her newfound abilities. Of all of the Challengers, she is the one most active in performing heroic deeds. Through this, she has made friends with many others in the hero community; especially the arachnid-powered Recluse and the ice-generating Permafrost of the Vindicators.

Expansion Man (PL 10)

Strength 2, **Stamina** 4, **Agility** 2, **Dexterity** 2

Fighting 3, **Intellect** 10, **Awareness** 4, **Presence** 4

POWERS

Elongation: Elongation 8 (1,800 feet) – 8 points

Gadgets: Variable 4 (Limited [points can only be changed at headquarters or with sufficient accessible technology]) – 24 points

Hyper-Intelligence: Enhanced Intellect 3; Enhanced Technology 4; Quickness 4 (Limited to Mental Tasks); Senses 3 (Direction Sense, Distance Sense, Time Sense) – 13 points

Malleable: Impervious Toughness 6 (Limited to Physical); Protection 2 – 5 points

Plasticity: Array (20 points)

- **Bouncing Ball:** Enhanced Advantage 4 (Defensive Roll 3, Move-By Action); Enhanced Athletics 8 (Limited to Jumping); Leaping 6; Movement 1 (Safe Fall); Speed 6 (120 mph); Sustained – 20 points
- **Parachute:** Burst Area Flight 1 (Gliding), Burst Area Movement 1 (Safe Fall); Affects Others – 1 point
- **Oozing:** Enhanced Sleight of Hand 8 (Limited to Escaping), Insubstantial 1 – 1 point
- **Shapeshifting:** Morph 4 (any form; Quirk [maintains same skin and hair color]) – 1 point

EQUIPMENT

Challenger Uniform: Feature 4 (Commlink, Computer, Emergency Signal, GPS), Immunity 1 (Wearer's Powers) – 5 points

ADVANTAGES

Benefit 4 (Challenger Foundation Member, Wealth 3), Connected, Contacts, Eidetic Memory, Equipment 6, Inventor, Leadership, Skill Mastery 2 (Expertise [Physics], Technology), Teamwork, Ultimate Technology, Well-Informed

SKILLS

Athletics 0 (+2, +10 Jumping), Expertise (Physics) 10 (+20), Investigation 6 (+16), Perception 2 (+6), Persuasion 6 (+10), Sleight of Hand 0 (+2, +10 Escaping), Technology 6 (+20), Vehicles 2 (+4)

OFFENSE

Initiative +2

Unarmed +3 (Close, Damage 2)

DEFENSE

Dodge 8, **Parry** 9, **Toughness** 6 (9 in bouncing ball form)

Fortitude 10, **Will** 10

POWER POINTS

Abilities 56 + Advantages 20 + Defenses 24 + Powers 73 + Skills 16 = 189 Total

COMPLICATIONS

Distracted: Dick is often intrigued by the scientific implications of a problem, so much so that he almost forgets there is a problem in the first place.

Fame: Richard “Dick” Hughes is widely regarded as the smartest man in the world.

Motivation: Dick is a humanitarian who will try to prevent any intelligent being from suffering. Dick is an intellectual who prefers to examine foes and, if possible, negotiate with them before actually fighting them.

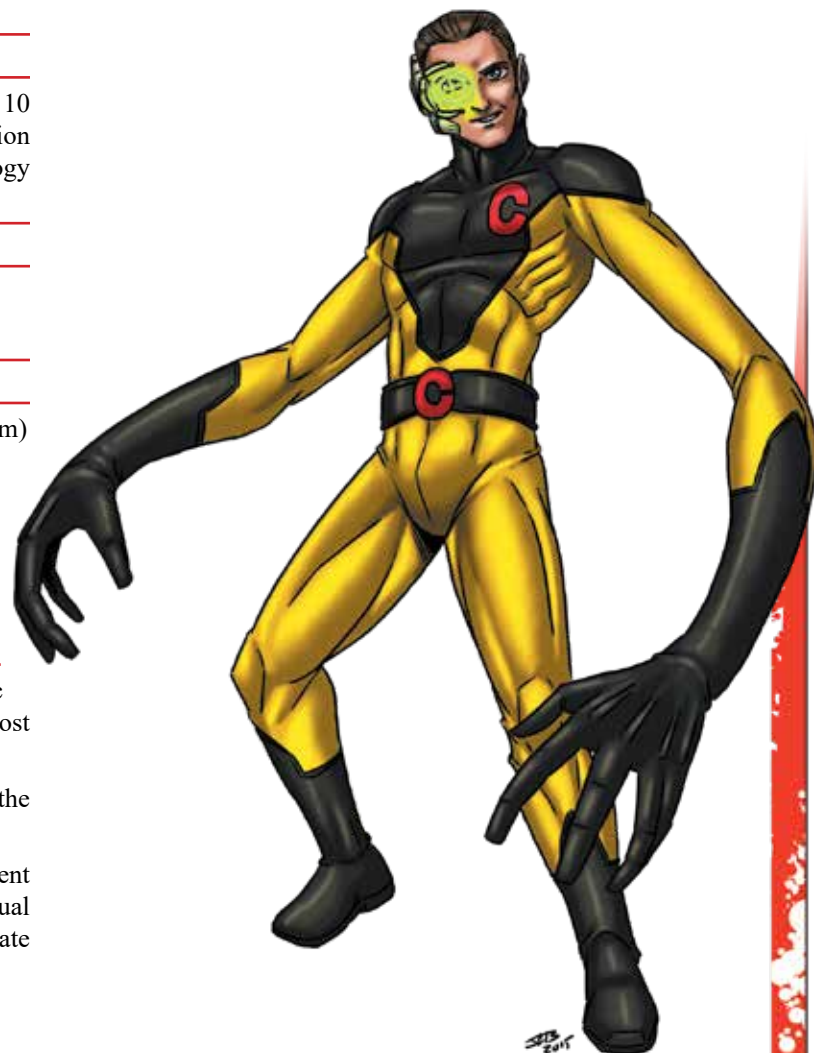
Relationship: Dick is the husband of Savannah Gale. Byron Stern is his best friend.

Rival: Lord d’Arc.

Richard “Dick” Hughes was born the son of scientist R. Nicholas Hughes. Dick had a gifted intellect, even at a young age. He built his first computer when he was 6 years old and began attending M.I.T. at 14. By the time Dick was 18, he already had several PHDs in science and technology, and was expanding the boundaries of theoretical science with every year.

While attending Stanford University, Dick rented an apartment with Byron Sterns, developing a lasting friendship. It was also here that Dick first met a young Romanian student named Andreas d’Arcandish. The two were instantly rivals in all matters. Andreas was constantly determined to prove himself superior to Dick in all regards. When Andreas’ reckless experiments resulted in the destruction of an entire laboratory building and the injury of multiple students, he was expelled from school and deported from the United States.

After graduating from Stanford, Dick was contacted by the Challenger Foundation. Elijah Gale promised Dick unlimited resources to create his scientific wonders.





After the incident resulting in the Challengers gaining their powers, Dick discovered that not only could he expand his body, but also his mind. He was smarter than ever before; able to think faster and understand even the most complicated of problems. Having a strong sense of ethics, Dick puts his intelligence to use towards the betterment of humanity.

Veil (PL 10)

Strength 2, Stamina 4, Agility 3, Dexterity 3

Fighting 3, Intellect 3, Awareness 4, Presence 3

POWERS

Force Field: Impervious Toughness 11; Protection 7; Subtle, Sustained – 19 points

Force Field Manipulation: Array (66 points)

- **Suffocation:** Ranged Affliction 11 (Impaired, Dazed, Incapacitated); Resisted and Overcome by Fortitude; Cumulative, Concentration, Progressive; Dynamic – 67 points
- **Force Field:** Create 11 (Feedback, Impervious, Movable, Proportional, Subtle); Linked to Immunity 7 (Cold, Heat, High Pressure, Radiation, Suffocation, Vacuum); Dynamic – 2 points
- **Kinetic Bolt:** Ranged Damage 11; Dynamic – 2 points
- **Landing Cushion:** Burst Area Movement 1 (Safe Fall; Affects Others); Dynamic – 2 points

Force Field Movement: Flight 4 (30 mph; Platform, Subtle) – 5 points

Invisibility: Visual Concealment 4 (Precise) – 9 points

Invisibility Manipulation: Array (20 points)

- **Invisibility Field:** Burst Area Visual Concealment 4 (Attack, Selective) – 20 points
- **Invisibility Cloak:** Ranged Visual Concealment 4 (Affects Others Only) – 1 point
- **Visibility:** Nullify Invisibility 10 (Concentration) – 1 point

EQUIPMENT

Challenger Foundation Gear: 10 points of equipment – 2 points

Challenger Uniform: Feature 4 (Commlink, Computer, Emergency Signal, GPS), Immunity 1 (Wearer's Powers) – 5 points

ADVANTAGES

Attractive, Benefit 4 (Challenger Foundation Member, Wealth 3), Connected, Equipment 3, Improved Initiative, Inspire 3, Teamwork

SKILLS

Deception 6 (+9), Expertise (Actress) 2 (+5), Expertise (Business) 6 (+9), Insight 2 (+6), Perception 2 (+6), Persuasion 6 (+9), Ranged Combat (Force Field Powers) 6 (+9), Stealth 6 (+9), Technology 2 (+5), Treatment 2 (+5), Vehicles 6 (+9)

OFFENSE

Initiative +7

Kinetic Bolt +9 (Ranged, Damage 11)

Suffocation +9 (Ranged, Affliction 11)

Unarmed +3 (Close, Damage 2)

DEFENSE

Dodge 5, **Parry** 5, **Toughness** 11

Fortitude 6, **Will** 10

POWER POINTS

Abilities 50 + Advantages 14 + Defenses 12 + Powers 128 + Skills 23 = 228 Total

COMPLICATIONS

Fame: Savannah is the heart and soul of the Challenger Foundation. Since the death of her father, she is the CEO of its business holdings.

Relationship: Savannah is married to Richard Hughes. Amber Gale is her younger sister, and Byron Stern is a good friend. Savannah has close ties with King Ravas of Atlantis. She is a devoted wife who can switch from being a kind, compassionate woman to a lioness if her husband or extended family is threatened.

Savannah is the eldest daughter of Elijah Gale, founder of the Challenger Foundation. When Savannah's mother died giving birth to her younger sister, Amber, Savannah took on the added responsibilities of raising her sister while her father saw to being the family provider. Savannah's keen mind for numbers led to her being hired by her father to maintain the accounts of the Challenger Foundation.

When Dick Hughes was brought to the Challenger Foundation, Savannah was smitten with the awkward young man and his vast intelligence. While he was knowledgeable about the science of the world, Savannah helped adapt Dick to the casual interaction of society. This helped the two form a deep bond that eventually blossomed into a romantic relationship.

After the death of her father and the empowerment of the Challengers, Savannah assumed control of the Challenger Foundation and functions as CEO of its holdings. She continues to hold the scientists of the Foundation up to the same ethical standards instilled by her father.

During the Atlantean invasion of New York City, it was Savannah who convinced King Ravas to spare humanity; that he was being manipulated by his warlord generals into an unnecessary conflict. Since this time, Savannah has been the target of numerous advances from the Atlantean monarch; who seeks to make Veil his concubine. Even after Savannah married Dick Hughes, Ravas continued to offer her a place at his side.

CHUCK MALLARD

Chuck Mallard used to hail from the world of Aviar; a planet of sentient humanoids that evolved from various avian species. Chuck lived a normal life as a magazine layout artist. That all ended when he was scooped up and taken into space by the ancient and enigmatic alien known only as The Antiquarian. Chuck then watched as his world's star was consumed by Secundus the Sun-Eater. Depressed at his lot in life, Chuck comforted himself with the company of the Antiquarian's other acquisitions; making friends with the various alien races with whom he was stored.

When the Antiquarian learned that Secundus had targeted the Sol System, he guided his ship towards the planet Earth. Analyzing Earth's broadcasts, the Antiquarian discovered that humanity treasured its celebrities above all others, especially those who were attractive. Seeking out these candidates, the Antiquarian collected a number of men and women from a fashion model shoot. Among these models were Vindicators member Kayleigh Kane (aka White Rose), Stacy Sanders (wife of the hero Recluse), and Kimberly "Kimmy" Neumeyer.

The Earth women proved to be more dangerous than any of the Antiquarian's previous acquisitions. Between White Rose's Meta powers and Stacy Sanders manifesting as the

ancient warrior-woman Crimson, the ladies were able to enact a mass breakout. Chuck – having made friends with most of the other aliens – was quick to come to the aid of the Earth women. He absconded with a suit of armor stored in the Antiquarian's weapons locker and helped in the revolt against his captor. In the end, the Antiquarian was forced to flee; his treasure ship having suffered too much damage from the riot. Chuck and all of his friends managed to teleport off the Antiquarian's ship before it escaped Earth's gravity field.

The Challenger Foundation arranged to provide new homes for the dozens of aliens that were now part of Earth's population. Most of them found their new home with the Miscreations of Agartha. Others scattered themselves to Earth locations whose climate most reflected their home world. Chuck Mallard decided to stay with Kimmy Neumeyer, with whom he had formed a bond during these events.



Since making his home on Earth, Chuck's life has been... interesting... It seems that every month brings a new adventure to the hapless avian and his human girlfriend. One day he is winning the lottery, only to have his winnings eaten by extra-dimensional termites. Then he is whisked off with Recluse, trying to save the world from an army of infernal minotaurs.

Chuck has been an animal control officer, an adult film actor, and even a Congressional candidate, in his search to find a place on Earth. Recently, he has settled on becoming a private investigator. Currently, Chuck is trying to find a way to afford a wedding for him and Kimmy.

Chuck Mallard (PL 7)

Strength 1, Stamina 3, Agility 3, Dexterity 3

Fighting 3, Intellect 3, Awareness 3, Presence 6

POWERS

Chaos Magic: Variable 2 (Uncontrolled) – 12 points

Feathers: Feature 1 (Waterproof) – 1 point

Small Size: Shrinking 4 (Innate, Permanent; +2 active defenses included) – 9 points

Space Armor: 20 points; Removable (-4 points)

- **Armor:** Impervious Toughness 4; Protection 4 – 8 points
- **Fire Bolter:** Ranged Damage 4 (Accurate) – 9 points
- **Jump Jets:** Leaping 2 – 2 points
- **Lantern:** Environment 1 (Light) – 1 point

ADVANTAGES

Connected, Contacts, Defensive Attack, Improved Critical (Unarmed), Improved Smash, Improved Trip, Instant Up, Power Attack, Ritualist, Startle

SKILLS

Athletics 6 (+7), Close Combat (Unarmed) 2 (+5), Expertise (Artist) 6 (+9), Expertise (Magic) 6 (+9), Expertise (Popular Culture) 6 (+9), Expertise (Private Investigator) 6 (+9), Intimidation 6 (+10), Investigation 6 (+9), Perception 2 (+5), Persuasion 2 (+8)

OFFENSE

Initiative +3

Fire Bolter +5 (Ranged, Damage 4)

Unarmed +5 (Close, Damage 1/19-20)

DEFENSE

Dodge 7, Parry 7, Toughness 3 (7 with armor)

Fortitude 5, Will 9

POWER POINTS

Abilities 52 + Advantages 10 + Defenses 12 + Powers 38 + Skills 21 = 133 Total

COMPLICATIONS

Addiction: Chuck is a hedonist who engages in substance abuse. He drinks too much, smokes too much, and occasionally uses illegal drugs.

Chaos Magnet: Weird things are always happening to Chuck. Really. Weird. Things.

Motivation: Chuck just wants to live a normal life.

Prejudice: Chuck looks like a small, talking duck-man. This causes him all sorts of problems.

Relationship: Chuck is romantically involved with Kimberly "Kimmy" Neumeyer. Chuck also has numerous alien "friends" scattered around Earth that always seem to need his help with something.

Temper: Since appearing on Earth, Chuck has been the subject of many ridiculous adventures. The whole situation has left him angry at the universe. He often flies into a rage at the slightest provocation.

COUNT KHABAL

Reuven Khabal was born to a wealthy Jewish family in Hungary, during the early 20th century. Unknown to Reuven, his family was also proficient in the mystical arts; using small magics to improved their business and wealth over many decades. When Hungary joined Germany as an Axis power, the Khabal family lost all of their wealth and possessions to the influential Thule Society; a powerful society of magicians within the Nazi party.

Luckily for Reuven, he was not captured or imprisoned by the Nazis, as his family was. During this time, Reuven was attending school in London. After hearing of his family's plight, Reuven used what financial means he had to secretly support anti-fascist freedom fighters. When his money was exhausted, Reuven sought other means to exact his vengeance upon the Nazis and their Thule sorcerers. He went to occult stores and curio shops in search of dark magical spells that might see his will done.

Before Reuven could summon forth the dark forces that he would use to smite the Thule Society, the young man was visited by an elderly figure. This old man introduced himself as the Merlin; the greatest practitioner of magic on the world of Earth. The Merlin warned Reuven against using dark magic, as it would blight his soul and potentially unleash forces beyond the young man's control. The Merlin also saw potential within young Reuven and offered to teach him the secrets of the occult. Desperate to attain greater power, Reuven agreed to study under the Merlin.

Under the guidance of the Merlin, Reuven came to master his own magical potential. He also became capable of casting magical spells well beyond anything he had seen his family perform. He knew that with this power, he could

crush his enemies. The Merlin attempted to curb the darker ambitions of Reuven, and hoped that with time the young man would use his magical potential for the greater good of humanity.

Unfortunately, Reuven's ambition festered within his heart and soul. Even after the fall of the Axis powers and the ending of the Second World War, Reuven's desire for vengeance could not be fully sated. He wanted the power of the Merlin to seek out the survivors of the Thule Society and punish them. To this end, Reuven made a pact with Lord Orkus – the King of the Underworld – to gain greater power than the Merlin would provide. Using the power given to him by Orkus, Reuven hunted down Thule sorcerers as “Count Khabal.”

Decades passed and eventually the Merlin took another apprentice with Nathaniel Night. In Night, the Merlin saw the potential for a pure-hearted man whom the mantle of the Merlin could be passed. This revelation angered Reuven Khabal. He called forth the powers of the most powerful demon from the underworld – Lord Orkus – to destroy the Merlin and steal his powers. While the Merlin was destroyed, the powers of the old man passed to Nathaniel Night; who was able to overcome Lord Orkus and his otherworldly forces. Khabal was forced to flee with his evil master.

The alliance with Lord Orkus has left Khabal permanently changed. Like most of the mages under the control of Orkus, he is slowly transforming into a specter-like being. Khabal is not pleased with this change and seeks to remove himself from the alliance he has created with Orkus. To this end, Khabal still seeks to gain the powers of the Merlin for himself. He is willing to ally himself with anyone – both on Earth and the worlds beyond – who can aid him in defeating Night.



KHABAL AS A HERO

After witnessing the true evil represented by Lord Orkus, Khabal fell to his knees and begged the forgiveness of Nathaniel Night for his part in the death of the previous Merlin. Realizing Khabal's repentance was genuine, Night took Khabal back as his ally in the war against supernatural evil. Khabal tries to constantly redeem himself in the new Merlin's eyes. Although still tied to the power of Lord Orkus, Khabal does his best to never use those powers in fear that he will once again turn to the side of evil.

Count Khabal (PL 11)

Strength 2, Stamina 6, Agility 2, Dexterity 2

Fighting 2, Intellect 3, Awareness 6, Presence 2

POWERS

Inner Mysticism: Array (37 points)

- **Astral Projection:** Remote Sensing 11 (Auditory, Mental, and Visual; Dimensional 2 [mystical realms], Limited [physical body is helpless], Subtle 2) - 37 points
- **Mystic Shield:** Impervious Toughness 10; Impervious Will 10; Protection 6; Sustained - 1 point
- **Telepathy:** Mental Communication 4 (Dimensional 2 [mystical realms], Subtle) - 1 point

Magical Spells: Array (45 points)

- **Conjuration:** Perception Ranged Teleport 9 (Attack [Resisted by Will], Extended, Limited [only to bring target from current location to Khabal's presence]) – 45 points
- **Dimensional Portal:** Movement 2 (Dimensional Travel 2 [mystical realms]; Portal) - 1 point
- **Eldritch Blast:** Ranged Damage 10 (Affects Incorporeal 2) - 1 point

- **Mesmerism:** Perception Ranged Affliction 11 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative - 1 point
- **Necromancy:** Summon Undead 3 (Controlled, General Variable Type [skeletons and zombies], Horde, Multiple Minions 5 [32 undead]) - 1 point
- **Teleportation:** Teleport 12 (Accurate, Limited to Extended)

Mystical Awareness: Senses 2 (Magic Awareness, Mental Awareness) - 2 points

ADVANTAGES

Artificer, Fascinate (Deception), Languages 3 (English, German, Hebrew, Latin [Hungarian is native]), Ritualist, Trance

SKILLS

Deception 6 (+8), Expertise (History) 6 (+9), Expertise (Magic) 6 (Awareness; +12), Insight 6 (+12), Intimidation 6 (+8), Investigation 2 (+5), Perception 2 (+8), Persuasion 2 (+4), Ranged Combat (Eldritch Blast) 6 (+8)

OFFENSE

Initiative +2

Eldritch Blast +8 (Ranged, Damage 10)

Mesmerism Perception (Ranged, Affliction 11)

Unarmed +2 (Close, Damage 2)

DEFENSE

Dodge 8, **Parry** 8, **Toughness** 10/4*

Fortitude 8, **Will** 12

*without Mystic Shield

AGENT OF LORD ORKUS

Count Khabal has sworn allegiance to the otherworldly entity known as Lord Orkus. Even though Khabal often betrays those whom he allies himself with, he is unable to break his bond with Orkus; the Lord of the Underworld is far too powerful to betray.

The statistics presented for Count Khabal represent his normal level of power. However, when Khabal is working under the direct guidance of Lord Orcus, he is granted a certain amount of power from Orkus himself. During these times, add the following power to Count Khabal:

Power of Lord Orkus: Variable 10 (mystical powers; Move Action)

Even with this increased power, Count Khabal cannot use the Variable to create Powers of a rank greater than his Will (rank 12). His mortal human mind is simply unable to channel power greater than this.

POWER POINTS

Abilities 42 + Advantages 7 + Defenses 20 + Powers 91 + Skills 21 = 181 Total

COMPLICATIONS

Infamy: Count Khabal is thoroughly untrustworthy and deceptive. He will make alliances with anyone to get what he wants and betray them in a moment's notice if it is convenient for him.

Power Loss: Count Khabal must speak and gesture to use his magical spells.

Obsession: Khabal wants to acquire power and punish any who have ever wronged him. To this end, he seeks to become the Merlin of Earth.

COYOTE

Coyote was created by M-Division to be one in an army of "war wolves." These War Wolves were all genetic children of the Meta hero Raptor. After their embryos were created from Raptor's genetic material, they were implanted into the wombs of kidnapped illegal immigrant women until ready for birth. M-Division had dozens of War Wolves ready for education and training.

The War Wolves were organized into groups and trained like military soldiers from an early age. They were given a basic education and then trained in advanced combat techniques. By the time the children were prepubescent – and thus coming into their Meta powers – they were already skilled and deadly combatants. Once the War Wolves transformed into full Metas, gaining the power to regenerate and produce deadly, razor-sharp bone talons, the entire operation turned against M-Division. The children were tired of constant drilling, instruction, and psychological torture. Coyote's unit rebelled against their masters and enacted an escape.

Other soldiers and loyal War Wolves were sent against Coyote's unit. Many were slain during the night of the escape. Coyote is unsure if anyone from her unit – besides herself – made it out of the M-Division compound alive.

COYOTE AS A VILLAIN

A loyal War Wolf through and through, Coyote has spread the rumors of her "escape" from M-Division as a ruse to seek out and gain the trust of other young Metas. Once she has made contact with the Vindicators, Coyote will call her superiors and bring down the full force of M-Division on the Shepherd Academy when they least expect it.

Coyote (PL 8)

Strength 2, Stamina 6, Agility 6, Dexterity 3

Fighting 6, Intellect 2, Awareness 2, Presence 2

POWERS

Bone Talons: Array (12 points)

- **Claws:** Strength-Based Damage 4 (Improved Critical 4, Penetrating 4) – 12 points
- **Foot Claws:** Enhanced Athletics 8 (Limited to Climbing) - 1 point

Enhanced Senses: Enhanced Insight 4 (Limited to detect illusion); Enhanced Perception 8; Enhanced Uncanny Dodge, Senses 7 (Low-Light Vision, Olfactory [acute, extended, tracking 2], Ultra-Hearing) – 12 points

Healing Factor: Immunity 3 (Aging, Disease, Poison; Limited to half-effect); Regeneration 11 – 13 points

Unbreakable Bones: Enhanced Athletics 4 (Limited to resisting trips/slams); Feature 1 (Unbreakable Bones); Impervious Toughness 3 (Limited to Bludgeoning) – 3 points

ADVANTAGES

Agile Feint, All-Out Attack, Benefit (Cipher), Defensive Attack, Diehard, Grabbing Finesse, Hide in Plain Sight, Improved Critical (Unarmed), Improved Disarm, Improved Grab, Improved Hold, Improved Trip, Languages 1 (French [English is native]), Power Attack, Second Chance (Acrobatics checks with Tumbling), Skill Mastery (Acrobatics), Takedown

Enhanced: *Uncanny Dodge*

SKILLS

Acrobatics 6 (+12), Athletics 6 (+8, +12 vs. slams and trips, +16 climbing), Close Combat (Claws) 4 (+10), Expertise (Military) 6 (+8), Expertise (Streetwise) 6 (+8), Insight 2 (+4, +8 detect illusion), Intimidation 2 (+4), Perception 2 (+12), Stealth 6 (+12), Treatment 2 (+4), Vehicles 2 (+5)

OFFENSE

Initiative +6

Claws +10 (Close, Penetrating 4 Damage 6/16-20)

Unarmed +6 (Close, Damage 2/19-20)

DEFENSE

Dodge 8, **Parry** 8, **Toughness** 6

Fortitude 12, **Will** 4



POWER POINTS

Abilities 58 + Advantages 17 + Defenses 12 + Powers 41 + Skills 22 = 150 Total

COMPLICATIONS

Hunted: Coyote is hunted by M-Division.

Motivation: Coyote is loyal to her M-Division unit of War Wolves and is on a personal quest to discover if any are still alive.

Prejudice: Coyote is a Meta. She is also a legal minor.

Relationship: Coyote is the cloned daughter of Gabriel (aka Raptor).

CRIME CARTEL

Following the first appearance of the spider-powered Recluse in 2001, the hero began to interfere in the organized criminal activities of the Mafia. The New York area families were then under the guidance of the powerful Calabria Family. But they soon lost their leadership when Recluse stole their most valuable secrets and turned them over to the District Attorney's office. The Calabria's used what influence they could to purchase the aid of the Rameses Corporation to secretly create villains that could challenge and hopefully slay Recluse.

Creating one villain after another – using the Calabria's enforcers as test subjects – the Rameses Corporation failed in their pursuit of Recluse. The hero eventually discovered the location of Mitchel McCracken's secret laboratory and destroyed it; accidentally catching McCracken in an explosion that permanently crippled the evil scientist. Luckily for Oscar

Rameses, his involvement was never discovered and he was able to place all the blame of the illegal experimentation of human subjects directly on McCracken.

After the fall of the Calabria family, there was no organized crime in New York City. But nature abhors a vacuum. Attempting to fill the void, McCracken formed the Crime Cartel. He believed that the city's criminal element would require a super-human edge to counter the new costumed heroes that patrolled its streets. He also believed he would be a better criminal mastermind than the so-called "Crime Czar" that was attempting to fill the gap of the Calabria family.

Despite Kraken being the public leader, the true mastermind and benefactor of the Cartel is Red Cap: Oscar Rameses himself!

The Crime Cartel functions as a highly-effective team. They do not perform crimes without first planning every detail. No members are allowed to act on their own without permission of Kraken or his right-hand man: Magician. All



of the Crime Cartel are given a share of the take, even if they did not participate in the job. This way, everyone in the organization benefits from every job.

The Cartel does not take kindly to “freelance” villains in New York City. They will attempt to bring in any new powered criminal to their ranks if they feel the newcomer’s abilities are useful. Otherwise, the Cartel will do everything in their power to chase any super-human interlopers from their territory (the greater NYC area).

The only crimes not engaged in by the Cartel are vice crimes (drugs and prostitution). They believe these crimes to be beneath their notice. But the Cartel does have an alliance with Adonis, who is the undisputed king of vice in the New York and New Jersey area.

Centuria (PL 10)

Strength 10, Stamina 4, Agility 4, Dexterity 4

Fighting 10, Intellect 2, Awareness 3, Presence 2

POWERS

Chain: Move Object 10 (Damaging, Diminished Range 2, Tether); Easily Removable (-14 points) - 19 points

Invulnerability: Impervious Toughness 4; Protection 4 - 8 points

Strong Legs: Leaping 3; Speed 4 (30 mph) - 7 points

ADVANTAGES

All-Out Attack, Benefit 2 (Wealth 2), Chokehold, Fast Grab, Great Endurance, Power Attack, Startle, Takedown

SKILLS

Athletics 6 (+16), Expertise (Current Events) 6 (+8), Intimidation 6 (+8), Perception 2 (+5), Ranged Combat (Chain) 6 (+10)

OFFENSE

Initiative +4

Chain +10 (Ranged, Damage 10)

Unarmed +10 (Close, Damage 10)

DEFENSE

Dodge 10, **Parry** 12, **Toughness** 8

Fortitude 10, **Will** 5

*without Defensive Roll

POWER POINTS

Abilities 78 + Advantages 9 + Defenses 16 + Powers 34 + Skills 13 = 150 Total

COMPLICATIONS

Arrogance: Being the daughter of a living god, Centuria considers herself to be a demigod. She demands respect from others at all times.



Motivation: Power. Centuria wants to live the life of a true goddess. The Cartel are a means to and end in her rise to greater glory.

Relationship: Centuria is the daughter of Ares.

Temper: Centuria is prone to fits of rash behavior and may act before she thinks.

After the Olympian gods were banished from Olympus by Hecate, they found themselves scattered across the world. Most of the gods still possessed their great powers, and sought to make an easy living for themselves. Ares formed his own band of high-class mercenaries; selecting only the finest former soldiers. Being an Olympian, he still had his godly lusts and would often sate them with his female officers. From one of these unions was born Sabine.

Even from a young age, Sabine was far larger and stronger than other children around her. She used her strength to get what she wanted from others. Upon discovering the identity of her father, Sabine created the identity of Centuria; wearing a Grecian-styled outfit.

After several battles with the Challengers, Jupiter, and Recluse, Sabine was approached by Kraken of the Crime Cartel to act as his enforcer. He promised Centuria a high place of honor and worship, once the Cartel ruled all criminal activity in New York City. Centuria agreed and has been reaping the benefits of their alliance ever since.

CENTURIA AS A HERO

After discovering she was a demigoddess, Sabine tracked down the goddess Jupiter at one of her motivational gatherings. Jupiter's words inspired Sabine to use her strength to help others, rather than herself. Ares has tried many times to convert Sabine to his side, leading to the occasional slip. But Sabine holds fast to the teachings of Jupiter and eventually returns to the side of good.

Death Stalker (PL 10)

Strength 10/2*, **Stamina** 4, **Agility** 8/4*, **Dexterity** 4

Fighting 6, **Intellect** 2, **Awareness** 2, **Presence** 3

*without armor



POWERS

Scorpion Armor: 52 points; Removable (-10 points)

Armor: Impervious Toughness 6; Protection 6 – 12 points

Clinging: Movement 1 (Wall-Crawling) – 2 points

Cybernetic Muscles: Enhanced Agility 4; Strength 8 – 24 points

Cybernetic Tail: Array (12 points)

- **Plasma Projector:** Ranged Damage 6 – 12 points
- **Claws:** Strength-Based Damage 2 (Improved Critical 4) - 1 point
- **Tail Sting:** Elongation 2 (Limited to tail); Extra Limb; Strength-Based Damage 2 (Improved Critical 4) – 1 point

ADVANTAGES

Close Attack 2, Contacts, Skill Mastery (Investigate)

SKILLS

Expertise (Assassin) 6 (+8), Expertise (Current Events) 6 (+8), Intimidation 6 (+9), Investigation 6 (+8), Perception 2 (+4), Ranged Combat (Plasma Projector) 6 (+10), Stealth 6 (+14)

OFFENSE

Initiative +10

Claws +8 (Close, Damage 12/16-20)

Plasma Blast +10 (Ranged, Damage 6)

Tail Sting +8 (Close, Damage 12/16-20)

Unarmed +8 (Close, Damage 10)

DEFENSE

Dodge 10, **Parry** 8, **Toughness** 10

Fortitude 10, **Will** 8

POWER POINTS

Abilities 54 + Advantages 4 + Defenses 16 + Powers 42 + Skills 19 = 135 Total

COMPLICATIONS

Enemy: Recluse.

Hatred: Michael Garfield was a professional assassin for many years, before his identity was discovered by C. Christian Coble. Michael seeks to kill Coble for exposing his identity.

Infamy: Michael Garfield is known as a dangerous assassin.

Michael Garfield was one of the top wetworks expert for the CIA. There was no target he could not get to and eliminate without remorse. When the agency discovered Michael was performing unsanctioned assassinations for his own financial benefit, they turned against Michael and attempted to terminate their asset. Michael escaped the agency assassins and went into business for himself.

For over a decade, Michael operated as the world's deadliest assassin. He specialized in killing his targets with scorpion venom; earning him the name "Death Stalker." Michael was able to operate as a virtual ghost in the underworld until he was exposed by the investigative reporting of C. Christian Coble. Through his media outlets, Coble turned a light onto Michael Garfield's history and legacy of murder.

Believing the truth would protect him, Coble was unprepared for when Michael came after the newsman himself. Luckily for Coble, the spider-powered hero Recluse was on-hand to save the day. Michael was arrested and sent to prison.

Through his prison contacts, the villainous Kraken contacted Michael and offered to free him from prison in exchange for becoming an enforcer for his growing Crime Cartel. Michael agreed and the plan was set into motion. Once away from prison, Michael was augmented with a special suit of armor devised by Kraken; tailored with scorpion-themed weaponry.

As Death Stalker, Michael Garfield serves as the top assassin of the Cartel.



DEATH STALKER AS A HERO

Rather than an assassin, Michael Garfield was a normal CIA agent responsible for turning enemy assets to the side of the United States. He was one of the best operatives in the agency, until one day he received a burn notice. Making his way back to the United States, Michael used his contacts in the criminal underworld to secure the use of an experimental scorpion-themed armor suit. He uses the Death Stalker armor in pursuit of the people responsible for burning him.

Decibel (PL 10)

Strength 2, Stamina 4, Agility 4, Dexterity 4

Fighting 2, Intellect 3, Awareness 3, Presence 2

POWERS

Decibel Suit: 82 points; Removable (-16 points)

Armor: Impervious Toughness 3; Protection 3 – 6 points

Vibratory Suspension Field: Reaction Damage 6; Immunity 20 (Entrapment Effects, Sonic Effects, Vibration Effects) – 44 points

Vibration Powers: Array (27 points)

- **Material Destruction:** Ranged Weaken Toughness 9 (Affects Objects Only), Linked Ranged Damage 9 (Limited to Objects) – 27 points
- **Vibration Blast:** Ranged Damage 10 – 1 point

ADVANTAGES

Connected, Second Chance (Technology checks with Security), Skill Mastery (Technology)

SKILLS

Expertise (Safecracker) 6 (+9), Intimidation 6 (+8), Perception 2 (+5), Ranged Combat (Vibration Powers) 6 (+10), Technology 6 (+9)

OFFENSE

Initiative +4

Unarmed +2 (Close, Damage 2)

Vibration Blast +10 (Ranged, Damage 10)

DEFENSE

Dodge 10, Parry 8, Toughness 7

Fortitude 10, Will 9

POWER POINTS

Abilities 48 + Advantages 3 + Defenses 24 + Powers 66 + Skills 13 = 154 Total

COMPLICATIONS

Enemy: Recluse.

Motivation: Greed.

When the Mafia contracted the Rameses Corporation to create weapons and soldiers to defeat the Recluse, some of the first designs included suits of powered armor that enforcers of the Mafia could wear to battle the arachnid hero. Among the first designs was the Decibel suit. This suit of armor could create vibration waves that shattered steel, concrete, and bones. Additionally, the vibrations of the suit protected the wearer from Recluse's entangling webbing. The spider-powered hero had to be tricky in defeating Decibel.

Luckily, Recluse is smart, and has defeated Decibel many times in the past; each time sending the criminal to prison. However, as Rameses Corporation had the blueprints to the suit, they could continue to produce the weapon to be worn by new volunteers within the Mafia, as well as criminal mercenaries. During the last decade, there have been over a dozen different men and women who have worn the Decibel suit and battled Recluse.

With the fall of the Mafia and the rise of the Crime Cartel in New York City, Kraken was careful in whom he chose to don the newest Decibel armor. The current Decibel is Anderson Schmidt. Before becoming a member of the Cartel, Schmidt was a professional safe-cracker and thief. As a member of the Cartel, Schmidt has been the longest-surviving criminal to don the Decibel suit. He is eager to escape a direct fight, rather than stand toe-to-toe against a costumed hero. He uses the powers of the suit to cause mayhem and destruction to distract a hero while Schmidt makes good on his escape.

DECIBEL AS A HERO

The sonic Decibel suit has been worn by many criminals over the years. After being captured by Recluse, a police officer decides to try his hand at wearing the suit. With his police training and the suit's power, the new Decibel is the sonic scourge of New York's criminals!

Game Hunter (PL 9)

Strength 6, Stamina 9, Agility 6, Dexterity 6

Fighting 9, Intellect 4, Awareness 9, Presence 2

POWERS

Lion's Speed: Speed 5 (60 mph) - 5 points

Nerve Strike: (Alternate Effect of Strength) Affliction 6 (Dazed, Stunned, Incapacitated); Resisted and Overcome by Fortitude); Cumulative - 1 point

EQUIPMENT

Arsenal: Array (25 points)

- **Poison Darts:** Ranged Affliction 5 (Fatigued, Exhausted, Asleep); Resisted and Overcome by Fortitude; Cumulative, Progressive - 25 points
- **Axe:** Strength-Based Damage 3 - 1 point
- **Bolo:** Ranged Affliction 6 (Hindered and Vulnerable, Defenseless and Immobile); Resisted by Dodge, Overcome by Damage; Cumulative, Extra Condition, Limited to Two Degrees - 1 point
- **Exploding Javelin:** Ranged Burst Area Damage 6 - 1 point

ADVANTAGES

All-Out Attack, Animal Empathy, Benefit 1 (Wealth 1), Defensive Attack, Equipment 6, Improved Critical (Unarmed), Inventor, Power Attack, Takedown, Track

SKILLS

Acrobatics 6 (+12), Athletics 6 (+12), Expertise (Hunting) 10 (Awareness; +19), Expertise (Survival) 6 (+10), Expertise (Trap Making) 6 (+10), Insight 6 (+15), Intimidation 6 (+8), Investigation 6 (+10), Perception 6 (+15), Ranged Combat (Thrown) 6 (+12), Stealth 6 (+12), Technology 6 (+10), Treatment 2 (+6), Vehicles 2 (+8)

OFFENSE

Initiative +6

Axe +9 (Close, Damage 9)

Bolo +12 (Ranged, Affliction 6)

Javelin Area (Ranged, Damage 6)

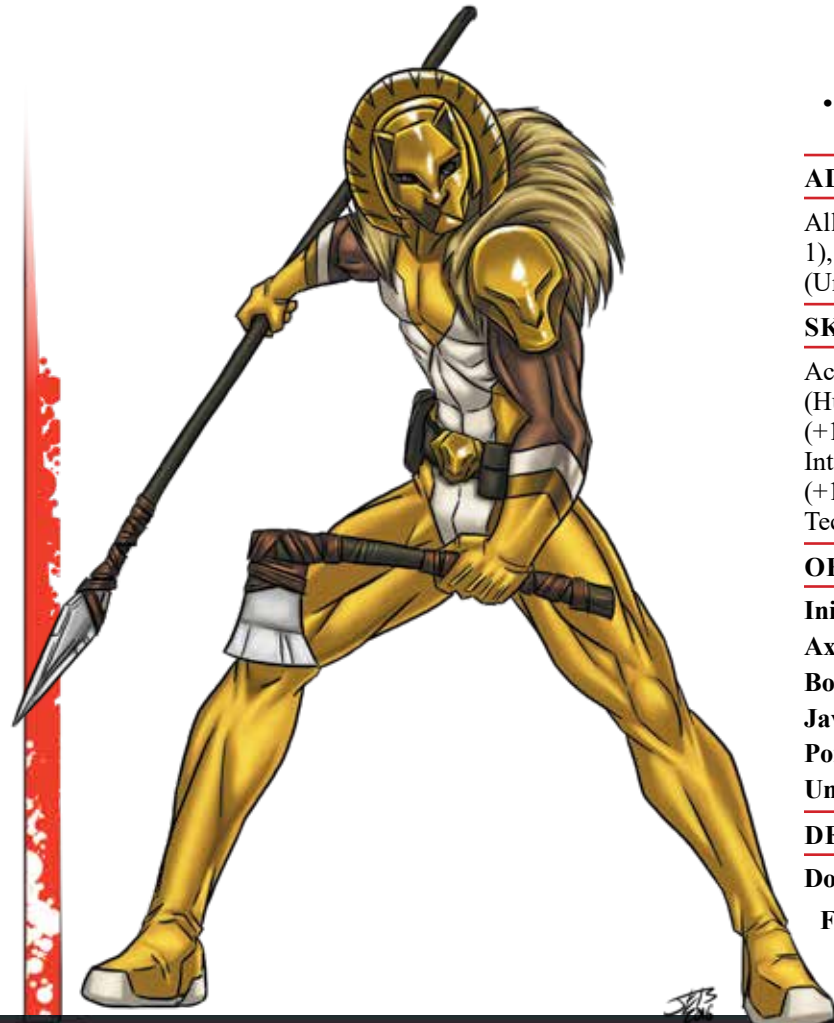
Poison Dart +12 (Ranged, Affliction 5)

Unarmed +9 (Close, Damage 6/19-20)

DEFENSE

Dodge 9, **Parry** 9, **Toughness** 9

Fortitude 9, **Will** 9



POWER POINTS

Abilities 102 + Advantages 15 + Defenses 3 + Powers 6 + Skills 40 = 166 Total

COMPLICATIONS

Enemy: Recluse.

Infamy: Game Hunter is known to be an assassin and poacher of endangered species.

Thimba Jabari had the world at his hands. He was a television celebrity; where he would seek out and “hunt” the most dangerous creatures on a world-famous reality television show. On camera, he was heralded as a conservationist and protector of endangered species. However, Thimba also had a secret life. The wealthy elite of the world would hire Thimba to help them hunt and kill exotic game and endangered species for extravagant prices.

And then Thimba’s world came crashing down around him... hard!

His end came with the appearance of the spider-powered hero Recluse. Thimba Jabari vowed on national television to hunt down Recluse, as the police had been unable to capture the arachnid vigilante. The hunter successfully tracked down Recluse during a public battle with Triceratops. In the heat of the moment, Thimba launched himself at Recluse and was soundly beaten by the super-strong hero. All in front of not only his show’s cameras, but also those of nationally-televised news networks.

Broken and humiliated, Thimba Jabari lost his television show and his celebrity status. Determined to keep his vow to defeat Recluse, Thimba sought out an African witch who gave the hunter the strength, speed, and power of the Spirit of Lion. With his new powers, Thimba battled Recluse as “Game Hunter;” proving to be one of the hero’s most dangerous foes. Game Hunter has also made enemies of other heroes, as he has taken on contracts to use his powers and superior tracking skills to hunt down anyone whom he is contracted to engage.

With the formation of the Crime Cartel, Game Hunter has found a steady source of work as Kraken’s tracker. Thanks to Game Hunter’s superior hunting skills, few young heroes are able to prove a long-term threat to the machinations of the Crime Cartel.

GAME HUNTER AS A HERO

After his public defeat at the hands of Recluse, Thimba Jabari decided to turn his life around. He had been a selfish man; using his skills to make himself wealthy. Humbled by his encounter with Recluse, Thimba decided to turn his life around and began to use his skills to track down poachers and other big-game hunters. After one violent encounter, Thimba was left half-dead; almost killed by a gang of poachers. Thimba was healed by a witch doctor, filling him with the spirit of lions and granting Thimba the ability to overcome any villain.



Gravel (PL 10)

Strength 9, Stamina 7, Agility 3, Dexterity 6

Fighting 6, Intellect 2, Awareness 3, Presence 3

POWERS

Mineral Anatomy: Immunity 8 (Cold, Critical Hits, Disease, Poison, Radiation, Suffocation) - 8 points

Mineral Body: Array (15 points)

- **Dense Rock Form:** Impervious Toughness 10; Protection 4; Strength-Based Damage 1 (rock fists) - 15 points
- **Sifting Rock Form:** Elongation 2; Enhanced Advantage 2 (Chokehold, Fast Grab); Insubstantial 1; Movement 1 (Slithering) - 1 point

Mineral Attacks: Array (29 points)

- **Gravel Storm:** Burst Area Damage 9 (Concentration); Linked Environment 1 (Visibility [-5 Perception]) - 29 points
- **Gravel Blast:** Ranged Damage 9 - 1 point

Reassemble: Immortality 5; Regeneration 5 - 15 points

ADVANTAGES

Startle

SKILLS

Close Combat (Unarmed) 2 (+8), Expertise (Streetwise) 6 (+8), Intimidation 6 (+9), Perception 2 (+5)

OFFENSE

Initiative +3

Gravel Blast +6 (Ranged, Damage 9)

Gravel Storm Area (Close, Damage 9)

Rock Fist +8 (Close, Damage 10)

Unarmed +8 (Close, Damage 9)

DEFENSE

Dodge 9, **Parry** 8, **Toughness** 7 (11 in dense form)

Fortitude 13, **Will** 5

POWER POINTS

Abilities 78 + Advantages 1 + Defenses 16 + Powers 69 + Skills 8 = 172 Total

COMPLICATIONS

Enemy: Recluse.

Infamy: Slate is known to be a dangerous criminal.

Relationship: Slate considers Barry (aka Triceratops) to be his best friend.

Weakness: Heat- and Fire-based attacks also afflict Slate as a Snare of equal rank; as he transforms into glass. Winds of rank 9 intensity or stronger will tear his body into helpless particles. Water-based attacks cause Slate to transform into mindless sludge.

Slate Manning was raised in the rough slums of New York City. He had few opportunities given to him in life and thus often resorted to crime to get what he wanted. Growing into a strong young man, Slate would find a friend and partner in Barry Oberto. The two would become fast friends and bully others with their size and strength. With their impressive skills at intimidation and leg-breaking, the two young men found employment with the Calabria crime family.

When the spider-powered hero Recluse began interfering in the criminal enterprises of the Calabrias, the family hired Rameses Corporation to create weapons to use against the web-spinner. This included using some of their low-level enforcers as guinea pigs for super-human empowerment.

Such was the case for Barry and Slate. Barry was transformed into the super-strong Triceratops while Slate was given a powerful rock-like skin. He assumed the name of Gravel and battled Recluse.

In their first confrontation, Slate's new rock form shattered under the hammering blows for Recluse. It was believed that Slate was destroyed forever. However, his new body had a few surprises even to its creators. Slate was able to slowly reform himself with the rocks and minerals of the surround area. This time, he found he could shift and alter his form in new and unique ways. With his expanded powers, Gravel has returned again and again to threaten Recluse and his allies.

After the Calabria family fell from power, Gravel joined the new Crime Cartel in their efforts to consolidate all criminal enterprises in New York under their power.

GRAVEL AS A HERO

Slate manning never had opportunities as a youth, he turned to crime because he believed no other life would give his chances to improved. His heart was never in it, though. And when Slate finally gained superhuman powers, he knew his life would be forever altered. Unwilling to continue into the spiral of crime and prison that he had suffered his entire life, Slate chooses to use his newfound powers to help others.

Kraken (PL 8)

Strength 2, **Stamina** 4, **Agility** 3, **Dexterity** 1

Fighting 2, **Intellect** 4, **Awareness** 2, **Presence** 4

POWERS

Mental Link: Senses 1 (Mind Link with Tentacle Harness) – 1 point

Tentacle Harness: 59 points; Removable (-12 points)

Cybernetic Tentacles: Summon Tentacles 5 (Controlled, Heroic, Horde, Multiple Minions 2) – 50 points

Tentacle Crawling: Movement 2 (Wall-Crawling 2), Speed 5 (60 mph) – 9 points

ADVANTAGES

Benefit 1 (Wealth 1), Inventor, Set-Up, Skill Mastery (Technology)

SKILLS

Expertise (Genetics) 6 (+10), Expertise (Radiology) 6 (+10), Expertise (Robotics) 6 (+10), Intimidation 2 (+6), Perception 2 (+4), Technology 6 (+10)

OFFENSE

Initiative +3

Unarmed +2 (Close, Damage 2)

DEFENSE

Dodge 5, **Parry** 4, **Toughness** 4

Fortitude 6, **Will** 8

POWER POINTS

Abilities 44 + Advantages 4 + Defenses 12 + Powers 48 + Skills 14 = 122 Total

COMPLICATIONS

Disability: Without the use of his tentacle harness, Mitchell is Immobile.

Enemy: Recluse.

Infamy: Kraken is known as one of Recluse's most fearsome foes. Before that, Mitchell McCracken was known to be a brilliant scientist.

Obsession: Mitchell seeks to expand the boundaries of science. He is unwilling to let petty things like "ethics" and "morality" hinder his important research.

Rivalry: Mitchell often competes with Red Cap for control of the Cartel.

TENTACLES (PL 8)

Strength 7, Stamina –, Agility 3, Dexterity 3

Fighting 2, Intellect –, Awareness 0, Presence –

POWERS Extended Reach: Elongation 2; **Robotic Body:** Immunity 10 (Fire/Heat Effects; Limited to half-effect); Immunity 30 (Fortitude Effects); Impervious Toughness 10; Protection 10; **ADVANTAGES** Chokehold, Fast Grab, Improved Grab, Improved Hold, Interpose, Power Attack, Teamwork; **SKILLS** Close Combat (Unarmed) 6 (+8); **OFFENSE Initiative** +3, **Unarmed** +8 (Close, Damage 7); **DEFENSE Dodge** 5, **Parry** 4, **Toughness** 10, **Fortitude** Immune, **Will** Immune

POWER POINTS Abilities 0 + Advantages 7 + Defenses 4 + Powers 57 + Skills 3 = 71 Total

Mitchell McCracken was a brilliant scientist skilled in genetics, mechanical engineering, physics, radiology, and robotics. Soon after graduating from MIT, Mitchell was hired by the Rameses Corporation. Unfortunately, Mitchell was prone to use unscrupulous tactics to work his way up the ladder to becoming head of scientific research. His desire to see the reach of science broadened was more important than any ethical quandaries brought up by his peers. Mitchell found a supporter of his ruthless tactics in the CEO of Rameses Corp: Oscar Rameses himself!

With the approval of the company's CEO, Mitchell was able to test new forms of conventional and unconventional weapons; even engaging in illegal human testing that resulted in the creation of numerous villains that would be set upon the spider-powered hero Recluse. Eventually, Recluse chased one of the villains to McCracken's secret laboratory, where a battle ensued. The lab was destroyed, and Mitchell was seriously injured in the carnage. His legs had been completely destroyed by an explosion.

Not one to let his own body's weakness stop his important work, Mitchell created a harness with four powerful robotic tentacles and attached it to his lower body as a replacement for his amputated legs. Desiring vengeance against Recluse, Mitchell confronted the spider-powered hero as the deadly Kraken! The two have battled many times, leading Kraken to be one of the most noteworthy and recognizable villains in Recluse's rogues gallery.

When Mitchell was eventually captured and sent to prison, he started a "support group" for many of Recluse's villains. In truth, this support group was the seed that led to the formation of the Cartel: an organization of deadly villains determined to transform the face of crime in New York City.

KRAKEN AS A HERO

After being responsible for many scientific atrocities, the explosion that crippled Mitchell's body also affected his mind. He saw the evil he had done and was determined to make amends. Building his tentacle harness, Mitchell became the Kraken to hunt down and capture the numerous villains he was responsible for bringing to the world. In the meantime, he uses his great scientific mind to create advancements in technology and medicine that will benefit all of humanity.

Kraken was able to summon his tentacle harness and enact a breakout for himself and several other criminals. Now Kraken operates as the leader of the Cartel. Under his guidance, the Cartel has replaced the mundane crime families as one of the heads of organized crime in the NYC area.

In truth, Kraken gets most of his orders from the man who has always supported him: Oscar Rameses. But Kraken is determined to, one day, be his own man and rule an empire of scientific mastery funded by his vast criminal enterprise.





Magician (PL 9)

Strength 3, Stamina 4, Agility 3, Dexterity 3

Fighting 4, Intellect 4, Awareness 4, Presence 6

POWERS

Magician Costume: 103 points; Removable (-21 points)

Armor: Protection 4 - 4 points

Gas Dispensers: Array (52 points)

- **Fog:** Cloud Area Visual Concealment Attack 4; Linked Cloud Area Nullify 9 (All Non-Technological Sensory Powers; Broad, Close, Cloud Area 2 [30 ft.], Simultaneous) - 52 points
- **Hallucinogenic Gas:** Cloud Area Affliction 9 (Impaired, Disabled); Resisted and Overcome by Fortitude; Cloud Area 2 (30 ft.), Limited to Awareness, Progressive - 1 point
- **Hallucinogenic Gas:** Cloud Area Affliction 9 (Dazed, Stunned, Incapacitated); Resisted and Overcome by Fortitude; Cloud Area 2 (30 ft.), Progressive - 1 point

- **Knock-Out Gas:** Cloud Area Affliction 9 (Fatigued, Exhausted, Asleep); Resisted and Overcome by Fortitude; Cloud Area 2 (30 ft.), Progressive - 1 point

Holographic Projectors: Array (30 points)

- **Holograms:** Illusion 6 (Visual and Hearing; Area 2 [60 ft.]) - 30 points
- **Hypnotic Strobe Light:** Cone Area Affliction 6 (Entranced, Compelled, Controlled); Resisted and Overcome by Will; Cumulative, Visual Sense-Dependent - 1 point

Self-Contained Air Supply: Immunity 3 (Personal Powers, Suffocation) - 3 points

Sonar: Senses 4 (Accurate Hearing) - 10 points

ADVANTAGES

Benefit 2 (Wealth 2), Daze (Deception), Fascinate (Deception), Improved Initiative, Inventor, Jack of All Trades, Skill Mastery (Deception)

SKILLS

Athletics 2 (+5), Close Combat (Unarmed) 2 (+6), Deception 6 (+12), Expertise (Chemistry) 6 (+10), Expertise (Special Effects) 6 (+10), Expertise (Trivia) 6 (+10), Insight 6 (+10), Intimidation 2 (+8), Investigation 2 (+6), Perception 6 (+10), Persuasion 2 (+8), Sleight of Hand 6 (+9), Stealth 6 (+9), Technology 6 (+10)

OFFENSE

Initiative +7

Gases Area (Close, Affliction 9)

Hypnotic Strobe Area (Ranged, Affliction 6)

Unarmed +6 (Close, Damage 3)

DEFENSE

Dodge 9, **Parry** 10, **Toughness** 7

Fortitude 10, **Will** 6

POWER POINTS

Abilities 62 + Advantages 8 + Defenses 20 + Powers 82 + Skills 32 = 204 Total

COMPLICATIONS

Enemy: Recluse.

Motivation: Clinton wants to be a true magician, but lacks the necessary skill and training for real magic. To this end, he is determined to prove all others with “powers” and “magic” to be fakes and charlatans.

Since he was a young child, Clinton Sear was fascinated by magical tricks and prestidigitation. And he wanted to learn how to do everything. He got the box of magic and

MAGICIAN AS A HERO

Rather than trying to prove the heroes as false idols, Clinton Sear uses his knowledge of stage magic and special effect to become one of them! As a hero, the Magician is just as theatrical.

learned how to move cards with his hands; fooling all his friends and family with his tricks. As he grew into adulthood, Clinton wanted to be a true magician, but was constantly thwarted by discovering all magic was nothing more than tricks and special effects. To this end, he made it his goal to prove how magicians were nothing more than charlatans.

During the turn of the 21st Century – as heroes and villains with great powers returned to the world – Clinton became obsessed with proving that these “heroes” were nothing more than advanced stage magicians performing tricks for the public. He focused on the exploits of the most popular hero of the people: Recluse!

Clinton used his special effects knowledge to simulate all of Recluse’s powers and abilities; framing the spider-powered hero for a series of robberies in the process. Recluse eventually caught Clinton and cleared his name. But Clinton was not done.

He came back again as the mysterious Magician and attempted to defeat and capture Recluse in revenge for his imprisonment. With his chemical bombs, hallucinogenic gases, and holographic tricks, the Magician came close to his goal, but was once again defeated by Recluse.

In prison, Clinton met several other villains who had fallen to the spider-powered hero. When Mitchell McCracken (aka Kraken) proposed an alliance, Clinton agreed to join his new Crime Cartel. Kraken broke all of his new allies from prison and is leading them to assume control of all criminal activity in the New York City area. As the Magician, Clinton is the Cartel’s master of misdirection. He plans distractions that lead heroes and law enforcement away from the true goals of the Cartel.

Pteranodon (PL 10)

Strength 6/2*, **Stamina** 4, **Agility** 6/2*, **Dexterity** 2

Fighting 6/2*, **Intellect** 3, **Awareness** 3, **Presence** 3

*without armor

POWERS

Winged Armor: 47 points;
Removable (-9 points)

Aerial Superiority: Enhanced Advantages 6 (Agile Feint, Evasion 2, Improved Defense, Move-By Action, Takedown); Limited to while flying – 3 points

Armor: Protection 5 – 5 points

Cybernetic Muscles: Enhanced Strength 4 – 8 points

Cybernetic Reflexes: Enhanced Agility 4; Enhanced Fighting 4 – 16 points

Cybernetic Wings: Strength-Based Damage 5; Elongation 1 (Limited to Extra Limbs); Extra Limbs 2; Flight 7 (250 mph; Wings) – 15 points

ADVANTAGES

Connected, Contacts, Favored Environment (Aerial), Leadership

SKILLS

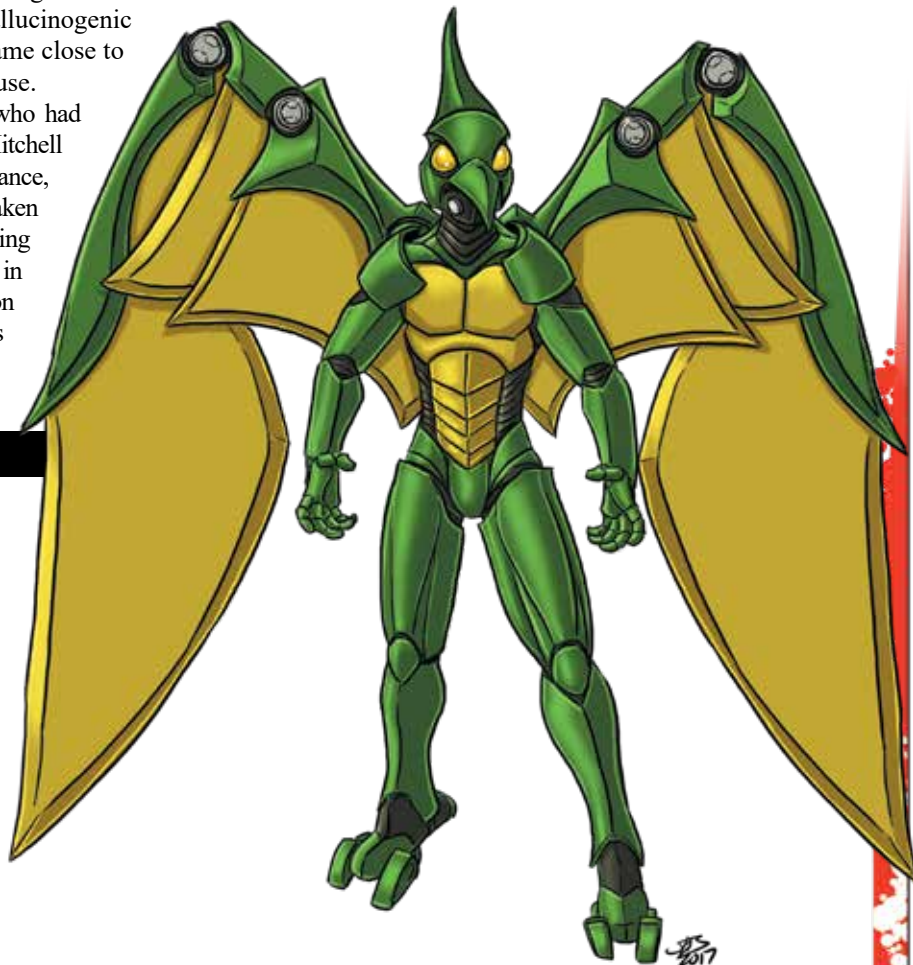
Athletics 2 (+8), Close Combat (Wings) 2 (+8), Expertise (Streetwise) 6 (+9), Insight 2 (+5), Intimidation 6 (+9), Perception 2 (+5), Persuasion 6 (+9), Stealth 2 (+8), Technology 6 (+9)

OFFENSE

Initiative +6

Unarmed +6 (Close, Damage 6)

Wing Buffet +8 (Close, Damage 11)



DEFENSE

Dodge 8, Parry 8, Toughness 9

Fortitude 6, Will 5

POWER POINTS

Abilities 42 + Advantages 4 + Defenses 8 + Powers 38 + Skills 17 = 109 Total

COMPLICATIONS

Enemy: Recluse. Harrier also hates Arnold for stealing his designs.

Motivation: Aged and embittered, Arnold seeks to accumulate enough wealth to retire from crime.

Born with a keen mind, but to an impoverished life with little opportunity to improve, Arnold Vex saw crime as his only means to better his lot. Try as he might, Arnold could never seem to get that “big score” that would let him finally retire in style. He kept finding himself rotating in and out of prison as the years dragged on.

When superhuman beings began to appear in massive numbers, following the new millennium, Arnold knew that to compete in this new age, one needed an edge. He devised a plan to steal the schematics for advanced technology and sell the schematics to the highest bidder; while additionally using the technology to improve his criminal abilities.

Gathering a trusted crew of professional thieves, Arnold planned out the heist. They targeted Wyatt Island; the newly-constructed artificial island that would serve as the headquarters to the Sentinels and CASTLE. Using fake credentials, the criminals posed as construction crewmen and gained access to the CASTLE database. They were able to access the schematics of several experimental weapons and armors before leaving the island.

Turning their ill-gotten gains over to an online source known as “The Engineer,” Arnold was able to acquire a suit of armor based on a winged-armor design created by Air Force officer Curtis Hawkins. Naming himself after the prehistoric flying dinosaur, Arnold began a new criminal career as “Pteranodon.”

Despite the use of the winged armor, Arnold’s criminal career has not improved. He has battled numerous heroes

PTERANODON AS A HERO

Arnold Vex started life as a criminal, but as his life never improved, he decided it was time to stop what was not working and attempt to start a new path. Joining the military, Arnold found his keen mind was appreciated by the top brass. He was assigned to a special engineering unit with Curtis Hawkins. Together, they developed winged armor suits allowing them to fly in special operations. After mustering out of the military, Arnold recreated the suit and started to use it to fight crime.

– especially Recluse – in his pursuit of wealth. In prison, Arnold made contact with members of the Crime Cartel. Upon his release, he joined their ranks with a new and improved version of the Pteranodon armor and now serves as the Cartel’s scout and aerial support.

Red Cap (PL 11)

Strength 9, Stamina 9, Agility 6, Dexterity 3

Fighting 4, Intellect 4, Awareness 3, Presence 4

POWERS

Red Cap Armor: Removable (-9 points)

Armor: Impervious Toughness 6 – 6 points

Weapons: Array (36 points)

- **Knock-Out Gas Bombs:** Ranged Cloud Area Affliction 9 (Fatigued, Exhausted, Asleep); Resisted and Overcome by Fortitude; Cumulative – 36 points
 - **Concussion Bombs:** Ranged Damage 9 (Burst Area with 4 ranks) – 1 point
 - **Electro-Shock Gloves:** Ranged Damage 6; Linked Ranged Affliction 6 (Dazed, Stunned, Incapacitated); Resisted and Overcome by Fortitude; Cumulative – 1 point
 - **Razor Crows:** Ranged Multiattack Damage 3 (Homing) – 1 point
 - **Smoke Bombs:** Ranged Cloud Area Visual Concealment 4 (Attack) – 1 point
 - **Spark Bombs:** Cloud Area Nullify Danger Sense 9 – 1 point
-

EQUIPMENT

Flying Wing: Vehicle (Size Medium; Str 3; Speed Flight 7 [250 mph]; TGH 3; Defense 0; Features Remote Control; Powers Smoke Screen [Shapeable Area Visual Concealment Attack 4]) – 30 points

ADVANTAGES

Benefit 4 (CEO Rameses Corporation, Wealth 3), Connected, Equipment 6, Inventor, Quick Draw, Ranged Attack 3

SKILLS

Close Combat (Unarmed) 6 (+10), Expertise (Business) 10 (+14), Expertise (Chemistry) 6 (+10), Intimidation 6 (+10), Perception 2 (+5), Persuasion 6 (+10), Ranged Combat (Throwing) 6 (+12), Technology 6 (+10), Vehicles 6 (+9)

OFFENSE

Initiative +6

Electric Blaster +6 (Ranged, Affliction and Damage 6)

Knock-Out Bomb Area (Ranged, Affliction 9)

Pumpkin Bomb +12 (Ranged, Damage 9, Area Damage 4)

Razor Crows +12 (Ranged, Multiattack Damage 3)

Unarmed +10 (Close, Damage 9)

DEFENSE

Dodge 9, **Parry** 11, **Toughness** 9

Fortitude 12, **Will** 10

POWER POINTS

Abilities 84 + Advantages
16 + Defenses 20 + Powers
38 + Skills 27 = 185 Total

COMPLICATIONS

Arrogant: Rameses' insanity has weakened his overall thought process and views on reality. He believes he cannot be defeated and often underestimates his opponents.

Enemy: Recluse.

Mental Instability: Although a scientific genius, Oscar's mental condition is unstable. The enhancement formula greatly increased his intelligence but cost him his sanity, resulting in excessive arrogance and delusions of grandeur. Thus, it can lead him to make irrational decisions.

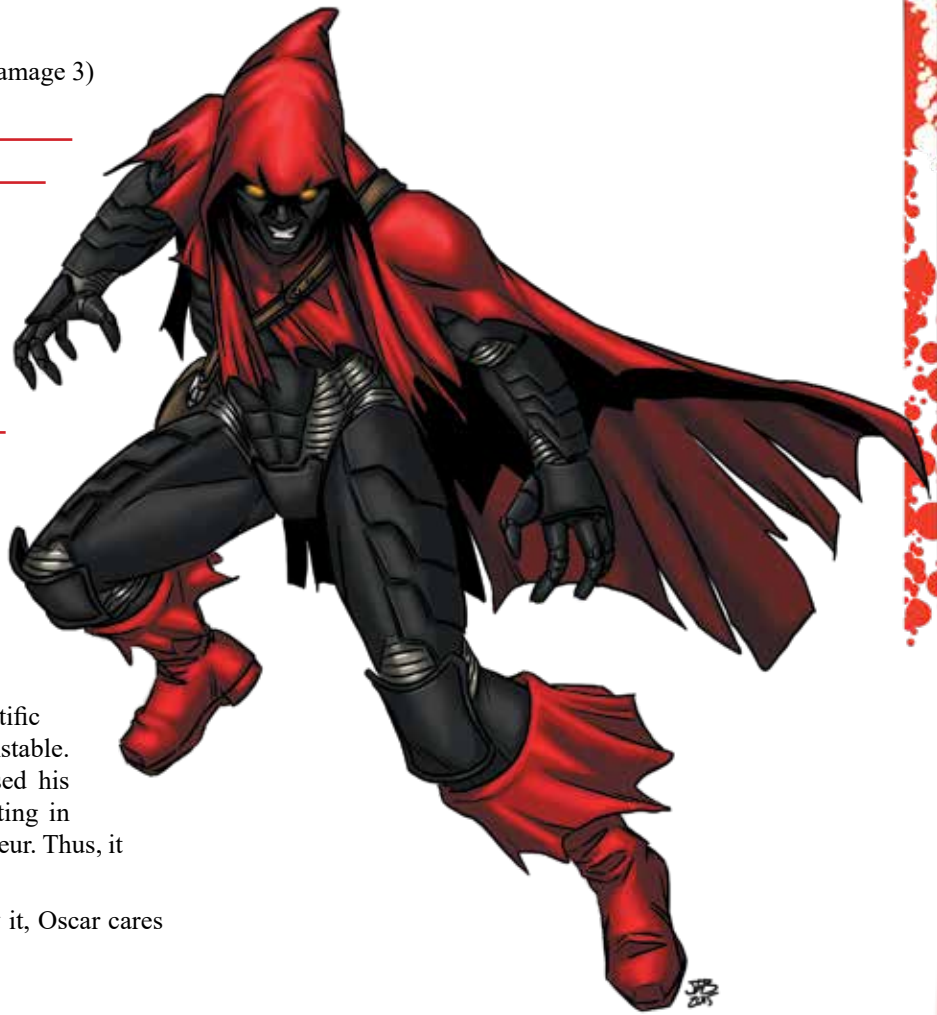
Relationship: Although he does not show it, Oscar cares deeply for his son Howard.

Secret Identity: Oscar Rameses.

Born Oscar Putnic, the man who would become Rameses was born to poverty. As a youth, Oscar was obsessed with accumulating wealth and power to overcome the adversity that he encountered every day of his life. This included his father, a failed engineer who obsessed over "what could have been" and took his frustrations out on his son. The only comfort Oscar had in his life was his mother, an artist known for her illustrations of faeries and mystical creatures of folklore. Oscar endured his home life and eventually left for college.

In his youth, Oscar's made many friends who eventually became officers in the Calabria crime family. While away at MIT, Oscar's parents died in their sleep as their home caught on fire. The fire was started by Oscar's Calabria friends, leaving no traces to lead to the vengeful son. Oscar collected a substantial life insurance premium with his parents' passing and used the proceeds to change his name to Oscar Rameses and found the Rameses Corporation.

Aiding Oscar in his rise to financial power was his equally-conniving college girlfriend-turned-wife, Amber. She used her own influence to cover up any misdeeds Oscar performed, serving as his greatest confidant and conspirator. Unfortunately for Oscar, Amber died in childbirth, bringing their son, Howard, into the world.



Despite his hatred of losing his wife, Oscar was determined to be a better father than his own had been. He vowed to make the life of his son easier; wanting to create an heir of whom he could be proud.

Developing cutting-edge weapons and medicine technology, Rameses made lucrative contracts with the United States government. Some of his company's devices were deemed too dangerous – unsafe and inhumane – to be used by the military. Oscar still saw profits from the creation of this illegal technology by selling it on the black market through his criminal contacts.

When the United States government approached Rameses to attempt a re-creation of the Paragon Formula that created the WWII heroine Pendragon, Oscar delighted in the chance to possess true power. After numerous failures, Rameses eventually developed what he believed to be a stable formula. Unwilling to share his success, he informed the government that his tests were completely unsuccessful. Then he injected the formula into himself, resulting in granting Oscar inhuman strength and resilience, while also driving him insane. The formula magnified Rameses' arrogant personality, causing him to believe himself a god!

By this point in his life, Oscar and the Rameses Corporation had become the target of the spider-powered hero Recluse. The hero had managed to overcome every genetically-modified and super-technology mercenary Rameses had created. But now, the Recluse would face Rameses himself! Using a suit of armor shrouded by a blood-red cloak, Rameses confronted Recluse as the Red Cap. Oscar named himself after the murderous goblin from Irish folklore, quickly becoming one of the most dangerous and persistent villains that Recluse encountered.

RED CAP AS A HERO

It is possible to make Red Cap into a heroic character with some small alterations. His background can remain largely intact. However, the death of his parents would be accidental, rather than intentional. Oscar's family life should be based on love, rather than mutual conspiracy. Instead of the Rameses Corporation creating weapons and illegal genetics, the company is devoted to the creation of medicines and improving the lives of everyday people. As Red Cap, Oscar becomes a "dark avenger" hero. The enhancement formula injected into his body has brought forth Oscar's desire to be a hero. He seeks to terrify criminals and villains with his Halloween appearance and weaponry.

Triceratops (PL 10)



Strength 12, Stamina 10, Agility 4, Dexterity 2

Fighting 6, Intellect 3, Awareness 2, Presence 1

POWERS

Triceratops Armor: Removable (-4 points)

Armor: Impervious Toughness 10 – 10 points

Big and Heavy: Enhanced Athletics 8 (Limited to resisting slams and trips) – 2 points

Horns: Penetrating 6 with Unarmed (Limited to Charges and Slams) – 3 points

Ramming Speed!: Enhanced Protection 2 (Impervious 2; Limited to personal Slams); Speed 5 (60 mph) – 7 points

ADVANTAGES

Benefit (Alternate Identity), Connected, Language 1 (English [Spanish is native]), Move-By Action

SKILLS

Athletics 0 (+12, +20 resist slam/trip), Close Combat (Unarmed) 2 (+8), Deception 6 (+7), Expertise (Streetwise) 6 (+9), Intimidation 6 (+7), Perception 2 (+4)

OFFENSE

Initiative +4

Unarmed +8 (Close, Damage 12)

DEFENSE

Dodge 6, **Parry** 8, **Toughness** 10 (12 vs. slams)

Fortitude 12, **Will** 8

POWER POINTS

Abilities 80 + Advantages 4 + Defenses 12 + Powers 18 + Skills 11 = 121 Total

COMPLICATIONS

Enemy: Recluse.

Infamy: Triceratops is known to be a dangerous criminal villain. He is also known to be rather stupid and easily manipulated. This is a ruse, however; Barry likes to play the stupid fool to keep his potential employers and enemies off-guard.

Berio "Barry" Oberto was just another hired thug working for the Cartels. He grew up big and strong in his youth, but because his family immigrated to the United States from Italy when he was young, Barry was believed to be stupid due to his lack of understanding English. Barry used this misconception to his advantage, allowing others to think less of him, pretending to be the dumb brute.

Barry found a friend in Slate Manning, joining him on many criminal enterprises while working for the Cartels as hired toughs. Work was good for the pair, until the appearance of Recluse. After his debut, the spider-powered

hero seemed to be everywhere; interrupting the criminal enterprises of the Cartels. With Recluse around, Barry was spending more time in jail than out on the street.

That all changed when the Cartels secretly hired the Rameses Corporation to create augmented criminals to fight the pest that was Recluse. Among their first test subjects were low-ranking “mooks” like Barry and Slate.

Barry was given genetically-enhancing chemicals which caused his muscles to increase in density. To serve as added protection, Barry was fitted with a suit of experimental armor that could withstand all but the most powerful of attacks and equipped with natural weaponry. With his new armor, Barry was reminiscent of a dinosaur, leading to his code-name of “Triceratops.”

As Triceratops, Barry has become one of Recluse’s most relentless enemies. While he does not hold any personal grudges against the spider-hero, the paths of Recluse and Triceratops always seem to cross. In fact, Barry sees Recluse as one of his most worthy foes. Triceratops hopes that he can one day defeat Recluse and use it as a means to raise his rates as a criminal mercenary.

TRICERATOPS AS A HERO

Tired of being ridiculed for his stupidity, Barry finally comes clean with how smart he is and put the rest of the Cartel in their place. Joining forces with Recluse, Triceratops begins smashing down the criminal operations of every criminal and villain organization he has ever worked with... and given his history, that’s a LOT! After serving his time in prison for the crimes he committed, Barry joins Operation: Clean Slate and becomes a valued asset of CASTLE.

Volt (PL 10)

Strength 4, Stamina 10, Agility 2, Dexterity 4

Fighting 3, Intellect 2, Awareness 4, Presence 2

POWERS

Electrical Absorption: Immunity 10 (Electrical Effects) - 10 points

Electrical Generation: Array (30 points)

- **Animate Machines:** Summon 10 (Controlled, General Type [machines], Limited to locally-available machines) - 30 points
- **Electrical Bolt:** Ranged Damage 10 - 1 point
- **Electrical Bolt Spread:** Ranged Multiattack Damage 10 - 1 point
- **Electrical Shock:** Affliction 11 (Dazed, Stunned, Incapacitated); Resisted and Overcome by Fortitude; Concentration, Grab-Based; Linked Damage 11 (Concentration, Grab-Based) - 1 point
- **Electromagnetic Manipulation:** Move Object 10 (Limited to ferrous metal) - 1 point



- **Electromagnetic Storm:** Environment 7 (Movement [-2 ranks], Visibility [-2 Perception]); Selective - 1 point
- **Override:** Nullify Electronics 10 (Broad, Simultaneous) - 1 point

Energy Sense: Senses 3 (Detect Electricity [acute, ranged mental sense]) - 3 points

Electromagnetic Maneuvering: Flight 8 (500 mph; Quirk [requires areas of coursing electricity, like nearby power lines or buildings with electrical wiring]) - 15 points

ADVANTAGES

Second Chance (Technology checks with Security)

SKILLS

Athletics 2 (+6), Close Combat (Unarmed) 2 (+5), Deception 2 (+4), Expertise (Criminal) 6 (+8), Expertise (Locksmith) 6 (+8), Intimidation 6 (+8), Perception 2 (+6), Ranged Combat (Electrical Powers) 6 (+10), Technology 6 (+8)

OFFENSE

Initiative +2

Electric Bolt +10 (Ranged, Damage 10)

Electric Shock +5 (Close, Affliction + Damage 11)

Unarmed +5 (Close, Damage 4)

DEFENSE

Dodge 8, Parry 9, Toughness 10

Fortitude 12, Will 6

POWER POINTS

Abilities 64 + Advantages 1 + Defenses 16 + Powers 64 + Skills 19 = 164 Total

COMPLICATIONS

Enemy: Recluse.

Motivation: Greed.

Prejudice: Volt cannot pass as a normal human. His incandescent skin glows with yellow energy.

Uncreative: Despite his vast power, Volt has little to no imagination about how to use it. He uses his ability to animate machines to distract heroes, and then blasts them with lightning bolts.

Weakness: If directly exposed to water, Volt becomes Powerless and his Stamina is reduced to 4 with corresponding changes to his Defenses. Volt may only regain his powers if he can get direct access to electrical energy (even a simple battery will do).

Shortly after the creation of her first synthetic human – the Promethean – Julia Hoskins was ostracized by the scientific community. In realization, she became the science-villain known as The Calculator. With her greatest creation having become a hero, she decided to try and recreate the synthetic human process. This time, Julia altered her creation’s abilities to be more self-sustaining by absorbing ambient electrical energy. Thus was created the villainous Volt!

This synthetic being would battle his fiery brother on several occasions, often being bested by Volt’s complete inability to maintain use of his powers when exposed to water. Shortly after the Promethean was destroyed in 1945, Julia Hoskins decommissioned Volt in favor of her power-mimicking Centurion robot.

Volt was eventually discovered by Kraken, when the tentacled villain was in search of a new and hidden laboratory for his criminal endeavors. Kraken discovered one of the Calculator’s old robotic labs and the motionless Volt within. Kraken reactivated Volt and convinced the synthetic human to join him and his new Crime Cartel.

VOLT AS A HERO

While being “asleep” for several decades, Volt has had time to contemplate on his existence. Volt became ashamed of the villainous deeds he performed under the guidance of his creator. When reactivated, Volt decided he was going to follow in the tradition of his older brother Promethean and be a hero.

CRIMSON BLADE

As a young woman, Stacy Holmes was forced to grow up fast. Her father was a police officer killed in the line of duty. When his life insurance ran out, Stacy became a teenage model to help her mother pay the bills. Luckily, she was also able to save enough money to go to college – majoring in forensic sciences. In college, Stacy met Simon Sanders.

Initially, Stacy was attracted to young Simon’s intellect and keen wit. However, she believed Simon to also be lazy as he would often skip classes. Little did she know that he was missing classes due to his extra-curricular activities as the costumed hero Recluse! Stacy accidentally discovered Simon’s secret when attempting to deliver homework to his dorm room. She found Simon passed out in his bed, wearing his Recluse costume and covered in bruises from a recent battle with one of his many enemies.

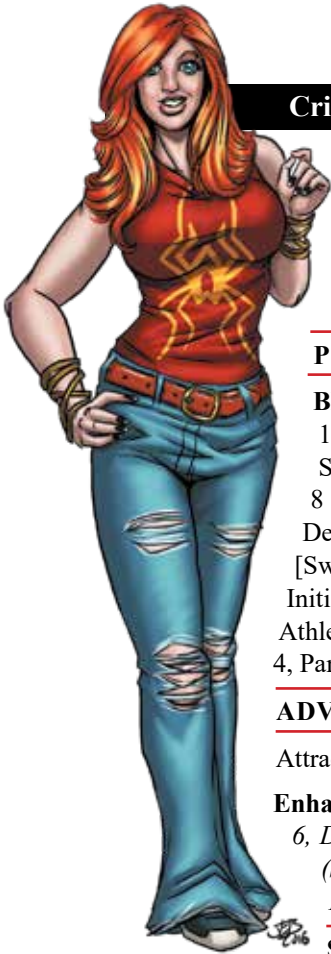
Determined to learn more of the mysterious Simon Sanders, Stacy asked the young man out on a date and eventually grew into a romance. She never pressed Simon for information about Recluse, wanting Simon to come to eventually reveal the truth on his own. Unfortunately the day never came.

Recluse’s most dangerous villain, Red Cap, discovered Recluse’s identity and sought out Simon Sander’s loved ones. He kidnapped Stacy and almost killed her during a battle with the arachnid hero. Determined to never allow another person he loved to come to harm, Simon tried to break up with Stacy. It was then that Stacy revealed she knew Simon was Recluse. She also told his that she would not allow his fear to break up their relationship. Stacy was willing to fight and die for the one she loved.

After graduating from college, Simon and Stacy moved in together and were eventually married. Stacy found employment with the NYPD Crime Scene Investigators. Thanks to her job, she is able to funnel information to her husband; helping with his crime-fighting activities.

When Recluse joined forces with Ember and Permafrost to battle the ancient sorceress Semiramis, Stacy was threatened by the evil queen herself. At this time, the soul of Stacy’s ancestor, the legendary Crimson Blade, possessed Stacy and used her strength and skill to turn the battle against the evil queen. After the incident, Stacy studied ancient texts and discovered that both Crimson Blade and Semiramis were legendary women from the days following the sinking of Atlantis! Crimson Blade was the chosen warrior of the goddess Ishtar who used her powers and skill with swords to fight injustice and evil. Since the encounter with the evil queen, Stacy has only been possessed by Crimson Blade on one other occasion: when kidnapped by the alien Antiquarian and rescuing several fashion models alongside Chuck Mallard and Katherine Kaine (aka White Rose of the Vindicators).

Stacy is currently seeking a means to tap into the power of her ancestor and gain control of her own destiny.



Crimson Blade (PL 9)

Strength 3/1*, **Stamina** 4/3*,
Agility 4/2*, **Dexterity** 2

Fighting 6/1*, **Intellect** 3,
Awareness 3, **Presence** 2

*as Stacy Holmes-Sanders

POWERS

Blessings of Ishtar: Enhanced Abilities 10 (Agility 2, Fighting 5, Stamina 1, Strength 2); Enhanced Advantage 8 (Accurate Attack, Close Attack 6, Defensive Attack, Improved Critical 3 [Swords], Improved Disarm, Improved Initiative, Power Attack); Enhanced Athletics 6; Enhanced Defense 6 (Dodge 4, Parry 2); Protection 4 - 47 points

ADVANTAGES

Attractive, Benefit 1 (Wealth 1)

Enhanced: *Accurate Attack, Close Attack 6, Defensive Attack, Improved Critical 3 (Swords), Improved Disarm, Improved Initiative, Power Attack*

SKILLS

Athletics 6 (+15/+7*), Deception 6 (+8), Expertise (Current Events) 6 (+9), Expertise (Fashion) 6 (+9), Expertise (Popular Culture) 6 (+9), Expertise (Forensic Science) 6 (+9), Insight 6 (+9), Intimidation 2 (+4), Perception 2 (+5), Persuasion 6 (+8)

*as Stacy Holmes-Sanders

OFFENSE

Initiative +8/+2*

Unarmed +12/+1* (Close, Damage 3/1*)

*as Stacy Holmes-Sanders

DEFENSE

Dodge 10/4*, **Parry** 10/3*, **Toughness** 8/3*

Fortitude 10/9*, **Will** 5

*as Stacy Holmes-Sanders

POWER POINTS

Abilities 34 + Advantages 2 + Defenses 12 + Powers 47 + Skills 26 = 121 Total

COMPLICATIONS

Alternate Identity: Stacy Holmes-Sanders is sometimes possessed by the soul of her ancient ancestor – Crimson

CRIMSON BLADE AS A VILLAIN

While young Stacy Sanders fights crime by day as a CSI, she is possessed by the ancient spirit of an evil warrior from the past. The Crimson Blade is no heroine, but a bloodthirsty barbarian who seeks to live again! Each time she is able to manifest, she lasts a little longer in the modern world. Perhaps if she can perform a blood sacrifice to her pagan goddess – such as Stacy's husband – Crimson Blade can fully manifest and once against bring war and suffering to the land.

Blade – when in the presence of powerful supernatural evil. When not possessed by Crimson Blade, Stacy Holmes is Powerless.

Fame: Stacy Sanders is a popular fashion model.

Relationship: Stacy Holmes-Sanders is the wife of Simon Sanders (Recluse).





CRUCIBLE

The man who would become known as Crucible was once a minor practitioner of the mystical arts. He possessed little magical talent, other than being able to perform basic magical rituals. Like most ambitious men, he sought ever greater power than the universe was able to provide him with his natural talents.

Fate changed to Crucible's favor on the day he discovered a crumbling scroll of ancient magic dating back to the days of King Solomon. Crucible thought it might be a map leading to the legendary treasures of Solomon. But what he discovered was of even greater value. Inscribed upon the scrolls were the greatest spells of binding known

to practitioners of the magical arts: the fabled "Seal of Solomon" responsible for binding hundreds of demons and genies to the will of the ancient king.

Not one to pass up an opportunity like this, Crucible inscribed the Seal upon his own body, tattooing it directly onto his flesh with magical inks. With this newfound power, Crucible has bound numerous fiends and genies to his service. He is rarely found outside of the company of at least two powerful outsiders to serve as his defenders.

Note: Crucible is only PL 10 without the use of his power to Command Outsiders.

CRUCIBLE AS A HERO

Deciding to follow in the footsteps of King Solomon, Crucible is using the Seal of Solomon to bind evil fiends to his service. By doing this, he has ensured that the fiends are not free to roam the world, causing mayhem and wickedness. Now he can direct their actions to do good and hopefully bring more peace to the world.

Crucible (PL 12)

Strength 6, Stamina 4, Agility 2, Dexterity 3

Fighting 3, Intellect 2, Awareness 3, Presence 3

POWERS

Seal of Solomon: 70 points; Removable (-14 points)

Command the Outsiders: Perception Area Affliction 12 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative, Insidious, Limited Targets [angels, demons, devils, and genies], Progressive, Subtle – 50 points

Demons Grant Me Strength: Enhanced Strength 4 – 8 points

Devils Protect Me: Immunity 10 (Fire/Heat Effects); Protection 5 – 15 points

Genies Carry Me: Flight 7 (250 mph; Platform) – 7 points

ADVANTAGES

Benefit 3 (Wealth 3), Fascinate (Persuasion), Ritualist

SKILLS

Deception 6 (+9), Expertise (Magic) 6 (+8), Insight 2 (+5), Intimidation 6 (+9), Investigation 6 (+8), Perception 2 (+5), Persuasion 6 (+9)

OFFENSE

Initiative +2

Unarmed +3 (Close, Damage 6)

DEFENSE

Dodge 8, Parry 9, Toughness 9

Fortitude 10, Will 9

POWER POINTS

Abilities 44 + Advantages 5 + Defenses 24 + Powers 56 + Skills 17 = 146 Total

COMPLICATIONS

Arrogant: Crucible believes his power to be without equal. He treats his bound outsiders like slaves, not realizing that – should they turn against him – he would be easily destroyed by their collected might.

Motivation: Crucible is an ambitious man who is in constant search for more power.

DAENARA

Dana Chandler was a quiet and introverted young accountant working for the Challenger Foundation. She was always unassuming and professional, never stepping out of her place at work. In her private life, she lived a world of fantasy; where she joined the Challengers on their adventures to lost civilizations and distant dimensions. Then one day, Dana was forced to live her dreams.

The dimensional conqueror Molokk attempted to invade Earth through the dimensional portal in the Challenger Foundation laboratory. Dana was in the lab delivering the Challenger's tax return statements, when the portal first activated. She was immediately sucked into the dimensional vortex and transported to a distant world. Luckily for Dana, the extradimensional energies of the rift transformed the meek young woman into an amazonian powerhouse. It also gave her a unique insight to the inner workings of the universe of which she is only subtly aware.

Even while Dana was recovering from the displacement and her own remarkable transformation, she became embroiled in a war for supremacy for the desert planet she found herself upon. A council of evil formian warlords was attempting to conquer the peaceful nations of Sera. With her impressive strength and resilience, Dana quickly became the champion for the free people of Sera. With the aid of the twin Prince and Princess Inimeg, Dana was able to finally defeat the warlords of Sera and bring peace to the land.

After months of war and danger, Dana embraced her role as champion, confident she would never return home. When the Challenger Foundation found their way to Sera, Dana was delighted to see her old friends. She made her goodbyes to the people of Sera and returned to Earth. She's had to become accustomed to wearing clothes again – which is especially difficult given her new amazon body. But otherwise, Dana has returned to her old life... more or less.

Now, as "Daenara," Dana has the chance to live out her dreams of fighting alongside her heroes. She has teamed up with the Challengers and the Sentinels on several

occasions. While not an official member of the team, she has been given reserve-member status as a Sentinel. Otherwise, Dana continues to do the paperwork for the most noteworthy hero teams of the United States. She's more happy with her life than she has ever been.

DAENARA AS A VILLAIN

Gone is the mousy and weak Dana Chandler. Now that she has a powerful body and beautiful face, Daenara is going to do everything she has ever wanted to do; and no one is going to stop her! Selfish to a degree that would leave 'real housewives' agog, Daenara is going on a world tour of sating her lust for fun, food, and companionship.

Daenara (PL 9)

Strength 12, Stamina 10, Agility 6, Dexterity 2

Fighting 6, Intellect 2, Awareness 3, Presence 4



POWERS

Body Armor: Immunity 13 (Cold, Fire Damage, Disease, Heat); Impervious Toughness 9 – 22 points

Break the Fourth Wall: Feature 1 (Daenara knows her game statistics and can pander to the GM and other players) – 1 point

Super-Strong Legs: Leaping 8 (1,000 feet) – 8 points

ADVANTAGES

Attractive, Benefit 3 (Sentinels Security Clearance, Wealth 2), Connected, Equipment 1, Fascinate 2 (Deception, Persuasion), Fast Grab, Improved Defense, Improved Hold, Improvised Weapon, Languages 1 (Latin [English is native])

SKILLS

Deception 6 (+10), Expertise (Accountant) 6 (+8), Expertise (Law) 2 (+4), Expertise (Popular Culture) 6 (+8), Insight 2 (+5), Intimidation 2 (+6), Investigation 2 (+4), Perception 2 (+5), Persuasion 6 (+10)

OFFENSE

Initiative +4

Unarmed +6 (Close, Damage 12)

DEFENSE

Dodge 8, **Parry** 8, **Toughness** 10

Fortitude 12, **Will** 5

POWER POINTS

Abilities 90 + Advantages 13 + Defenses 8 + Powers 31 + Skills 17 = 159 Total

COMPLICATIONS

Costume Malfunction: Daenara is often too strong for her clothing. This often leads to embarrassing situations that find their way onto the internet and tabloids.

Motivation: Thrill-seeker. While Dana Chandler is shy and introverted, Daenara is uninhibited and free-spirited.

Pop Culture Fanatic: Dana can't help but make movie quotes and pop culture references, even in the thick of battle.

Relationship: Daenara is often in a romantic relationship with someone in the superhero community.

DEADLY ASP

Delilah Grace was a young teenage girl whose mother worked as a curator for the Toledo Museum of Art in Toledo, Ohio. One day, when Delilah was visiting her mother at work, she was drawn to one of the Ancient Egyptian artifacts: a serpent-headed staff. Grasping the staff, Delilah was possessed by the spirit of an ancient Egyptian sorcerer. The sorcerer seeks to amass the wealth and prestige it possessed in life. To this end, it is drawn to other Egyptian artifacts it owned in ancient times.

Deadly Asp (PL 8)

Strength 8, **Stamina** 8, **Agility** 6, **Dexterity** 2

Fighting 6, **Intellect** 4, **Awareness** 2, **Presence** 2

POWERS

Egyptian Power Staff: 95 points; Easily Removable (-38 points)

Mystical Augmentation: Enhanced Agility 4; Enhanced Fighting 4; Enhanced Stamina 8; Enhanced Strength 8; Regeneration 4 - 52 points

Mystical Knowledge: Enhanced Advantage 2 (Ritualist, Trace); Enhanced Intellect 4; Enhanced Skill 12 (Expertise [Ancient Egypt] 6, Expertise [Magic] 6) - 16 points

Mystical Senses: Senses 4 (Detect Life [radius, ranged mental sense], Magic Awareness) - 4 points

Staff Magic: Array (21 points)

- **Serpentine Blast:** Ranged Damage 8 (Accurate 3, Affects Insubstantial 2) - 21 points



- **Serpentine Arms:** Move Object 8 - 1 point
- **Staff Strike:** Penetrating 8 with Unarmed Damage (Accurate); Linked Close Move Object 4 (Limited to pushing target away) - 1 point

ADVANTAGES

Enhanced: *Ritualist, Trace*

SKILLS

Athletics 2 (+10), Perception 2 (+4)

Enhanced: *Expertise (Ancient Egypt) 6 (+10), Expertise (Magic) 6 (+10)*

OFFENSE

Initiative +6

Blast +8 (Ranged, Damage 8)

Staff +8 (Close, Penetrating Damage 8)

Unarmed +6 (Close, Damage 8)

DEFENSE

Dodge 8, **Parry** 8, **Toughness** 8

Fortitude 10, **Will** 4

POWER POINTS

Abilities 20 + Advantages 0 + Defenses 8 + Powers 57 + Skills 2 = 87 Total

COMPLICATIONS

Motivation: The spirit inhabiting Delilah wants nothing more than to collect the treasures it possessed in life and live the lifestyle of a wealthy, powerful sorcerer.

Prejudice: Delilah is a legal minor. In the identity of "Deadly Asp," Delilah wears clothing like an ancient Egyptian sorceress.

ECHIDNA

Echidna, the Mother of Monsters, is a creature that has plagued the world with her presence for longer than humanity can remember. One of the powerful Titans, she has given birth to all sorts of horrific beasts that have brought ruin to mankind. Her progeny have included Cerberus, the three-headed hound of Hades, the Lernaean Hydra, the first of the multi-headed serpents, the Chimera, a lion that shares body and heads with a serpent and a goat, and the enigmatic Sphinx, who would consume the bodies of anyone who could not answer her riddles.

In ancient times, Echidna would mate with other Titans to produce her monstrous offspring.

One by one, her children were slain by the demigod heroes of the mythic age. To combat this rise of heroism, Echidna switched tactics in her personal crusade against humanity. She appeared to the heroes as a beautiful woman and mated with them. Echidna's Titan blood mixed with the seed of heroes created monsters ever more powerful and deadly than ever!

Since the appearance of modern day super powered heroes and Metas, Echidna has given birth to many new monsters.

ECHIDNA AS A HERO

Rather than being the Mother of Monsters, Echidna has turned her immortal life around and has decided to become the Mother of Heroes! Assuming a pleasing form, Echidna seeks out good and intelligent mates so she can create offspring that will leave a legacy of heroism across the world.

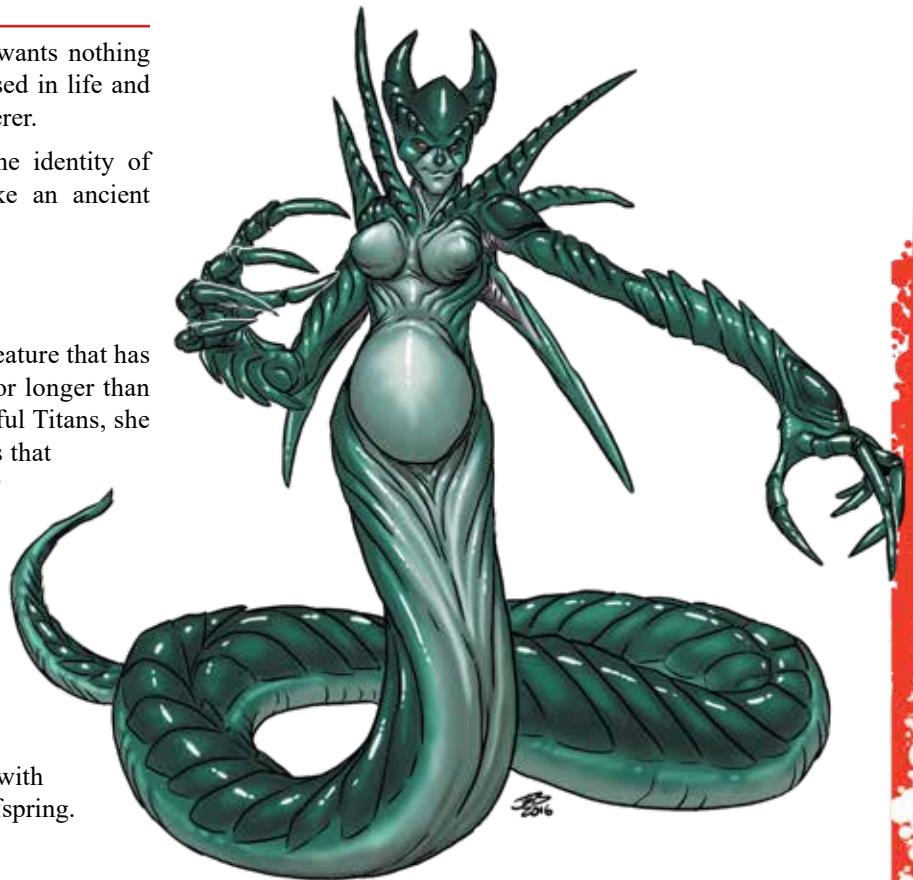
Echidna, Mother of Monsters (PL 12)

Strength 9, **Stamina** 9, **Agility** 2, **Dexterity** 3

Fighting 9, **Intellect** 5, **Awareness** 4, **Presence** 8

POWERS

Huge Size: Growth 8 (Innate; -4 active defenses included); Impervious Toughness 10; Protection 6 – 33 points



Immortal: Immunity 8 (aging, disease, poison, transform effects); Regeneration 5 – 13 point

Monstrous Gestation: Quickness 8 (Limited to gestating progeny) – 4 points

Mother of Monsters: Summon 9 (Heroic, Broad Variable Type [any monster]) – 54 points

Natural Weapons: Array (9 points)

- **Tentacles:** Elongation 4 (Limited to extra limbs); Enhanced Advantage 3 (Fast Grab, Improved Grab, Improved Hold); Extra Limbs 4 – 9 points
- **Razor-Sharp Claws:** Strength-Based Damage 3 (Improved Critical 3) – 1 point

Serpent Tail: Movement 2 (Slithering, Wall-Crawling 1); Swimming 3 (4 mph) – 7 points

Shapeshifting: Morph 4 (Any Form; Quirk [female forms only]) – 19 points

Titan Senses: Senses 13 (Detect Living Creatures [accurate, acute, radius, ranged mental sense], Vision Counters All Concealment, Vision Counters Illusion) – 13 points

ADVANTAGES

Diehard, Improved Initiative, Languages 4 (Abyssal, Celestial, Draconic, English, Infernal, Latin [Greek is native]), Monster Empathy, Ritualist

SKILLS

Athletics 2 (+11), Close Combat (Natural Weapons) 2 (+11), Deception 6 (+14), Expertise (Magic) 12 (+17), Insight 6 (+10), Intimidation 6 (+18), Investigation 2 (+7), Perception 2 (+6), Persuasion 2 (+10), Treatment 6 (+11)

OFFENSE

Initiative +6

Claws +11 (Close, Damage 12/17-20)

Unarmed +11 (Close, Damage 9)

DEFENSE

Dodge 6, **Parry** 7, **Toughness** 15

Fortitude 11, **Will** 10

POWER POINTS

Abilities 64 + Advantages 8 + Defenses 16 + Powers 153 + Skills 23 = 264 Total

COMPLICATIONS

Motivation: Echidna seeks to wipe out humanity and replace the population of the world with her monstrous children. To this end, she seeks out powerful men to serve as the fathers to her offspring.

Power Loss: Regeneration; not vs. necromantic damage.

EDWARD HYDE

After discovering one of the journals of the Spanish alchemist Geber, Doctor Henry Jekyll created a chemical formula that he believed would remove all “evils” and “impurities” from his body; leaving him a good and pure human being. Instead, the formula transformed Jekyll into a massive hulking brute with a completely alternate personality. Rather than being a man of goodness, “Edward Hyde” was evil personified. At first, the transformations between the two were infrequent. But over time, Edward began to impose his will over Jekyll’s more often until eventually only Hyde remained.

After committing a series of grizzly murders of streetwalkers in the Whitechapel district of London, Edward Hyde was chased out of London. His killings were branded as the work of the serial killer “Jack the Ripper.” Hyde traveled Europe, sating his lust for women and murder at his whim, always one step ahead of the law.



In 1963, Hyde was finally captured by the covert heroes of Project: Olympus and placed in a maximum security federal prison where it was hoped he would never escape. Unfortunately, the prison was unprepared to handle the superhuman strength possessed by Hyde; who escaped only six months later. Hyde was eventually defeated and captured in 1986 by Geist. Hyde has remained in maximum security prison since that day.

EDWARD HYDE AS A HERO

Over his extended lifespan, Edward Hyde has been unable to completely remove the conscience of Henry Jekyll. As Hyde murdered each person, his mind began to grow more sad with the passing of each human life. Finally, he realized what a monster he had become. Jekyll's good mind was in charge once again. Determined to right the wrongs he had done, Hyde now seeks to do only good deeds. He cannot undo the evils he committed or bring back those he killed, but perhaps he can attempt to balance his evil with goodness.

Edward Hyde (PL 11)

Strength 11/2*, **Stamina** 10/4*, **Agility** 3, **Dexterity** 2

Fighting 6/4*, **Intellect** 6, **Awareness** 3, **Presence** 3

*human form

POWERS

Hyde Formula: Enhanced Athletics 4 (Limited to resisting slams and trips); Enhanced Defense 8 (Dodge 4, Parry 4); Enhanced Fighting 2; Enhanced Stamina 8; Enhanced Strength 9; Immunity 3 (Cold, Heat, Poison); Impervious Toughness 9 – 59 points

ADVANTAGES

Daze (Intimidation), Inventor

SKILLS

Athletics 0 (+11, +15 vs. slams and trips), Close Combat (Unarmed) 4 (+10), Expertise (Chemistry) 6 (+12), Intimidation 6 (+9), Perception 2 (+5), Treatment 6 (+12)

OFFENSE

Initiative +3

Unarmed +10 (Close, Damage 11)

DEFENSE

Dodge 9/5*, **Parry** 12/4*, **Toughness** 10/4*

Fortitude 12/6*, **Will** 9

*human form

POWER POINTS

Abilities 54 + Advantages 2 + Defenses 12 + Powers 59 + Skills 12 = 139 Total

COMPLICATIONS

Addiction: Hyde requires a special alchemical formula – known only to him – to maintain his superhuman form. If deprived of the formula for an extended period, he reverts to his human form.

Hatred: Hyde holds a burning hatred of humanity.

Infamy: Hyde has been using alchemy to keep himself alive since the late 1800s. He is one of humanity's most notorious villains; a known murderer and rapist.

Temper: Hyde has difficulty remaining calm when alone.

GALATEA

In Nekrotron's most recent gambit to take control of the world, he dawned upon the idea of granting humanity a new form of immortality. He would transform all of humankind into synthetic humanoid bodies. If all of humanity were alike and immortal, they would have no more need to consume the resources of the planet and focus on peaceful coexistence.

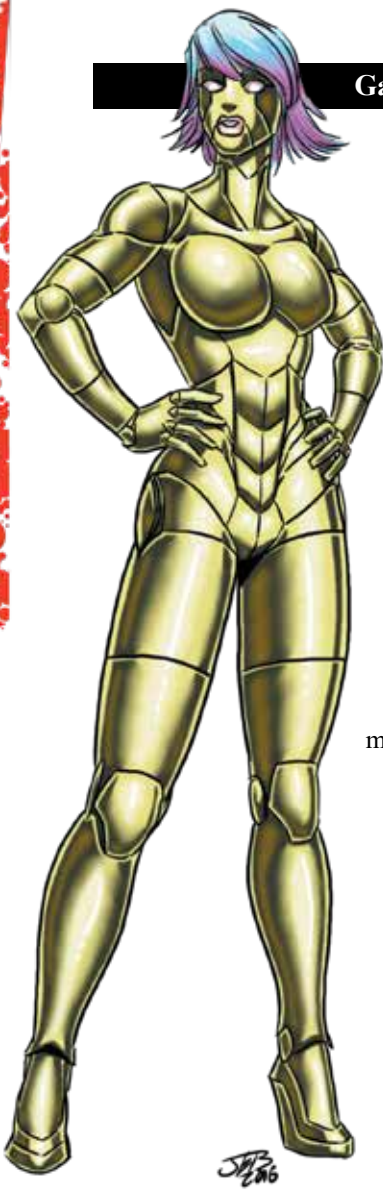
Nekrotron also knew that many humans would cling to their "scared" human mortality. In an effort to prove to mankind that his plan would work, Nekrotron created a completely synthetic man: Paradigm; based on the plans of the first synthetic human from the early 20th century: the Promethean. Nekrotron sent his new creation to kidnap the Sentinels, one member at a time. If Nekrotron could transfer their minds into synthetic bodies, he would surely convince the rest of humanity that his plan would be for the greater good.

The first Sentinel to fall to Paradigm was the young Meta Violet. Nekrotron created a new synthetic body for the heroine and used his sinister machines to transfer Violet's mind into the new body. Violet was reborn as Galatea!

Paradigm continued to bring one member of the Sentinels to Nekrotron's neko-lab after another. All the while Galatea fought against the inhuman thing she had become. While Nekrotron was busy preparing new bodies for the Sentinels, Galatea appealed to Paradigm to turn against his creator and help free the Sentinels. Perhaps as a side effect of Violet's probability-altering powers or a fault in his programming, Paradigm saw the truth in Galatea's plea and aided her against Nekrotron. The two synthezoids defeated the robot menace, crushing his body with the vast machine-works of his laboratory.

Although it took several months to accomplish, the genius Spartan was able to reverse the mind-switching process. Violet's mind was returned to her original body. Yet again, the probability-altering powers of the Meta heroine affected the synthetic body she left behind. Galatea continued to exist as a separate entity from Violet.

Both Galatea and Paradigm were invited to join the ranks of the Sentinels. While Paradigm agreed, Galatea chose instead to go out into the world and seek what it meant to be a human.



Galatea (PL 9)

Strength 8, Stamina —,
Agility 3, Dexterity 4

Fighting 3, Intellect 3,
Awareness 1, Presence 3

POWERS

Optical Lasers: Ranged
Damage 11 - 22 points

Robotic Body: Immunity
30 (Fortitude Effects);
Impervious Toughness 10;
Protection 12 - 52 points

Robotic Mind: Enhanced
Deception 4 (Limited to
pretending to be Wioletta
Niemczyk); Immortality 6
(Limited [if prevented from
performing info-transfer of
mind into new body]); Immunity
10 (Mental Effects) - 17 points

Self-Repair System:
Regeneration 6 - 6 points

Sensors: Senses 18 (Auditory
[extended 2, ultra-hearing],
Detect Energy [acute, ranged,
tracking mental sense],
Detect Metas [acute, ranged
mental sense], Direction
Sense, Distance Sense,
Extended Vision 2, Olfactory
[acute, analyze], Time
Sense) - 18 points

ADVANTAGES

Eidetic Memory

SKILLS

Deception 0 (+3; +7 when pretending to be Wioletta),
Expertise (Wioletta Niemczyk's History) 6 (+9), Perception 6
(+7), Persuasion 6 (+9), Ranged Combat (Optic Lasers) 2 (+6)

OFFENSE

Initiative +4

Optic Lasers +6 (Ranged, Damage 11)

Unarmed +3 (Close, Damage 8)

GALATEA AS A VILLAIN

Having never betrayed her programming, Galatea serves as the bride of Nekrotron. Alongside Paradigm, these two synthetic beings seek out worthy minds among the humans for Nekrotron to collect and transfer into robotic bodies.

DEFENSE

Dodge 5, Parry 5, Toughness 12

Fortitude Immune, Will 7

POWER POINTS

Abilities 40 + Advantages 1 + Defenses 10 + Powers 115 +
Skills 10 = 177 Total

COMPLICATIONS

Motivation: Acceptance. Galatea is constantly working to be her own person. She is often plagued by the memories and emotions of Wioletta Niemczyk.

Prejudice: Galatea is an android. Her inhuman appearance often causes fear in others.

Relationship: Galatea was created by Nekrotron. She considers Paradigm and Paval Niemczyk (Mercury) to be her brothers and Wioletta Niemczyk (Violet) to be her sister.

Secret Programming: Galatea was programmed to serve and obey Nekrotron. Although she has broken free of most of her original programming, she must make a DC 20 Will check to disobey a direct order from Nekrotron.

HORDE

Following the downfall of Nazi Germany in 1945, the surviving members of the Schutz Stoffel, Thule Society, and the Reichslowen reformed themselves into a subversive organization focused on world domination. Under the leadership of the Reichslowen member Anton Hentzau (aka "Junker"), The Horde was one of the most feared and powerful collection of terrorists in history. The Horde developed its namesake from its ability to organize massive formations of agents, soldiers, and military grade weaponry at a moment's notice.

During the 1950, the Horde lay low and closely followed the events of world politics. They watched as the Allied powers fragmented and began to turn on each other. The Western powers, following the lead of the United States began to hate and fear the Communist powers; particularly the USSR and China. The Horde subtly cultivated this division between the great powers and used the agitated political landscape to infiltrate their agents into all tiers of both sides. Horde spies found their way into the military, intelligence gathering groups, political organizations, and corporate holdings. They assumed positions in high and low ranks, ensuring that the Horde could discover information wherever they needed to be.

The Horde started to make their presence felt by using the divisive political landscape to their advantage. They would orchestrate events that pitted capitalist and communist forces against each other. They destroyed military vessels and installations, leaving behind evidence that enemy



forces were responsible. And their tactics nearly worked. The Cold war flared up repeatedly; coming to edge of what might have been a third World War. In each instance, MI6 agent Christine Chase recognized the hands of her Nazi foes and exposed the Horde behind every event.

The year 1963 saw the closest success of the Horde during the Cuban Missile Crisis. Horde agents convinced the Soviet government to use Cuba as a nuclear missile base. Tensions ran high for several days as the US navy blockaded Cuba, preventing Soviet vessels from delivering their nuclear warheads. The Horde intended to use this scene to fire missiles from a submarine into both forces, creating instant conflict. However, the Horde submarine was exposed and brought out of the sea by the Meta adventurers Dean Donovan Shepherd and Jakob Magden. Realizing both sides had been manipulated once again, the United States and Soviet Union stood down.

It appeared as though the two world powers would make peace after the Cuban Missile Crisis. President John Kennedy was about to invite Nikita Khrushchev to join him in peace talks when the Horde sent Weisse Schaedel to assassinate the US President. Weisse Schaedel was soon afterwards gunned down by retired WW2 costumed hero Banner.

This would be the beginning of the end for the powerhouse that was the Horde. United Nations forces began to track down the operatives of the Horde. Intelligence services sought out Horde infiltrators in the ranks of the military and

politics. Finally, in 1965, a UN strike force, commanded by MI6 agent Christine Chase located and stormed the island headquarters of the Horde. During this assault, the majority of the Horde leadership was killed, including Junker. It was believed that the Horde was destroyed.

But it was not to be...

The Horde was far too spread out through the world and far too diverse in their machinations to be fully destroyed in one attack. For many decades following the death of Junker, the Horde operated as many different splinter factions. The individual officers assumed command of their outposts and all operatives in their immediate control. The scientific and weapons-development branch of the Horde reformed as A.T.O.M. (Advanced Theories, Operations, and Mechanics), a faction devoted to ruling the world through the use of superior science and technology.

Even to this day, the Horde has never been as powerful as it was under the guidance of Junker. The individual Horde factions focused themselves less on world domination and more on amassing wealth and technology that would help them perform as an organized crime syndicate.

The first major step in rebuilding the Horde occurred in the early 1980s with the formation of M-Division. The US government had discovered that Metas were becoming a more common occurrence and created M-Division to study Metas, their powers, and how they might be contained or utilized as

assets. Senator William Kaufman – who was a supporter of the Horde that had managed to evade the purges – immediately placed his supporters in the upper ranks of M-Division, in the hopes that Metas could be utilized for the machinations of the Horde. Indoctrinated superhuman beings were being sent as agents to Horde bases. The additional funding of these Horde operatives were compiled and controlled through the Asgard Corporation (the Horde’s corporate “face”).

With the opening of the 21st century, the Horde started to once again manipulate the world in a campaign of fear. Through their operatives, the Horde supplied the Taliban with the means to enact the terrorist attacks of September 11, 2001. The reaction by the United States and the other western powers was even better than the Horde had anticipated. Fear and bigotry now run rampant, tearing apart the world peace that had been found in the previous decade. The only setback to the Horde’s machinations was the formation of CASTLE and the Sentinels. What should have been the start of the Horde’s greatest success in decades has also resulted in the creation of their greatest enemies.

Bloodskull (PL 9)



Strength 4, Stamina 6, Agility 6, Dexterity 6

Fighting 7, Intellect 2, Awareness 3, Presence 4

EQUIPMENT

Tactical Armor:

Protection 3 – 3 points

Weapons: Array (15 points)

- **Assault Rifle:** Ranged Multiattack Damage 5 – 15 points
- **Grenade**

Launcher: Ranged Burst Area Damage 5 – 1 point

- **Knife:** Strength-Based Damage 2 (Improved Critical) – 1 point

ADVANTAGES

All-Out Attack, Benefit 2 (Horde Officer, Wealth 1), Chokehold, Close Attack 2, Defensive Attack, Equipment 4, Fast Grab, Improved Critical (Unarmed), Improved Defense, Improved Grab, Improved Hold, Improved Initiative, Power Attack, Takedown, Throwing Mastery

SKILLS

Acrobatics 2 (+8), Athletics 6 (+10),

Deception 2 (+6), Expertise (Military) 6 (+8), Intimidation 6 (+10), Perception 2 (+5), Ranged Combat (Firearms) 2 (+8), Stealth 2 (+8), Treatment 2 (+4), Vehicles 6 (+12)

OFFENSE

Initiative +10

Automatic Rifle +8 (Ranged, Multiattack Damage 5)

Grenade Area (Ranged, Damage 5)

Knife +9 (Close, Damage 6/19-20)

Unarmed +9 (Close, Damage 4/19-20)

DEFENSE

Dodge 8, Parry 9, Toughness 9

Fortitude 8, Will 9

POWER POINTS

Abilities 76 + Advantages 20 + Defenses 12 + Powers 0 + Skills 18 = 126 Total

COMPLICATIONS

Infamy: While he is a trustworthy Horde officer, Black’s loyalties are first and foremost to himself. He is willing to set traps and take hostages to gain advantage over his enemies.

Young Roger Black was a wayward youth who found himself involved in gang activity from the early age of 13. His hatred and anger at the world and how unfair he felt “the system” was led him to juvenile hall several times. Entering into a youth rehabilitation program, Roger was recruited by the Horde by the program’s director, Victor Houser. Vic told Roger that the Horde was going to set the world right and that, by playing inside the system, Roger could be a valuable agent and reap the rewards of the Horde’s new world order.

Roger Played along, cleaning up his delinquent activities and eventually joining the armed forces when he turned 18. His military training, combined with special training given to him by the Horde, guided Roger to a successful military career.

While serving a tour in the Middle East, Roger was “killed” by insurgents. This allowed Roger to join the Horde full-time; taking his military training and tactical secrets along with him. Roger received additional training from the Overseer, was given illegal physical enhancement drugs, and placed in charge of a special forces division within the Horde.

After the Horde discovered that Pendragon had been revived. Roger and his unit were sent kill the former WW2 heroine. Pendragon single-handedly defeated Roger and his entire unit. Only Roger escaped unscathed. Not wanting to return to his Horde masters unsuccessful, Roger went back to his safe house, re-equipped himself, and returned for a second attack. Although his second assault against Pendragon fared little better than his first, Roger’s dedication to his task gave him notoriety within the Horde

ranks. The Horde arranged to break Roger out of CASTLE custody during his transport to prison. They provided him specialized weaponry and a uniform that included a blood-red skull mask, giving Roger the code name “Bloodskull.”

Czarina (PL 9)

Strength 3, Stamina 4, Agility 4, Dexterity 4

Fighting 4, Intellect 4, Awareness 4, Presence 3

POWERS

Toxic Weapons: Array (56 points); Easily Removable (-22 points)

- **Poison Throwing Darts:** Ranged Damage 1; Linked Ranged Affliction 6 (Dazed and Impaired, Disabled and Stunned, Incapacitated); Resisted and Overcome by Fortitude; Extra Condition, Progressive; Linked Ranged Weaken Stamina 6 (Resisted by Fortitude; Progressive) – 56 points
- **Poison Lipstick:** Affliction 6 (Dazed and Impaired, Disabled and Stunned, Incapacitated); Resisted and Overcome by Fortitude; Extra Condition, Grab-Based; Progressive; Linked Weaken Stamina 6 (Resisted by Fortitude; Grab-Based, Progressive) – 1 point

Poison Immunity: Immunity 1 – 1 point

Teleport Ring: Teleport 2 (Extended, Limited to Extended); Removable (-1 point) – 3 points

EQUIPMENT

Armor: Protection 4 – 4 points

Arsenal: Array (10 points)

- **Blaster Pistol:** Ranged Damage 5 – 10 points
- **Whip:** Strength-Based Damage 0 (Improved Disarm, Improved Trip, Reach 3) – 1 point

Czarina also has access to any Horde technology, including advanced weapons, gear, and vehicles.

ADVANTAGES

Accurate Attack, Benefit 5 (Cipher, Horde Officer, Wealth 3), Connected, Defensive Attack, Diehard, Equipment 9, Fast Grab, Great Endurance, Improved Defense, Improved Disarm, Improved Grab, Improved Hold, Improved Trip, Inspire 3, Languages 3 (English, German, Japanese, Latin [Russian is native]), Leadership

SKILLS

Acrobatics 2 (+6), Athletics 2 (+5), Close Combat (Whip) 6 (+10), Expertise (Streetwise) 6 (+10), Expertise (Toxicology) 6 (+10), Intimidation 6 (+9), Perception 2 (+6), Persuasion 6 (+9), Ranged Combat (Pistols) 6 (+10), Technology 6 (+10), Vehicles 2 (+6)

OFFENSE

Initiative +4

Laser Pistol +10 (Ranged, Damage 5)

Poison Lipstick/Fangs +4 (Close, Affliction and Weaken 6)

Throwing Darts +4 (Ranged, Affliction and Weaken 6)

Unarmed +4 (Close, Damage 3)

Whip +10 (Close, Damage 3)

DEFENSE

Dodge 10, Parry 10, Toughness 8

Fortitude 6, Will 10

POWER POINTS

Abilities 60 +
Advantages 32
+ Defenses 20 +
Powers 39 + Skills
25 = 176 Total

COMPLICATIONS

Infamy: Czarina is a Horde operative and field leader.

Ruthless: Czarina is utterly without morals or remorse. She will kill without qualms anyone who stands in her way. With the exception of her lover, Shogun, she considers her agents expendable and will sacrifice them gladly to obtain her objectives.

Czarina’s true identity is unknown. She is believed to be the daughter of a Russian mob boss whom she killed to assume control of his operation. Czarina impressed the Horde with her ruthless efficiency and brought her into their ranks. Under the guidance of Czarina, the Horde has returned to its gloried levels of power as a true threat to the world.

Those familiar with her work consider Czarina to be the true leader of the modern-day Horde.

The goals of Czarina are incredibly ambitious. In 2012, she attempted to take control of the country of Japan through the influential Omura Corporation. Her plot was thwarted by the Meta hero Raptor.

One of Czarina’s prized artifacts is a magical ring created by the Thule Society. This ring allows her to teleport across vast distances. If the tide of battle ever turns against her, Czarina will immediately use the ring to escape. Its pair is worn by Czarina’s lover: Shogun.





Doctor Jeste (PL 9)

Strength 7, Stamina 6, Agility 4, Dexterity 4

Fighting 3, Intellect 7, Awareness 3, Presence 3

POWERS

Cloned Body: 93 points; Removable (-19 points)

Cloned Body Armor: Impervious Toughness 4 – 4 points

Clone Body Physique: Enhanced Agility 4, Enhanced Dexterity 2, Enhanced Fighting 3, Enhanced Stamina 6, Enhanced Strength 7 – 44 points

Clone Body Traits: Immunity 10 (Life Support) – 10 points

Psionic Amplifier: Array (33 points)

- **Mind Control:** Perception Range Affliction 11 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative, Limited to Jeste's genetic creations, Subtle – 33 points
- **Mind Blast:** Perception Range Damage 3 (Resisted by Will; Limited to Jeste's genetic creations, Subtle) – 1 point

- **Mind Transfer:** Perception Range Affliction 11 (Transformed [Jeste and target switch minds]; Resisted and Overcome by Will; Cumulative, Insidious, Instant Recovery, Limited to Jeste's genetic creations, Limited to third degree, Side Effect (target controls Jeste's body), Subtle – 1 point

ADVANTAGES

Benefit 3 (Horde Officer, Wealth 2), Eidetic Memory, Languages 2 (English, Latin [German is native])

SKILLS

Expertise (Biochemistry) 6 (+13), Expertise (Robotics) 6 (+13), Perception 2 (+5), Persuasion 2 (+5), Technology 6 (+13), Treatment 6 (+13)

OFFENSE

Initiative +4

Mind Blast Perception (Ranged, Damage 3)

Mind Control/Transfer Perception (Ranged, Affliction 11)

Unarmed +3 (Close, Damage 7)

DEFENSE

Dodge 6, Parry 5, Toughness 6

Fortitude 8, Will 9

POWER POINTS

Abilities 30 + Advantages 6 + Defenses 12 + Powers 74 + Skills 14 = 136 Total

COMPLICATIONS

Disability: Jeste is a disembodied brain. He transfers his mind and lifeforce – via a Psionic Amplifier – from one cloned body to another.

Obsession: Jeste is interested in the creation of new forms of life and the alteration of existing creations, especially if it means giving them interesting powers.

Reputation: Nazi geneticist. Emil Jeste is the scientist known throughout history as the pioneer of genetic engineering. All research in the field is based off his innovations.

Emil Jeste was born to a poor German family in the early 1900s. Despite his impoverished nature, Emil's intelligence and curiosity of living creatures and how they worked could not be contained. His exceptional marks in school offered Emil a chance to go to college in London, where he graduated and become a doctor. Returning to Germany, Emil joined the Nazi Party as they rose to power.

The idea of creating the perfect human through selective breeding intrigued Jeste. However, he thought the process would be too slow and take several generations to accomplish. As a means of hastening the process, Jeste conducted horrific experiments on Germany's "unwanted" population: Jews,

Gypsies, and those suffering from debilitating medical ailments. Through Jeste's experiments, the Nazis were able to create a number of super-human soldiers to join the ranks of the Reichsloven. He also created a greater number of monstrous horrors that plagued the Allies heroes of the era.

With the fall of Nazi Germany, Jeste went into hiding with the Reichsloven, joining Horde when Junker formed the organization. Jeste was able to survive the Horde's destruction thanks to his creation of the Psionic Amplifier. This device allowed Jeste to transfer his consciousness into any of the genetically-created bodies of his design. Thanks to the Psionic Amplifier, Emil Jeste is one of the few original members of the Horde still to survive to the modern era.

Doctor Jeste has no interest in commanding the Horde, despite his seniority. Rather, he prefers to be left alone to create new monstrous horrors of science.

Note: Doctor Jeste is only PL 9, as his mental powers only function against his own creations. Otherwise, he would be considered a PL 11 villain. It is also important to note that Khan is one of the creations of Doctor Jeste! Should a serious power struggle ever emerge between Jeste and Khan, the current leader of the Horde might find himself in a problematic situation.

Doppelganger (PL 8)

Strength 6, Stamina 6, Agility 4, Dexterity 4

Fighting 6, Intellect 4, Awareness 4, Presence 7

POWERS

Accelerated Metabolism: Regeneration 3 – 3 points

Blending: Visual Concealment 2 (Blending) – 2 points

Holographic Costume: Morph 2 (male humanoids); Removable (-2 points) – 8 points

Ventriloquism: Feature 1 (perfect voice mimicry) – 1 point

EQUIPMENT

Arsenal: Array (13 points)

- **Bow:** Strength-Based Ranged Damage 3 (Subtle) – 13 points
- **Blaster Pistol:** Ranged Damage 5 – 1 point
- **Dagger:** Strength-Based Damage 1 (Improved Critical) – 1 point
- **Sniper Rifle:** Ranged Damage 5 (Improved Critical) – 1 point

Doppelganger has access to additional Horde equipment, vehicles, and weapons, as needed

ADVANTAGES

Accurate Attack, All-Out Attack, Benefit 6 (Alternate Identity, Horde Officer, Wealth 4), Defensive Attack, Equipment 9, Improved Critical (Unarmed), Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved

Trip, Languages 4 (Arabic, Cantonese, French, German, Japanese, Portuguese, Russian, Spanish [English is native]), Power Attack, Ranged Attack 2, Skill Mastery (Deception), Takedown, Taunt, Ultimate Effort (Deception)

SKILLS

Athletics 6 (+12), Close Combat (Unarmed) 2 (+8), Deception 6 (+13), Expertise (Espionage) 6 (+10), Expertise (Military) 6 (+10), Insight 6 (+10), Intimidation 2 (+9), Investigation 6 (+10), Perception 2 (+6), Persuasion 6 (+13), Sleight of Hand 2 (+6), Stealth 6 (+10), Technology 6 (+10), Treatment 2 (+6), Vehicles 2 (+6)

OFFENSE

Initiative +8

Blaster Pistol +6 (Ranged, Damage 5)

Bow +6 (Ranged, Damage 9)

Dagger +6 (Close, Damage 7/19-20)

Sniper Rifle (Ranged, Damage 5/19-20)

Unarmed +6 (Close, Damage 6)

DEFENSE

Dodge 6, Parry 8, Toughness 6

Fortitude 8, Will 6

POWER POINTS

Abilities 82 + Advantages 35 + Defenses 8 + Powers 14 + Skills 33 = 172 Total

COMPLICATIONS

Motivation: Greed.

Doppelganger is loyal to the Horde, as long as they continue to pay him.

Prejudice: Doppelganger is a Meta.

Rivalry: Doppelganger *hates* Shogun and his "so-called" code of honor.

A true master of disguise, Doppelganger uses a variety of practical and technological means to alter his appearance and blend in with the environment. His origins are uncertain, but it is believed that Doppelganger was formerly an agent of the Kaftar assassins. As an agent of the Horde, Doppelganger serves as a covert operative and assassin. However, even in the Horde, Doppelganger is not completely trusted. His motivations are too mercenary for the other Horde leaders.





Einherjar (PL 11)

Strength 7, Stamina –, Agility 6, Dexterity 6

Fighting 10, Intellect –, Awareness 3, Presence –

POWERS

Armor: Impervious Toughness 4; Protection 9 – 13 points

Cybernetic Senses: Senses 4 (Extended Vision, Infravision, Ultra Hearing, Ultra Vision) – 4 points

Lifeless Body: Immunity 30 (Fortitude Effects) – 30 points

Weapon Systems: Array (18 points)

- **Laser:** Ranged Damage 9 – 18 points
- **Combat Knife:** Strength-Based Damage 1 (Improved Critical) – 1 point

OFFENSE

Initiative +6

Knife +10 (Close, Damage 8/19-20)

Laser +6 (Ranged, Damage 9)

Unarmed +10 (Close, Damage 7)

DEFENSE

Dodge 8, **Parry** 12, **Toughness** 9

Fortitude Immune, **Will** Immune

POWER POINTS

Abilities 34 + Advantages 0 + Defenses 4 + Powers 66 + Skills 0 = 104 Total

Doctor Jeste is currently in the process of creating a new breed of Horde soldier. Combining cybernetic augmentation with advanced genetic engineering, he is attempting to reanimate dead Horde troopers as “Einherjar.”

Horde Juggernaut (PL 10)

Strength 9, Stamina –, Agility 2, Dexterity 4

Fighting 6, Intellect –, Awareness 4, Presence –

POWERS

Electrical Field: Reaction Damage 10 – 40 points

Large Size: Growth 2 (Innate, Permanent; -1 active defenses included) – 5 points

Robot Body: Immunity 30 (Fortitude Effects); Impervious Toughness 10; Protection 9 – 49 points

Weapons Systems: Array (30 points)

- **Freon Gas Dispenser:** Cone Area Damage 10 (Resisted by Fortitude) – 30 points
- **Flame Throwers:** Cone Area Damage 9 – 1 point
- **Nuclear Eye Beams:** Ranged Damage 9 – 1 point

ADVANTAGES

Improved Critical (Unarmed)

OFFENSE

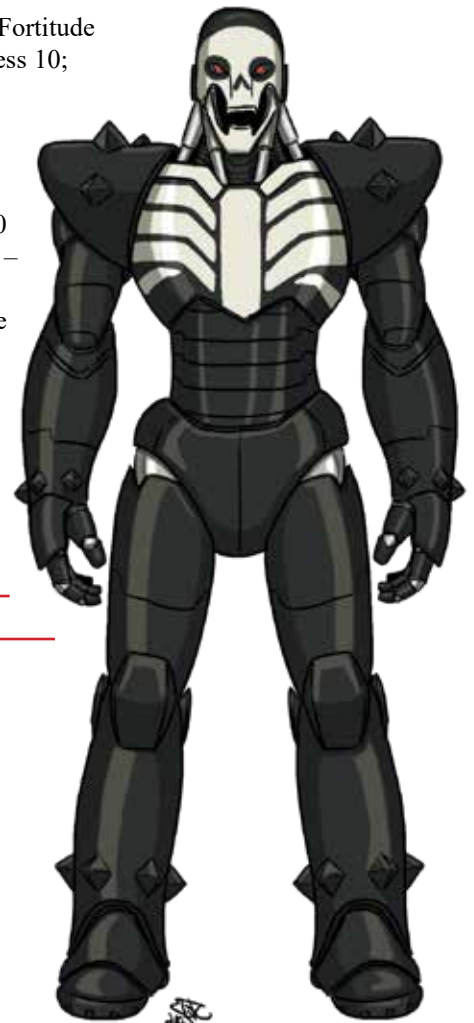
Initiative +2

Flame Thrower Area (Close, Damage 9)

Freon Gas Area (Close, Damage 10)

Nuclear Eye Rays +4 (Ranged, Damage 9)

Unarmed +6 (Close, Damage 9/19-20)





DEFENSE

Dodge 4, Parry 8, Toughness 11

Fortitude Immune, Will Immune

POWER POINTS

Abilities 16 + Advantages 1 + Defenses 4 + Powers 126 + Skills 0 = 147 Total

COMPLICATIONS

Disability: A juggernaut's visual, hearing, and olfactory senses can be affected by Dazzles.

Infamy: Horde combat robots.

The Juggernaut combat robots were created by Horde scientists in the mid-1960s. Possessing only a rudimentary computerized brain, the Juggernauts require supervision in the field. Horde officers issue commands to the robots before and during deployment.

Horde Trooper (PL 7)

Strength 2, Stamina 2, Agility 1, Dexterity 3

Fighting 4, Intellect 0, Awareness 0, Presence 0

EQUIPMENT

Blaster Rifle: Ranged Damage 8 – 16 points

Horde Uniform: Protection 2 (Subtle) – 3 points

7 points of additional gear based on mission specifications.

ADVANTAGES

Equipment 5

SKILLS

Athletics 4 (+6), Expertise (Military) 4 (+4), Intimidation 2 (+2), Ranged Combat (Firearms) 2 (+5), Treatment 2 (+2), Vehicles 2 (+5)

OFFENSE

Initiative +1

Blaster Rifle +5 (Ranged, Damage 8)

Unarmed +4 (Close, Damage 2)

DEFENSE

Dodge 3, Parry 6, Toughness 4

Fortitude 4, Will 2

POWER POINTS

Abilities 24 + Advantages 5 + Defenses 8 + Powers 0 + Skills 8 = 45 Total

COMPLICATIONS

Fanatics: Most Horde troopers are fanatics who will fight to the death.

The typical Horde trooper is either a child of the previous generation of Horde troopers or a recruit that was turned early in life. Much like the Hitler Youth program, the Horde believes in indoctrinating the young through youth programs and the like. They seek out those teens whom have troubled lives and blame society for their problems. They nurture this hatred against the status-quo and propose the youth join the ranks of the Horde in an attempt to make the world a better place. All Horde troopers then undergo military training when they are old enough to join the armed forces. Then, the Horde arranges for an “accident” to occur to their recruits; allowing the Horde to have their trained soldiers without the necessity of a dual identity.

Janus (PL 9)

Strength 3, Stamina 4, Agility 3, Dexterity 3

Fighting 3, Intellect 4, Awareness 4, Presence 4

POWERS

Disintegration Beam (Heinrich): Ranged Weaken Toughness 9 (Resisted by Fortitude; Affects Objects); Linked to Ranged Damage 9 – 45 points

Electromagnetic Blast (Helda): Ranged Affliction 9 (Dazed, Stunned, Incapacitated); Resisted and Overcome by Fortitude); Cumulative; Linked Ranged Damage 9 – 45 points

ADVANTAGES

Benefit 5 (Horde Officer, Wealth 4), Connected, Contacts, Defensive Roll 3, Languages 3 (Cantonese, English, Japanese, Laotian [German is native]), Set-Up, Teamwork

SKILLS

Deception 2 (+6), Expertise (Business) 6 (+10), Expertise (Current Events) 6 (+10), Intimidation 2 (+6), Investigation 2 (+6), Perception 2 (+6), Persuasion 2 (+6), Ranged Combat (Energy Blast) 6 (+9)

OFFENSE

Initiative +3

Energy Blast +9 (Ranged, Affliction or Weaken 9 plus Damage 9)

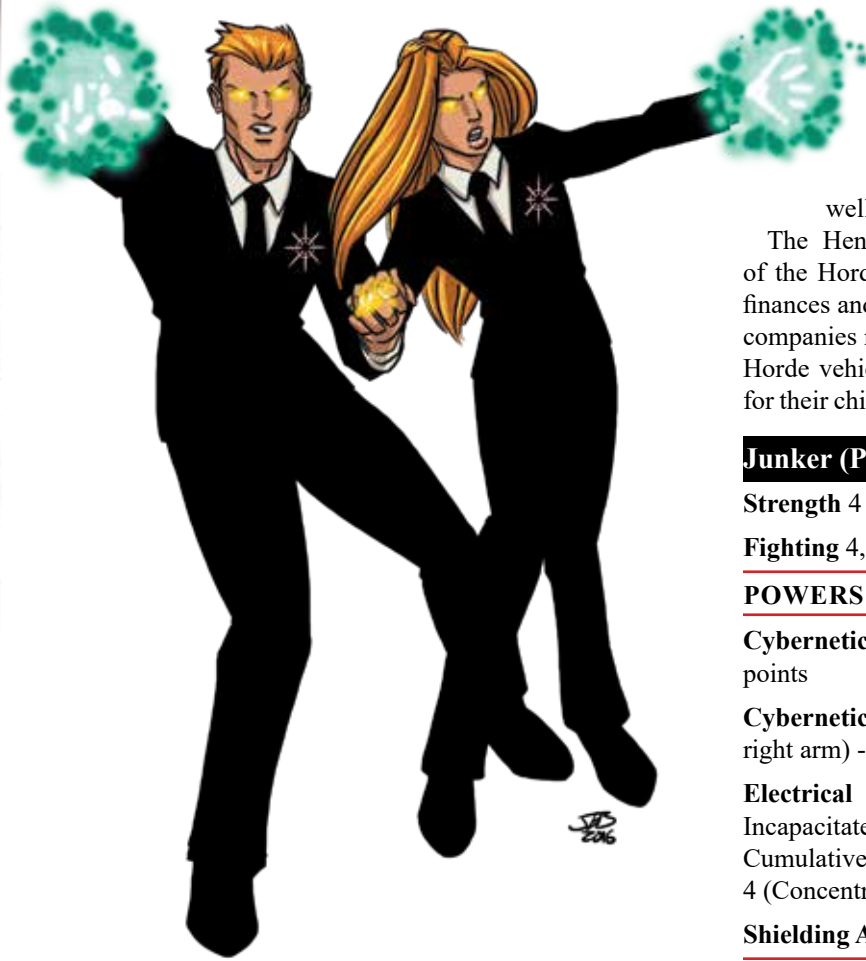
Unarmed +3 (Close, Damage 3)

DEFENSE

Dodge 9, Parry 9, Toughness 7/4*

Fortitude 10, Will 6

*without Defensive Roll



and pharmaceuticals. Secret operations within Asgard include the experimentation of Metas and their powers. This has drawn the enmity of both Polarity and his Meta Nation as well as Dean Shepherd of the Shepherd Academy.

The Hentzau twins are the unofficial “public faces” of the Horde. Through Asgard, they launder the Horde’s finances and other ill-gotten gains. In addition, Asgard toy companies manufacture “unofficially-licensed” toys of the Horde vehicles, and personalities. Parents buy these toys for their children and the proceeds go directly to the Horde!

Junker (PL 9)

Strength 4 (3), Stamina 4, Agility 2, Dexterity 4

Fighting 4, Intellect 4, Awareness 4, Presence 6

POWERS

Cybernetic Arm: 17 points; Removable (-4 points) – 13 points

Cybernetic Strength: Enhanced Strength 1 (Limited to right arm) - 1 point

Electrical Shock: Affliction 4 (Dazed, Stunned, Incapacitated); Resisted and Overcome by Fortitude; Cumulative, Concentration, Grab-based; Linked Damage 4 (Concentration, Grab-based) - 12 points

Shielding Arm: Protection 4 (Sustained) - 4 points

EQUIPMENT

As the Supreme Leader of the Horde, Hentzau has access to all gear, weapons, and vehicles in Horde’s arsenal. He typically carries the following items:

Commlink: Feature 1 (Communicator) – 1 point

Weapons: Array (10 points)

- **Blaster Pistol:** Ranged Damage 5 – 10 points
- **Sword:** Strength-Based Damage 3 (Improved Critical) – 1 point

ADVANTAGES

Accurate Attack, All-Out Attack, Assessment, Benefit 4 (Leader of the Horde, Wealth 3), Chokehold, Defensive Attack, Equipment 10, Fast Grab, Improved Critical 2 (Unarmed), Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Trip, Inspire 1, Leadership, Power Attack, Takedown

SKILLS

Athletics 2 (+6), Close Combat (Swords) 2 (+6), Close Combat (Unarmed) 6 (+10), Deception 6 (+12), Expertise (Soldier) 6 (+10), Insight 2 (+6), Intimidation 6 (+12), Investigation 6 (+10), Perception 2 (+6), Persuasion 2 (+8), Ranged Combat (Pistols) 2 (+6), Stealth 6 (+8), Technology 2 (+6), Vehicles 6 (+10)

POWER POINTS

Abilities 56 + Advantages 13 + Defenses 20 + Powers 45 + Skills 14 = 148 Total

COMPLICATIONS

Enemy: Polarity, Dean Donovan Shepherd, and CASTLE.

Motivation: Greed.

Power Loss: The Janus twins must touch their sibling to use their powers.

Prejudice: The Janus twins are Metas. Their androgynous appearance is often unsettling to others.

Relationship: The Janus twins are the grandchildren of Anton Hentzau (aka Junker).

Heinrich and Helda Hentzau were born in secret; the grandchildren of the founder of the Horde: Anton Hentzau. Using the wealth of their family, the twins learned everything they could of the business world and how to manipulate its legal loopholes. By the time they were 18, the twins had invested enough of their money to found the Asgard Corporation. Based in the island nation of Kejahatan, this company has its hands in the hiring of mercenaries to individuals, corporations, and small governments, weapons manufacturing, financial investing,

OFFENSE

Initiative +6

Blaster Pistol +6 (Ranged, Damage 5)

Electrical Shock +10 (Close, Affliction + Damage 4)

Sword +6 (Close, Damage 7/19-20)

Unarmed +10 (Close, Damage 4/18-20)

DEFENSE

Dodge 8, **Parry** 10, **Toughness** 8

Fortitude 6, **Will** 6

POWER POINTS

Abilities 62 + Advantages 31 + Defenses 16 + Powers 13 + Skills 28 = 150 Total

COMPLICATIONS

Arrogance: Anton Hentzau was one of the most arrogant and dangerous villains on Earth. Vain, proud, treacherous, and extremely cunning; Hentzau's goal was the conquest and subjugation of the human race, the absolute humiliation and destruction of anyone who opposed him.

Infamy: Junker is known throughout the world as an evil agent from the days of Nazi Germany.

Anton Hentzau was born in June 12, 1908 to an Austrian family with a long record of military service. He was an excellent student as a youth and eventually noteworthy fencer of the German-national Burschenschaft as a university student; earning his dueling scar on his cheek. Hentzau joined the Nazi Party in 1931.

As World War 2 began, Hentzau served as a military engineer, eventually joining the Luftwaffe. He participated in the invasion of Russia until he was injured by shrapnel to the back of the head in 1942. After receiving the Iron Cross, Anton joined the personal guard of Adolf Hitler; soon becoming one of the Fuhrer's most trusted men.

It was during this time that Hentzau developed ideas on unconventional warfare; developing specialized units dedicated to espionage, sabotage, and paramilitary techniques. He was given command of a special school to create his unit of special operatives. After they finished training, Hentzau and his operatives were sent on several missions during the war. The most noteworthy of these was the liberation of Benito Mussolini, who had been overthrown and imprisoned by the Italian government in 1943.

At the end of the war, Anton Hentzau was captured by Allied forces and spent several years in a military prison. He was charged at the Dachau Trials for war crimes, but eventually escaped prison in 1948 with the help of several other SS officers dressed in US Military Police uniforms.

Assuming the code name "Junker," Hentzau formed the Horde from the remnants of the collected Nazi soldiers, Schutzstaffel, and members of the Thule Society he could gather. Determined to finish what the Fuhrer had started, Hentzau began a campaign to terrorize the world; pitting the Cold War powers against each other.

Hentzau was killed in an explosion in 1965, during a UN raid on his island headquarters commanded by MI6 agent Christine Chase. Unknown to the UN was that Hentzau had fathered twin children in 1960 – Heinrich and Helda – who would grow up to continue his legacy.



Khan (PL 10)

Strength 9, Stamina 10, Agility 3, Dexterity 3

Fighting 7, Intellect 3, Awareness 2, Presence 4

POWERS

Invulnerability: Immunity 8 (Aging, Cold, Fire Damage, Heat); Impervious Toughness 9 – 17 points

Ophidian Empathy: Feature 1 (Snakes accept Khan as one of their own; they will not attack him except in self-defense) – 1 point

EQUIPMENT

Combat Staff: Strength-Based Damage 2 (Reach) – 3 points

In addition, Khan has access to any Horde equipment, as needed.

ADVANTAGES

Beginner's Luck, Benefit 4 (Leader of the Horde, Wealth 3), Daze (Intimidation), Equipment 6, Fascinate

(Intimidation), Great Endurance, Jack-of-All-Trades, Languages 1 (English [German is native]), Startle

SKILLS

Athletics 6 (+15), Close Combat (Unarmed) 2 (+9), Expertise (Current Events) 6 (+9), Insight 2 (+4), Intimidation 6 (+10), Perception 2 (+4), Persuasion 6 (+10), Technology 2 (+5), Vehicles 2 (+5)

OFFENSE

Initiative +3

Staff +7 (Close, Damage 11)

Unarmed +9 (Close, Damage 9)

DEFENSE

Dodge 9, **Parry** 9, **Toughness** 10

Fortitude 12, **Will** 8

POWER POINTS

Abilities 82 + Advantages 17 + Defenses 20 + Powers 18 + Skills 17 = 154 Total

COMPLICATIONS

Arrogant: Khan seeks nothing less than world domination.

Relationship: Khan is the genetic clone offspring of Übermensch and Übermadchen. His genetic makeup is also composed of a number of additional warriors and leaders from throughout Earth's history. Khan is infatuated with the Hentzau twins and is planning on marrying them both once he is the ruler of Earth.

Rivalry: Czarina and her lover Shogun consider themselves to be the true leaders of the Horde. They see Khan as a figurehead for their machinations.

Secret: Unknown even to Khan or his creator, Doctor Jeste, Khan possesses genetics dating back to the Serpent Man Empire of Lemuria. These genetics drive him to seek world domination; removing the control of Earth from the hands of humanity.

Khan is a genetically-engineered creation of Doctor Jeste; formed from the combined DNA of several Nazi Reichslowen as well as numerous rulers and warriors from Earth's history. Khan is an intelligent and charismatic man who wants to be the ruler of Earth. He is proud to the point of arrogant, and he is totally confident in his own charms and abilities to the extent of underestimating others. Much like the kings of Greece, Khan believes he is the "first among equals." When the time comes to aid his forces or perform great labors, Khan will get dirty and do manual labor with the normal agents; earning the gratitude of the rank-and-file of the Horde. This is something that is lost on the other leaders of the Horde. Czarina, Shogun, and Steel Skull consider themselves above such mundane deeds.



Should Khan ever fall in battle Doctor Jeste has his genetic makeup stored in computer files that are scattered across the world. With this, Jeste can create a new Khan to rule the Horde.

Shogun (PL 10)

Strength 4, Stamina 4, Agility 4, Dexterity 2

Fighting 6, Intellect 3, Awareness 4, Presence 4

POWERS

Disruption Field: Weaken Toughness 12 (Affects Objects); Linked Damage 12; Feature (can channel disruption field through melee weapons) – 37 points

Teleport Ring: Teleport 2 (Extended, Limited to Extended); Removable (-1 point) – 3 points

EQUIPMENT

Armor: Protection 5 – 5 points

Weapons: Array (4 points)

- **Katana:** Strength-Based Damage 3 (Improved Critical) – 4 points
- **Shuriken:** Ranged Multiattack Damage 1 – 1 point

ADVANTAGES

Accurate Attack, Benefit 3 (Horde Officer, Wealth 1, Yakuza Officer), Defensive Attack, Equipment 2, Improved Disarm, Improved Grab, Improved Hold, Improved Initiative 2, Improved Trip, Interpose, Language 1 (English [Japanese is native]), Power Attack, Ranged Attack 2, Taunt

SKILLS

Athletics 6 (+10), Close Combat (Swords) 2 (+8), Deception 6 (+10), Expertise (Bushido) 6 (+9), Expertise (Japanese History) 6 (+9), Expertise (Streetwise) 6 (+9), Insight 2 (+6), Intimidation 2 (+6), Perception 2 (+6), Persuasion 2 (+6), Ranged Combat (Thrown) 2 (+6)

OFFENSE

Initiative +12

Disrupting Katana +8 (Close, Weaken 12 + Damage 12)

Katana +8 (Close, Damage 7/19-20)

Shuriken +6 (Ranged, Multiattack Damage 1)

Unarmed +6 (Close, Damage 4)

DEFENSE

Dodge 6, Parry 8, Toughness 9

Fortitude 10, Will 10

POWER POINTS

Abilities 62 + Advantages 19 + Defenses 16 + Powers 40 + Skills 21 = 158 Total



COMPLICATIONS

Honor: Omura believes in the ancient code of Bushido.

Prejudice: Omura is a Meta.

Relationship: Omura is the lover of Czarina.

Omura Hajimi was born into the wealthy and influential Omura Clan of Japan. The Omura family had influence everywhere, from the corporate sector to the criminal underworld. While Hajimi wanted to be a part of the public face of the Omuras – working in a corporate office and making decisions that would gain him wealth and power – he was instead delegated to operate the Omura criminal holdings within the Yakuza. Hajimi felt betrayed by his family, but followed through with his duties. He hoped that someday, he would be seen for the great leader in which he saw himself.

When the Horde began to maneuver into Japan's criminal underworld through their Russian operatives, Czarina chose to negotiate with Omura, rather than usurp his control. In Hajimi, Czarina saw a kindred spirit. She offered him a place by her side as a leader of the Horde. With Czarina's

influence, Hajimi's criminal enterprise grew exponentially. Eventually his power started to rival the heads of the Omura Corporation. When challenged, Hajimi revealed his powers as a Meta and literally cut down his rivals in droves.

Placing himself as head of the Omura Corporation, Hajimi arranged a marriage between himself and his cousin, Kazumi, who held political office and was beloved by the people. Unfortunately, Hajimi found a romantic rival with a gaijin named Gabriel (aka "Raptor"). When Hajimi kidnapped Kazumi, Gabriel rescued his lover and exposed the Omura Clan's criminal enterprise. Hajimi Omura was forced to flee the country with Czarina where he became an officer within the Horde.

As Shogun, Omura has sworn to follow Czarina's lead. He is rarely far from her side and will always come to her aid in battle.

Steel Skull (PL 10)

Strength 9/1*, **Stamina** 2, **Agility** 2, **Dexterity** 2

Fighting 6/2*, **Intellect** 3, **Awareness** 4, **Presence** 1

*without armor

POWERS

Wermacht Mk-2016 Armor: 90 points; Removable (-18 points)

Body Armor: Impervious Toughness 9; Protection 9 – 18 points

Rocket Boosters: Flight 6 (120 mph) – 12 points

Sealed Systems: Immunity 6 (Cold, Heat, Radiation, Pressure, Suffocation) – 6 points

Sensors: Senses 12 (Accurate Extended 2 Radio [radar], Darkvision, Direction Sense, Distance Sense, Infravision, Time Sense, Ultra-Hearing) – 12 points

Targeting Computer: Enhanced Advantage 10 (Improved Aim, Precise Attack 2 [Ranged, concealment and cover], Ranged Attack 7); Enhanced Fighting 4 – 18 points

Weapon Systems: Array (22 points)

- **Force Blaster:** Ranged Damage 11 – 22 points

- **Magnetic Waves:** Move Object 10 (Damaging, Limited to ferrous metals, Limited to pushing or pulling) – 1 point

- **Servo-Muscles:** Enhanced Strength 8 – 1 point

ADVANTAGES

Benefit 6 (Horde Officer, Wealth 5), **Ultimate Effort** (Expertise [business])

SKILLS

Deception 6 (+7), **Expertise (Business)** 6 (+9), **Insight** 2 (+6), **Intimidation** 6 (+7), **Perception** 2 (+6), **Persuasion** 2 (+3), **Technology** 6 (+9), **Vehicles** 2 (+4)

OFFENSE

Initiative +2

Force Blaster +9 (Ranged, Damage 11)

Unarmed +6 (Close, Damage 9)

DEFENSE

Dodge 4, **Parry** 8/4*, **Toughness** 11/2*

Fortitude 8, **Will** 6

*without armor

POWER POINTS

Abilities 34 + Advantages 7 + Defenses 12 + Powers 72 + Skills 16 = 141 Total

COMPLICATIONS

Enemy: Spartan.

Motivation: Power and money.

Secret Identity: Hannibal Brand. Even when not wearing the Wermacht armor, Hannibal wears a fully-covering steel skull mask to conceal his identity.

Hannibal Brand was an unscrupulous businessman who was highly-placed in Wyatt Armaments. Always seeking to make more money, Hannibal would sell Wyatt weapons to enemies of the United States – including the Horde – through underworld connections. When his illicit deals were discovered by CEO Edward Wyatt, Hannibal arranged to have Edward's son, Eli, kidnapped by Columbian militants. Eli managed to escape, forcing Hannibal to kill Edward and his wife in a plane crash on the way to recover their son.

Placing himself as CEO of Wyatt Armaments, Hannibal Brand continued his illegal dealings with the blessing of the board of directors. They all benefited from the money made through the Horde. However, it was soon discovered that their efforts were being thwarted by the armored hero Spartan.

When Eli Wyatt turned 18, he assumed control of Wyatt Armaments. Hannibal Brand attempted to force the young man to allow him and the board to continue their dealings. However, Eli revealed himself to be Spartan and battled the board of directors. Eli exposed WA's illegal dealings, publicly revealed himself as Spartan, and dissolved the company.



Hannibal Brand relied on his team of lawyers to get him out of prison on bail. He then used his connections to flee the country and join the Horde as Steel Skull. Having access to a stolen cache of Wyatt Armaments secret projects, Hannibal secured his place among the Horde as their top weapons developer. Using the old plans of the WW2-era Wehrmacht armor, Hannibal created an updated suit of powered armor for himself and his elite team of pilots: the Steel Legion.

STEEL LEGION

The Steel Legion are Horde pilots specially-trained to operate the Steel Legion armor suits. There are typically four Steel Legion pilots accompanying Steel Skull at any time.

Steel Legion (PL 10)

Strength 10/2*, **Stamina** 3, **Agility** 3, **Dexterity** 3

Fighting 6/3*, **Intellect** 3, **Awareness** 3, **Presence** 2

*without armor

POWERS

Steel Legion Armor: 77 points; Removable (-15 points); **Armor:** Impervious Toughness 11; Protection 9; **Rockets:** Flight 6 (120 mph); **Sensors:** Senses 9 (Accurate Extended Radio, Darkvision, Distance Sense, Direction Sense, Time Sense); **Targeting Computer:** Enhanced Advantage 5 (Improved Aim, Ranged Attack 4); Enhanced Fighting 3; **Weapon Systems: Plasma Blaster:** Ranged Damage 12; AE - **Servo-Muscles:** Enhanced Strength 8; **ADVANTAGES** Interpose; **SKILLS** Athletics 2 (+12), Expertise (Military) 6 (+9), Intimidation 2 (+4), Perception 2 (+5), Technology 2 (+5), Treatment 2 (+5), Vehicles 6 (+9); **OFFENSE Initiative** +3, **Plasma Blaster** +6 (Ranged, Damage 12), **Unarmed** +6 (Close, Damage 10); **DEFENSE Dodge** 5, **Parry** 8/5*, **Toughness** 11/3*, **Fortitude** 5, **Will** 5
*without armor

POWER POINTS Abilities 44 + Advantages 1 + Defenses 8 + Powers 62 + Skills 11 = 126 Total

COMPLICATIONS Loyalty: Steel Legion soldiers are loyal to Steel Skull and the Horde.

JERSEY DEVIL

Matilda Mangold grew up an average young girl in New Jersey. Fate intervened in her life when Matilda witnessed a collision between two trucks moving dangerous chemicals. Despite the danger, Matilda rushed onto the scene to help drag one of the unconscious drivers from the burning wreckage. Even as Matilda got the driver to safety, the chemicals in the truck exploded, bathing Matilda in several different chemicals. The caustic materials robbed Matilda of her sight.



Luckily for Matilda, her adopted father – Jonas – was a prominent neuro surgeon who was developing a means of restoring senses to the blind through the use of cybernetics. He had created a pair of “sensor horns” that would send out signals similar to ultrasonic frequencies. Jonas implanted the horns into Matilda’s head.

The implants did not work quite as expected. Rather, they enhanced Matilda’s other senses to such a degree as to completely remove her need to see. Additionally, they also augmented Matilda’s agility and dexterity to peak human levels, as she was able to perceive and react to things around her almost as quickly as they happened.

Unfortunately, when Jonas’ colleges discovered what he had done, they had Jonas arrested for illegal human experimentation. These same colleges then turned around and started using Jonas’ sensor horn design to develop their own technologies that made them millions. Matilda was furious at the injustice of the situation, but was powerless to help her father.

Inspired to help those suffering from similar injustice, Matilda went to school and became a criminal investigator. Here she met Najiba bint Yusuf, the daughter of a prominent Iranian businessman. Najiba and Matilda became instant friends. When Najiba became aware of

Matilda's sensor horns, she started training Matilda in the martial arts as a means of forming a closer bond. Shortly before graduating, Najiba was forced to leave college due to family obligations.

Matilda graduated college and found employment with small business lawyer Nelson Franks. Despite Matilda's blindness, she quickly became Franks' go-to woman for investigating and information gathering. The two functioned so well together that they bought an office to share between the law firm and private investigation business.

After the formation of the Sentinels and several massive battles with alien invaders, Meta Nation, Secundus the Sun-Eater, and the Overlords, the New York and New Jersey areas had suffered. Crime was on the rise and the police were overtasked. Inspired by rise in appearance of costumed heroes, Matilda created a costume and now uses her impressive sensory powers to fight crime as the "Jersey Devil."

JERSEY DEVIL AS A VILLAIN

Embittered by the loss of her senses, Matilda grew resentful towards humanity and their pitiful attitude towards her and those like her. After being given the cybernetic horns to help perceive the world anew, Matilda began to use her abilities to take what she wanted from the world. During college, she learned of her roommate's connection to the Kaftar assassins and used Najiba to join their ranks. Now a deadly warrior, the Jersey Devil serves as the ruthless enforcer of Adonis' empire of vice.

Jersey Devil (PL 8)

Strength 3, Stamina 4, Agility 7, Dexterity 6

Fighting 7, Intellect 2, Awareness 6, Presence 3

POWERS

Heightened Senses: Enhanced Insight 8; Enhanced Perception 8; Enhanced Uncanny Dodge; Senses 16 (Hearing [accurate, extended, ultra-hearing], Olfactory [acute, analytical, extended, tracking], Tactile [acute, analytical]) – 25 points

EQUIPMENT

Eskrima Sticks: Array (4 points)

- **Thrown Stick:** Ranged Strength-Based Damage 2 – 4 points
- **Stick:** Strength-Based Damage 2 – 1 point

Swingline: Movement 1 (Swinging) – 2 points

ADVANTAGES

Accurate Attack, Agile Feint, All-Out Attack, Close Attack 2, Defensive Attack, Defensive Roll 3, Endurance, Equipment 2, Fearless, Grabbing Finesse, Improved Critical (Unarmed), Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Trip, Power Attack, Ranged Attack 3, Skill Mastery (Acrobatics), Takedown

SKILLS

Acrobatics 8 (+15), Athletics 6 (+9), Close Combat (Eskrima Sticks) 2 (+11), Deception 6 (+9), Expertise (Private Investigator) 6 (+8), Expertise (Streetwise) 6 (+8), Insight 2 (+8, +16 with senses), Intimidation 6 (+9), Investigation 10 (+12), Perception 2 (+16), Persuasion 6 (+9), Stealth 8 (+15)

OFFENSE

Initiative +11

Eskrima Stick +11 (Close, Damage 5)

Thrown Stick +9 (Ranged, Damage 5)

Unarmed +9 (Close, Damage 3/19-20)

DEFENSE

Dodge 9, Parry 9, Toughness 7/4 without Defensive Roll

Fortitude 8, Will 8

POWER POINTS

Abilities 72 + Advantages 26 + Defenses 10 + Powers 25 + Skills 34 = 167 Total

COMPLICATIONS

Disability: Matilda is blind.

Power Loss: Matilda loses her Powers when her senses are overwhelmed or made Unaware.

Prejudice: Matilda has a pair of cybernetic horns that enhance her perception. In her secret identity, Matilda wears her hair over the horns to conceal them from the general public.

Relationship: Matilda best friend and business partner is Nelson Franks. Matilda is often in a romantic relationship. However, her obsession with fighting crime often leads to a quick breakup.

Secret Identity: Matilda Mangold.

Weakness: Due to her heightened senses, Matilda suffers an additional 2 ranks of effect from hearing- and olfactory-based sensory attacks.

JORDAN GARNER, P.I.

Jordan Garner was a normal high school girl in New York City. That all changed, when the Challengers battled to forces of Secundus the Eater of Suns. During the battle, massive waves of cosmic energy washed over the city, bombarding normal humans with its strange powers. Most of the people affected by the cosmic energy suffered no effects. Jordan was not one of those people.

The young teen found herself transformed overnight! She now possessed amazing strength, electrical projection, and the ability to fly! Inspired by the growing number of heroes – especially her personal hero Recluse – Jordan

adopted a costume and decided to fight criminals as “Power Prism.” Although her career as a hero was short-lived, Power Prism managed to make a name for herself in the super-community and occasionally fought alongside more famous heroes, such as Spartan, Myrmidon, Vespa, and even her inspiration: Recluse!

Everything changed for Jordan on the day she aided the newly-formed Sentinels in hunting down a major Horde cell in New York City. It was then she discovered that her own parents belonged to the ruthless criminal organization. Disheartened by the events, and crushed by her own parents’ betrayal, Jordan hung up her costume.

With Jordan out of the view of the hero community, she had no one keeping in touch with her everyday life. Jordan tried to live a normal life, but moved from job to job with little success. Unfortunately, the wrong people were watching Jordan and finally made their move against her. Jordan was kidnapped by the shapeshifting aliens – the Faez – and held prisoner for several years while a Faez infiltrator assumed her place on Earth.

When the Faez began seeding Earth with dissent against the superhero community, Power Prism returned to the public eye in the worst of ways. The returning heroine continued to fight crime, but she would use her powers recklessly, causing many innocents to be harmed during a super-battle. Power Prism was but one hero that had been replaced by the Faez in their gambit to take control of Earth. The aliens had also kidnapped Pendragon, taking her to the same prison ship as all the other Earth prisoners captured by the Faez. Pendragon escaped her captors and freed the other prisoners, including Jordan. When the prisoners returned to Earth and exposed the plot of the Faez, Jordan fought alongside the sentinels and other heroes once again.

Although her love for doing good was rekindled, Jordan still felt that she could do more to help the public as a member of normal society, rather than as a costumed hero. Additionally, she discovered that the reputation of Power Prism was tarnished in the eyes of the public. Jordan studied to acquire a private investigator’s license and still keeps in touch with the hero community. Now, Jordan operates as a P.I. specializing in helping others with “strange cases.” While she does not advertise her super-human powers, she does little to hide them.

Jordan Garner, P.I. (PL 9)

Strength 9, Stamina 9, Agility 3, Dexterity 3

Fighting 4, Intellect 3, Awareness 4, Presence 3

POWERS

Altered Physiology: Immunity 3 (Disease, Poison, Radiation); Impervious Toughness 6 – 9 points

Bio-Electric Blasts: (Alternate Effect of Strength) Ranged Damage 9 – 1 point

JORDAN AS A VILLAIN

Having spent *years* as a prisoner of alien beings, Jordan is a bit bitter and suffering from severe psychological trauma. She has taken to the use of drinking and recreational drugs to calm the night terrors she experiences. Unable to properly cope with rejoining normal society, Jordan has taken to offering her powered services as a mercenary. More often than not, she ends up working with less-than-reputable individuals. She doesn’t mind, as long as it pays the bills and keeps the screaming in her head to a dull roar.



Bio-Electric Clinging: Enhanced Athletics 8 (Limited to Climbing), Movement 2 (Wall-Crawling 2) – 6 points

Bio-Electric Flight: Flight 6 (120 mph) – 12 points

ADVANTAGES

Connected, Contacts, Great Endurance, Languages 3 (Cantonese, German, Russian, Spanish [English is native]), Well-Informed

SKILLS

Athletics 0 (+9, +17 climbing), Close Combat (Unarmed) 2 (+6), Deception 2 (+5), Expertise (Streetwise) 6 (+9),

Insight 6 (+10), Investigation 6 (+9), Perception 2 (+6), Persuasion 6 (+9), Ranged Combat (Bio-Electric Blasts) 6 (+9), Stealth 6 (+9)

OFFENSE

Initiative +6

Bio-Electric Blast +9 (Ranged, Damage 9)

Unarmed +6 (Close, Damage 9)

DEFENSE

Dodge 9, **Parry** 6, **Toughness** 9

Fortitude 11, **Will** 6

POWER POINTS

Abilities 76 + Advantages 7 + Defenses 12 + Powers 28 + Skills 21 = 144 Total

COMPLICATIONS

Motivation: Doing good. Jordan believes she can do more for the community as a private investigator than as a costumed heroine.



Relationship: Jordan's parents are both agents of The Horde. This often causes problems for her. Jordan has rubbed shoulders with some of the most powerful heroes in the United States and has several of their numbers on speed-dial.

JUDGMENT

John Warden came from a family of police officers. He knew that, when he became an adult, he would follow in the footsteps of his father and grandfather in serving the public. To pay for college, John enlisted in the military and served with honor and distinction. Upon mustering out, John attended college and went to law school. Immediately after graduating, John was hired by the New York City District Attorney's Office. His tenacity for fighting crime became legendary in the city.

When John was approached to become a New York City judge, he readily agreed. As a legal judge, he did even more to put away criminals in the New York area. John especially delighted in throwing the book at members of the mafia and other organized crime organizations. The only thing John regretted was his inability to sentence these offenders to death. He would often watch as high-price lawyers would get their obviously guilty clients off of major charges due to technicalities. But John was bound to serve the system he had sworn to uphold.

Shortly after the appearance of the hero Recluse, the largest and most powerful mafia family in New York was exposed for the criminals they were. Judge Warden used his authority to commute the heads of the Calabria family to the maximum sentence the law would allow; ensuring that none of them would ever leave prison for the rest of their lives. He felt it was the best way to send a message to any future heads of criminal organizations in New York.

The children of the Calabrias decided to send their own message to Judge Marshal. During the wedding of John's youngest daughter, the Calabrias sent their most deadly enforcer, Mordechai Graves, to kill Judge Marshal and his entire family. The carnage that ensued is still memorialized in the New York City newspapers to this very day. John watched as his entire family was butchered before his very eyes. Only when John was the last one alive did Graves turn his attention on the judge. By all accounts, no one should have survived the bare-fisted beating John received. Graves threw Judge Warden's broken and bleeding body into the Hudson River, confident he would die from his crippling injuries.

He has no idea how, but John survived the ordeal.

After recovering in secret from his injuries, John called in every favor he had from his old military contacts. He gathered an arsenal of weapons and began a crusade of personal justice against the criminals of the city. Unlike the costumed heroes that the public adored, John would become

a force of bitter and remorseless judgment. He would take no half-measures. He would not allow a corrupt judicial system to be lenient with criminals. John would be the judge, jury, and executioner. He would be the final Judgment!

Judgment (PL 9)

Strength 3, Stamina 4, Agility 4, Dexterity 4

Fighting 7, Intellect 2, Awareness 4, Presence 2

EQUIPMENT

Body Armor: Protection 4 (Limited to Ballistic) – 2 points

Gear: Features 3 (Binoculars, Cellphone, Handcuffs) – 3 points

Van: Vehicle (Armored Car) – 8 points

Weapons: Array (20 points)

- **Tear Gas Grenade:** Ranged Cloud Area Affliction 4 (Dazed and Visually Impaired, Stunned and Visually Disabled, Incapacitated); Resisted and Overcome by Fortitude; Extra Condition, Progressive – 20 points
- **Assault Rifle:** Ranged Multiattack Damage 5 – 1 point
- **Fragmentation Grenade:** Ranged Burst Area Damage 5 – 1 point
- **Hammer:** Strength-Based Damage 3 (Improved Critical) – 1 point
- **Heavy Pistol:** Ranged Damage 4 – 1 point
- **Machine Pistol:** Ranged Multiattack Damage 3 – 1 point

ADVANTAGES

Chokehold, Close Attack 3, Equipment 8, Fast Grab, Improved Grab, Improved Hold, Power Attack, Quick Draw, Startle, Well-Informed

SKILLS

Athletics 6 (+9), Expertise (Law) 6 (+8), Expertise (Military) 2 (+4), Expertise (Streetwise) 6 (+8), Expertise (Survival) 6 (+8), Intimidation 6 (+8), Investigation 6 (+8), Perception 2 (+6), Ranged Combat (Firearms) 6 (+10), Stealth 2 (+6), Technology 6 (+8), Treatment 2 (+4), Vehicles 6 (+10)

OFFENSE

Initiative +4

Assault Rifle +10 (Ranged, Multiattack Damage 5)

Frag Grenade Area (Ranged, Damage 5)

Hammer +10 (Close, Damage 4/19-20)

Machine Pistol +10 (Ranged, Multiattack Damage 3)

Pistol +10 (Ranged, Damage 4)

Tear Gas Area (Ranged, Affliction 4)

Unarmed +10 (Close, Damage 3)

DEFENSE

Dodge 6, Parry 9, Toughness 4 (8 vs. ballistic)

Fortitude 10, Will 6

POWER POINTS

Abilities 60 + Advantages 19 + Defenses 12 + Powers 0 + Skills 31 = 122 Total

COMPLICATIONS

Honor: John will not kill police officers or anyone he perceives as “innocent civilians.”

Hunted: By law enforcement... sort of...

Obsession: John has an obsessive hatred of criminals of every sort. He sees the judicial system as weak; thus he tends to kill rather than capture. This obsession often leads John to battle heroes that are often perceived of as criminals.

KILLJOY

Tiberius Rex “Ti” Rawlins was a boy born with a death sentence. At a young age, Ti was diagnosed with a degenerative bone disease that would end his life before he turned 20. To compensate for his failing health, Ti developed a sort of “gallows humor” about all things in life. Unable to handle the potential loss of her child, Ti’s mother left soon after his diagnosis. Ti’s father – a former U.S. Marine – was determined to find a cure for his son, no matter the consequences or cost.

Ti was saved when a scientist from M Division – the secret U.S. operation analyzing the potential for Metas in civilian and government positions – approached Ti’s father. M Division had developed a means to artificially transfer a Meta’s remarkable regenerative abilities to another host. The process was just starting to be run through its clinical human trials, and Ti was offered a spot in the tests. Ti’s father readily agreed.

Ti underwent several procedures until one day he was deemed to have a complete and full recovery. The disease was gone, and Ti was a healthy young man with a full life ahead of him. However, the full effects of the operations would not be known for some time.

To honor his father, Ti joined the Marines and served with distinction – despite the occasional act of insubordination – for several years. That all ended the day Ti’s unit was ambushed by al-Qaeda militants and gunned down. Ti took the worst of it, being shot numerous times and suffering injuries incompatible with life...

And then he got back up!

Upon hearing of his remarkable healing abilities, M Division was quick to snatch up young Ti. They offered him a job with other Metas in the Division’s personal strike force – a team responsible for hunting rogue Metas and bringing them to M Division for imprisonment, study, and

– if deemed necessary – destruction. Ti excelled at his job; perfectly content to bring in “bad guys” for Uncle Sam.

But when Ti was tasked to capture several young children bound for the Shepherd Academy, he discovered that M Division was not actually controlled by the U.S. government. They were secretly a Horde operation within the government, intending to use Metas as living weapons.

Ti decided he was finished with government work. He made the choice to don an outlandish costume and go into business for himself and a freelancer. As “Killjoy,” Ti has made many friends – and even more enemies – in the covert intelligence, criminal underworld, and superhuman communities.



KILLJOY AS A... HERO? VILLAIN?

Y’know what? This dude does what he wants. Sometimes he acts the part of a villain, while other times, he plays the hero. He’s a guy and he’s mostly looking out for himself and those in his life. So whether he is a hero or villain depends on who has pissed him off recently.

Killjoy (PL 8)

Strength 4, Stamina 4, Agility 4, Dexterity 4

Fighting 6, Intellect 3, Awareness 2, Presence 3

POWERS

Break Fourth Wall: Feature 1 (Killjoy knows his game statistics and can pander to the GM and other players directly; referring to things in game stats and meta-gaming without penalties) – 1 point

Immortality: Immortality 12 – 24 points

Resistances: Immunity 2 (Disease, Poison; Limited to half-effect) – 1 point

Regrowth: Regeneration 12 – 12 points

Self-Recovery: Healing 12 (Limited to self only) – 12 point

EQUIPMENT

Tactical Armor: Protection 3 – 3 points

Weapons: Array (18 points)

- **Cluster Bombs:** Ranged Burst Area Damage 6 – 18 points
- **Autopistol:** Ranged Multiattack Damage 4 – 1 point
- **Bolos:** Ranged Affliction 4 (Hindered and Vulnerable, Defenseless and Immobilized); Resisted by Dodge; Overcome by Strength; Cumulative, Extra Condition, Limited to Two Degrees – 1 point
- **Quarterstaff:** Strength-Based Damage 2 (Reach); Feature (Collapsible) – 1 point
- **Shuriken:** Ranged Multiattack Damage 1 – 1 point
- **Sword:** Strength-Based Damage 3 (Improved Critical) – 1 point

ADVANTAGES

All-Out Attack, Benefit 3 (Wealth 3), Connected, Defensive Attack, Equipment 6, Fearless, Improved Critical 2 (Unarmed), Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Trip, Languages 3 (German, Japanese, Russian, Spanish [English is native]), Power Attack, Second Chance 2 (Acrobatics checks with Tumbling, Taunt), Takedown, Taunt, Throwing Mastery

SKILLS

Acrobatics 6 (+10), Athletics 6 (+10), Close Combat (Swords) 2 (+8), Deception 6 (+9), Expertise (Mercenary)

6 (+9), Intimidation 2 (+5), Perception 2 (+4), Ranged Combat (Firearms) 6 (+10), Ranged Combat (Thrown) 2 (+6), Sleight of Hand 6 (+10), Stealth 2 (+6), Treatment 2 (+5), Vehicles 2 (+6)

OFFENSE

Initiative +8

Autopistol +10 (Ranged, Multiattack Damage 4)

Bolo +6 (Ranged, Affliction 5)

Cluster Bombs Area (Ranged, Damage 6)

Quarterstaff +6 (Close, Damage 6)

Shuriken +6 (Ranged, Multiattack Damage 2)

Sword +8 (Close, Damage 7/19-20)

Unarmed +6 (Close, Damage 4/18-20)

DEFENSE

Dodge 6, **Parry** 8, **Toughness** 7

Fortitude 10, **Will** 4

POWER POINTS

Abilities 60 + Advantages 29 + Defenses 12 + Powers 50 + Skills 25 = 172 Total

COMPLICATIONS

Annoying: Ti is a very irritating person to be around, even to those who know him well. Even when a plan is explained to him, he will always go off on his own, much to the frustration of everyone involved. It is *impossible* for Ti to use the Aid action or Teamwork.

Infamy: Killjoy is feared in the criminal underworld as a mercenary and assassin.

Prejudice: Ti is a Meta.

LORD ORKUS

For those familiar with the occult world and its secrets, Lord Orkus is represented as the embodiment of evil. He is well known for his godlike strength which rivals many divine beings. He is also known for his offensiveness, brutality, mercilessness in battle, and his fondness for personally executing his enemies. However, Orkus' true power that separates him from other dimensional conquerors lies in his godlike intelligence and his vast expertise of the mystical arts. Perhaps Orkus' most feared power is his ability to consume the souls of his enemies; allowing him to use the magical powers they possess.

Lord Orkus' greatest strength lies in his ability to work towards his goals with patience and organization. This is countered by his great arrogance and overconfidence. Orkus has underestimated mortals from Earth on several occasions, leading to his defeat by the Merlin of Earth time



and time again. Orkus' desire for conquest can overwhelm his better judgment.

Lord Orkus is known as the "Lord of the Underworld." This title is representative of his conquered dimensions; each of which is drawn into the Underworld as it falls to his dominion. Lord Orkus' most noteworthy feature is a crown of flames that surround his head. As long as he resides on the Underworld or any other dimension he has conquered, Lord Orkus can never be fully slain or defeated.

LORD ORKUS AS A HERO

To a large degree, Lord Orkus is the "Merlin of Earth" for his own dimension. Sure, it is a dimension of chaotic fire and twisting caverns full of brimstone, but he calls it home and seeks to use his powers to protect it from evil supernatural threats that seek to break the barriers and steal its wealth of magic and souls of its inhabitants. To this end, Lord Orkus has made a pact with the Merlin of Earth to come to each others' aid in times of great supernatural danger. Thankfully, Nathaniel Night seems to be smitten with Orkus' son Cantor.

Lord Orkus (PL 16)

Strength 11, Stamina 16, Agility 2, Dexterity 4

Fighting 12, Intellect 11, Awareness 11, Presence 12

POWERS

Consume Soul: Affliction 16 (Fatigued and Powers Impaired, Exhausted and Powered Disabled, Dying and Transformed [powerless]); Resisted and Overcome by Fortitude; Concentration, Extra Condition – 48 points

Consume Soul: Variable 16 (mimic Abilities and Powers; Limited to “Consume Soul” Afflicted Targets, Limited to Traits Possessed by Afflicted Targets, Limited [mimicked Powers are limited to powers with the “magic” descriptor]) – 64 points

Flaming Crown of the Underworld: Immortality 2; Immunity 10 (Life Support); Variable 2 (Limited to enhancing Lord Orkus’ Mystical Powers by 1 rank; Free Action) - 30 points

Mystical Powers: Array (72 points)

- **Alter Matter:** Transform Anything into Anything Else 12 (Continuous) - 72 points

SPECTRES

Lord Orkus has at his command a host of spectres to do his bidding. These beings were once sorcerers from the different dimensions that Orkus conquered centuries ago. They are used as spies and assassins on dimensions where Lord Orkus does not rule. These spectres are dressed in sinister black robes; vaguely appearing as ghostly humanoid forms with deep-set, hollow eyes. They are fanatically loyal to Lord Orkus. Spectres are sent individually or in groups of six.

Spectre (PL 8)

Strength 4, Stamina 3, Agility 3, Dexterity 3

Fighting 4, Intellect 1, Awareness 6, Presence 4

POWERS Astral Form: Flight 8 (500 mph); Immunity 30 (Fortitude Effects); Insubstantial 4 (Innate, Permanent);

Eldritch Strength: Affects Corporeal with Strength;

Eldritch Blast: Ranged Damage 6 (Affects Corporeal);

Magical Senses: Comprehend 4 (Languages); Senses 5 (Danger Sense, Magical Awareness [radius], Mental Awareness [radius]);

ADVANTAGES Ritualist; SKILLS

Expertise (Magic) 6 (+7), Insight 2 (+8), Intimidation 6

(+10), Investigation 6 (+7), Stealth 6 (+9);

OFFENSE Initiative +3, Eldritch Blast +3 (Ranged, Damage 6),

Unarmed +4 (Close, Damage 4); DEFENSE Dodge 5,

Parry 6, Toughness 3, Fortitude Immune, Will 8

POWER POINTS Abilities 56 + Advantages 1 + Defenses 6 + Powers 94 + Skills 13 = 170 Total

COMPLICATIONS Loyal: The Spectres are fanatically loyal to Lord Orkus.

• **Counterspell:** Nullify Magic 12 (Broad, Simultaneous) - 1 point

• **Dimensional Portal:** Movement 2 (Dimensional Travel 2 [mystical realms]; Portal) - 1 point

• **Eldritch Blast:** Ranged Damage 11 (Affects Incorporeal 2) - 1 point

• **Illusions:** Illusion 10 (Visual, Auditory; Dimensional 3) - 1 point

• **Transformation:** Ranged Affliction 12 (Fortitude Impaired, Fortitude Disabled, Transformed); Resisted and Overcome by Fortitude; Broad (targets can be transformed into anything), Cumulative - 1 point

Telepathy: Mental Communication 5 (Dimensional 3, Subtle); Linked Comprehend Languages 2 - 28 points

Teleportation: Teleport 16 (Accurate, Change Direction) - 49 points

ADVANTAGES

Artificer, Benefit 6 (Lord of the Underworld, Wealth 5), Ranged Attack 8, Ritualist, Trance, Well-Informed

SKILLS

Expertise (Magic) 6 (+17), Insight 2 (+13), Intimidation 6 (+18), Investigation 2 (+13), Perception 2 (+13)

OFFENSE

Initiative +2

Consume Soul +12 (Close, Affliction 16)

Eldritch Blast +12 (Ranged, Damage 12)

Transformation +12 (Ranged, Affliction 13)

Unarmed +12 (Close, Damage 11)

DEFENSE

Dodge 8, Parry 14, Toughness 16

Fortitude 18, Will 13

POWER POINTS

Abilities 158 + Advantages 18 + Defenses 12 + Powers 296 + Skills 9 = 493 Total

COMPLICATIONS

Arrogance: Lord Orkus believes himself to be godlike in power. He is supremely overconfident.

Honor: Lord Orkus holds himself to a personal code of honor. He will not break his word, once it is given.

Motivation: Lord Orkus seeks to conquer every dimension, enslave its populace, and add its magical power to his own.

Power Loss: Lord Orkus loses the benefits of the Flaming Crown of the Underworld when he is not on one of the many dimensions he has currently conquered.

Relationship: Lord Orkus has fathered many children with women of different dimensions. He often uses these offspring to influence events in other dimensions as a forerunner to conquest.

META NATION

Meta Nation is the strike force used by Polarity to enforce his edicts within the nation of New Avalon and upon humanity beyond. Whenever Polarity discovers atrocities – real or perceived – being conducted against Metas, he sends the Meta Nation to battle the offenders and invite any Metas they find to join New Avalon. The roster of Meta Nation has changed over the years. The following members compose the most infamous members of the team. In extreme circumstances, Polarity himself will accompany Meta Nation to see that his will is done.

Aftershock (PL 10)

Strength 3, Stamina 4, Agility 3, Dexterity 3

Fighting 3, Intellect 3, Awareness 3, Presence 2

POWERS

Vibration Waves: Array (55 points)

- **Vibration Wave:** Ranged Weaken Toughness 11 (Affects Objects Only, Concentration), Linked to Ranged Damage 11 (Concentration, Limited to Objects) – 55 points
- **Disruption:** Ranged Affliction 10 (Impaired, Disabled); Resisted and Overcome by Fortitude; Concentration, Limited to Two Degrees – 1 point



- **Earth Moving:** Cone Area Affliction 6 (Vulnerable, Prone); Resisted by Dodge, Overcome by Fortitude; Limited to Ground-Based Targets, Limited to Two Degrees; Linked to Cone Area Damage 6 (Limited to Ground-Based Targets) – 1 point

EQUIPMENT

Armor: Protection 5 – 5 points

ADVANTAGES

Equipment 1, Languages 2 (English, New Zealand Sign Language [Maori is native])

SKILLS

Intimidation 6 (+8), Perception 2 (+5), Ranged Combat (Vibration Waves) 6 (+9)



OFFENSE

Initiative +3

Disruption +9 (Ranged, Affliction 10)

Earth Moving Area (Close, Affliction 6 + Damage 6)

Unarmed +3 (Close, Damage 3)

Vibration Wave +9 (Close, Weaken 11 + Damage 11)

DEFENSE

Dodge 9, **Parry** 9, **Toughness** 9

Fortitude 10, **Will** 5

POWER POINTS

Abilities 48 + Advantages 4 + Defenses 20 + Powers 57 + Skills 7 = 129 Total

COMPLICATIONS

Bully: Alex is a classic bully. He is intimidating and violent towards other whom he perceives as weak. Yet he defers to those who are more powerful than himself.

Prejudice: Alex is a Meta.

Weakness: Alex is immune to his own powers unless they are somehow reflected back upon him. It seems that without a non-living, inanimate object to absorb his vibrations, they reflect back on Aftershock, causing damage.

Alexander Jackson was born in New Zealand. As an average teenager, Alex was thrilled when he manifested Meta powers. However, his uncreative mind immediately put them to the easiest use he could imagine: crime. His criminal antics eventually attracted Polarity to find the young man and bring Alex to New Avalon. As a member of Meta Nation, Aftershock delights in his role as an enforcer of Polarity.

Façade (PL 10)

Strength 3, **Stamina** 5, **Agility** 4, **Dexterity** 4

Fighting 6, **Intellect** 4, **Awareness** 6, **Presence** 4

POWERS

Imitation: Feature 4 (Instant Change 2, Mimic Biometrics, Mimic Voices); Morph 3 (humanoid forms) – 19 points

Longevity: Feature 1 – 1 point

EQUIPMENT

Arsenal: Array (16 points)

- **Blaster Rifle:** Ranged Damage 8 – 16 points
- **Knife:** Strength-Damaged Damage 1 (Improved Critical) – 1 point
- **Machine Pistol:** Ranged Multiattack Damage 3 – 1 point

Electronic Countermeasures: Enhanced Technology 8 (Limited to security) – 2 points

ADVANTAGES

All-out Attack, Attractive, Benefit 4 (Alternate Identities 2, Wealth 2), Connected, Contacts, Defensive Attack, Defensive Roll 4, Equipment 4, Fast Grab, Improved Critical (Unarmed), Improved Defense, Inspire 2, Jack of All Trades, Language 4 (English, German, Portuguese, Spanish, Swedish [Russian is native]), Leadership, Power Attack, Second Chance (Will checks vs. Mind Control), Skill Mastery 2 (Deception, Stealth), Takedown, Well Informed

SKILLS

Athletics 2 (+5), Close Combat (Knives) 2 (+8), Deception 6 (+10), Expertise (Espionage) 6 (+10), Insight 6 (+12), Intimidation 2 (+6), Investigation 6 (+10), Perception 2 (+8), Persuasion 6 (+10), Ranged Combat (Firearms) 6 (+10), Sleight of Hand 6 (+10), Stealth 6 (+10), Technology 2 (+6), Treatment 2 (+6), Vehicles 6 (+10)

OFFENSE

Initiative +4

Blaster Rifle +10 (Ranged, Damage 8)

Knife +8 (Close, Damage 4/19-20)

Machine Pistol +10 (Ranged, Multiattack Damage 3)

Unarmed +6 (Close, Damage 3/19-20)

DEFENSE

Dodge 10, **Parry** 8, **Toughness** 9/5*

Fortitude 7, **Will** 12

*without Defensive Roll

POWER POINTS

Abilities 72 + Advantages 34 + Defenses 16 + Powers 20 + Skills 33 = 175 Total

COMPLICATIONS

Enemy: Façade has had a long career in various covert intelligence organizations. As such, she has picked up many enemies in her long life.

Motivation: Façade seeks to infiltrate covert groups and accumulate their secrets for her own benefit. She is a devoted follower of Polarity.

Prejudice: Façade is a Meta. In her normal form, she appears to be a violet-skinned woman with luminous yellow eyes.

Relationship: Façade is the lover of Oracle and Polarity. In her long life, she has had many other lovers. Façade is the “father” of Maverick, with Oracle being the mother.

Katerina was born in the early 20th Century. She was born a Meta, possessing violet skin and the ability to mimic the appearance of anyone whom she had contact. These strange powers attracted the attention of Russian intelligence, who took the child as a ward of the state and raised her to be a covert

operative. During World War 2, Katerina was known as the Russian agent code name “Red Spider” and fought alongside other Allied heroes such as Pendragon, Promethean, and Sea Devil. After witnessing life outside of Russia, Katerina used the chaos of the war to make her escape.

She traveled the world, assuming new appearances and identities as she needed them. Finally, in the 1960s, Katerina was invited by Jakob Magden and Dean Donovan Shepherd to join the Meta Collective in the Sacred Lands. Eager to be among others like herself, Katerina agreed. She fell in love with both of the leaders of the community, but eventually sided with Polarity when Jakob and Dean started to differ in their outlook towards humanity. Having suffered at the hands of cruel taskmasters since an early age, Katerina is a true believer that Metas and humanity cannot coexist peacefully. She sees humans as greedy and power-mad; willing to use their own children to achieve their personal goals.

As a member of Meta Nation, Façade serves as a spy and field leader. Having decades of experience in the espionage world, she has dirt on every politician and corporation, and is willing to use it to the benefit of herself and New Avalon.

Hilda (PL 10)

Strength 6, **Stamina** 11, **Agility** 1, **Dexterity** 0

Fighting 6, **Intellect** 1, **Awareness** 3, **Presence** 6

POWERS

Big and Heavy: Growth 4 (Innate, Permanent; -2 active defenses included) – 9 points

Body Armor: Impervious Toughness 10 – 10 points

Body Expansion: Immunity 5 (Entrapment Effects) – 5 points

Gravitic Immovability: Enhanced Strength 4 (Limited to Resisting Movement Effects); Immunity 10 (Slam Effects, Stun Effects) – 14 points

Gravity Entrapment: Reaction Affliction 11 (Hindered and Vulnerable, Defenseless and Immobile); Resisted and Overcome by Strength; Concentration, Cumulative, Extra Condition, Instant Recovery, Limited to Two Degrees – 55 points

Groundstrike: Alternate Effect of Strength – Burst Area Affliction 6 (Hindered, Prone); Resisted and Overcome by Strength; Cumulative, Instant Recovery, Limited to Two Degrees, Limited [both Hilda and targets must be touching the ground]; Linked Burst Area Damage 6 (Limited to Objects) – 1 point

ADVANTAGES

Benefit 1 (Wealth 1), Chokehold, Diehard, Extraordinary Effort, Fast Grab, Improved Grab, Improved Hold, Interpose, Language 1 (English [German is native]), Startle

SKILLS

Intimidation 6 (+14), Perception 2 (+5)



OFFENSE

Initiative +1

Entrapment +6 (Close, Affliction 11)

Groundstrike Area (Close, Affliction and Damage 6)

Unarmed +6 (Close, Damage 6)

DEFENSE

Dodge 1, **Parry** 6, **Toughness** 11

Fortitude 13, **Will** 5

POWER POINTS

Abilities 52 + Advantages 10 + Defenses 8 + Powers 94 + Skills 4 = 168 Total

COMPLICATIONS

Prejudice: Hilda is a Meta. She is a massive woman who cannot pass as a normal human.

Relationship: Hilda is romantically involved with Jake Chambers.

Temper: While Hilda is not overly sensitive about her weight, she does not tolerate bullies who belittle others for their appearance.

Hilda was born to a loving family in Germany. Always a large girl, Hilda also developed an outgoing personality as big as she was. After she reached puberty, Hilda's body became even bigger than before, and she suffered ridicule from her friends and schoolmates. Hilda retaliated against those who harmed her with violence. After most of her home village was destroyed, Hilda was found by Polarity, who invited the young woman to join Meta Nation.

Inferno (PL 9)

Strength 2, **Stamina** 3, **Agility** 3, **Dexterity** 3

Fighting 3, **Intellect** 3, **Awareness** 2, **Presence** 3

POWERS

Flame Resistance: Immunity 10 (Fire/Heat Effects) – 10 points

Pyrokinesis: Array (37 points)

- **Fire Forms:** Shapeable Area Ranged Damage 9 (Concentration, Precise) – 37 points
- **Dampen Flame:** Nullify 9 (Broad [all fire effects], Simultaneous) – 1 point
- **Fireball:** Burst Area Ranged Damage 9 – 1 point
- **Fire Blast:** Ranged Damage 9 (Concentration, Split) – 1 point
- **Fire Jet:** Line Area Damage 9 (Concentration) – 1 point
- **Fire Wave:** Cone Area Damage 9 (Concentration) – 1 point
- **Pyrokinesis:** Perception Ranged Move Object 9 (Limited to fire) – 1 point

EQUIPMENT

Flame-Retardant Suit: Protection 3 – 3 points

Flame Thrower: Line Area Damage 6 – 12 points

ADVANTAGES

Equipment 3

SKILLS

Expertise (Writing) 2 (+5), Intimidation 6 (+9), Perception 2 (+4), Ranged Combat (Pyrokinesis) 6 (+9)

OFFENSE

Initiative +3

Fire Blast +9 (Ranged, Damage 9)

Pyrokinesis Area (Ranged, Damage 9)

Unarmed +3 (Close, Damage 2)

DEFENSE

Dodge 9, **Parry** 9, **Toughness** 6

Fortitude 9, **Will** 8



POWER POINTS

Abilities 44 + Advantages 3 + Defenses 24 + Powers 53 + Skills 8 = 132 Total

COMPLICATIONS

Motivation: Greed. Jake thinks Polarity's war against humanity is nice and all, but really, he's wanting to use his powers to make money and live the good life.

Power Loss: Jake cannot generate fire; only control it. Without an external flame source, Jake is powerless.

Relationship: Jake is best friends with Aftershock. He is romantically involved with Hilda.

Jacob Chambers came into his powers late in life. A writer of tawdry romance novels, Jake transformed into a Meta in his early twenties. After developing his powers, Jake went online to find other Metas and eventually made his way to New Avalon. Here, he was recruited by Polarity to join Meta Nation and strike back against humanity for their injustices against Meta-kind. Jake often

goes against the mission parameters in his efforts to make a quick buck.

Oracle (PL 10)

Strength 1, Stamina 4, Agility 2, Dexterity 2

Fighting 1, Intellect 3, Awareness 12, Presence 3

POWERS

Precognition: Senses 7 (Counters Concealment [blindness], Danger Sense, Precognition) – 7 points

Precognitive Awareness: Enhanced Awareness 10 – 20 points

Precognitive Combat Skill: Enhanced Advantage 25 (Defensive Roll 5, Evasion 2, Improved Initiative 3, Luck 6, Ranged Attack 6, Seize Initiative, Set-Up); Enhanced Defense 12 (Dodge 6, Parry 6); Luck Control 2 (spend on another character's behalf, bestow hero point or luck on others) – 42 points

EQUIPMENT

Bow and Arrows: Strength-Based Ranged Damage 3 – 7 points

ADVANTAGES

Equipment 2, Language 1 (English [Greek is native]), Trance

SKILLS

Deception 6 (+9), Expertise (Current Events) 6 (+9), Insight 6 (+18), Perception 2 (+14), Persuasion 6 (+9), Ranged Combat (Bows) 2 (+10)

OFFENSE

Initiative +14

Bow +10 (Ranged, Damage 4)

Unarmed +1 (Close, Damage 1)

DEFENSE

Dodge 10, **Parry** 9, **Toughness** 9/4*

Fortitude 6, **Will** 14

*without Defensive Roll

POWER POINTS

Abilities 36 + Advantages 4 + Defenses 8 + Powers 69 + Skills 14 = 131 Total

COMPLICATIONS

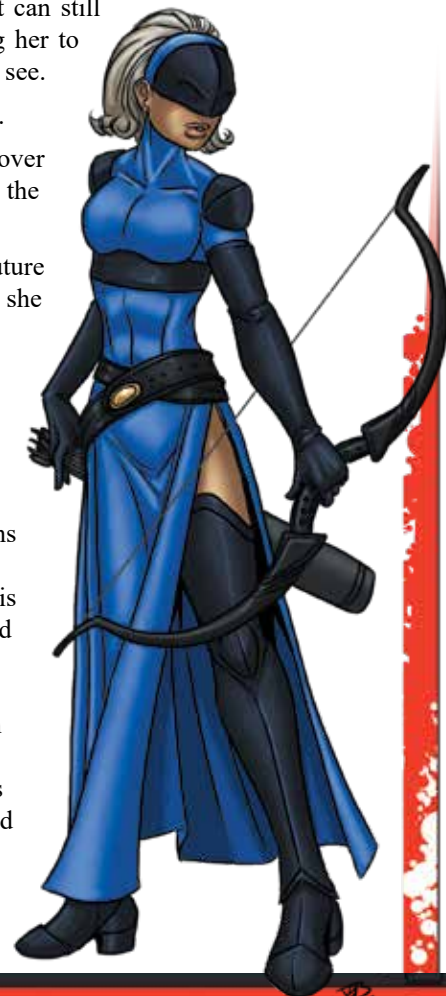
Disability: Iris is blind, but can still “see in the future” allowing her to maneuver as though she can see.

Prejudice: Oracle is a Meta.

Relationship: Iris is the lover of Façade. With her, she is the mother of Maverick.

Responsibility: Iris sees future events and often keeps what she sees to herself.

As a young teen in Greece, Iris gouged out her own eyes in an effort to get rid of the visions of the future she would see. Alas, these visions did not come from her eyes, but from within her mind. Iris was found by Dean Shepherd and Jakob Magden, joining the Meta Collective. Here, she met and fell in love with Façade. When Meta Nation was formed to protect Metas from humanity, Oracle joined their field team to see to the protection of her lover.



Oracle is not a true believer in Polarity's crusade against humanity. However, she is well aware that a great evil is coming to the Earth from the distant past. She also knows that only if Meta-kind stands strong together will they be able to defeat the Omega and the destruction it will wrought.

Phantasm (PL 12)

Strength 2, Stamina 3, Agility 2, Dexterity 2

Fighting 3, Intellect 4, Awareness 4, Presence 4

POWERS

Illusion Generation: Array (109 points)

- **Mental Illusions:** Illusion 12 (all senses except olfactory; Area 4, Independent, Resisted by Will, Selective); Dynamic – 109 points
- **Illusory Attack:** Perception Ranged Affliction 12 (Dazed, Stunned, Incapacitated); Resisted and Overcome by Will; Dynamic – 2 points

Personal Illusions: Array (16 points)

- **Illusory Form:** Morph 4 (Any Form; Resisted by Will) – 16 points
- **Invisibility:** Visual Concealment 4 (Visual) – 1 point



ADVANTAGES

Daze (Deception), Defensive Roll 3, Fascinate (Deception), Skill Mastery (Deception)

SKILLS

Deception 6 (+10), Insight 6 (+10), Perception 2 (+6), Persuasion 2 (+6)

OFFENSE

Initiative +2

Illusory Attack Perception (Ranged, Affliction 12)

Unarmed +3 (Close, Damage 2)

DEFENSE

Dodge 4, Parry 5, Toughness 6/3*

Fortitude 5, Will 10

*without Defensive Roll

POWER POINTS

Abilities 48 + Advantages 6 + Defenses 12 + Powers 108 + Skills 8 = 204 Total

COMPLICATIONS

Infamy: Jackson likes to manipulate both friends and foes with his powers. Even among the others of Meta Nation, Jackson has a bad reputation.

Prejudice: Phantasm is a Meta.

Vengeful: Phantasm often schemes to get back at those who have harmed or wronged him in the past.

Jack Kirby liked to live in worlds of his own creation. Even as a boy, Jack possessed an overactive imagination. He preferred the company of his own books and self-created worlds over the companionship of others. When Jack manifested his Meta powers, he possessed the ability to make these worlds come to life! Thanks to his already impressive imagination, Jack was able to create illusions that looked completely real. His first act of villainy was to use his illusory powers against his family and schoolmates; everyone who ridiculed Jack for being a loner and a nerd.

Impressed by Jack's powers, Polarity offered Jack a place in New Avalon where he would be free to expand his mind. After discovering Jack was using his powers to seduce and manipulate the women of New Avalon, Polarity assigned Jack to the Meta Nation team, where his powers could be more beneficial to the community.

Polarity (PL 12)

Strength 3, Stamina 3, Agility 3, Dexterity 6

Fighting 3, Intellect 7, Awareness 4, Presence 6

POWERS

Flight: Flight 7 (250 mph; Subtle) – 15 points

LEGENDARY HEROES & VILLAINS

Force Field: Array (24 points)

- **Personal Field:** Impervious Toughness 12, Protection 12; Sustained – 24 points
- **Expansive Field:** Create 11 (Impervious, Proportional) – 1 point

Genius: Quickness 2 (Limited to Mental) – 1 point

Magnetic Control: Array (48 points)

- **EMP:** Burst Area Weaken Electronics 12 (Affects Objects Only, Broad, Simultaneous); Dynamic – 49 points
- **Energy Control:** Ranged Damage 11 (Variable Descriptor [any electromagnetic]); Dynamic – 2 points
- **Explode Metal:** Ranged Burst Area Damage 12; Dynamic – 37 points
- **Levitation:** Burst Area Flight 6 (100 mph; Affects Others); Dynamic – 2 points
- **Magnetism:** Move Object 12 (Limited to Ferrous Materials, Sustained); Dynamic – 2 points
- **Metal Wrapping:** Ranged Affliction 12 (Hindered and Vulnerable, Defenseless and Immobilized); Resisted by Dodge; Overcome by Damage; Cumulative, Extra Condition, Limited to Two Degrees; Dynamic – 2 points
- **Propel Object:** Ranged Damage 12; Dynamic – 2 points
- **Shape Metal:** Transform Metal into other Metal Objects 12 (Continuous); Dynamic – 2 points

Magnetic Detection: Senses 15 (Detect Metal [penetrates concealment, radius, ranged mental sense], Magnetic Awareness [acute], Mental Senses [counters all concealment], Teleportation Awareness) – 15 points

Telepathic Amplification Helmet: 25 points; Removable (-5 points)

Mental Shield: Immunity 10 (Mental Effects) – 10 points

Telepathic Projection: Array (13 points)

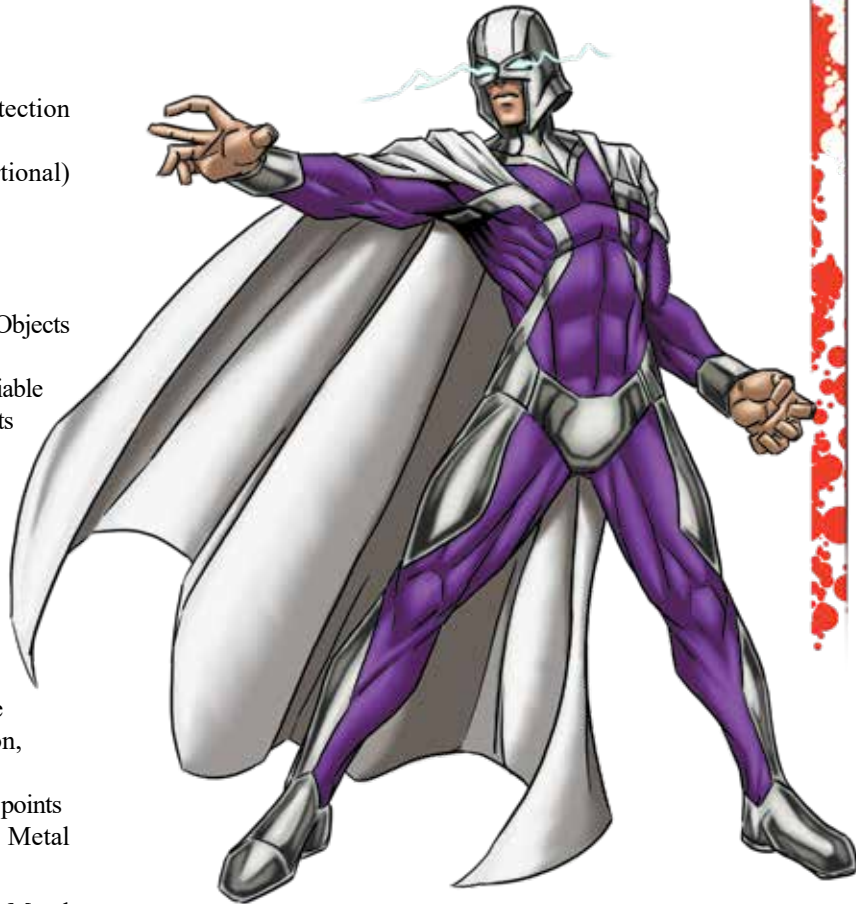
- **Telepathy:** Mental Communication 3 (Subtle) – 13 points
- **Astral Projection:** Remote Sensing 2 (Auditory, Mental, Visual; Limited [physical body is defenseless], Subtle 2) – 1 point
- **Mental Probe:** Mind Reading 3 (Subtle) – 1 point

EQUIPMENT

Hidden Laboratory: Headquarters (**Size:** Colossal **Toughness:** 20 **Features:** Communications, Computer, Defense System, Fire Prevention System, Gym, Hangar, Holding Cells, Infirmary, Isolated, Laboratory, Living Space, Power System, Security System) – 25 points

ADVANTAGES

Benefit 5 (Leader of New Avalon, Wealth 4), Connected, Diehard, Eidetic Memory, Equipment 5, Fascinate (Intimidation), Inspire 5, Inventor, Language 2 (English, German [Polish is native]), Leadership



SKILLS

Deception 2 (+8), Expertise (Genetics) 8 (+15), Insight 2 (+6), Intimidation 6 (+12), Perception 2 (+6), Persuasion 6 (+12), Ranged Combat (Magnetic Control) 6 (+12), Technology 8 (+15), Treatment 2 (+9)

OFFENSE

Initiative +3

Energy Control +12 (Ranged, Damage 11)

Explode Metal Area (Ranged, Damage 12)

Metal Wrapping +12 (Ranged, Affliction 12)

Propel +12 (Ranged, Damage 12)

Unarmed +3 (Close, Damage 3)

DEFENSE

Dodge 9, **Parry** 9, **Toughness** 15

Fortitude 9, **Will** 10

POWER POINTS

Abilities 70 + Advantages 23 + Defenses 24 + Powers 139 + Skills 21 = 277 Total

COMPLICATIONS

Arrogant: Jakob Magden is cold, ruthless, and authoritarian.

Infamy: Leader of Meta Nation.

Motivation: Polarity seeks to safeguard Metas. He is willing to destroy humanity, if it means the survival of Metas.

Prejudice: Polarity is a Meta.

Rival: Polarity considers Dean Donovan Shepherd to be his best friend, but also deluded in thinking humanity will accept Metas without a show of force. Polarity seeks not to kill Dean or his followers, but rather turn them to his own way of thinking.

Jakob Magden's first memories are of hiding in the attic of his neighbor during the days of Nazi Germany. His family was Jewish and thus deemed as "undesirable" by the Third Reich. Fear of discovery was a constant threat to Jakob's life. Then one day, the Stormtroopers raided the house and discovered his family. Luckily, Jakob was hiding in a completely different area of the house. But he still watched in horror as his family and their accomplice neighbors were taken away by the SS and never seen again.

When the Allied forces took Germany, Jakob's life did not improve. The Russians controlled most of the territory and made life difficult for the young man. Hardship and toil were his lot in life.

Everything changed when Jakob reached his pubescent years and manifested by full powers as a Meta. Suddenly, he was able to sense and manipulate forces beyond his understanding. An intelligent child, Jakob was able to attend schools and learn of the forces under his control: magnetism. He studied the theories proposed by the world's leading scientists and put them to the test. This was when Jakob decided to use his powers to hunt down and destroy those that had caused so much suffering in his life. During the late 1950s and early 1960s, Jakob hunted down Nazi agents all over the world.

During one of these hunts, Jakob drew the attention of the Horde; an organization composed almost entirely of former Nazis. Jakob only survived his encounter with the Horde thanks to the timely appearance of the man who would become his greatest friend: Dean Donovan Shepherd. Together, the two Metas exposed the Horde's attempting to manipulate the United States and the USSR into starting a nuclear exchange during the Cuban Missile Crisis. This also brought the existence of Metas to the public attention.

With fear growing against the existence of Metas, Dean and Jakob traveled the world in search of a place where Metas could gather and learn to use their powers in safety. Thanks to their combined powers, they discovered a dimensional fold that took them to the prehistoric Sacred Lands. Here, they founded the Meta Commune with the aid of a savage man whom Dean named Gabriel. From the mid-1960s to the early 1980s, the trio would venture from the Sacred Lands to earth in search of new Metas.

When the United States founded M Division, Jakob saw the organization only as a means to use his people as living weapons for a corrupt government. He decided it was time to make a clean break from humanity and assumed the moniker of "Polarity." Fearing that Polarity was turning his back on normal humans, Dean Shepherd attempted to overthrow

Magden. Shepherd was defeated and allowed to leave the Meta Commune with Gabriel. Polarity renamed the commune as "New Avalon," the home of the Meta Nation.

Meta Nation continued the duties of bringing Metas to New Avalon, but were often violent in their efforts. They would attack the families of these Metas; sometimes even kidnapping them by force. The fear inspired by Meta Nation did little to help the public perception of Metas.

After Meta Nation raided an M Division laboratory – discovering Metas being trained by the government as soldiers – Polarity delivered an ultimatum to the USA. He declared New Avalon to be a sovereign nation who was now at war with the United States and any who supported them. In the years since his public declaration, Polarity and Meta nation have attacked the USA on several occasions (first in 2004 and again in 2009). Each time, they have been turned away, thanks to the efforts of the Sentinels and a collection of Dean Shepherd's students: the Vindicators.

Red Dragon (PL 10)

Strength 3, Stamina 3, Agility 6, Dexterity 4

Fighting 4, Intellect 3, Awareness 3, Presence 3

POWERS

Fire Breath: Array (18 points)

- **Fire Blast:** Ranged Damage 9 - 18 points
- **Fire Wake:** Line Area Damage 9 - 1 point
- **Fire Wave:** Cone Area Damage 9 - 1 point

Fireproof: Immunity 10 (Fire/Heat Effects) - 10 points

ADVANTAGES

Defensive Roll 3, Favored Environment (Aerial), Move-By Action, Ranged Attack 2

SKILLS

Acrobatics 6 (+12), Athletics 2 (+5), Close Combat (Unarmed) 2 (+6), Expertise (Current Events) 6 (+9), Intimidation 6 (+9), Perception 2 (+5), Ranged Combat (Fire Breath) 4 (+10)

OFFENSE

Initiative +6

Fire Breath +10 (Ranged, Damage 9)

Unarmed +6 (Close, Damage 3)

DEFENSE

Dodge 12, Parry 10, Toughness 6/3*

Fortitude 9, Will 9

*without Defensive Roll

POWER POINTS

Abilities 58 + Advantages 7 + Defenses 24 + Powers 30 + Skills 14 = 133 Total



COMPLICATIONS

Arrogant: Suzuki is overconfident in battle, especially against non-Metas.

Motivation: Suzuki is a follower of Polarity and the Meta Nation. She believes metas to be superior to mundane humans.

Prejudice: Suzuki is a Meta. Her body is covered in fine red scale; betraying her meta heritage. She has suffered at the hands of anti-meta hate groups and will gleefully take her revenge upon any who claim to hate metas.

Suzuki Kimura is a pro-meta activist responsible for torching abortion clinics advertising the aborting of “possible Meta children.” Her overt activities attracted the attention of Polarity, who gave Suzuki an armored suit with mechanical wings; making her a true dragon!

Suzuki was captured by CASTLE when Polarity lead his attack against the United States in 2004. She has been in prison ever since; unapologetic to the human lives she has taken in the name of Meta Nation.

Roach (PL 9)

Strength 3, Stamina 9, Agility 6, Dexterity 6

Fighting 6, Intellect 2, Awareness 2, Presence 3

POWERS

Biological Weaponry: Array (18 points)

- **Slime Spit:** Ranged Affliction 6 (Hindered and Vulnerable, Defenseless and Immobile); Resisted by Dodge, Overcome by Damage; Cumulative, Extra Condition, Limited to Two Degrees – 18 points
- **Leaping Kick:** Selective Area Damage 6 – 1 point
- **Strong Kick:** Strength-Based Damage 3 – 1 point
- **Toxin:** Weaken Fortitude 4 (Resisted by Fortitude; Limited to 1 rank per hour, Progressive); Linked Affliction 4 (Impaired, Disabled, Incapacitated); Resisted and Overcome by Fortitude; Cumulative, Limited to one check per hour, Progressive – 1 point

Flexible Body Structure: Enhanced Sleight of Hand 8 (Limited to escape) – 2 points

Strong Legs: Leaping 6; Speed 6 – 12 points

Wall-Crawling: Movement 2 (Wall-Crawling 2) – 4 points

ADVANTAGES

Agile Feint, Diehard, Grabbing Finesse, Great Endurance, Set-Up

SKILLS

Acrobatics 6 (+12), Athletics 6 (+9), Close Combat (Kick) 2 (+8), Expertise (Current Events) 6 (+8), Intimidation 6 (+9), Perception 2 (+4), Sleight of Hand 0 (+6, +14 escape), Stealth 6 (+12), Technology 2 (+4), Vehicles 2 (+8)

OFFENSE

Initiative +6

Leaping Kick Area (Close, Damage 6)

Kick +8 (Close, Damage 6)

Slime +6 (Ranged, Affliction 6)

Toxin +6 (Close, Affliction plus Weaken 4)

Unarmed +6 (Close, Damage 3)

DEFENSE

Dodge 8, Parry 8, Toughness 9

Fortitude 11, Will 4

POWER POINTS

Abilities 74 + Advantages 5 + Defenses 8 + Powers 39 + Skills 19 = 145 Total

COMPLICATIONS

Insecure: Roach is subservient to anyone who shows him any amount of concern or interest.

Prejudice: Roach is a Meta.



The man known as Roach was abandoned by his parents shortly after he developed his Meta powers. Forced to live on the street, Roach found his way into the sewers and eked a meager existence until he was discovered by Polarity and taken to New Avalon. Under Polarity's attention, Roach came to master control of his powers. Polarity also fostered Roach's hatred of humanity, whipping the young Meta into a fanatical loyalty. In Façade's field team, Roach serves as the team's scout.

MORDECHAI GRAVES

The albino giant known as Mordechai Graves is a man only whispered about in the streets of New York City. His physical appearance brings to mind the Grim Reaper and the trail of bodies left in his wake does little to dismiss the notion. There are many rumors to where Mordechai comes from, but little is known about his actual past. As a young man, he found employment with the Calabria crime family and soon rose to the rank of their chief assassin and enforcer.

It is unclear how many have fallen to the hands of Graves. The most notorious of his assassinations was the murder of the entire family of Judge Marshal Warden during the

MORDECHAI GRAVES AS A HERO

As a man plagued by a terrifying appearance, Mordechai Graves felt he had no recourse but to use his fearsome visage to harm others. Over time, his conscience has gotten the better of him. Once the Crime Czar gave Mordechai the effective keys to the kingdom, Graves decided to secretly use the funds of New York's criminal empire to help those harmed by it. He secretly fund more charitable institutions than he does criminal operations; and his subordinates are none the wiser.

wedding of Judge Warden's youngest daughter. Despite these many allegations, no one has ever come forward to confirm that Graves was the murderer everyone claimed him to be.

After the fall of the Calabria family, Mordechai found employment with whom he believed to be the most beneficial criminal contractor in the city: the Crime Czar. In a twisted turn of trade, the Crime Czar made Graves the public face of his business enterprises. Calculating, emotionless, and highly intelligent, Graves discovered he enjoyed operating in the light; where he could use his fearsome appearance to intimidate his business contacts. He is every bit the criminal he is believed to be; all the while acting the part of a philanthropist.

Mordechai Graves (PL 9)

Strength 6, Stamina 6, Agility 4, Dexterity 4

Fighting 6, Intellect 2, Awareness 3, Presence 6

EQUIPMENT

Kevlar Vest: Impervious Toughness 4 (Subtle) - 5 points

ADVANTAGES

All-out Attack, Benefit 1 (Wealth 1 [well-off]), Connected, Contacts, Daze (Intimidation), Defensive Attack, Equipment 1, Fascinate (Intimidation), Fearless, Improved Critical (Unarmed), Improved Initiative, Power Attack, Second Chance (Acrobatics checks with Tumbling), Second Chance (Will checks vs. Mind Control), Takedown, Well-Informed

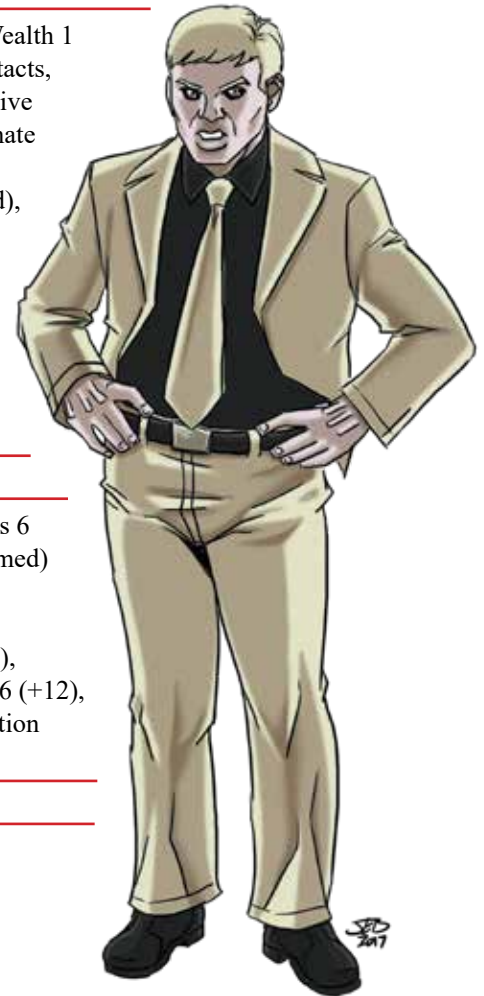
SKILLS

Acrobatics 6 (+10), Athletics 6 (+12), Close Combat (Unarmed) 6 (+12), Deception 6 (+12), Expertise (Business) 2 (+4), Expertise (Streetwise) 6 (+8), Insight 2 (+5), Intimidation 6 (+12), Investigation 6 (+8), Perception 2 (+5), Persuasion 2 (+8)

OFFENSE

Initiative +8

Unarmed +12 (Close, Damage 6/19-20)



DEFENSE

Dodge 10, Parry 12, Toughness 6

Fortitude 8, Will 9

POWER POINTS

Abilities 74 + Advantages 16 + Defenses 20 + Powers 0 + Skills 25 = 135 Total

COMPLICATIONS

Infamy: Mordechai Graves is believed to be a criminal mastermind and assassin.

Prejudice: Graves is an albino giant. His fearsome appearance make him a terrifying sight to behold.

Secret: Graves is the public face of the Crime Czar's secret criminal empire. He plays the part of a philanthropic businessman while secretly moving the Crime Czar's money through "legitimate" businesses and charities.

NAJIBA

Najiba bint Yusuf was born to a wealthy and influential family in Iran. As Najiba was the only child of her family, it fell to her to carry on the family legacy: as an agent in the Kaftar, an organization determined to manipulate the world by means of assassination for "the greater good." From an early age, Najiba was trained in the martial arts and to use daggers with deadly accuracy.

When she reached adulthood, Najiba moved to the United States to attend college in New York City. Here, she met Matilda Mangold, a blind student who was studying criminology. Najiba's acute perception quickly told her that Matilda was more than she seemed. Eventually, after a long friendship, Matilda confided with Najiba about her ability to perceive the world by the use of cybernetic horns implanted in her head. To help Matilda protect herself from the dangers of the world, Najiba helped Matilda train in martial arts. This bond brought the two women closer than ever before. Knowing that Matilda wanted to bring justice to the world, Najiba confided in her friend about the Kaftar. However, Najiba was unprepared for Matilda's reaction to their casual use of assassination as a tool for "justice." While the two women had been fast friends, this rift started to tear at their relationship.

Eventually, Najiba left college when she was called to serve the Kaftar in Iran. Her family had been killed by Islamic extremists after failing to accept a job to assassinate the President of the United States. Najiba was tasked to assassinate the leaders of the extremists. For the next several years, she served as the greatest living weapon in the Kaftar.

However, the reaction of her friend Matilda began to gnaw at Najiba's conscience. She started to see that assassinations were not the answer. Death only brought

more death. Finally, Najiba decided to leave the Kaftar. This act of betrayal has forced the Kaftar to declare Najiba an enemy of their order.

Now, Najiba travels the world – one step ahead of the Kaftar – and uses her training to try and change the world for better. She is no longer an assassin; she is a hero!

Najiba (PL 9)

Strength 3, Stamina 3,

Agility 6, Dexterity 3

Fighting 7, Intellect 3,

Awareness 7, Presence 4

POWERS

Pressure Point Training: Array (Alternate Effects of Strength)

- **Death Touch:** Affliction 3 (Impaired, Disabled, Incapacitated); Resisted and Overcome by Fortitude – 1 point
 - **Hindering Blow:** Affliction 3 (Hindered, Immobile); Resisted and Overcome by Fortitude – 1 point
 - **Stunning Blow:** Affliction 3 (Dazed, Stunned, Incapacitated); Resisted and Overcome by Fortitude – 1 point
-

EQUIPMENT

Daggers: Array (11 points)

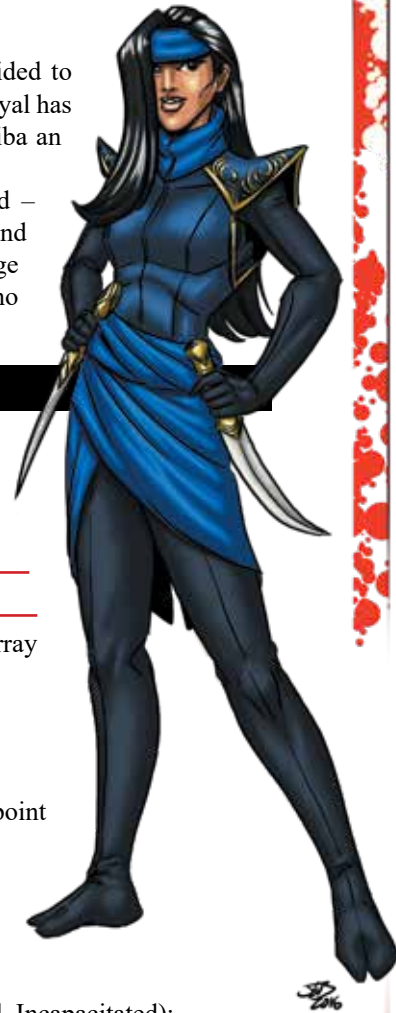
- **Thrown Dagger:** Strength-Based Ranged Damage 2 (Improved Critical) – 11 points
 - **Dagger:** Strength-Based Damage 2 (Improved Critical) – 1 point
-

ADVANTAGES

Agile Feint, Close Attack 2, Defensive Attack, Defensive Roll 6, Equipment 3, Grabbing Finesse, Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Trip, Languages 2 (Arabic, English [Persian is native]), Second Chance (Acrobatics checks with Tumbling), Skill Mastery 2 (Acrobatics, Stealth)

SKILLS

Acrobatics 6 (+12), Athletics 6 (+9), Close Combat (Dagger) 2 (+11), Deception 6 (+10), Expertise (Assassin) 6 (+9), Insight 2 (+9), Intimidation 2 (+6), Investigation 2 (+5), Perception 2 (+9), Persuasion 2 (+6), Ranged Combat (Thrown) 6 (+9), Stealth 6 (+12)



JD

OFFENSE

Initiative +10

Dagger +11 (Close, Damage 5/19-20)

Thrown Dagger +9 (Ranged, Damage 5/19-20)

Unarmed +9 (Close, Damage 3)

DEFENSE

Dodge 8, **Parry** 9, **Toughness** 9 / 3 without Defensive Roll

Fortitude 9, **Will** 9

POWER POINTS

Abilities 72 + Advantages 24 + Defenses 12 + Powers 3 + Skills 24 = 135 Total

COMPLICATIONS

Enemy: Najiba is hunted by the Kaftar for her betrayal.

Relationship: Najiba was roommates with Mathilda Mangold while in college, and still considers Matilda to be her best friend.

Secret Identity: Najiba bint Yusuf.

NATHANIEL NIGHT

As a youth, Nathaniel Night grew up enthralled by the books and games of fantasy and magic. Feeling like he never fit in with normal society, he would often lose himself in worlds of his own making. As Nathaniel grew older, he studied anthropology and archaeology. This allowed him to travel the world for his studies. On these travels, he sought out the classic texts and scrolls of magic in the ancient world; determined to learn as much as he could.

When visiting London to study the ancient scrolls of Le Mort du Arthur, Nathaniel learned more of magic than he thought possible. Agents of the extra-dimensional Lord Orkus attacked the museum where Nathaniel was conducting his nightly studies. Nathaniel was almost killed in the attack; he survived thanks to the intervention of Earth's Merlin and his apprentice Count Khabal. Merlin senses great potential within the broken Nathaniel and brought the crippled young man back to his magical sanctum.

Over time, Nathaniel healed from his injuries. Under the Merlin, he learned of the true nature of magic and the myriad dimensions that interact with our own. This was more than Nathaniel could ever hope for. Guided by the Merlin, Nathaniel practiced magic until he surpassed even Count Khabal in power. The Merlin told Nathaniel that he would one day become the new Merlin of Earth.

Khabal was enraged by the Merlin's decision. Revealing himself to be a servant of Lord Orkus all along; Khabal betrayed the Merlin. From the sanctum, Lord Orkus' forces would be able to access any dimension, including Earth! The Merlin attempted to stop the demonic forces on his own, but was overcome by the power of Lord Orkus himself.

As the Merlin perished, his amulet flew to Nathaniel Night and revealed itself to be the Eye of Odin. Bolstered by the power of the Eye, Nathaniel was able to push back the forces of Orkus and seal the dimensional gate. Since that day, Night has had many encounters with the forces of Lord Orkus; who is determined to rule the Earth dimension and consume all of its souls to fuel his mystical power.

As the new Merlin of Earth, Night has battled many other mystical foes. These include Lady Tartarus (a servant of Hades), Semiramis (a sorceress from the days of pre-history), and Asmodeus (the Prince of Darkness himself). Night has also made many allies including Braford (the minotaur guardian of the Magical Sanctum), Luster (an empath), and Cantor (the son of Lord Orkus who seeks to overthrow his father's dimension of evil). In Cantor, Night has found not only an ally but also a lover. The two have agreed to make peace with their two realms and marry once Lord Orkus is finally defeated and removed from his otherworldly throne.

NIGHT AS A VILLAIN

Having been handed the ultimate reigns of power, Nathaniel did nothing to stop himself from delving deeper and deeper into the study of forbidden magical lore. Scouring books of evil; they whispered secrets into his mind and darkened his soul. Now, the Merlin of Earth is straying from his duties of being this dimension's protector. Instead, he scours the world for new lore; stealing it from other sorcerers and slaying them when they complain. Night makes deals with evil fiends – giving them permission to come to Earth and terrorize humanity – in exchange for the magical knowledge they possess. The “dark student” is slowly giving away his soul and his charge to the very forces he is supposed to protect against.

Nathaniel Night, Merlin of Earth (PL 13)

Strength 2, **Stamina** 6, **Agility** 2, **Dexterity** 4

Fighting 3, **Intellect** 3, **Awareness** 11, **Presence** 3

POWERS

Cloak of Levitation: Extra Limb 1 (Subtle); Flight 9 (1,000 mph); Removable (-4 points) – 16 points

Inner Mysticism: Array (43 points)

- **Astral Projection:** Remote Sensing 13 (Auditory, Mental, and Visual; Dimensional 2 [mystical realms], Limited [physical body is helpless], Subtle 2) - 43 point
- **Appearance Alteration:** Morph 3 (Humanoid Forms) – 1 point
- **Mystical Shield:** Impervious Toughness and Will 13; Protection 7; Sustained - 1 point

Magic Spells: Array (52 points)

- **Mesmerism:** Perception Ranged Affliction 13 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative - 52 points

- **Conjuration:** Perception Ranged Teleport 10 (Attack [Resisted by Will], Extended, Limited [only to bring target from current location to Night's presence]) - 1 point
- **Dimensional Gate:** Movement 2 (Dimensional Travel 2 [any mystic dimension]; Portal) - 1 point
- **Eldritch Blast:** Ranged Damage 13 (Accurate 2, Affects Incorporeal 2) - 1 point
- **Mystical Travel:** Teleport 13 (Accurate, Limited to Extended) - 1 point

Merlin of Earth: Enhanced Advantage 5 (Benefit [Merlin of Earth], Luck 4); Enhanced Awareness 8 - 21 points

Mystic Senses: Senses 2 (Magic Awareness [radius]) - 2 points

Odin's Eye: Alternate Effects of Magic Spells; Quirk (only usable by the Worthy); Removable (-1 point)

- **Blinding Light:** Cone Area Affliction 13 (Impaired, Disabled, Unaware); Resisted and Overcome by Fortitude; Cumulative, Limited to Visual Senses - 1 point
- **Light of Purification:** Perception Ranged Nullify 13 (Summon Supernatural Creatures and Mind Control; Broad, Simultaneous) - 1 point
- **Light of Revelation:** Perception Ranged Nullify 13 (all Concealment, Illusion, Morph, and Transform effects; Broad, Simultaneous) - 1 point
- **Mental Probe:** Mind Reading 13 - 1 point
- **Telepathy:** Mental Communication 4 (Dimensional 2 [mystic dimensions]) - 1 point

EQUIPMENT

Magical Sanctum: Headquarters (Size: Small / Gargantuan; TGH: 10; Features: Concealed, Dimensional Portal, Dual Size, Library, Living Space, Personnel, Pool, Power System, Security System 3 [DC 30], Self-Repairing, Workshop) - 19 points

ADVANTAGES

Accurate Attack, Artificer, Benefit 1 (Wealth 1), Defensive Attack, Equipment 4, Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Trip, Ritualist, Skill Mastery 2 (Expertise [History], Expertise [Magic]), Trance, Ultimate Skill (Magic)

Enhanced: *Benefit (Merlin of Earth), Luck 4*

SKILLS

Expertise (History) 6 (+9), Expertise (Magic) 6 (Awareness; +17), Insight 2 (+13), Perception 2 (+13), Persuasion 6 (+9), Sleight of Hand 6 (+10), Treatment 6 (+9), Vehicles 2 (+6)

OFFENSE

Initiative +6

Blinding Light Area (Close, Affliction 13)

Eldritch Bolts +8 (Ranged, Damage 13)

Mesmerism Perception (Ranged, Affliction 13)

Unarmed +3 (Close, Damage 2)

DEFENSE

Dodge 8, **Parry** 9, **Toughness** 13/6*

Fortitude 8, **Will** 17

*without shield

POWER POINTS

Abilities 52 + Advantages 18 + Defenses 20 + Powers 145 + Skills 18 = 253 Total

COMPLICATIONS

Enemies: Count Khabal, Lady Tartarus, Lord Orkus, Semiramis, and other magical villains.

Power Loss: Night loses access to his Merlin of Earth traits when he is not on Earth. He must speak and gesture to cast Magic Spells.

Prejudice: Nathaniel Night is homosexual.

Relationship: Night is the lover of Cantor - the son of Lord Orkus.

Responsibility: As Merlin of Earth, Night is tasked to protect this dimension against mystical threats.



NEKROTRON

The Grand Emperor tired of one defeat after another at the hands of Spartan. He fumed at the idea that this young whelp could overcome his machinations for world domination. But he also knew that if Spartan's advanced technology was taken away from him, then Eli Wyatt would be utterly vulnerable!

Using the techno-magical artifacts of the ancient Lemurian Empire, the Grand Emperor created a computer virus that could tear its way into any electronic system and gain control from within. He gave the virus a sentient golem brain based on the Grand Emperor's own twisted mind. He then named his creation "Nekrotron" and set the virus on its course to infect the systems of Wyatt Industries.

As Nekrotron made its way through the Internet to Wyatt Industries, it learned everything it could about the human race, multiplying his knowledge a thousand-fold before finally arriving at his destination. It saw all that

was beautiful and terrible about humanity all at once and knew that – while life was sacred – the human race was leading itself to the destruction of the world. Nekrotron made a decision to put humanity on the right path of peace and prosperity for the greater good. But without a physical body, Nekrotron knew it could not fulfill its ultimate goal.

All of that changed when Nekrotron hacked its way into the most secure systems of Wyatt Industries. Here, it discovered the plans to the advanced Spartan Armor. Nekrotron reasoned that by taking over the suit of Spartan, it would gain the physical form it so desired and fulfill its initial function to thwart Spartan at the same time. Enacting its plan, Nekrotron-1 manifested itself as a robotic entity to Eli Wyatt and attempted to slay the young genius. Unfortunately, Nekrotron-1 was not prepared to handle the combined might of Eli's companions: The Sentinels. Nekrotron-1 was quickly defeated, but not before fleeing back into the Internet with the means of manufacturing new bodies for itself.

In the years since his creation, Nekrotron has returned several times to battle the Sentinels and attempt to enact its plans to bring "peace" to the Earth. Each time the robot appeared, it added a new model number to its name and improved its systems from the previous version. That trend stopped when Spartan pointed out: "It's good you keep giving yourself a new number; it lets us know just how many times we've beaten you." This, of course, angered Nekrotron in a manner ill-suited to its programming.

Nekrotron's most recent gambit was to transform every human being from an organic lifeform to an artificial being. Knowing the Sentinels would interfere, Nekrotron created Paradigm to infiltrate their base, kidnap their members, and return them to its master. Paradigm succeeded in capturing several Sentinels before being forced to flee. The first to be transformed was Violet, from whose mind Nekrotron created "Galatea" to be its bride. Galatea convinced Paradigm to help her against Nekrotron, freeing the captured Sentinels, and destroying the most recent robotic menace. Luckily, Eli Wyatt was able to return Violet's mind to her own body by reverse-engineering Nekrotron's mind-transference process.

Despite every setback, Nekrotron still seeks to fulfill its mission to destroy Spartan – and, by extension, the Sentinels – and bring true peace to the Earth.



Nekrotron (PL 11)

Strength 9, Stamina –, Agility 2, Dexterity 6

Fighting 4, Intellect 9, Awareness 3, Presence 0

POWERS

Burst Memory Transmitter: Immortality 9 – 9 points

Energy Absorption Unit: Enhanced Healing 12 (Fades, Reaction [when struck by electromagnetic energy], Self Only) – 36 points

Robotic Body: Immunity 47 (Cold Damage, Corrosive Damage, Fire/Heat Damage, Fortitude Effects, Radiation Damage); Impervious Toughness 13; Protection 16 – 76 points

Robotic Mind: Communication 4 (Radio); Comprehend 6 (Languages, Machines); Immunity 10 (Mental Effects); Enhanced Technology 4 (Limited to Security) – 40 points

Weapon Systems: Array (27 points)

- **Brain Washing Ray:** Ranged Affliction 9 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative – 27 points
- **Concussion Blasters:** Ranged Damage 11 – 1 point
- **Tractor Beam:** Move Object 6 – 1 point

ADVANTAGES

Benefit 3 (Wealth 3), Eidetic Memory, Equipment 6, Improvised Tools, Inventor, Skill Mastery (Technology), Well Informed

SKILLS

Intimidation 6 (+6), Investigation 6 (+15), Perception 2 (+5), Ranged Combat (Weapon Systems) 4 (+10), Technology 6 (+15, +19 security), Treatment 2 (+11), Vehicles 6 (+12)

OFFENSE

Initiative +2

Brain Washing Ray +10 (Ranged, Affliction 9)

Concussion Blaster +10 (Ranged, Damage 11)

Unarmed +4 (Close, Damage 9)

DEFENSE

Dodge 6, **Parry** 6, **Toughness** 16

Fortitude Immune, **Will** 5

NEKROTRON AS A HERO

It is possible to have Nekrotron be used as a hero. Simply have Nekrotron's desire to protect the Earth and bring about peace still be its motivating goal, while quelling its desire to destroy humanity as a means to an end. It is important to remember that Nekrotron's mind was based off that of a human's, so its thoughts are not cold and calculated like a machines, but sometimes emotional and swayed by immediate and occasionally irrational desires.

POWER POINTS

Abilities 56 + Advantages 14 + Defenses 8 + Powers 200 + Skills 16 = 294 Total

COMPLICATIONS

Enemy: The Sentinels.

Obsession: Nekrotron seeks to bring peace to the world... even if that means destroying the human race to do so.

Prejudice: Nekrotron is an inhuman robot.

Relationship: Because its mind is based on human brain functions, Nekrotron has human desires. It is the creator of the android hero Paradigm. Nekrotron has an irrational attraction to Wioletta Neimczyk (Violet). To fulfill its desires, it created the female synthezoid Galatea to be its bride.



NIGHT WATCH

The Night Watch is a secret collective of humans and supernatural beings dedicated to protecting the world and its inhabitants from evil supernatural threats. While werewolves and vampires stalk the night in search of human flesh to consume, the vigilant Night Watch hunt down and eliminate these monsters wherever they are found.

Night Watch chapter houses can be found around the world. Each is a storehouse of weapons and information about the supernatural. Since the computer age, the Night Watch have done their best to collect what information they can to an online database... but some books absolutely *refuse* to be copied... or shouldn't be!

NIGHT WATCH AS VILLAINS

The Night Watch make easy villains, as many of them have been touched by the supernatural in dark and evil ways. Many of these heroes attempt to fight the corrupting influence of the supernatural. They can easily fall to the temptation to use their dark powers to harm the weak and innocent.



Accursed (PL 9)

Strength 8, Stamina 11, Agility 1, Dexterity 2

Fighting 4, Intellect 2, Awareness 2, Presence 3

POWERS

Mummy Wrappings: 75 points; Removable (-15 points)

Knowledge of the Dead: Comprehend Languages 4; Enhanced Expertise (History) 8; Enhanced Well-Informed - 13 points

Power of the Dead: Enhanced Stamina 8; Enhanced Strength 5; Immunity 30 (Fortitude Effects); Impervious Toughness 6 - 62 points

ADVANTAGES

Close Attack 4, Startle

Enhanced: *Well-Informed*

SKILLS

Athletics 6 (+14), Close Combat (Unarmed) 2 (+10), Expertise (History) 8 (+10), Expertise (Soldier) 6 (+8), Intimidation 6 (+9), Perception 2 (+4), Persuasion 2 (+5), Treatment 2 (+4), Vehicles 2 (+4)

OFFENSE

Initiative +1

Unarmed +10 (Close, Damage 8)

DEFENSE

Dodge 7, Parry 6, Toughness 11/3*

Fortitude Immune/5*, Will 8

*without Wrappings

POWER POINTS

Abilities 40 + Advantages 5 + Defenses 16 + Powers 60 + Skills 14 = 135 Total

COMPLICATIONS

Cursed: Since the days of Ancient Egypt, Mosegi Badru's family has been forced to wear the cursed wrappings of their ancestor; using its powers to battle evil. The curse can only be lifted if the cursed artifacts of Seti's tomb are found and destroyed.

Prejudice: Mosegi Badru is a Muslim and worshiper of Islam.

Weakness: While wearing the mummy wrappings, the Accursed is vulnerable to fire.

In Ancient Egypt, tomb robbers were the bane of the royalty who

sought everlasting life in the comfort of their majestic tombs. Besides deadly traps and magical curses, these tombs were also guarded by living defenders who swore to protect their charges with their lives. Atmet was one such tomb guardian, protecting the tomb of Pharaoh Seti I.

On the night of the birth of his son, Atmet left his post to go to the side of his pregnant wife. While he was away, the tomb of Seti was infiltrated by robbers, and several sacred artifacts stolen. When Atmet returned to his post, he was arrested by the priests of Anubis and shown the damage done by the thieves. For his transgressions, Atmet was cursed and mummified; forced to serve as an undead tomb guardian for the rest of eternity.

When Atmet's son, Serq, came of age, he decided to follow in his dead father's footsteps and become a tomb guardian. Serq discovered what happened to his father. Feeling responsible for his father leaving his post, Serq decided to free Atmet from his curse. Venturing into the tomb of Seti, Serq found the mummified Atmet and spoke with his father. Atmet confessed that he could only be freed if the artifacts of Seti's tomb were returned to their rightful place. Atmet gave Serq his mummy wrappings – containing his undead power and knowledge – to aid in hunting the thieves and the artifacts.

And so, the wrappings have passed down the family line to the modern-day wearer: Mosegi Bagru, an Arab-American soldier who recently was given the curse by his mother. Rather than fight to bearers of the evil artifacts on his own, Mosegi has joined forces with the Night Watch. With their world-wide resources, Mosegi is coming closer than any of his ancestors ever have to gathering all of the cursed artifacts of Seti.



Midnight Wolf (PL 10)

Strength 5, Stamina 9, Agility 4, Dexterity 2

Fighting 6, Intellect 2, Awareness 7, Presence 3

POWERS

Claws and Teeth: Penetrating 3 with Strength – 3 points

Full Moon Strength: Enhanced Advantage 2 (Improved Critical [unarmed], Second Chance [Will checks vs. mind control]); Enhanced Strength 1; Limited (only during the nights of the full moon) – 2 points

Invulnerability: Impervious Toughness 10; Protection 1; Regeneration 10 – 21 points

Strong Legs: Leaping 2, Speed 4 (30 mph) – 6 points

Wild Empathy: Enhanced Animal Empathy; Comprehend 2 (Animals; Limited to canines) – 3 points

Wolf Senses: Senses 7 (Extended Hearing, Low-Light Vision, Olfactory [acute, extended, tracking], Ultra-Hearing) – 7 points

ADVANTAGES

Attractive, Diehard, Great Endurance, Improvised Weapon

Enhanced: *Animal Empathy*

SKILLS

Close Combat (Unarmed) 6 (+12), Expertise (Occult Lore) 6 (+8), Insight 2 (+9), Intimidation 6 (+9), Investigation 2 (+4), Perception 6 (+13), Stealth 2 (+6)

OFFENSE

Initiative +4

Unarmed +12 (Close, Damage 5)

DEFENSE

Dodge 10, **Parry** 8, **Toughness** 10

Fortitude 11, **Will** 9

POWER POINTS

Abilities 76 + Advantages 4 + Defenses 12 + Powers 42 + Skills 15 = 150 Total

COMPLICATIONS

Accident: Although he can change into his wolf form at any time, Adam *must* assume his wolf form during the three nights of the full moon. During the full moon, Adam is Intellect Disabled as he becomes savage and bestial.

Alternate Form: In his human form, Adam is Powerless and has Str 2, Sta 3, Agl 2, Fgt 2 and Awr 3 with corresponding changes to his Defenses and Skills.

Power Loss: Invulnerability; not vs. silver weapons.

Responsibility: Adam is sure to use his abilities for good and lock himself up during the nights of the full moon.

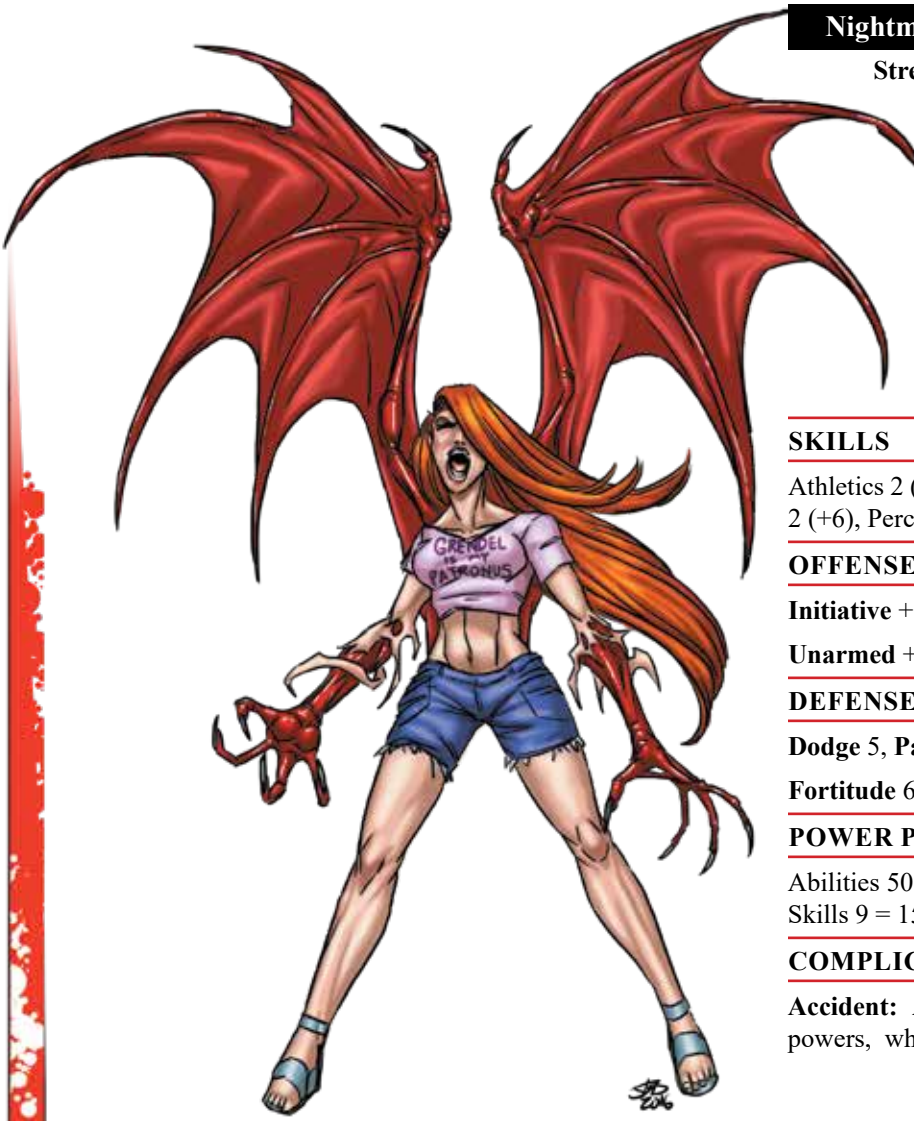
Vulnerability: Adam is Toughness Impaired vs. silver weapons.

The curse of lycanthropy has long plagued the Gregory family. They brought it to America when the family moved from Eastern Europe in the late 1800s. The Gregories went to great lengths to conceal the curse from the general public, caging themselves away during the

nights of the full moon. They would tell their children of the curse; educating them in how to protect others against it. This all ended when almost the entire Gregory family was wiped out during a house fire. The only survivor of the fire was the infant son who was sent to an orphanage; growing up with no knowledge of his family's curse.

Adam (as he was named by his foster family) was adopted and raised in a loving – if religiously-strict – environment. When Adam reached puberty and first transformed into a werewolf, he ran away from home, fearing that he might bring harm to his family. Determined to control or remove his curse, Adam sought out the origin of lycanthropy, eventually discovering that he was adopted and the last surviving heir of the Gregory lineage.

During his travels, Adam discovered other werewolves and supernatural creatures, all of whom had malicious intent towards humanity. It was during these adventures that Adam learned to control his ability to change forms and fight against the forces of evil. While Adam is still determined to free himself from the curse of lycanthropy, he uses his powers to protect mankind from the myriad agents of the occult.



Nightmare (PL 10)

Strength 2, Stamina 4, Agility 3, Dexterity 2

Fighting 2, Intellect 3, Awareness 4, Presence 4

POWERS

Monstrous Forms: Variable 11 (assumed forms; Limited to Monsters, Move Action) – 77 points

ADVANTAGES

Attractive, Great Endurance

SKILLS

Athletics 2 (+4), Expertise (Horror Movies) 6 (+9), Insight 2 (+6), Perception 2 (+6), Persuasion 6 (+10)

OFFENSE

Initiative +3

Unarmed +2 (Close, Damage 2)

DEFENSE

Dodge 5, Parry 4, Toughness 4

Fortitude 6, Will 10

POWER POINTS

Abilities 50 + Advantages 2 + Defenses 12 + Powers 77 + Skills 9 = 150 Total

COMPLICATIONS

Accident: Angela can sometimes lose control of her powers, when under extreme stress or fear. When this

occurs, she transforms into a monster and is not in control. Rather, the monster manifests itself fully; suppressing Angela's mind for a short time.

Nightmares: Angela is constantly plagued by nightmares. She must make a DC 15 Fort check when she awakens. If she fails the check, Angela is Impaired until she can get a proper night's rest.

Split Personality: Angela sometimes takes on the monstrous traits of the creatures whose form she assumes for a couple of days after assuming their shape.

Angela Night has been plagued by nightmares for as long as she can remember. They are always the same: she finds herself in a dark woodland pursued by monsters of all shapes and sizes. When she awakens, she is safe... but eventually, she must sleep.

When Angela was attacked by a mugger after her high school prom, she transformed into a hulking monster and almost killed her attacker! The next morning, Angela awoke under the town bridge and remembered the night's events. To her horror, Angela recognized the very monster she had transformed into: the troll "Gruff-Gnawer."

Fearing for the safety of her friends and family, Angela ran away from home. During her lonely travels, Angela has encountered many supernatural creatures and wicked sorcerers seeking to exploit her abilities. The worst was a man calling himself 'Crucible' who had the ability to control Angela whenever she assumed the form of a monster. Eventually, she was able to wrest herself from Crucible's control.

Recently, Angela has been spending time with a werewolf named Adam Gregory. He has been training Angela to control her transformations, based on his own experiences with lycanthropy. Adam has also given Angela a purpose to use her powers to fight against the forces of evil and protect humanity from the supernatural.

The Pale Rider (PL 10)

Strength 9, Stamina 10, Agility 3, Dexterity 6

Fighting 6, Intellect 3, Awareness 4, Presence 6

POWERS

Grave Touch: Affects Insubstantial 2 with Strength – 2 points

Haunted Motorcycle: Movement 4 (Wall-Crawling 2, Water-Walking 2), Speed 7 (500 mph); Limited (requires motorcycle) – 8 points

Reaper Powers: Array (39 points)

- **Gallows Rope:** Ranged Affliction 12 (Hindered and Vulnerable, Defenseless and Immobile); Resisted by Dodge, Overcome by Damage or Sleight of Hand; Affects Insubstantial 2, Cumulative, Extra Condition, Feature (tether), Limited to Two Degrees – 39 points



- **Gaze of Purgation:** Affliction 10 (Dazed, Stunned, Incapacitated); Resisted and Overcome by Will; Concentration, Grab-Based, Limited to those who have performed evil acts, Progressive, Visual Sense-Dependent; Linked to Weaken Presence 10 (Resisted by Will; Concentration, Grab-Based, Incurable, Limited to those who have performed evil acts, Progressive) – 1 point
- **Grave Bolts:** Ranged Damage 10 (Affects Insubstantial 2) – 1 point

Sense Sinners: Senses 5 (Detect Evil [acute, analyze, radius, ranged]) – 5 points

Undying Body: Immortality 17; Immunity 30 (Fortitude Effects); Impervious Toughness 10 (Limited to Physical) – 69 points

ADVANTAGES

Daze (Intimidation), Dichard, Skill Mastery (Vehicles), Ultimate Skill (Vehicles)

SKILLS

Expertise (Occult Lore) 6 (+9), Intimidation 6 (+12), Perception 2 (+6), Ranged Combat (Grave Bolts) 4 (+10), Vehicles 14 (+20)

OFFENSE

Initiative +3

Gallows Rope +6 (Ranged, Affliction 12)

Gaze +6 (Close, Affliction + Weaken 10)

Grave Bolt +10 (Ranged, Damage 10)

Unarmed +6 (Close, Damage 9)

DEFENSE

Dodge 9, **Parry** 8, **Toughness** 10

Fortitude Immune, **Will** 6

POWER POINTS

Abilities 94 + Advantages 4 + Defenses 10 + Powers 125 + Skills 20 = 253 Total

COMPLICATIONS

Accident: Bobby involuntarily transforms into the Pale Rider, when in the presence of evil.

Alternate Identity: In his mortal form, Bobby Kidd is Powerless and has Str 2, Sta 4, Agl 2, Dex 4, Fgt 3, Int 2, Awr 2, and Pre 2 with corresponding changes to his Skills and Defenses.

Fame: In his mortal form, Bobby is an extreme sports celebrity.

Motivation: Bobby seeks to free himself from his pact with Death.

Obsession: The Pale Rider must punish wicked souls and hunt those who have escaped from Hell.

Relationship: Bobby is in love with Rachel Davidson.

Secret Identity: Robert “Bobby” Kidd.

Bobby Kidd was on the fast track to success. Throughout his childhood, he had admired stunt drivers and other extreme sports celebrities; dreaming to one day join their ranks. He practiced all through his teenage years and finally found fame through a series of online videos. Eventually, major extreme sports venues called on Bobby to perform at their events. Few could match the skill Bobby Kidd possessed, while driving his motorcycle.

One evening, while celebrating the closing of a show with his girlfriend, Rachel Davidson, Bobby’s motorcycle hit debris in the road, causing it to overturn and throw its riders. Bobby and Rachel both lay dying on the highway. While Rachel was out cold, Bobby was semi-conscious. In his near-dead state, Bobby saw Death appear, coming to claim their souls. Bobby begged for Death to take only him and spare Rachel. Death was intrigued by the mortal’s selflessness and agreed to spare Rachel.

Rather than taking Bobby’s soul to the afterlife, Death made a counter offer to Bobby. If Bobby would serve as Death’s new Reaper, Death would accept Bobby’s request. Bobby agreed and was infused with the cold necromantic

powers of the undead. Death sent Bobby to collect the souls of the wicked; those who had given themselves over to the forces of evil or the cruel desires of humanity’s darker side.

Collecting one soul after another, Bobby discovered a larger force at work. He soon encountered demons attempting to thwart him in his charge. All of this culminated in a massive event where the demonic child of Asmodeus – Heartless – escaped from Hell along with 666 of the worst souls in Hell’s prison. Now Bobby has a new mission. As the Pale Rider, he hunts down each of the escaped souls. The Rider seeks to return them to Hell before they can be collected and absorbed by Heartless; who seeks to use the power of these evil souls to rule the world!

Since the escape of the Hell-souls, Bobby has renegotiated with Death. Now, if he successfully returns all of the 666 souls to Hell, he will be granted his freedom. Bobby is determined to hold Death to its word and return to the love of his life: Rachel Davidson and their daughter whom Bobby does not know even exists!

Ripper (PL 9)

Strength 4, **Stamina** 4, **Agility** 6, **Dexterity** 4

Fighting 9, **Intellect** 3, **Awareness** 3, **Presence** 2

POWERS

Fangs: Weaken Stamina 3 (Resisted by Fortitude; Concentration, Grab-Based) – 3 points

Immune to Vampires: Concealment 1 (Vampires’ Supernatural Senses); Immunity 2 (Vampire Powers) – 4 points

Supernatural Senses: Senses 7 (Darkvision, Detect Vampires [acute, radius, ranged mental sense], Supernatural Awareness) – 7 points

EQUIPMENT

Arsenal: Array (13 points)

- **Auto-Pistols:** Ranged Multiattack Damage 4 (Feature [silver bullets]) – 13 points
- **Shuriken:** Strength-Based Ranged Multiattack Damage 1 (Feature [silver]) – 1 point
- **Sword:** Strength-Based Damage 3 (Feature [silver edge], Improved Critical); Enhanced Improved Critical 2 (Limited to Supernatural Creatures) – 1 point

Leather Long Coat: Protection 1 – 1 point

Swing Line: Movement 1 (Swinging) – 2 points

ADVANTAGES

Accurate Attack, All-out Attack, Benefit (Cipher), Connected, Contacts, Defensive Attack, Equipment 4, Favored Foe (Vampires), Improved Critical (Unarmed), Improved Disarm, Improved Grab, Improved Hold, Improved Trip, Power Attack, Ranged Combat 2, Takedown

SKILLS

Acrobatics 2 (+8), Athletics 6 (+10), Close Combat (Swords) 2 (+11), Deception 8 (+10), Expertise (Occult Lore) 6 (+9), Insight 2 (+5), Intimidation 6 (+8), Investigation 6 (+9), Perception 6 (+9), Ranged Combat (Firearms) 6 (+12), Stealth 6 (+12), Vehicles 2 (+6)

OFFENSE

Initiative +6

Autopistols +12 (Ranged, Multiattack Damage 4)

Shuriken +6 (Ranged, Multiattack Damage 5)

Sword +11 (Close, Damage 7/19-20)

Unarmed +9 (Close, Damage 4/19-20)

DEFENSE

Dodge 8, **Parry** 11, **Toughness** 5

Fortitude 6, **Will** 9

POWER POINTS

Abilities 70 + Advantages 20 + Defenses 12 + Powers 14 + Skills 29 = 145 Total

COMPLICATIONS

Addiction: Olivia requires blood to survive. If she does not feed on blood at least once a week, her Abilities become Impaired and she becomes Will Disabled.

Hatred: Ripper hates vampires... and they hate her!

Prejudice: Olivia is bisexual with lesbian tendencies.

Olivia was born out of death. Her mother was a groupie for a punk band – The Freshmen – during the 1970s, who was assaulted by a vampire while unpacking the band’s van. The woman was pregnant with Olivia at the time of the attack. She was quickly rushed to the hospital, but died from blood loss. Luckily, the doctors were able to save Olivia. She was adopted by the lead singer of the Freshmen – and Olivia’s father – Rupert Lehane.

As Olivia approached her teenage years, she began manifesting an uncontrollable hunger. When she could not sate this unknowable desire, Olivia grew restless and angry. She lashed out at everything. Her violent tendencies got her thrown out of school and eventually her own home. Ostracized by her friends and family, Olivia was forced to live on the street and do unthinkable things to survive. When a man got rough with her in a back alley, Olivia found a way to sate her hunger. She lashed out at the man, drawing blood. The scent of the blood immediate awoke the hunger in Olivia and she drained the man dry.

This attack was witnessed by the vampire Milady Pierce. She did not recognize the young Olivia as any vampire known in London’s supernatural community, nor could Milady sense the youth as a supernatural creature. Milady decided to take

Olivia into her fold and train the girl as an assassin; a tool to eliminate Milady’s rivals in the vampire community.

Milady hired the very best to train Olivia in the arts of deception and assassination. She convinced Olivia that she would be doing good; that by slaying the monsters in the vampire community, only those who treated humans humanely would remain. Olivia believed Milady’s lies and became a deadly force in the supernatural underworld. As one vampire lord after another fell to her blades, the community referred to the unseen killer as “The Ripper.”

Once all of Milady’s rivals had been removed from London, she was left as the de-facto queen of Britain’s vampire community. Milady made the fatal mistake of thinking she no longer needed Olivia; revealing to



Olivia her complicity in Milady's plot and attempting to eliminate her living weapon. Olivia retaliated against Milady, destroying her court of vampires, her werewolf bodyguards, and eventually Milady herself.

Olivia had thought that not all supernatural creatures were monsters; that Milady and others were different... but now she knew the truth. All vampires were monsters to be destroyed. Forsaking her human name and embracing the title given to her by the London vampires, Olivia became "Ripper." She now travels the world in search of monsters and other supernatural beings that prey on humanity for food and sport. In recent years, Ripper has become allies with the occult investigators known as the Night Watch. She has come to rely on their knowledge of the supernatural to guide her hunting.

RIPPER AS A VILLAIN

Stalking the night is a vampire that other undead fear. The Ripper has embraced her vampiric lineage and is using her training as Milady's chief assassin to hunt down vampires and steal their vast wealth and secret magical knowledge for herself! From each of these slain vampires, she sips some of their blood, stealing a portion of their power with each feeding. Someday soon, she will be powerful enough to challenge even the great master of all undead: Orlok and steal his throne!

OMEGA

Thousands of years ago, a strange young man named Fitsume rose to power among the warriors of Kush. Such was the power of this young warrior that King Kashta used Fitsume to raid the kingdom of Egypt and conquer the land of the pharaohs. Few could prove the equal of the young warrior and he was showered with riches and praise by King Kashta. Even as the king-turned-Pharaoh grew old and died, Fitsume remained youthful and vigorous.

Unknown to those who considered him a hero, Fitsume was a monster. He would consume the bodies of his enemies. He found that when he ate their flesh and drank their blood, he grew more powerful; absorbing their strength and knowledge into himself. Unknown even to Fitsume was that he was a Meta – one of the first of his kind – and that his power was to absorb the powers of other Metas.

When the Kushite kings were chased from Egypt by Psamtik, Fitsume attempted to fight, but was stalled by Psamtik's advisor Atum-Ra. The advisor revealed himself to be a time-traveler from the distant future, promising to show Fitsume the wonders of the universe beyond his imagining, if he would agree to serve Atum-Ra. Fitsume agreed and served as Atum-Ra's protégé for several decades. After discovering the secrets of Atum-Ra – that

his powers were based on technology and not magic – Fitsume turned against his tutor and attempted to slay him. Atum-Ra returned to his own time and Fitsume confiscated his mysterious devices.

Fitsume sought to remake the ancient world in his own image. Everywhere he traveled, he was seen as the end of all things... the Omega. He embraced this symbol as his name and title. Many devout followers flocked to the Cult of Omega, hoping to be spared his wrath.

Omega finally met his match when he faced the Inphinite Princess Sthenia. The Amazon fought Omega to a stand-still and caused him such grievous wounds that he was eventually forced to flee. Fearing that their "god" would destroy his followers for not protecting him, the Cult of Omega sealed Fitsume into his healing chamber; locking him in stasis behind barriers of powerful magic and science. Here Omega remained, forgotten by history, until several years ago when the last member of the Cult of Omega sought out the keys to open the barriers and free Omega once again.

Now accustomed to the radically-changed world, Omega has discovered more Metas exist than ever before. He seeks out the most powerful of them to empower his own abilities and to once again reforge the world in his own image.

OMEGA AS A HERO

Having existed for thousands of years, Omega has seen the rise and fall of many civilizations. He once thought that the only way to bring peace to humanity was to rule it as a tyrant. However, over the endless years of his existence, Omega has found a new path: to guide the future heroes with his knowledge. Using his powers, Omega seeks out other Metas and brings them to his student Dean Shepherd to learn to use their powers properly. Meanwhile, he spends his time in New Avalon helping Power Star consolidate her power against the forces of her wicked father Polarity. Omega only gets involved with battles when he feels his power is the only thing that will turn the tide. Otherwise, he is loath to use the powers he literally killed to acquire.

Omega (PL 13)

Strength 13, Stamina 13, Agility 3, Dexterity 6

Fighting 9, Intellect 9, Awareness 9, Presence 7

POWERS

Cellular Renewal: Immortality 12; Immunity 5 (Aging, Sleep, Starvation and Thirst, Suffocation); Impervious Toughness 13; Regeneration 12 – 54 points

Meta-Molecular Absorption: Variable 12 (Absorbed Meta Powers; Move Action) – 96 points

Telepathic Assimilation: Comprehend 4 (Languages) – 8 points

ADVANTAGES

Benefit 6 (Cipher, Wealth 5), Chokehold, Daze (Intimidation), Equipment 12, Fast Grab, Fearless, Improved Grab, Improved Hold, Inspire 1, Inventor, Leadership, Power Attack

SKILLS

Deception 2 (+9), Expertise (History) 6 (+15), Expertise (Science) 6 (+15), Insight 2 (+11), Intimidation 6 (+13), Investigation 2 (+11), Perception 2 (+11), Persuasion 6 (+13), Technology 6 (+15), Treatment 2 (+11), Vehicles 2 (+8)

OFFENSE

Initiative +3

Force Blast +6 (Ranged, Damage 12)

Unarmed +9 (Close, Damage 13)

DEFENSE

Dodge 9, **Parry** 11, **Toughness** 13

Fortitude 15, **Will** 11

POWER POINTS

Abilities 138 + Advantages 28 + Defenses 12 + Powers 158 + Skills 21 = 357 Total

OMEGA'S ABSORBED POWERS

Omega has the ability to mimic the powers of any Meta he has "sampled" by ingesting their flesh or blood. With his Variable Power, Omega has 60 points to divide among his various absorbed powers. Over the centuries of his existence, besides enhancing his various abilities, Omega has acquired the following powers:

- **Force Blast:** Ranged Damage 12 – 24 points
- **Growth:** Growth 12 (Limited [does not add to Stamina or Strength]) – 12 points
- **Levitation:** Flight 6 (120 mph) – 12 points
- **Stretching:** Elongation 3 – 3 points
- **Telekinesis:** Move Object 12 – 24 points
- **Teleportation:** Teleport 11 – 22 points

As a GM, you may see fit to add any additional powers Omega requires for your campaign. Omega willingly allies himself to anyone who can assist him in attaining his goal of world domination. If he allies with any Metas, he will always attempt to acquire a sample of them, even if it's only hair or sweat, so that he can add a new set of powers to his already formidable array.

COMPLICATIONS

Arrogance: Omega has been one of the most powerful beings on the planet for several centuries. He thinks that none are his equal.

Infamy: Omega is cruel and vicious. He views fellow Metas as cannon fodder on his path to world domination.

Obsession: Omega seeks nothing less than to rule the world. He makes sure that only the strong survive by testing humanity, Metas, and other superhumans.

Prejudice: Omega is a Meta.



OVERLORDS

The Overlords is a collection of villains – both skilled and empowered – that have gathered together to pool their collective resources. When a new criminal endeavor is planned, the Overlords gather together those members of their organization best suited for the particular job. This is done to ensure maximum efficiency and profitability. A separate share of any job is set aside to be used by the group in any future criminal enterprise.

Unknown to the majority of the Overlords is that they are but pawns in the greater scheme of a World War Two-era villain: Hauptman Klaue. Klaue Von Totenheim functions behind the scenes, planning the jobs of the Overlords and assigning the proper talent is used in each. He contacts the involved members through one of his trusted lieutenants. Thus, the secrecy of

Klaue's involvement remains intact and he can focus his efforts on his greater scheme for world domination.

Klaue commands the Overlords through his lieutenants: Shooting Star and Spellbinder. When the organization was founded, Blackguard was Klaue's most trusted lieutenant. However, in 2005 the Overlords enacted a mass assault upon Wyatt Island in an attempt to eliminate the Sentinels and CASTLE, Blackguard was critically injured. Nigel Blackstone is currently retired and bound to a wheelchair.

OPERATION: CLEAN SLATE, AKA "THE DEFECTORS"

As powered criminals perform crime, so too must they suffer the consequences of their actions. But not all criminals are bad, and not all super-criminals are true villains. Some are the result of



unfortunate circumstances. The United States government came to realize that as more empowered criminals were captured by the heroes, they would need facilities to hold such dangerous men and women. But as more villains were sent to these specialized prisons, the facilities were becoming too crowded.

Thus, the government founded Operation: Clean Slate. They tasked CASTLE to put the villains through a set of psychological examinations to determine who could easily be rehabilitated under the watchful gaze of the government. After numerous exams, CASTLE began the pioneer program with a handful of powered criminals that proved amenable to using their powers to help others if given the chance. Most of these criminals formerly belonged to the Overlords, and, as such, were already used to working in a team with others.

In their first mission, the team found themselves pitted against their former allies. The Overlords referred to their former partners as “Defectors,” and the team has decided to wear the title as a badge of pride.

The current Defectors roster includes Mummer, Scarab, Technomancer, and Titan. For all field missions, the members of Clean Slate are given a CASTLE agent or Sentinels member to serve as their leader. Knight Ranger has developed a bond with the team and has become the de-facto field leader of all Clean Slate missions.

Blackguard (PL 9)

Strength 3, Stamina 3, Agility 2, Dexterity 4

Fighting 4, Intellect 3, Awareness 2, Presence 1

POWERS

Power Lance: 22 points; Easily Removable (-8 points) – 14 points

Power Lance: Array (20 points)

- **Smoke Launcher:** Ranged Burst Area Visual Concealment 4 (Attack) – 20 points
- **Laser Blast:** Ranged Damage 6 – 1 point
- **Shock Blast:** Ranged Damage 6 (Resisted by Fortitude) – 1 point

EQUIPMENT

Armor: Protection 3 – 3 points

Sword: Strength-Based Damage 3 (Improved Critical) – 4 points

ADVANTAGES

Benefit 2 (Wealth 2), Equipment 2, Favored Environment (Horseback), Sidekick 16 (Pegasus Mount)

SKILLS

Close Combat (Sword) 2 (+6), Expertise (Current Events) 6 (+9), Intimidation 6 (+7), Perception 2 (+4), Persuasion 2 (+3), Ranged Combat (Power Lance) 6 (+10), Technology 6 (+9), Treatment 2 (+5)

OFFENSE

Initiative +2

Laser/Shock Blast +10 (Ranged, Damage 6)

Sword +6 (Close, Damage 6/19-20)

Unarmed +4 (Close, Damage 3)

DEFENSE

Dodge 8, Parry 10, Toughness 6

Fortitude 9, Will 8

POWER POINTS

Abilities 44 + Advantages 21 + Defenses 24 + Powers 14 + Skills 12 = 115 Total

COMPLICATIONS

Enemy: The Sentinels

Motivation: Greed.

Secret: Nigel Blackstone is a trusted lieutenant of Hauptman Klaue.



Blackguard's Pegasus (PL 9)

Strength 6, Stamina 7, Agility 4, Dexterity 0

Fighting 3, Intellect -4, Awareness 3, Presence 2

POWERS

Animal Senses: Senses 5 (Acute Olfactory, Extended Vision, Radius Vision); **Fast:** Speed 4 (30 mph); **Large Size:** Growth 3 (Innate, Permanent; -1 active defenses included); **Tough Hide:** Protection 2; **Wings:** Flight 6 (120 mph; Wings); **ADVANTAGES** Great Endurance, Move-By Action; **SKILLS** Athletics 4 (+10), Close Combat (Unarmed) 2 (+5), Perception 6 (+9); **OFFENSE Initiative +4; Unarmed +5** (Close, Damage 6); **DEFENSE Dodge 9, Parry 4, Toughness 9, Fortitude 13, Will 5**

POWER POINTS Abilities 30 + Advantages 2 + Defenses 16 + Powers 24 + Skills 6 = 78 Total

COMPLICATIONS Disability: Pegasi are mute and have no hands.

Nigel Blackstone is a British nobleman whose family fell on hard times. When his technology company resulted in failure, his finances began spiraling towards bankruptcy, and his wife and children left him. Nigel felt he had no recourse but to engage in crime to keep his finances stable and maintain appearances in his community. He adopted the identity of the Blackguard and used his advanced weaponry to rob his fellow noble families.

Blackguard's activities eventually attracted the attention of the British hero Lionheart, who exposed Nigel as a criminal. Nigel fled the country and began hiring his services as a criminal mercenary. Eventually, he was contacted by Hauptman Klaue, who help found the Overlords. When the villainous goddess Spellbinder joined their inner circle, she provided Nigel with a legendary winged horse to use as a mount in battle.

Crusher (PL 10)

Strength 12, Stamina 11, Agility 3, Dexterity 3

Fighting 4, Intellect 3, Awareness 3, Presence 3

POWERS

N-Ray Invulnerability: Immunity 17 (Cold Effects, Corrosive Damage, Disease, Fire/Heat Effects, Poison), Impervious Toughness 11 – 28 points

Strong Legs: Leaping 4; Speed 4 (30 mph) – 8 points

ADVANTAGES

Improvised Weapon, Startle

SKILLS

Close Combat (Unarmed) 4 (+8), Expertise (Streetwise) 6 (+9), Intimidation 6 (+9), Perception 2 (+5), Persuasion 4 (+7)



OFFENSE

Initiative +3

Unarmed +8 (Close, Damage 12)

DEFENSE

Dodge 9, Parry 9, Toughness 11

Fortitude 13, Will 7

POWER POINTS

Abilities 84 + Advantages 2 + Defenses 17 + Powers 36 + Skills 11 = 150 Total

COMPLICATIONS

Relationship: Maddie is looking for a man to share her life. Few are able to meet her standards, however. Maddie has had relationships with a number of men in both the hero and villain communities.

Rival: Maddie has a grudge against Dayanara.

Temper: Maddie is a simple brutish thug. Her first solution to any problem is the use of violence.

Madison “Maddie” Matthews grew up on the tough streets of New York City. Both of her parents were neglectful and often involved in using or dealing drugs. By the time Madison was 15, she was the leader of her own street gang and moving most of the illegal narcotics in her neighborhood. Anyone who crossed Maddie soon had unfortunate accidents in their life. Her gang was eventually broken up with the appearance of the arachnid-powered Recluse. Even in prison, Maddie continued to find means of getting other prisoners whatever they wanted. Word eventually reached Blackguard and Circe of Maddie’s impressive criminal resume and loyalty to her clients... as well as her impressive fighting skills. The mystical Circe freed Maddie from prison and Blackguard empowered her with an N-Ray bombardment device; transforming Maddie into the physically powerful Crusher.

Disruptor (PL 7)

Strength 2, Stamina 3, Agility 2, Dexterity 2

Fighting 3, Intellect 4, Awareness 2, Presence 2

POWERS

Disruptor Armor: 53 points; Removable (-11 points)

Armor: Protection 3 – 3 points

Disruption Ray: Ranged Weaken Toughness 10 (Resisted by Fortitude; Affects Objects), Linked Ranged Damage 10 – 50 points

ADVANTAGES

Benefit 2 (Wealth 2)

SKILLS

Expertise (Current Events) 6 (+10), Intimidation 6 (+8), Perception 2 (+4), Ranged Combat (Disruption Ray) 2 (+4), Technology 6 (+10)

OFFENSE

Initiative +2

Disruption Ray +4 (Ranged, Weaken 10 plus Damage 10)

Unarmed +3 (Close, Damage 2)

DEFENSE

Dodge 8, Parry 8, Toughness 6

Fortitude 7, Will 7

POWER POINTS

Abilities 40 + Advantages 2 + Defenses 20 + Powers 42 + Skills 11 = 115 Total

COMPLICATIONS

Enemy: Spartan.

Motivation: Greed.

Boris Kulich was a low-ranking engineer working for Drake Industries. He developed a ray that would disrupt its targets at the molecular level, reducing anything it touched to slag. When Xander Drake discovered Kulich was going broke due to many unpaid debts, Drake agreed to cover Boris’ debts if Boris used his disruptor ray against the armored hero Spartan. Eager to be free from his mundane life and financial hardships, Boris agreed and battled Spartan as “Disruptor.” Even after Boris was defeated and spent to prison, he recreated his ray with spare parts from the prison’s microwave ovens and escaped.

Thanks to his powerful weapon, Disruptor is found on almost every Overlord operation involving vaults, ‘impenetrable barriers,’ or similar means of security.





Fallout (PL 8)

Strength 7, Stamina 4, Agility 2, Dexterity 3

Fighting 3, Intellect 4, Awareness 2, Presence 2

POWERS

Radioactive Body: Immunity 10 (Radiation Effects) – 10 points

Radiation Emission: Array (20 points)

- **Heat Blast:** Ranged Damage 10 – 20 points
- **Force Field:** Impervious Toughness 11, Protection 7; Concentration – 1 point
- **Hypnotic Light Strobe:** Cone Area Affliction 6 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Concentration, Cumulative, Visual Sense-Dependent – 1 point
- **Light Flash:** Ranged Affliction 10 (Impaired, Disabled, Unaware); Resisted and Overcome by Fortitude; Cumulative, Limited to Visual Senses – 1 point

ADVANTAGES

Daze (Intimidation), Language 1 (English [Russian is native])

SKILLS

Expertise (Nuclear Physics) 6 (+10), Intimidation 6 (+8), Perception 2 (+4), Ranged Combat (Radiation Emission) 2 (+5)

OFFENSE

Initiative +2

Heat Blast/Flash +5 (Ranged, Damage 10)

Hypnotism Area (Close, Affliction 6)

Unarmed +3 (Close, Damage 7)

DEFENSE

Dodge 5, **Parry** 5, **Toughness** 11 / 4 without Force Field

Fortitude 6, **Will** 8

POWER POINTS

Abilities 54 + Advantages 2 + Defenses 12 + Powers 33 + Skills 8 = 109 Total

COMPLICATIONS

Accident: When not wearing his containment suit, Fallout emits rank 1 radiation Damage.

Enemy: Jupiter.

Motivation: Pavel seeks to reverse his radioactive mutation, but only after he has used his powers to destroy Jupiter; whom he blames for his initial mutation.

Prejudice: Pavel appears to be a glowing green man.

Doctor Pavel Lumichev was a Russian physicist working on cleaning up the radiation emissions and the monstrous horrors spawned from Chernobyl. Few had as intense understanding into radiation and its mutagenic effects as Lumichev. During a sweep-and-clean excursion into the Chernobyl area, Lumichev's team was attacked by one of the largest radioactive monstrosities they had ever seen. Most of Pavel's team was devoured by the nuclear nightmare. Pavel was only spared when Jupiter appeared and destroyed the beast. Unfortunately for Pavel, his protective suit was damaged during the attack and he suffered mutation from the intense radiation. His body now glows with intense light and constantly emits heavy radiation. Only when wearing a specially-designed suit of his own creation is it safe for others to be around Doctor Lumichev. After the Russian government attempted to use Pavel as a living nuclear reactor to power their country, he turned on his homeland and made his own way into the world.

Not only did the radiation mutate his body; it also warped Pavel's mind. He now has an intense hatred of Jupiter; blaming her for the events leading to his mutation. He will sometimes become enraged and attack any woman that is similar in appearance or dresses like Jupiter.

Feedback (PL 9)

Strength 6, Stamina –, Agility 4, Dexterity 2

Fighting 3, Intellect 4, Awareness 3, Presence 2

POWERS

Orichalchum Sonic Weapon: Array (25 points)

- **Sonic Objects:** Create 6 (Impervious, Movable, Precise, Stationary) – 25 points
- **Sonic Blast:** Ranged Damage 9 – 1 point
- **Sonic Feedback:** Ranged Affliction 9 (Impaired, Disabled, Unaware); Resisted and Overcome by Fortitude; Cumulative, Limited to Hearing Senses – 1 point
- **Sonic Field:** Create 9 (Impervious) – 1 point

Solid Sonic Body: Immortality 6 (Not if sonic weapon is destroyed), Immunity 32 (Critical Hits, Fortitude Effects), Impervious Toughness 9, Protection 11, Regeneration 6 (Source [sound]) – 59 points

ADVANTAGES

Daze (Intimidation)

SKILLS

Expertise (Physics) 6 (+10), Intimidation 2 (+4), Perception 2 (+5), Ranged Combat (Sonic Blast) 6 (+8)

OFFENSE

Initiative +4

Sonic Blast/Feedback +8 (Ranged, Damage 9)

Unarmed +3 (Close, Damage 6)

DEFENSE

Dodge 6, Parry 5, Toughness 11

Fortitude Immune, Will 9

POWER POINTS

Abilities 38 + Advantages 2 + Defenses 10 + Powers 87 + Skills 8 = 145 Total

COMPLICATIONS

Arrogant: Feedback is overconfident and power-hungry.

Vulnerability: Destroying his sonic weapon causes Feedback to become Incapacitated.

Weakness: Exposure to soundless vacuum inflicts Damage 6 per round to Feedback. Certain sound frequencies cancel out his natural frequencies. Feedback must make a DC 16 Will check vs. the rank of the sound frequency or become Incapacitated until removed from the presence of the cancellation wave.

Odyseus Dankana is a disreputable Grecian physicist who found himself in the service of the Romanian

monarch Lord d'Arc. Dankana's experimental sonic weapons were revolutionary, even to a genius such as d'Arc. When Lord d'Arc discovered the African nation of Ophar was in possession of a vast quantity of orichalchum, he sent Dankana to secure the powerful metal.

Dankana allied himself with Opharan renegade Silverback, helping Silverback kill the ruler of Ophar: Gold Lion. When Gold Lion's son returned to Ophar to mourn his father, he overthrew Silverback, severed Dankana's hand, and banished the physicist from the country. Unwilling to return to d'Arc as a failure, Dankana replaced his hand with an orichalchum sonic weapon and stole equipment from the Challenger Foundation to create an even larger sonic device that could slay every living being in Ophar. Before he could activate the device, the Challengers and new Gold Lion defeated Dankana, who was thrown into his own machine.

Several months later, Dankana reappeared as an entity composed of living sonic energy. His mind twisted by his transformation, Feedback – as Dankana now calls himself – seeks to rule the world as an immortal god.





Gorgon (PL 9)

Strength 9, Stamina 9, Agility 4, Dexterity 2

Fighting 6, Intellect 4, Awareness 3, Presence 2

POWERS

Petrification Touch: Array (36 points)

- **Petrify Person:** Affliction 9 (Dazed and Hindered, Immobile and Defenseless, Transformed and Unaware); Resisted and Overcome by Fortitude; Continuous, Extra Condition, Instant Recovery (1 hour duration) – 36 points
- **Petrify Object:** Transform Anything Into Stone 9 (Continuous [reverts to normal in 1 hour]) – 1 point

Stone Form: Enhanced Agility 2; Enhanced Athletics 8 (Limited to Jumping); Enhanced Fighting 4; Enhanced Stamina 7; Enhanced Strength 7; Immunity 7 (Cold, Heat, High Pressure, Radiation, Starvation and Thirst, Suffocation); Impervious Toughness 9 – 58 points

ADVANTAGES

All-Out Attack, Benefit 1 (Wealth 1), Close Attack 3, Defensive Attack, Improved Critical (Unarmed), Improved Initiative, Language 2 (French, German [Dutch is native]), Power Attack, Skill Mastery (Acrobatics), Takedown

SKILLS

Acrobatics 6 (+10), Athletics 2 (+11, +19 jumping), Expertise (Chemistry) 6 (+10), Intimidation 6 (+8), Perception 2 (+5), Stealth 6 (+10)

OFFENSE

Initiative +8

Petrifying Touch +9 (Close, Affliction 9)

Unarmed +9 (Close, Damage 9/19-20)

DEFENSE

Dodge 6, Parry 8, Toughness 9

Fortitude 11, Will 5

POWER POINTS

Abilities 38 + Advantages 13 + Defenses 8 + Powers 95 + Skills 14 = 168 Total

COMPLICATIONS

Obsession: Leterme seeks a means to become truly immortal.

Predictable: Leterme has one tactic – to transform her foe into stone. If she cannot reach her target, she grabs a hostage, transforms them, and threatens to shatter the hostage. Against lesser opponents, she tends to use brute force.

Charlotte Leterme worked as a biochemist in Belgium. She was often chastised by her peers for her reckless experiments. Leterme was undeterred, however, as she knew that her experiments would lead to the breakthrough of true human immortality! Everything changed for Leterme on the day that she discovered one of the lost journals of the Spanish alchemist Geber. Rumors suggested that Geber had unlocked the secret to everlasting life, and Leterme was determined to unlock his secrets. She hastened through Geber's notes, even though she understood little of the Spanish language; creating an alchemical formula that she rubbed over her own body. She immediately transformed into living, moving stone! Even more terrifying, Leterme now possessed a power that would transform any person or object she touched into stone for a short duration. Now, as Gorgon, Leterme searches the world for a mean to attain true immortality!

Hauptman Klaue (PL 10)

Strength 7/3*, Stamina 3, Agility 3, Dexterity 3

Fighting 4, Intellect 7, Awareness 3, Presence 4

*without suit

POWERS

Genius: Quickness 2 (Limited to Mental Tasks) – 1 point

N-Ray Battlesuit: 64 points; Removable (-13 points)

Anti-Graviton Mobility: Array (18 points)

- **Anti-Graviton Field:** Teleport 9 (Extended, Limited to Extended) – 18 points
- **Flight:** Flight 9 (1,000 mph) – 1 point
- **Tunneling:** Burrowing 10 (60 mph) – 1 point

Navigation System: Senses 2 (Direction Sense, Distance Sense) – 2 points

N-Ray Force Field: Immunity 2 (Slams), Impervious Toughness 10, Protection 7; Sustained – 19 points

Targeting Systems: Enhanced Ranged Combat 6 (Energy Beams) – 3 points

Weapons Suite: Array (18 points)

- **Energy Beams:** Ranged Damage 9 – 18 points
- **Energy Vortex:** Burst Area Ranged Damage 6 – 1 point
- **Cybernetic Muscles:** Enhanced Strength 4 – 1 point

ADVANTAGES

Benefit 3 (Wealth 3), Connected, Great Fortitude, Language 2 (English, French [German is native])

SKILLS

Close Combat (Unarmed) 6 (+10), Expertise (History) 6 (+13), Expertise (Physics) 6 (+13), Expertise (Politics) 6 (+13), Perception 2 (+5), Persuasion 6 (+10), Technology 6 (+13)

OFFENSE

Initiative +3

Energy Blast +9 (Ranged, Damage 9)

Energy Vortex Area (Ranged, Damage 6)

Unarmed +10 (Close, Damage 7)

DEFENSE

Dodge 9, **Parry** 10, **Toughness** 10

Fortitude 9, **Will** 9

POWER POINTS

Abilities 60 + Advantages 7 + Defenses 24 + Powers 52 + Skills 19 = 162 Total

COMPLICATIONS

Enemy: Pendragon.

Infamy: Klaus Von Totenheim is known as the leader of the Reichslowen during WWII.

Motivation: During the Second World War, Klaus sought to be the greatest hero of the German people. Now he seeks nothing short of world domination by amassing vast power.

Relationship: Klaus is currently the lover of Shooting Star.

Secret Identity: Klaus has kept his return to Earth a secret from the general populace. He goes to great lengths to ensure he has no direct contact with his subordinates. Only a few members of the Overlords know that he is the true leader of their organization.



Klaus Von Totenheim was born to a wealthy German family in the early years of the 20th Century. Klaus saw the horror of battle when he enlisted during the final years of the Great War and did not turn away. Rather, he relished in it, having found his purpose in life: to cause true suffering. Following the end of WWI, Klaus's family was some of the first to join the Nazi Party and aided in Adolf Hitler's rise to power as supreme leader of Germany.

When the German war machine began to prepare for their conquest of Europe, Klaus had assumed control of the family business: the industrial manufacturing of arms and war machines. The German army benefited from the devices of his creation. Yet, Klaus's genius for destruction would not be limited to mundane weaponry. He devised experimental weapons capable of producing unimaginable devastation.

The secret to Klaus's powerful weapons was his discovery of an ancient artifact he called the Ragnarok Stone. Although he did not know the origins of this artifact, Klaus's keen mind had managed to devise a

means to extract its powers as an energy source he called the “N-Ray.” Every time Hitler came to Klaue for a new weapon, Totenheim did not disappoint.

Klaue used this influence with the Fuhrer to form a band of special Nazi agents empowered with his personal technology or augmented by the genetic augmentations of the infamous Doctor Jeste. These “heroes of Germany” came to be known as the Reichslowen. Under the leadership of Hauptman Klaue, the Reichslowen would become the terror of Allied forces until the Allies gained heroes of their own. In particular, Klaue found a bitter enemy in the British heroine Pendragon. More so than any other foe, this woman vexed Klaue at every turn!

Towards the end of the war, Klaue had managed to use his N-Ray energy to pierce the barrier between dimensions. He hoped to use the device to open a portal and bring forth the mythical gods of Asgard to aid the Third Reich in the war. As he began to open the portal, Pendragon assaulted his secret bunker and hurled herself at Klaue. Both Klaue and Pendragon were drawn into the portal before it collapsed. It was believed that both perished on that day.



But that would not be the end of Klaue. He found himself in the mysterious realm between dimensions known as the Zero Zone. He was only able to survive this harsh environment thanks to his special N-Ray force field. Additionally, he was forced to content with the dangerous inhabitants of the Zero Zone. Eventually, Klaue devised a means to augment the N-Ray energy in his suit to once again penetrate the dimensional barriers and return to Earth.

The Earth Klaue returned to was not the world he remembered. Almost 50 years had passed since the end of World War Two, and Germany was unrecognizable; having forsaken the Reich. Using hidden stashes of money and technology, Klaue spent the next several years catching up on history and devising a plan to return to the world to the “proper course” as he saw it.

To this end, Klaue created a secret criminal organization called the Overlords. Through this syndicate, Klaue would gather the talents of criminals – both mundane and empowered – and use their abilities to their greatest effect. He promoted the Overlords as a means for criminals to maximize their profitability, but in truth he maneuvers events in the criminal underworld and world political landscape to find ways he can amass power. Klaue operates slowly and in secret, making sure to never endanger his long-term goal by being too hasty or putting himself in direct contact with his enemies. Even when Pendragon reappeared, Klaue maintained control and even now seeks a means to destroy his most hated foe.

Headsman (PL 13)

Strength 12, Stamina 12, Agility 2, Dexterity 4

Fighting 11, Intellect 3, Awareness 2, Presence 4

POWERS

Axe of Power: Array (33 points); Easily Removable (-16 points)

- **Freezing Cold:** Ranged Affliction 11 (Hindered and Vulnerable, Defenseless and Immobile); Resisted by Dodge; Overcome by Strength; Cumulative, Extra Condition, Instant Recovery – 33 points
- **Axe Strike:** Penetrating 10 with Unarmed – 1 point
- **Dimensional Aperture:** Movement 2 (Dimensional Travel 2 [Olympian Realms]; Portal) – 1 point
- **Disrupt Illusion:** Close Nullify Illusion 15 – 1 point
- **Elemental Blast:** Ranged Damage 16 (Variable Descriptor [cold or fire]) – 1 point
- **Thrown Axe:** Ranged Penetrating Damage 10 – 1 point

Enhanced Vision: Enhanced Perception 4 (Limited to Visual), Senses 3 (Extended Vision 2, Low-Light Vision) – 5 points

Olympian Body: Immunity 4 (Aging, Cold, Disease, Heat); Impervious Toughness 6 – 10 points

Olympian Mind: Comprehend 4 (Languages) – 8 points

Titan Heritage: Growth 2 (Innate, Permanent; -1 active defenses included) – 5 points

ADVANTAGES

Improved Critical (Axe), Interpose, Startle

SKILLS

Close Combat (Axe) 2 (+13), Expertise (Olympus) 2 (+5), Intimidation 6 (+11), Perception 2 (+4, +8 visual), Ranged Combat (Axe Attacks) 2 (+6)

OFFENSE

Initiative +2

Axe Strike +13 (Close, Penetrating 10 Damage 12/19-20)

Elemental Blast +6 (Ranged, Damage 16)

Freezing Cold +6 (Ranged, Affliction 11)

Thrown Axe +6 (Ranged, Penetrating Damage 10)

Unarmed +11 (Close, Damage 12)

DEFENSE

Dodge 7, **Parry** 12, **Toughness** 12

Fortitude 14, **Will** 8

POWER POINTS

Abilities 92 + Advantages 3 + Defenses 16 + Powers 50 + Skills 7 = 168 Total

COMPLICATIONS

Obsession: Thoas is a bully; attempting to conquer all who his prowess can humble.

Prejudice: Among the Olympians, Thoas is an outcast; due to his half-titan lineage.

Quirk: Although he can speak, Thoas prefers to keep silent; letting his actions speak for him.

Relationship: Thoas is in love with Circe and will do anything she asks of him.

Thoas is an Olympian with titan parentage. His giant size and ugly visage made Thoas an outcast among the other Olympians; making him the perfect target for the sorceress Circe. The goddess used her wiles and giant's loneliness to manipulate Thoas into believing they were in love. He became Circe's devoted servant and constant companion.

When the Olympians were cast out of Olympus by Hecate, Thoas spent several years in search of his beloved, eventually finding her and reclaiming his place by her side. When Circe allied herself with the Overlords in a scheme to place Jupiter under Circe's thrall, Thoas joined her ruse as "Headsman."



Hypershock (PL 8)

Strength 2, **Stamina** 4, **Agility** 3, **Dexterity** 6

Fighting 4, **Intellect** 4, **Awareness** 2, **Presence** 2

POWERS

Electrical Suit: 69 points; Removable (-14 points)

Body Coating: Enhanced Sleight of Hand 12 (Limited to Escaping) – 3 points

Electrical Blast: Ranged Damage 9 – 18 points

Electrical Field: Damage 9 (Reaction) – 36 points

Insulation: Protection 6 (Impervious 9; Limited to Electricity) – 5 points

Light Emission: Environment 1 (Light) – 1 point

Radar: Enhanced Uncanny Dodge, Senses 5 (Accurate Extended Radio Sense) – 6 points

ADVANTAGES

Startle

SKILLS

Expertise (Mercenary) 6 (+10), Intimidation 6 (+8), Perception 2 (+4), Sleight of Hand 0 (+6, +18 escaping), Technology 2 (+6)

OFFENSE

Initiative +3

Electrical Blast +6 (Ranged, Damage 9)

Unarmed +4 (Close, Damage 2)

DEFENSE

Dodge 5, **Parry** 6, **Toughness** 4/10 vs. electricity

Fortitude 6, **Will** 8

POWER POINTS

Abilities 54 + Advantages 1 + Defenses 12 + Powers 55 + Skills 8 = 130 Total

COMPLICATIONS

Honor: Hypershock prides himself on being a professional.

Infamy: Hypershock is known as a criminal mercenary.

Oliver Marston was a former soldier in the Australian Defense Force who was mustered out for insubordination. From there, he operated as a mercenary, taking criminal jobs wherever he could get them. Due to his professional attitude, he was popular with the underworld authorities for getting the job done. Marston's professional life changed when he was hired to steal advanced weaponry from a secret Drake Enterprises facility on the island nation of Kejahatan. While Marston's team succeeded at their objective, they were betrayed by their employer. Marston used the stolen weapon – a suit capable of generating

electrical blasts – against his employer. Now armed with superpowers, and with the code-name “Hypershock,” Oliver Marston continues operating as a mercenary... he just charges MUCH more of his services.

Lasher (PL 8)

Strength 2, **Stamina** 4, **Agility** 4, **Dexterity** 2

Fighting 3, **Intellect** 2, **Awareness** 2, **Presence** 3

POWERS

Lasher Armor: 22 points; Removable (-4 points)

Armor: Impervious Toughness 3; Protection 3 – 6 points

Electro-Whips: Elongation 1; Enhanced Advantages 5 (Chokehold, Fast Grab, Improved Grab, Improved Hold, Improved Trip); Enhanced Strength 4 (Limited to Grabbing; Penetrating 6) – 16 points

ADVANTAGES

Attractive, Connected, Fascinate (Intimidation)

SKILLS

Athletics 6 (+8), Close Combat (Whips) 6 (+9), Expertise (Mercenary) 6 (+8), Intimidation 6 (+9), Perception 2 (+4)

OFFENSE

Initiative +4

Unarmed +3 (Close, Damage 2)

Whips +9 (Close, Penetrating Damage 6)



DEFENSE

Dodge 6, Parry 9, Toughness 7

Fortitude 6, Will 4

POWER POINTS

Abilities 44 + Advantages 3 + Defenses 12 + Powers 18 + Skills 15 = 92 Total

COMPLICATIONS

Infamy: Luanne Bradley is known as a criminal mercenary.

Motivation: Greed.

Prejudice: Luanne is bisexual.

The first Lasher was the Romanian physicist Gregore Gustav who used his armor to attack Eli Wyatt at the World's Science Fair in New York City, shortly after Wyatt had publicly revealed his identity as Spartan. Gustav blamed the Wyatt family for using his designs to create weapons causing destruction around the world. After Gustav was arrested, he was rescued by Xander Drake and forced to make new weapons for Drake Enterprises. Drake also stole the plans for the Lasher armor and sold it to numerous criminal mercenaries.

The current "Lasher" is Luanne Bradley. She was formerly of the British Armed Forces, but was mustered out of the armed forces when it was discovered that she subsidized her income by performing as a dominatrix. Ever the entrepreneur, Bradley sold her military training to criminals. Eventually, she managed to save enough money from her various crimes to purchase a suit of Lasher armor from Drake Enterprise's black market. Bradley's ambition attracted the Overlords, who accepted her into their ranks.

Mako Shark (PL 11)

Strength 12, Stamina 6, Agility 4, Dexterity 2

Fighting 7, Intellect 2, Awareness 6, Presence 4

POWERS

Aquatic Augmentation: Immunity 3 (Cold, Drowning, High Pressure), Movement 1 (Environmental Adaptation [Underwater]) – 5 points

Dense Flesh: Impervious Toughness 4; Protection 4 – 8 points

Fast Swimming: Enhanced Athletics 8 (Limited to Swimming), Swimming 7 (60 mph) – 9 points

Shark Senses: Senses 10 (Detect Electronic Signals [accurate, acute, ranged], Low-Light Vision, Olfactory [acute, extended, tracking]) – 10 points

Shark Teeth: Penetrating 4 with Unarmed (Grab-Based) – 4 points



ADVANTAGES

Close Attack 3, Favored Environment (Underwater), Startle

SKILLS

Athletics 0 (+12, +20 swimming), Intimidation 6 (+10), Perception 2 (+8)

OFFENSE

Initiative +4

Bite +10 (Close, Penetrating 4 Damage 12)

Unarmed +10 (Close, Damage 12)

DEFENSE

Dodge 6, Parry 9, Toughness 10

Fortitude 12, Will 8

POWER POINTS

Abilities 86 + Advantages 5 + Defenses 12 + Powers 40 + Skills 4 = 143 Total

COMPLICATIONS

Bloodlust: Since his augmentation, Jiro has taken on the personality traits of a shark. He is now a raging, cold-blooded killer with a lust for battle and a strong survival instinct.

Prejudice: Jiro has taken on several monstrous physical traits, such as grey skin, gills, claws, fangs, and a shark-like fin.

Relationship: Ever since his transformation, Jiro has felt a strong sense of loneliness. Upon occasion, the attentions of a beautiful woman have been able to curb his bloodlust.

Weakness: If removed from his special water-suit while out of the water, Jiro's Strength and Fighting are Impaired.

Mizushima Jiro had a promising career as an Olympic-level swimmer. It had been the profession of both his father and grandfather before, and both expected Jiro to be just as capable of bringing honor to their country and family. The expectations of his family weighed heavily on Jiro, and he turned to the use of performance-enhancing drugs to keep up with the increasing demands of both his father and his trainer. When Jiro's trainer discovered the swimmer using drugs, he threatened to tell his father. Jiro begged to be allowed to tell his family on his own.

Jiro stopped using the drug, but continued to conceal their use from his family. Without the enhancements, Jiro's performance began to fall below acceptable levels.



Determined to overcome this ignoble turn of events, Jiro traveled to the disreputable island country of Kejahatan. Here, he sought out the services of the villainous Doctor Jeste to augment his physical body at the genetic level. Jeste used the DNA of a powerful mako shark to transform Jiro from a normal human to a powerful and unbeatable swimmer. Jiro felt his body grow stronger than he had ever expected. He eventually returned home from his "sabbatical" and prepared himself for the Olympic Games.

Arriving to the Olympics, Jiro tried to ignore the strange pains his body was starting to experience. He also had a seemingly insatiable hunger that no amount of food could crave. It was only when Jiro was swimming alongside several other competitors that Jiro discovered the true horror he had become! By the time he came to his senses, all Jiro could hear was screaming. But the blood he tasted in the water was fulfilling the cravings he desired. Looking down at himself, Jiro saw he had been transformed into a human shark! He saw the horror in the eyes of his family and knew that there was no going back.

Jiro escaped into the ocean before the authorities could catch up to him. He turned his back on humanity, embracing the monster he felt he had become. Under the sea, Jiro soon came in contact with the aquatic inhabitants of Atlantis. While these aquatic folk were stronger than a normal human, Jiro discovered he was still stronger. He decided to make Atlantis his home by force; perhaps even becoming its ruler! Unfortunately, Jiro was unprepared for the sheer power of Atlantis' current King Ravas.

As Mako Shark, Jiro has tried many times to take the Atlantean throne for himself. He seeks any allies he can to aid in his quest. He has even joined the ranks of the Overlords with the promise of Hauptman Klaue that Jiro will rule the oceans when the Overlords have conquered the surface!

Mummer (PL 9)

Strength 7, Stamina 7, Agility 4, Dexterity 2

Fighting 4, Intellect 2, Awareness 2, Presence 2

POWERS

Sonic Protection: Immunity 10 (Sonic Powers) – 10 points

Sound Generation: Array (27 points)

- **Hypersonic Scream:** Burst Area Damage 9 (Concentration) – 27 points
- **Deafening Scream:** Burst Area Affliction 9 (Impaired, Disabled, Unaware); Resisted and Overcome by Fortitude; Cumulative, Limited to Hearing Sense – 1 point
- **Stunning Scream:** Burst Area Affliction 9 (Dazed, Stunned, Incapacitated); Resisted and Overcome by Fortitude; Concentration, Hearing Sense-Dependent – 1 point

Sound Mimicry: Feature 1 – 1 point

ADVANTAGES

Attractive, Chokehold, Fast Grab, Improved Grab, Improved Hold, Power Attack, Skill Mastery (Athletics)

SKILLS

Acrobatics 6 (+10), Athletics 6 (+13), Expertise (Professional Wrestler) 2 (+4), Expertise (Streetwise) 6 (+8), Intimidation 2 (+4), Perception 2 (+4)

OFFENSE

Initiative +4

Hypersonic Scream Area (Close, Damage 9)

Stunning Scream Area (Close, Affliction 6)

Unarmed +4 (Close, Damage 7)

DEFENSE

Dodge 10, **Parry** 10, **Toughness** 7

Fortitude 9, **Will** 8

POWER POINTS

Abilities 60 + Advantages 7 + Defenses 20 + Powers 40 + Skills 12 = 139 Total

COMPLICATIONS

Fame: Cadence was once a member of the Black Seraphs wrestling team, known as the Harlequin.

Hard Living: Cadence is a nice girl who has had a hard life. She has given herself the tough “Candy” personality to cope with the difficult decisions she has had to make to survive.

Power Loss: Cadence becomes powerless if unable to speak or scream.

Prejudice: Cadence is a Meta.

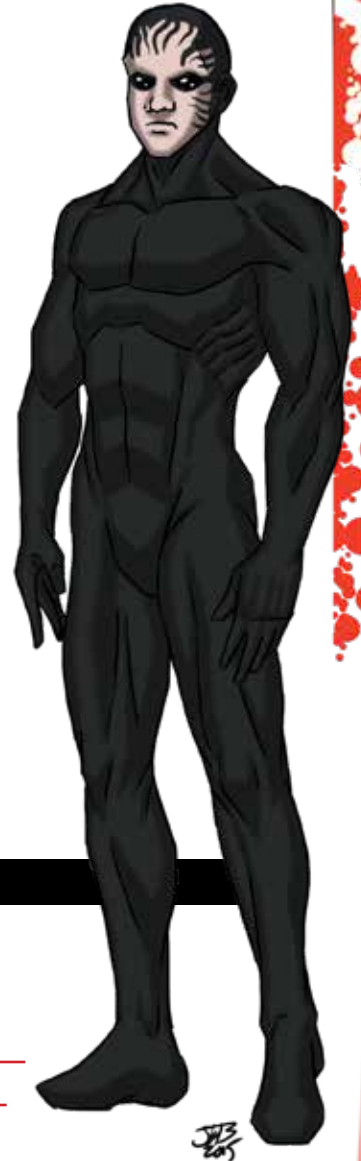
Cadence North was born to a strict religious household. Her family would travel with their church to protest against the sins of the nation and against the evil demonic influence that Metas represented. When Cadence manifested Meta powers at puberty, it was all she could do to stay alive and escape her home. Cadence was forced to live on her own for most of her teenage years, assuming the tough street-girl persona of “Candy.”

When Candy was 19, her boyfriend Bobby convinced Cadence to perform in a Ladies’ Night wrestling match. She delighted in the experience and trained to become a professional wrestler; eventually joining the Black Seraphs – the world’s most famous team of female wrestlers – and traveling the world as the clown-faced “Harlequin.”

When Cadence’s family outed their daughter as a “filthy Meta” on national television, the authorities in professional wrestling were forced to remove Cadence from the roster. They did this for the safety of the other wrestlers but also used it as an excuse to disband the Black Seraphs.

Angered at the predicament, the Seraphs allied themselves with the misandrist villain Hippolyta, and were augmented with a variant of the Paragon Formula, granting them all superhuman strength and resilience. In exchange, the Seraphs acted as members of Hippolyta’s Amazons until they were defeated and captured by Pendragon. Cadence managed to escape and joined the Overlords as “Mummer” until she too was eventually captured and sent to prison.

When presented with the chance to use her powers to benefit others, Cadence gladly took advantage of CASTLE’s offer. Of all her fellow Defectors, she is an exemplar of Operation: Clean Slate and how a good opportunity can lead to a redeemed criminal.



Nightfall (PL 8)

Strength 3, **Stamina** 4, **Agility** 4, **Dexterity** 2

Fighting 2, **Intellect** 1, **Awareness** 2, **Presence** 2

POWERS

Shadow Aura: Reaction
Damage 6 (Resisted by Fortitude);
Protection 6; Sustained – 36 points

Shadow Flight: Flight 5 (60 mph; Platform) – 5 points

Shadow Form: Concealment 2 (Limited to darkness and shadows); Immunity 2 (Critical Hits); Insubstantial 3 (shadow form); Movement 3 (Slithering, Wall-Crawling 2) – 25 points

Shadow Manipulation: Array (30 points)

- **Solid Shadow Objects:** Create 6 (Continuous, Impervious, Moveable, Stationary) – 30 points
- **Dark Blast:** Ranged Damage 6 (Resisted by Fortitude) – 1 point
- **Dark Field:** Burst Area Ranged Visual Concealment 4 (Attack) – 1 point
- **Dark Travel:** Movement 1 (Dimensional Travel [Shadow Dimension]) – 1 point
- **Dark Travel:** Teleport 4 (Extended) – 1 point

ADVANTAGES

Move-By Action, Ranged Attack 2

SKILLS

Expertise (Physics) 6 (+7), Intimidation 2 (+4), Perception 2 (+4), Ranged Combat (Shadow Powers) 6 (+10)

OFFENSE

Initiative +4

Dark Blast +10 (Ranged, Damage 6)

Unarmed +2 (Close, Damage 3)

DEFENSE

Dodge 6, **Parry** 4, **Toughness** 10

Fortitude 10, **Will** 4

POWER POINTS

Abilities 40 + Advantages 3 + Defenses 12 + Powers 100 + Skills 8 = 163 Total

COMPLICATIONS

Accident: Extended use of his powers mentally strains Morgan; causing him to become Impaired.



Hatred: Morgan blames the Challengers for the powers that are slowly eroding his mental abilities.

Paranoid: Morgan is constantly worried about “shadow monsters” coming to take him permanently to their dark dimension.

Morgan Evers was a nuclear physicist helping with laboratory experiments at the Challenger Foundation. One day, the Foundation was attacked by enemies of the Challengers through their dimensional portal to the Zero Zone. In the ensuing battle, the dimensional portal was destroyed, and the explosion bombarded Morgan’s body with extradimensional energy from a dimension of pure darkness and shadow. Morgan soon learned he could control darkness itself, even solidifying it and transforming himself into shadow. Unfortunately, Morgan was unaware that as he used his powers, the necromantic dark energies were slowly eroding his mind. The easily-gullible Morgan was convinced to use his powers for criminal purposes by the Overlords. They promised Morgan vengeance against those responsible for his condition: the Challengers!

Outback Jack (PL 8)

Strength 3, **Stamina** 4, **Agility** 6, **Dexterity** 6

Fighting 4, **Intellect** 3, **Awareness** 3, **Presence** 2

POWERS

Boomerangs: Array (20 points); Easily Removable (-8 points)

- **Explosive Boomerang:** Burst Area Ranged Damage 6 (Indirect, Homing) – 20 points
- **Boomerang Clubs:** Strength-Based Damage 3 – 1 point
- **Rapid Thrown Boomerang:** Strength-Based Ranged Multiattack Damage 3 (Homing, Indirect) – 1 point

ADVANTAGES

Agile Feint, Benefit 2 (Alternate Identity, Wealth 1), Defensive Roll 3, Improved Critical (Boomerang), Improved Initiative, Precise Attack 2 (Ranged; Concealment and Cover), Quick Draw, Throwing Mastery 2

SKILLS

Athletics 6 (+9), Expertise (Mercenary) 6 (+9), Expertise (Survival) 6 (+9), Intimidation 6 (+8), Perception 2 (+5), Ranged Combat (Thrown) 2 (+8)

OFFENSE

Initiative +7

Boomerang Club +4 (Close, Damage 6/19-20)

Boomerang +8 (Ranged, Multiattack Damage 8/19-20)

Explosive Boomerang Area (Ranged, Damage 6)

Unarmed +4 (Close, Damage 3)

DEFENSE

Dodge 9, Parry 6, Toughness 7 / 4 without Defensive Roll

Fortitude 6, Will 5

POWER POINTS

Abilities 56 + Advantages 14 + Defenses 12 + Powers 14 + Skills 14 = 110 Total

COMPLICATIONS

Enemies: Ember, Permafrost, and Recluse.

Infamy: The bad guy that keeps coming back!

Overconfident: Jack often gets involved in things that are way over his head.

Power Loss: Jack only carries nine boomerangs on himself. After nine uses of his Array – if unable to recover any boomerangs – he must replace his weapons at his base of operations.

Rival: Game Hunter.

The mysterious man known as “Jack” honed his skills in the Australian Outback. Here, he served as an illegal big game hunter for wealthy criminals looking for a thrill against endangered species. When the authorities closed in on his operation in Australia, Jack left the country and traveled the world. He continued to ply his trade and offer his services to hunters looking for a thrill. Jack’s first foray into super villainy came when Game Hunter hired Jack to aid in his newest hunt against the hero Recluse. Game Hunter used his contacts to outfit Jack with technologically-superior boomerangs and rocket boots to keep up with the arachnid powered hero. The hunt was a disaster! Jack and Game Hunter were outmatched by the powers of Recluse’s amazing friends: Permafrost and Ember. Luckily, Jack was able to make off with his new toys and join the ranks of the Overlords.

Scarab (PL 8)

Strength 6/2*, Stamina 2, Agility 3, Dexterity 3

Fighting 6/3*, Intellect 4, Awareness 6, Presence 2

POWERS

Scarab Armor: 60 points; Removable (-12 points)

Armor Systems: Array (8 points)

- **Cybernetic Muscles:** Enhanced Strength 4 – 8 points
- **Electrical Blaster:** Ranged Damage 4 – 1 point

Body Armor: Impervious Toughness 6; Protection 6 – 12 points

Clinging: Enhanced Athletics 8 (Limited to Climbing); Movement 2 (Wall-Crawling 2) – 6 points

Combat Computer: Enhanced Advantage 8 (Assessment, Improved Critical [unarmed], Improved Initiative, Luck,



Ranged Attack 2, Redirect, Ultimate Insight), Enhanced Dodge 3, Enhanced Fighting 3 – 17 points

Microwave Jamming: Burst Area Radio Concealment 1 (Area 3 [120-ft. radius]) – 10 points

Wings: Flight 6 (100 mph; Wings) – 6 points

ADVANTAGES

Benefit 1 (Wealth 1), Language 2 (English, Spanish [Portuguese is native]), Second Chance (Technology checks with Security), Skill Mastery (Technology)

SKILLS

Acrobatics 2 (+5), Athletics 0 (+6, +14 climbing), Expertise (Business) 6 (+10), Perception 2 (+8), Stealth 2 (+5), Technology 6 (+10)

OFFENSE

Initiative +7

Electrical Blaster +5 (Ranged, Damage 4)

Unarmed +6 (Close, Damage 6)

DEFENSE

Dodge 5/8*, Parry 5/8*, Toughness 8

Fortitude 8, Will 8

*with combat computer

POWER POINTS

Abilities 50 + Advantages 5 + Defenses 12 + Powers 48 + Skills 9 = 124 Total

COMPLICATIONS

Motivation: Greed. Thrill-seeker.

Infamy: After his arrest, Vitor d’Cruz’s identity as the Scarab became public knowledge.

Relationship: Vitor is the father of Jaliera d’Cruz (Vespa).

Vitor d’Cruz had built a vast technological empire around the creation of amazing new machines. The only problem was that none of these devices were the creation of Vitor. From the first computer processor he patented to the Scarab armor that would later make him infamous, Vitor was a technological thief. He created a financial empire based on supporting new developers of science and technology, only to steal their designs for himself. He made millions of dollars, while the actual designers were left with legal fees and non-disclosure agreements.

When Barton Flynn created the nano-particle allowing one to shrink to minute sizes, Vitor was in the process of stealing the formula when a Kition knight appeared and killed Dr. Flynn. Vitor used the formula to escape; but without the training given to Jackson Flynn or Jaliera d’Cruz, he found he could not control his shrinking. Vitor ended up in the Nanoverse. Here, he stole the bio-tech armor of a Kition soldier. Quickly mastering its abilities, Vitor found he could now control his size alteration, enabling him to return to Earth.

Vitor hoped to use the nano-particles to steal more advanced technology from the Nanoverse, but quickly found his stores depleted. Without the knowledge of Barton Flynn, he could not recreate the formula. When Myrmidon and Vespa returned to Earth from the Nanoverse, Vitor attempted to steal more nano-particles from the two heroes by using the armored guise of “Scarab.” His efforts proved unsuccessful.

Undeterred, Vitor sought out an alliance with the Overlords, hoping to use their criminal connections to aid in his financial empire. As Scarab, he would battle the Sentinels, as well as many other heroes, including Recluse and the Jersey Devil.

Eventually, Scarab was captured and sent to prison; revealing Vitor’s identity to the world. Jaliera was ashamed

at what her father had become. The more he thought of Jaliera’s reaction, the more Vitor came to regret the decisions of his life. When CASTLE offered him a chance with Operation: Clean Slate, Vitor saw it as an opportunity to redeem himself in the eyes of his daughter.

Shooting Star (PL 10)

Strength 9, Stamina 6, Agility 2, Dexterity 4

Fighting 4, Intellect 3, Awareness 3, Presence 4

POWERS

Defy Gravity: Flight 6 (120 mph) – 12 points

Bend Light: Array (20 points)

- **Laser:** Ranged Damage 10 – 20 points
- **Light Blast:** Burst Area Affliction 10 (Dazed, Stunned, Incapacitated); Resisted and Overcome by Fortitude – 1 point
- **Light Burst:** Burst Area Affliction 10 (Impaired, Hindered, Unaware); Resisted and Overcome by Fortitude; Cumulative, Limited to Visual Senses – 1 point

Molecular Control: Feature 2 (Instant Change [any outfit]) – 2 points

Molecular Phasing: Insubstantial 4 (Subtle) – 21 points

ADVANTAGES

Daze (Deception), Fascinate (Deception), Skill Mastery (Deception)

SKILLS

Deception 6 (+10), Insight 6 (+9), Intimidation 2 (+6), Perception 2 (+5), Persuasion 6 (+10), Ranged Combat (Laser) 2 (+6), Treatment 6 (+9)

OFFENSE

Initiative +2

Laser +6 (Ranged, Damage 10)

Light Blast Area (Ranged, Affliction 10)

Light Burst Area (Close, Affliction 10)

Unarmed +4 (Close, Damage 9)

DEFENSE

Dodge 8, **Parry** 10, **Toughness** 6

Fortitude 8, **Will** 9

POWER POINTS

Abilities 70 + Advantages 3 + Defenses 20 + Powers 57 + Skills 15 = 165 Total

COMPLICATIONS

Allergy: Corinne is severely allergic to strawberries.



ER

Motivation: Corinne covets wealth and control over others. She uses allies as tools to achieve her ends; although she will appear to serve their needs.

Rival: Shooting Star and Knightstar have a long-standing animosity towards each other. This became especially bad when Corinne infiltrated the Sentinels while pretending to be Knightstar for several months.

Corinne was used to getting what she wanted. In her teenage years, she was queen of her school; making the faculty and student body dance in her twisted little mind games. She was good at playing manipulative mind games. Even her own family was helpless, as Corinne used her wiles to control her authoritative father.

One night, when Corinne was subsi-dating with her father's boss, a meteor smashed into the out-of-town motel they were visiting. As she attempted to flee the destruction, the meteor exploded and bathed Corinne in tiny particles irradiated with cosmic energy. The young woman soon discovered she possessed superhuman powers, including super-strength, light projection, intangibility, and the ability fly! Despite all of these powers, Corinne's favorite new power was the ability to molecularly alter the clothes she wore into any other outfit she wanted.

Realizing she no longer had to manipulate others, Corinne quickly understood that now she could take what she wanted in life. The petulant teenager used her powers to take and take; caring little for the thoughts or feelings of others. The powerful young woman attracted the attention of the Overlords – and especially of Hauptman Klaue – who brought Corinne into their ranks as “Shooting Star.”

When Knightstar came out of her coma and left Earth to find Wal-Las, Hauptman Klaue had Corinne assume the identity of Knightstar and infiltrate the Sentinels. With her connections, she was able to get several other Overlords into the ranks of the Sentinels and CASTLE. Unfortunately, after several months, Knightstar returned and the Overlord's plan was thwarted. Corinne and her allies were captured and sent to prison.

When offered a chance to join Operation: Clean Slate, Corinne promised she would only use her abilities for good. Unfortunately, she is finding it difficult to not lean on her manipulative tendencies. Corinne has only recently come to realize that she has information desired by CASTLE. As his former lover, Corinne knows that Hauptman Klaue is the true mastermind of the Overlords!

Using this knowledge, Corinne manipulated Knightstar to attack Klaue's secret headquarters. In the end, it appeared as though the Defectors were about to finally capture the mastermind of the Overlords. In the end, Corinne betrayed the Defectors and sided with Hauptman Klaue, returning to his villainous fold and allowing him to escape.

Spellbinder (PL 10)

Strength 9, **Stamina** 10, **Agility** 2, **Dexterity** 4

Fighting 4, **Intellect** 3, **Awareness** 9, **Presence** 10

POWERS

Detect Magic: Senses 4 (Magic Awareness [Acute], Psionic Awareness [Acute]) – 4 points

Eldritch Kiss: Affliction 12 (Entranced, Compelled, Controlled); Resisted and Overcome by Will; Cumulative, Grab-Based, Insidious, Instant Recovery, Subtle 2, Sustained – 27 points

Magic Spells: Array (44 points)

- **Dimensional Portal:** Teleport 11 (Portal) – 44 points
- **Dimensional Portal:** Movement 2 (Dimensional Travel 2 [mystical dimensions]; Portal) – 1 point
- **Eldritch Bolt:** Ranged Damage 9 (Affects Insubstantial 2) – 1 point
- **Eldritch Shield:** Impervious Toughness 6 (Sustained; Note [stacks with Olympian Body]) – 1 point
- **Healing:** Healing 12 – 1 point
- **Matter Control:** Move Object 9 – 1 point
- **Paralysis Touch:** Affliction 9 (Hindered, Immobilized, Paralyzed); Resisted and Overcome by Fortitude; Cumulative, Instant Recovery – 1 point
- **Thought Casting:** Mental Communication 5 (Dimensional 2 [Olympian Realms]) – 1 point

Olympian Body: Immunity 2 (Aging, Disease), Impervious Toughness 4 – 6 points

Olympian Mind: Comprehend 4 (Languages) – 8 points

ADVANTAGES

Artificer, Attractive 2, Benefit 3 (Wealth 3), Daze (Deception), Fascinate (Deception), Ritualist, Skill Mastery (Deception), Trance, Ultimate Effort (Expertise [Magic])

SKILLS

Deception 6 (+16), Expertise (Olympus) 6 (+9), Expertise (Magic) 12 (+15), Insight 2 (+11), Perception 2 (+11), Persuasion 6 (+16), Ranged Combat (Magic Spells) 6 (+10)

OFFENSE

Initiative +2

Eldritch Bolt +10 (Ranged, Damage 9)





Eldritch Kiss +4 (Close, Affliction 12)

Paralytic Touch +4 (Close, Affliction 9)

Unarmed +4 (Close, Damage 9)

DEFENSE

Dodge 8, **Parry** 6, **Toughness** 10

Fortitude 10, **Will** 9

POWER POINTS

Abilities 102 + Advantages 12 + Defenses 8 + Powers 96 + Skills 20 = 238 Total

COMPLICATIONS

Infamy: Circe is known throughout Olympus as a scheming opportunist and seductress.

Motivation: Hedonist. Circe lives for the attention of others and will seek out lovers who strike her fancy.

Obsession: Circe seeks to dominate Jupiter and become her lover.

Power Loss: Circe must speak and gesture to cast spells.

Relationship: Circe is the daughter of the titan Helios.

Circe is an Olympian goddess and daughter of the Titan Helios. She has spent thousands of years using her powers of seduction to gather followers to serve her hedonistic desires. Circe craves nothing but the finest things in life and will do anything in her power to acquire whatever happens to strike her fancy. Currently, the object of her attention is the young goddess and heroine Jupiter.

To bring Jupiter in her life, Circe has allied herself with the villain Hauptman Klaue and his collection of Overlords. As "Spellbinder," Circe serves as one of Klaue's lieutenants. Ever the opportunist, Spellbinder has also made pacts with her sister titan Hecate, the megalomaniacal Grand Emperor, and anyone else she thinks can help aid her in her selfish goals. Circe has had thousands of years to master her Machiavellian Chess, and few are her equal.

Technomancer (PL 10)

Strength 2, **Stamina** 3, **Agility** 3, **Dexterity** 4

Fighting 3, **Intellect** 7, **Awareness** 4, **Presence** 3

POWERS

Genius: Quickness 2 (Mental Tasks Only) - 1 point

Variable Tech-Vest: 73 points; Removable (-15 points)

Armor: Impervious Toughness 6; Protection 3 - 9 points

Comm System: Radio Communication 2 - 8 points

Electromagnetic Levitator: Flight 6 (120 mph) - 12 points

Sensor Suite: Senses 9 (Direction Sense, Distance Sense, Radar [accurate, extended radio sense], Radio, Time Sense) - 9 points

Weapon Systems: Array (30 points)

- **Electronic Scrambler:** Burst Area Nullify Radio 10 (Concentration) - 30 points
- **Electrical Blaster:** Ranged Damage 10 (Accurate 3) - 1 point
- **Electromagnetic Tractor Beam:** Move Object 9 - 1 point
- **Electro-Shock Knuckles:** Strength-Based Damage 6 (Accurate 4) - 1 point
- **Sonic Blaster:** Cone Area Damage 6 (Resisted by Fortitude); Linked Cone Area Affliction 6 (Impaired, Disabled, Unaware); Resisted and Overcome by Fortitude; Cumulative, Limited to Hearing Sense - 1 point
- **Sonic Disintegrator:** Burrowing 9 - 1 point

ADVANTAGES

Benefit 3 (Wealth 3), Eidetic Memory, Inventor, Jack Of All Trades, Skill Mastery (Technology), Ultimate Technology

SKILLS

Expertise (Current Events) 6 (+13), Expertise (Popular Culture) 6 (+13), Insight 6 (+10), Investigation 6 (+13), Perception 2 (+6), Technology 6 (+13)

OFFENSE

Initiative +3

Electrical Blaster +10 (Ranged, Damage 10)

Electro-Shock Knuckles +11 (Close, Damage 9)

Sonic Blaster Area (Close, Affliction + Damage 6)

Unarmed +3 (Close, Damage 2)

DEFENSE

Dodge 9, **Parry** 9, **Toughness** 6

Fortitude 9, **Will** 10

POWER POINTS

Abilities 58 + Advantages 8 + Defenses 24 + Powers 59 + Skills 16 = 165 Total

COMPLICATIONS

Bully: Nancy is an insufferable “know-it-all.” She is aware of how much smarter she is than others and will belittle them at a moment’s notice to prove her intellectual superiority. This often leads to resentment against her.

Motivation: Thrill-seeker. Nancy is only truly happy when she has a difficult problem to solve.

Uncreative: Despite her technological genius, Nancy has little imagination and almost no ambition.

To be smart for her own good is a phrase that perfectly describes Nancy Edenton. A mechanical prodigy, Nancy had graduated college by the time she was 13. She held jobs at several prestigious technology companies, but was always fired due to her smug air of superiority. To alleviate her boredom, Nancy became a criminal mastermind; developing advanced technology and weapons to assist her illegal endeavors. She sought out to challenge those whom Nancy believed to be her intellectual equals – Dick Hughes Expansion Man of the Challengers) and Eli Wyatt (Spartan of the Sentinels) – as the villainous Technomancer!

Nancy’s efforts were discovered by Hauptman Klaue, who sent Blackgurd to invite Technomancer to join the ranks of the Overlords. The young woman agreed, as she felt having access to additional resources would help her achieve her goals. Technomancer was eventually captured by the Sentinels. Her prison sentence proved to be the worst boredom of Nancy’s life. Now that she has been given a chance to turn her life around through Operation: Clean Slate, Nancy is using her keen mind to hunt down criminals with the rest of the Defectors.

Titan (PL 10)

Strength 8, **Stamina** 8, **Agility** 3, **Dexterity** 2

Fighting 6, **Intellect** 2, **Awareness** 2, **Presence** 2

POWERS

N-Ray Armor: Impervious Toughness 10 – 10 points

N-Ray Invulnerability: Immunity 11 (Aging, Life Support) – 11 points

N-Ray Growth: Growth 4; Linked to Growth 8 (Limited [does not add to Damage, Fortitude, or Toughness]); Quirk (Titan cannot grow more than one size rank per round) – 15 points

ADVANTAGES

Chokehold, Connected, Fast Grab, Improved Grab, Improved Hold, Power Attack, Startle

SKILLS

Athletics 6 (+14), Close Combat (Unarmed) 2 (+8), Expertise (Smuggler) 6 (+8), Expertise (Soldier) 6 (+8), Intimidation 6 (+8), Perception 2 (+4), Treatment 2 (+4), Vehicles 2 (+4)



OFFENSE

Initiative +3

Unarmed +8 (Close, Damage 8)

DEFENSE

Dodge 9, **Parry** 8, **Toughness** 8

Fortitude 10, **Will** 4

POWER POINTS

Abilities 66 + Advantages 7 + Defenses 12 + Powers 36 + Skills 16 = 137 Total

COMPLICATIONS

Doormat: Oliver is a terrible judge of character. His naivety often gets him into trouble. Oliver is Insight Disabled when using Evaluate and Resist Influence.

Must Be BIG!: It is rare when Oliver is not using at least 4 ranks of Growth. He only reduces himself to “normal size” when the current environment is not comfortable with a giant man.

With his average 4 ranks of Growth, Titan’s traits are: **Str** 12, **Sta** 12; **Athletics** +18, **Intimidation** +10; **Unarmed** +8 (Damage 12); **Dodge** 7, **Fortitude** 14, **Parry** 6, **Toughness** 12
Vengeful: Oliver often seeks out those who have wronged him in the past.

Oliver Jones was a soldier in the U.S. Army who was discharged from service and arrested when a superior officer “discovered” Oliver selling military weapons and equipment to the black market. In truth, Oliver was selling the military equipment for the same superior officer who turned him in. His superior used Oliver as a convenient scapegoat when his illegal operation was discovered.

After serving his time in prison, Oliver used his criminal contacts to continue his military surplus operation in the darker corners of the world. After providing the Overlords with high tech equipment, Hauptman Klau arranged for Oliver to be empowered by his N-Ray device. Oliver gained superhuman strength, invulnerability, and the power to grow to incredible sizes. As Titan, Oliver served as a powerhouse in the Overlords until his capture by the Sentinels.

With his military background, Oliver was believed to be a prime candidate for Operation: Clean Slate. In truth, Oliver is thrilled to have the chance to use his powers for good. He is a true champion within the ranks of the Defectors.

Tyrannosaurus (PL 10)

Strength 4, **Stamina** 9, **Agility** 6, **Dexterity** 3

Fighting 4, **Intellect** 3, **Awareness** 2, **Presence** 3

POWERS

Fossil Talisman: 115 points; Removable (-23 points)

Dinosaur Control: Perception Ranged Affliction 6 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative, Limited to Dinosaurs – 18 points

Dinosaur Mimicry: Variable 11 (Limited to mimicking dinosaur traits, Move Action) – 77 points

Dinosaur Resilience: Enhanced Stamina 10 – 20 points

ADVANTAGES

Attractive, Benefit 2 (Wealth 2), Chokehold, Fast Grab, Improved Grab, Improved Hold, Power Attack

SKILLS

Acrobatics 6 (+12), Athletics 6 (+10), Close Combat (Unarmed) 6 (+10), Expertise (Wrestling) 6 (+9), Insight 2 (+4), Intimidation 2 (+5), Perception 2 (+4)

OFFENSE

Initiative +6

Unarmed +10 (Close, Damage 4)



DEFENSE

Dodge 8, Parry 6, Toughness 9

Fortitude 11, Will 8

POWER POINTS

Abilities 48 + Advantages 8 + Defenses 12 + Powers 92 + Skills 15 = 175 Total

COMPLICATIONS

Motivation: Mose seeks wealth, fame, and all the perks that comes with it. He's not really a bad guy; he just thinks of fighting heroes in public as his only available means to attain the fame he so desperately seeks.

Quirk: Tyrannosaur has a habit of bantering with his opponents during a battle.

Mose Solofa dreamt of the day he would join his family in professional wrestling. He had everything going for him to succeed: he was handsome, athletic, agile, and best of all: a legacy! Unfortunately, Mose suffered from a heart condition that caused him to weaken if he overexerted himself. When medical science failed to correct Mose's health, he sought out faith healers and mystics that could cure him. One day, Mose met a man who sold him a powerful talisman made from the fossilized bones of dinosaurs. The man claimed the talisman would give Mose the power and strength of the ancient "thunder lizards." After a brief bonding ritual, Mose donned the talisman and immediately felt stronger than he had ever been.

The Samoan's career in professional wrestling took off from there. He was able to overcome any opponent in the ring. However, during one bout, Mose called upon the power of the talisman to overcome his opponent and nearly killed the man on live television with superhuman strength. Mose was thrown out of wrestling when his superhuman powers were discovered. Enraged that his dream of fame and glory had been stripped from him, Mose nearly destroyed the arena; injuring dozens in his rage.

Now, Mose uses the talisman to fight heroes – and even villains – in public to attract attention to himself. Wearing a scaled costume, he bills himself as the unstoppable "Tyrannosaur."

Very recently, the dimensional barriers between Earth and the primordial Sacred Lands collapsed. Before a group of heroes were able to restore the dimensions to their own place, dinosaurs and other prehistoric creatures roamed the streets! It was during this time that Tyrannosaur discovered he had the power to control dinosaurs with his mind. Since Earth and the Sacred Lands have been separated, Mose has had no further contact with dinosaurs. However, he is seeking out a means to return to the Sacred Lands and bring several of these prehistoric creatures under his control once again.



Vortex (PL 10)

Strength 3, Stamina 3, Agility 3, Dexterity 2

Fighting 3, Intellect 2, Awareness 2, Presence 2

POWERS

Spinning: Enhanced Defense 12 (Dodge 6, Parry 6), Enhanced Ranged Attack 8, Enhanced Sleight of Hand 8 (Limited to Escaping), Immunity 1 (Dizziness and Vertigo), Protection 6 (Limited to physical) – 32 points

Spinning Propulsion: Flight 6 (120 mph) – 12 points

Spinning Tricks: Array (48 points)

- **Cyclone:** Cylinder Area Affliction 6 (Vulnerable, Prone); Resisted by Dodge; Concentration, Limited to Two Degrees; Linked to Cylinder Area Damage 6 (Concentration); Linked Cylinder Area Move Object 6 – 48 points
 - **Air Blast:** Ranged Damage 6; Linked Move Object 6 (Limited to pushing) – 1 point
-

EQUIPMENT

Armor Weapons: Array (12 points)

- **Arm Blades:** Multiattack Strength-Based Damage 3 – 12 points
 - **Shuriken:** Ranged Multiattack Damage 4 – 1 point
-

ADVANTAGES

Chokehold, Connected, Equipment 3, Fast Grab, Improved Grab, Improved Hold, Power Attack

SKILLS

Close Combat (Arm Blades) 2 (+5), Deception 2 (+4), Expertise (Ice Skating) 6 (+8), Perception 2 (+4), Persuasion 2 (+4), Vehicles 6 (+8)

OFFENSE

Initiative +3

Air Blast +10 (Ranged, Damage 6)

Arm Blades +5 (Close, Multiattack Damage 6)

Cyclone Area (Close, Affliction and/or Damage 6)

Shuriken +10 (Ranged, Multiattack Damage 4)

Unarmed +3 (Close, Damage 3)

DEFENSE

Dodge 11, **Parry** 11, **Toughness** 3/9 vs. physical

Fortitude 5, **Will** 8

POINTS

Abilities 40 + Advantages 9 + Defenses 12 + Powers 93 + Skills 9 = 143 Total

COMPLICATIONS

Motivation: Fame and Greed.

Prejudice: Dominic is a Meta.

Secret Identity: Dominic Gunn.

Dominic Gunn manifested meta powers when he reached puberty, gaining the ability to move at super-speed in a tight circle without becoming dizzy. He used his ability to become a professional-level Olympic figure skater, figuring that was one of the fastest means to impress the women whom he desired. However, his arrogance and impatience kept Dominic from achieving his desired goals.

During his time as a skater, Dominic met and became infatuated with Jaliera d’Cruz. When his career went nowhere, he inserted himself into Jaliera’s life by becoming her personal chauffeur. Dominic dreamt of the day when he would prove his love to Miss d’Cruz and she would see the wonderful man he was. When Jaliera debuted as Vespa, Dominic adopted the identity of Vortex to act as her “nemesis.”

In the meantime, Dominic uses his connection to Myrmidon and Vespa to learn of their activities and feed information to his allies in the Overlords.

PRINCESS STHENIA

Sthenia was born thousands of years ago, during the times of ancient Greece. However, she is not from this world. Sthenia is an Inphinite. Born on a Dynasty Citadel, Sthenia’s Dynasty was attacked and destroyed by a rival

family. As she was still an infant, Sthenia was placed in an escape pod and jettisoned. The pod found its way to earth, where she was discovered by a tribe of warrior women.

Growing up strong and powerful, Sthenia was believed to be the child of the gods. Raised as a warrior, Sthenia led her tribe to many victories. Her forces were eventually confronted by an equally powerful enemy: Omega. The two god-like beings battled, inflicting great wounds upon the other. In the end, both fell and were forced apart by their respective followers.

Sthenia was placed in a sarcophagus that had been built within her first temple. Unable to use her powers of energy vampirism, Sthenia languished in her tomb for thousands of years.

She was eventually discovered by the Nazi villain Hauptman Arysh. Using a mystical cartouche appropriated from a cult, Arysh unsealed Sthenia and awoke the sleeping goddess. Feeding on Nazi soldiers to revitalize herself, Sthenia thanked Arysh and agreed to help him against the Allied forces, so long as he swore to grant her control of the African realms to rule as a goddess. Sthenia assisted the German Afrika Corps against General Patton’s forces. She was eventually confronted by Sea Devil and the American hero Victory. The two were able to defeat Sthenia and Arysh. Using the same cartouche that Arysh used to awaken Sthenia, the heroes sealed the goddess back into her tomb.

However, this was not the end of Sthenia. The Horde would unleash the sleeping goddess twice more in the years after World War 2. Each time, she appeared in New York City, causing millions of dollars of damage before eventually being stopped by the heroes of that era. After her third appearance in the 1950s, Sthenia was not seen again. It is believed that no more cartouche stones exist that may open the magical wards on her tomb. Of course, that is only speculation...

PRINCESS STHENIA AS A HERO

Although prideful and powerful in her youth, Sthenia’s encounter with Omega left her changed forever. After witnessing the great evil he represented to the world, Sthenia devoted herself to training an army of warriors and champions of good. This force would be the counter to Omega’s evil and oppression. Placing herself in a magical sleep, Sthenia wanted to awaken when Omega next threatened the world. However, her magical sleep was interrupted during World War 2, when she made friends with the Allies; fighting against the Axis powers. After the fall of the Axis, Sthenia once again placed herself in suspended animation until the day Omega returns.

Princess Sthenia (PL 13)

Strength 12, Stamina 12, Agility 4, Dexterity 4

Fighting 10, Intellect 6, Awareness 9, Presence 9

POWERS

Aegis: Array (40 points); Easily Removable (-16 points)

- **Shield:** Immunity 80 (Bludgeoning Damage, Energy Damage, Piercing Damage, Slashing Damage); Limited to Ranged Attacks, Sustained – 40 points
- **Thrown Shield:** Ranged Damage 12 – 1 point

Energy Vampirism: Weaken Stamina 10 (Resisted by Fortitude; Grab-Based); Linked Enhanced Healing 10 (Limited to self) – 15 points

Inphinite Speed: Enhanced Advantage 6 (Evasion, Improved Initiative 2, Move-By Action, Takedown 2); Flight 7 (250 mph) – 20 points

Invulnerability: Immunity 5 (Aging, Cold, Disease, Heat, Poison); Impervious Toughness 10 – 15 points

ADVANTAGES

Accurate Attack, All-Out Attack, Defensive Attack, Diehard, Fast Grab, Improved Critical 2 (Unarmed), Improved Defense, Improved Disarm, Improved Grab, Improved Hold, Improved Trip, Power Attack, Startle, Takedown

Enhanced: *Evasion, Improved Initiative 2, Move-By Action, Takedown 2*

SKILLS

Close Combat (Unarmed) 2 (+12), Expertise (Philosophy) 6 (+12), Expertise (Politics) 6 (+12), Insight 2 (+11), Intimidation 6 (+15), Perception 2 (+11), Persuasion 2 (+11), Ranged Combat (Thrown) 6 (+10)

OFFENSE

Initiative +8

Thrown Shield +10 (Ranged, Damage 12)

Unarmed +12 (Close, Damage 12/18-20)

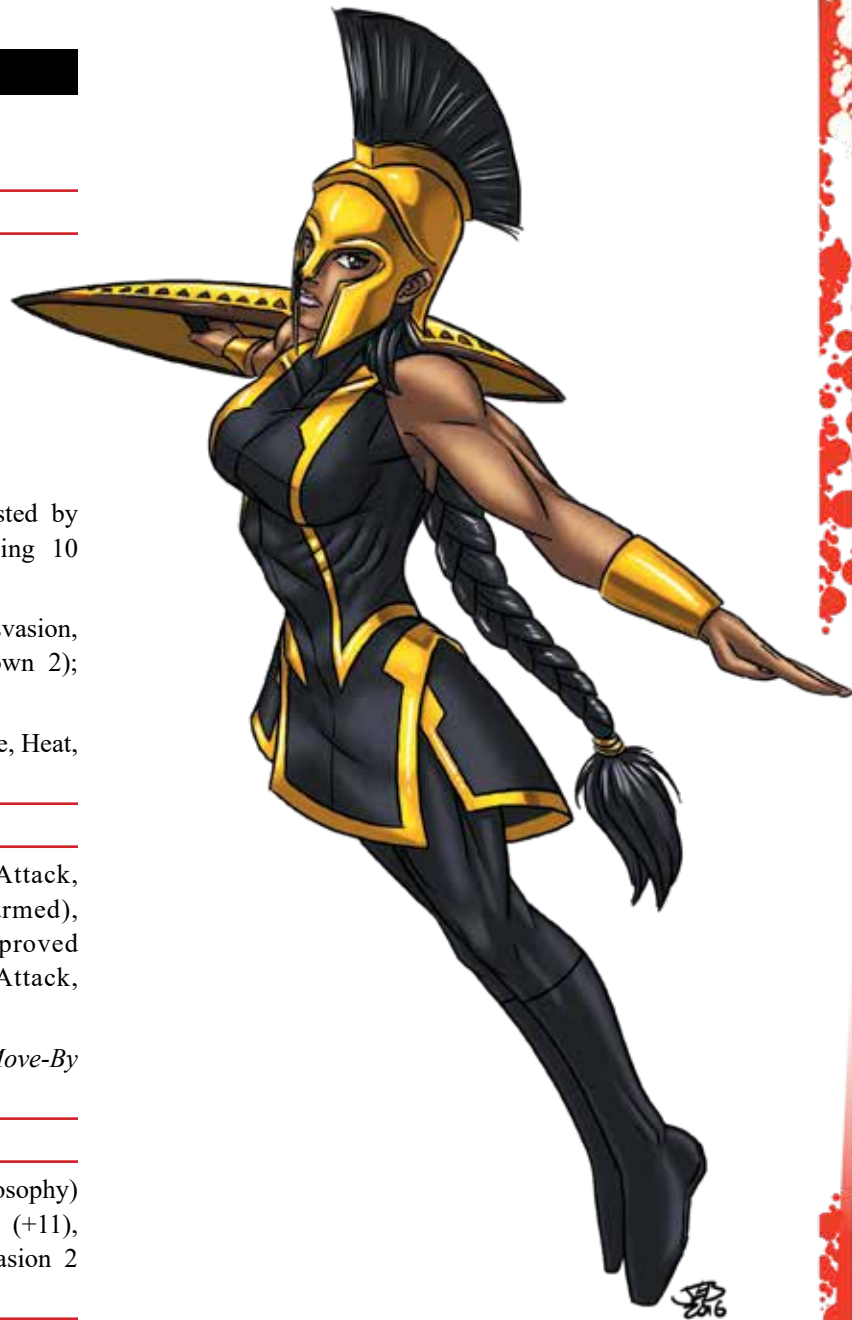
DEFENSE

Dodge 10, **Parry** 12, **Toughness** 12

Fortitude 14, **Will** 11

POWER POINTS

Abilities 132 + Advantages 15 + Defenses 12 + Powers 75 + Skills 16 = 250 Total



COMPLICATIONS

Arrogance: Princess Sthenia expects to be treated like the goddess she believes herself to be. Much like the Greek gods on whom she patterns herself, Sthenia is petty, self-obsessed, and cruel.

Enemy: In ancient times, Omega was the instrument of Sthenia's downfall.

Female Pseudohermaphrodite: Princess Sthenia possesses both male and female sexual characteristics.

RECLUSE

Tragedy has always seemed to be a part of Simon Sanders' life. At the age of six, his parents were killed in a car collision. Custody of Simon was given to his grandparents – Brian and Mary – who raised him to be smart, courageous, and strong.

Shortly after his fifteenth birthday, Simon discovered some of his father's research notes; finding out that his father worked for the powerful Rameses Corporation. Not only that, but these notes hinted that Simon's father had discovered several illegal operations being conducted off-the-books at his workplace. With this knowledge, Simon was convinced that the death of his parents was no accident. Despite his youth, Simon was a skilled scientist and signed up as an intern for the Rameses Corporation. He used his internship to hunt down clues to the illegal activities hinted at in his father's notes.

Simon's investigation did not go unnoticed by the upper echelons of the company. CEO Oscar Rameses recognized Simon and realized the youth was close to discovering the same company secrets as Simon's father had so many years beforehand. To eliminate the threat to his secret enterprise, Rameses sent a black ops team to distribute genetically-modified assassin spiders to kill Simon and his guardians.

That evening, the spiders attacked the Sanders household. Simon was awake with homework when the spiders struck. He heard the screams of his grandparents as one of the spiders killed his grandfather Brian. Simon was able to kill the remaining spiders, saving his grandmother, but not before being bitten himself.

However, the genetically-engineered venom in the spiders did not kill the youth. Instead, he fell into a coma, awaking, days later, a changed man. Simon was now stronger and more agile. His senses were so acute as to perceive his surroundings instantaneously. Brian Sanders had been a soldier in his youth, and instilled Simon a sense of responsibility to his community. Simon decided to honor the memory of his grandfather and use his powers to help others... and to continue his investigations into Rameses Corporation. He would do so as the spider-powered hero: Recluse!

As Recluse, Simon would discover that Rameses Corporation was conducting secret, illegal genetic experimentation on humans to create super-powered soldiers and mercenaries. Through the rest of his high school years, Simon would battle the creations of Rameses as Recluse, eventually confronting Oscar Rameses himself and discovering that the CEO was none other than his ultimate nemesis: Red Cap!

Despite his tragedies and "roller coaster" adventures, Simon managed to find time to experience a teenage

romance or two. The confidence given to Simon by his powers drew to him the attention of several girlfriends. However, his constant disappearances to act as Recluse and worrying that he might cause harm to those he loved, caused Simon to lose the women in his life. All of this changed when he started dating the confident and beautiful Stacy Holmes. Their love would endure through their graduation. Even when Stacy was kidnapped and almost killed by Red Cap, their relationship remained strong. Simon attempted to break up with Stacy, but she refused, revealing that she knew Simon was Recluse and that she would not allow him to draw away from her. She knew the dangers of their relationship and was determined to see it through. Soon after this revelation, Simon proposed to Stacy.

Recluse continues to battle the creations of Rameses and protect the city – and, sometimes, the entire world! – from the machinations of evil. Despite his heroic deeds, Recluse is feared by the general populace as a miscreant and villain. Rameses has used his contacts in the media – especially his college friend and media mogul C. Christian Coble – to turn public sympathy away from the spider-powered hero.

RECLUSE AS A VILLAIN

It is easy enough to use Recluse as a villain in your campaign with some quick modifications to his background. Rather than having his powers come to him from a spider attack, Simon could instead be the protégé of Oscar Rameses. In this instance, Simon was purposefully modified by the Rameses Corporation to serve as one of their many enhanced mercenaries.

Recluse (PL 10)

Strength 9, Stamina 8, Agility 10, Dexterity 5

Fighting 6, Intellect 4, Awareness 3, Presence 4

POWERS

Spider-Senses: Enhanced Advantage 3 (Evasion 2, Uncanny Dodge), Senses 1 (Danger Sense) – 4 points

Spider-Speed: Enhanced Advantage 3 (Agile Feint, Move-By Action, Skill Mastery [Acrobatics]), Enhanced Skill 16 (Acrobatics 8, Athletics 8), Leaping 3, Movement 3 (Sure-Footed, Wall-Crawling 2) – 20 points

Web Projectors: Removable (-8 points)

Swinging: Movement 1 (Swinging), Linked to Speed 5 (60 mph) – 7 points

Webbing: Array (27 points)

- **Binding:** Ranged Affliction 9 (Hindered and Vulnerable, Defenseless and Immobilized); Resisted

- by Dodge; Overcome by Strength; Cumulative, Extra Condition, Limited to Two Degrees – 27 points
- **Parachute:** Movement 1 (Slow Fall) – 1 point
 - **Webbing:** Create 9 (Continuous [dissolves in 1 hour]) – 1 point
 - **Web in the Eye:** Ranged Affliction 9 (Impaired, Disabled, Unaware); Resisted by Dodge; Overcome by Fortitude or Strength; Cumulative, Limited to Visual Senses – 1 point
 - **Web Missiles:** Ranged Multiattack Damage 4 – 1 point
 - **Web Throw:** Move Object 9 (Tether) – 1 point

EQUIPMENT

Gear: Feature 3 (Camera, Flashlight, Tracking Devices) – 3 points

Visor: Senses 2 (Radius Vision) – 2 points

ADVANTAGES

Equipment 1, Extraordinary Effort, Inventor, Taunt, Well-Informed

Enhanced: Agile Feint, Evasion 2, Move-By Action, Skill Mastery [Acrobatics], Uncanny Dodge

SKILLS

Acrobatics 0 (+18), Athletics 0 (+17), Deception 6 (+10), Expertise (Science) 6 (+10), Expertise (Streetwise) 6 (+10), Investigation 6 (+10), Perception 6 (+9), Persuasion 2 (+6), Ranged Combat (Web-Shooters) 4 (+9), Technology 2 (+6)

OFFENSE

Initiative +10

Web Binding/Blinding +9 (Ranged, Affliction 9)

Web Missile +9 (Ranged, Multiattack Damage 4)

Unarmed +6 (Close, Damage 9)

DEFENSE

Dodge 12, **Parry** 8, **Toughness** 8

Fortitude 10, **Will** 9

POWER POINTS

Abilities 104 + Advantages 5 + Defenses 12 + Powers 55 + Skills 19 = 195 Total

COMPLICATIONS

Enemies: Recluse has made many enemies in his fight against crime.

Infamy: Smear campaign by news publisher C. Christian Coble.



Motivation: Recluse feels that it his responsibility to use his powers to help others.

Power Loss: If his Spider-Senses are not working (unaware or overwhelmed), all of Recluse's Agility-based traits are Impaired. Recluse's web-shooters occasionally need to be refilled.

Relationship: Simon is protective of his friends and family. He keeps his identity as a hero a secret from them, for fear that they will get caught in the crosshairs of his many enemies. In particular, Simon constantly worries after his grandmother – Mary Sanders – the woman who raised him after the death of his parents. The only person in Simon's life who knows his true identity is his fiancé Stacy Holmes.

Secret Identity: Simon Sanders.

SCIONS OF ASMODEUS

To the outside world, the Scions of Asmodeus is a social club where the wealthy and popular meet to rub shoulders and engage in fund-raisers. Several Hollywood actors, socialite millionaires, and corporate CEOs claim membership to the Scions. Maintaining an annual membership costs hundreds of thousands of dollars every year. For those who have been long-term members, the cost of admission into its hallowed ranks is worth every penny. Behind the public perception, the social club is one of decadence and sexual depravity. Members in good standing are allowed to engage in their every fantasy with the utmost discretion.

The true purpose for the Scions of Asmodeus is hidden even from all but the highest-ranking members of the organization: the Inner Cabal. The Scions seek to gather as much wealth and influence as they can muster in order to manipulate world events through economic, political, and even supernatural means! The members of the Inner Cabal are all super-human beings of some sort: several are Metas (Empress, Rajah, and Trammel), while others are advanced cyborgs (Dario Zane) and ancient sorcerers (Semiramis).

The plans of the Scions are long-reaching and vast. In their most recent gambit for power, the Scions used one of their own members, Empress, to give birth to a young girl who would serve as a vessel for a supernatural goddess: the Dark Queen. The Queen's vessel, Kayleigh Kane, rebelled against her destiny and with the aid of her Vindicator allies, was able to break free of the influence of the Dark Queen.

Since the Vindicators became aware of the machinations of the Scions, the Inner Cabal has set into motion creating their own force of Metas to combat the students of the Shepherd Academy. These students are given scholarship to the prestigious New World Academy – a wealthy private school controlled by the Scions – and secretly trained to use their powers for the benefit of the Inner Cabal. This private army of super-humans are known as the Renegades.

Empress (PL 11)

Strength 9/2*, Stamina 6, Agility 3, Dexterity 3

Fighting 3, Intellect 6, Awareness 4, Presence 6

*without Mind Over Matter

POWERS

Mental Awareness: Enhanced Insight 4, Senses 8 (Detect Living Creatures [acute, radius, ranged], Mental Awareness, Mental Senses [Counters Concealment, Dimensional – Astral Sight]) – 10 points

Telepathic Powers: Array (45 points)

- **Mental Blast:** Perception Ranged Damage 11 (Resisted by Will; Subtle) – 45 points
- **Mental Control:** Perception Range Affliction 11 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Concentration, Subtle – 1 point
- **Mental Nullification:** Burst Area Nullify Mental Powers 11 (Broad, Concentration, Reduced Range [Close], Simultaneous, Subtle) – 1 point
- **Mental Projections:** Illusion 11 (Auditory, Mental, Visual; Resisted by Will, Selective, Subtle) – 1 point



- **Mental Pain Touch:** Affliction 11 (Dazed, Stunned, Incapacitated); Resisted and Overcome by Will; Cumulative, Progressive, Subtle – 1 point
- **Mental Probe:** Mind Reading 11 (Subtle) – 1 point
- **Mental Rapport:** Remote Sensing 14 (All Senses; Feedback, Medium [Katherine sees the world through the senses of another person], Subtle) – 1 point
- **Mental Screen:** Impervious Will 10; Concentration – 1 point
- **Mental Sedation:** Perception Range Affliction 11 (Fatigued, Exhausted, Asleep); Resisted and Overcome by Will; Cumulative, Subtle – 1 point

Mind Over Matter: Enhanced Strength 7; Immunity 15 (Cold, Corrosive Damage, Electrical Damage, Heat, Starvation, Suffocation); Impervious Toughness 12; Protection 2 - 1 point

Telepathy: Mental Communication 4 (Subtle); Linked Comprehend Languages 3 (Speak and Understand All) – 23 points

ADVANTAGES

Attractive 2, Benefit 6 (Scions of Asmodeus Member, Wealth 5), Connected, Daze (Deception), Defensive Roll 4, Diehard, Fascinate (Deception), Great Endurance

SKILLS

Close Combat (Unarmed) 2 (+5), Deception 6 (+12), Expertise (Business) 6 (+12), Expertise (Education) 6 (+12), Expertise (Politics) 6 (+12), Insight 6 (+14), Intimidation 2 (+8), Investigation 6 (+12), Perception 2 (+6), Persuasion 6 (+12), Technology 6 (+12), Treatment 2 (+8), Vehicles 2 (+5)

OFFENSE

Initiative +3

Mental Blast Perception (Ranged, Damage 11)

Mind Control/Sedation Perception (Ranged, Affliction 11)

Pain Touch +5 (Close, Affliction 11)

Unarmed +5 (Close, Damage 9)

DEFENSE

Dodge 9, **Parry** 9, **Toughness** 12/10*

Fortitude 12, **Will** 10

*without Mind Over Matter

POWER POINTS

Abilities 66 + Advantages 17 + Defenses 24 + Powers 87 + Skills 29 = 223 Total

COMPLICATIONS

Motivation: Hedonism. Katherine always wants the best things in life.

Prejudice: Katherine is a Meta.



Relationship: Katherine is the mother of Kayleigh Kane (White Rose). Given her hedonistic tendencies, she is often in a relationship with several individuals at once.

Rival: Katherine is often conspiring against the other members of the Scions of Asmodeus. She has a special love/hate relationship with Dhan Ambani (Rajah).

Ruthless: Katherine is manipulative and dangerous. She prefers to work behind the scenes; avoiding direct confrontations. She uses people like pawns without regard to their feelings or safety.

Secret Identity: Katherine Kane keeps her Meta powers and activities as a member of the Scions of Asmodeus a secret from the public.

Born to one of the wealthiest New England families in the United States, Katherine Kane inherited a great deal of wealth following the passing of her family at a young age. She rapidly rose to prominence thanks to her intelligence, charisma, motivation, and secret use of her telepathic powers. Eventually, she became the



headmistress for the New World Academy; the most prominent private education center for the country's wealthy elite.

In this position, Katherine could manipulate the future business and political leaders of the nation; adding to her already incredible fortune and influence.

Katherine's beauty and socially-advantageous position earned her a place among the Scions of Asmodeus. She allied with Dhan Ambani – the highest ranking member of the Scions – to secretly conspire to achieve world domination through economic, political, and even supernatural means.

As the right stars came into alignment, the Scions sought to bring about the rise of a Dark Queen. This powerful supernatural being would allow the Scions to control the world. To manifest the Dark Queen, the Scions required a physical body for her to possess. Katherine agreed to bear the child who would become the Dark Queen: Kayleigh. When Kayleigh manifested her Meta powers at the age of 10, she confided in her mother. This was when Katherine told Kayleigh of her destiny to embody the Dark Queen. Horrified, Kayleigh ran away from her home and found

shelter with Dean Shepherd.

Since the formation of the Shepherd Academy, Katherine has used her influence within the New World Academy to seek out Metas within the student body. From these wealthy children, she is forming a secret team to operate as agents of the Scions of Asmodeus: the Renegades.

Although one of the most powerful telepaths in the world, many have discovered that Empress is also a deadly combatant. She is able to channel her mental powers to enhance her physical body beyond human capabilities.

Rajah (PL 13)

Strength 12/3*, **Stamina** 12/3*, **Agility** 12/3*, **Dexterity** 3
Fighting 6, **Intellect** 4, **Awareness** 4, **Presence** 6

*without Kinetic Absorption

POWERS

Kinetic Energy Absorption: Immunity 20 (Bludgeoning Damage); Immunity 60 (Energy Damage, Piercing Damage, Slashing Damage; Limited to half-effect) - 50 points

Kinetic Energy Enhancement: Enhanced Ability 27 (Agility 9, Stamina 9, Strength 9); Enhanced Speed 3; Reaction (when struck by Damage), Fades - 117 points

Kinetic Energy Redistribution: Enhanced Advantages 7 (Diehard, Improved Critical [Unarmed] 4, Improved Initiative, Power Attack, Ultimate Effort [Toughness]) - 7 points

ADVANTAGES

Benefit 5 (Scions of Asmodeus Member, Wealth 4), Chokehold, Connected, Contacts, Fast Grab, Takedown, Well-Informed

Enhanced: *Diehard, Improved Critical (Unarmed) 4, Improved Initiative, Power Attack, Ultimate Effort (Toughness)*

SKILLS

Athletics 6 (+9), Deception 6 (+12), Expertise (Business) 6 (+10), Expertise (Current Events) 6 (+10), Expertise (Politics) 6 (+10), Insight 2 (+6), Intimidation 6 (+12), Investigation 2 (+6), Perception 2 (+6), Persuasion 6 (+12)

OFFENSE

Initiative +7/+3*

Kinetic-Enhanced Unarmed +6 (Close, Damage 12/16-20)

Unarmed +6 (Close, Damage 3)

*without Kinetic Absorption

DEFENSE

Dodge 8, **Parry** 14/5*, **Toughness** 12/3*

Fortitude 14/5*, **Will** 10

*without Kinetic Absorption

POWER POINTS

Abilities 64 + Advantages 11 + Defenses 12 + Powers 174 + Skills 24 = 285 Total

COMPLICATIONS

Fame: Dhan Ambani is the world-renowned CEO of Ambani Genetics Corporation. His company makes genetic and medical advancements to help the world.

Motivation: Ambani is all about the acquisition of wealth and power. He likes to lord his influence over others; especially women.

Prejudice: Rajah is a Meta.

Rivalry: Ambani is often finding conflicts with his fellow Scion members. Ambani wants to control and dominate Katherine Kane (Empress). He especially wants to see Semiramis dead.

Secret: Ambani keeps his Meta powers and position as a member of the Scions a secret from the general public.

Dhan Ambani's parents came to the United States from India as brilliant scientists skilled in genetic engineering. Both were fascinated by the discoveries of

Dean Shepherd and Jakob Magden into the phenomenon of Metas. They posited whether Metas were the next step in genetic evolution for humanity. To this end, they attempted to bear a child who was a Meta by subjecting themselves to numerous experiments. In the end, they gave birth to Dhan and waited to see where his development would take him.

Even in his youth, Dhan was a brilliant and imaginative child. He took after his parents in their curiosity for science. However – perhaps due to the lavish attention shown to him by his parents – Dhan grew up demanding and expectant of the better things in life. Sure enough, he eventually developed Meta powers: the ability to absorb kinetic energy and being able to re-channel it to make himself stronger and faster.

While Dhan’s parents were thrilled at their son being a Meta, Dhan himself faced a world torn by hatred and discrimination for the newly-super-powered Metas. Humanity feared what was different, and that proved doubly so for Dhan. He secretly arranged for an accident to befall his parents; Dhan’s vengeance for their efforts to “afflict” Dhan with being a Meta. After finding their notes to create a Meta child through genetic experimentation, Dhan saw the potential his parents possessed in creating a new race of humanity.

Using the funds left to him by his parents, Dhan created the Ambani Genetics Corporation. To the public perception, AGC researches new medical technology. In secret, Dhan funds illegal human cloning and the creation of “made-to-order” Meta powers (with varying degrees of success).

Dhan’s wealth and influence allowed him a membership with the Scions of Asmodeus. His sexual proclivities earned him further membership within its secretive Inner Cabal. Here, Dhan found allies with similar minds to remake the world in their image. He also found rivals to his own plans. Sometimes these were one and the same. Dhan is particularly attracted to the ambition and beauty of Katherine Kane (aka Empress). He wants to possess this fascinating woman for his own. However, he has contented himself with five of her clones; secretly created by his company to serve as his personal harem.

Semiramis (PL 12)

Strength 5, Stamina 10, Agility 4, Dexterity 4

Fighting 3, Intellect 3, Awareness 10, Presence 10

POWERS

Immortality: Immortality 5; Immunity 30 (Fortitude Effects) – 40 points

Psionic Sorcery: Array (44 points)

- **Telekinetic Disintegration:** Ranged Weaken Toughness 11 (Resisted by Fortitude; Affects Objects Only), Linked to Ranged Damage 11 (Affects Objects Only) – 44 points
- **Extinguish Flame:** Nullify Fire 12 (Broad, Simultaneous) – 1 point
- **Psi Screen:** Impervious Will 10 (Sustained) – 1 point
- **Pyrokinesis:** Ranged Damage 12 (Quirk [requires existing flame]) – 1 point

- **Telekinesis:** Move Object 12 – 1 point
- **Telepathic Bolts:** Perception Ranged Damage 9 (Resisted by Will) – 1 point
- **Telepathy:** Mental Communication 3 (Subtle); Linked to Comprehend 2 (Languages) – 1 point

Psychic Armor: Impervious Toughness 6 – 6 points

Psychic Vampirism: All Powers Linked – 44 points

- **Life Drain:** Weaken Awareness and Stamina 11 (Resisted by Fortitude; Broad, Concentration, Grab-Based, Limited to 1 rank per round, Simultaneous) – 22 points
- **Mind Control:** Affliction 11 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative, Limited to Life-Drained Targets – 11 points
- **Psychic Vampire Spawn:** Affliction 11 (Dazed, Stunned, Transformed [into psychic vampire]); Resisted and Overcome by Fortitude; Cumulative, Limited to targets drained to -5 Awareness or less but not killed – 11 points

Sudden Speed: Visual Concealment 4; Linked to Speed 7 (250 mph) – 15 points

ADVANTAGES

Benefit 6 (Scions of Asmodeus Member, Wealth 5), Connected, Contacts, Languages 3 (English, Italian, Portuguese, Spanish [Latin is native]), Ritualist, Trance

SKILLS

Deception 6 (+16), Expertise (Magic) 6 (+9), Insight 2 (+12), Intimidation 6 (+16), Perception 2 (+12), Persuasion 2 (+12), Ranged Combat (Telekinesis) 6 (+10)

OFFENSE

Initiative +4

Life Drain +3 (Close, Weaken 11 plus Affliction 11)

Pyrokinesis +10 (Ranged, Damage 12)

Telekinetic Disintegration +10 (Ranged, Weaken 11 plus Damage 11)

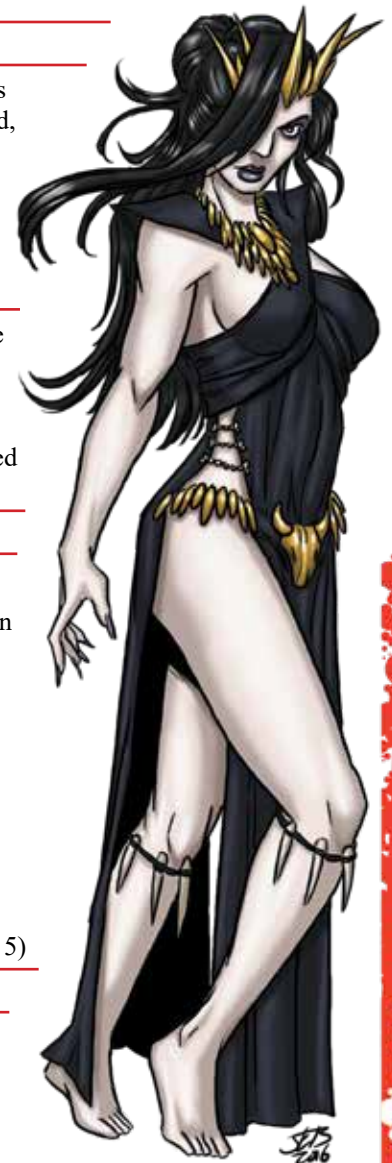
Telepathic Bolts Perception (Ranged, Damage 9)

Unarmed +3 (Close, Damage 5)

DEFENSE

Dodge 10, Parry 9, Toughness 10

Fortitude Immune, Will 12



POWER POINTS

Abilities 98 + Advantages 13 + Defenses 14 + Powers 155 + Skills 15 = 295 Total

COMPLICATIONS

Motivation: Semiramis wants not only to be worshiped as a goddess; she actually wants to become a god!

Power Loss: Semiramis cannot use Sudden Speed more often than once a round every 1 minute.

Psychic Vampire: Use of Semiramis' Psionic Sorcery at higher than rank 6 (with the exception of her Psi-Screen) drains her Stamina by 1 rank per use. If reduced to 0 Stamina, she ages rapidly; her other Abilities are soon Impaired and eventually Disabled. Semiramis can replenish her Stamina

PSYCHIC VAMPIRES

Those whom Semiramis drain of life usually disintegrate into dust when their life force is completely siphoned. A few manage to survive the experience, but are forever transformed by the event. These unlucky few become psychic vampires.

Psychic Vampire (PL 5; Minion Rank 7)

Strength 4, Stamina 3, Agility 2, Dexterity 2

Fighting 4, Intellect 0, Awareness 0, Presence 2

POWERS Psychic Vampirism: Life Drain: Weaken Awareness and Stamina 4 (Resisted by Fortitude; Broad, Concentration, Grab-Based, Limited to 1 rank per round, Simultaneous) **Mind Control:** Linked Affliction 4 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative, Limited to Life-Drained Targets; **Psychic Vampire Spawn:** Linked Affliction 4 (Dazed, Stunned, Transformed [into psychic vampire]); Resisted and Overcome by Fortitude; Cumulative, Limited to targets drained to -5 Awareness or less but not killed; **Vampiric Body:** Immunity 30 (Fortitude Effects); **ADVANTAGES Improved Initiative; SKILLS Deception 6 (+8), Expertise (Any One) 6 (+6), Insight 6 (+6), Intimidation 6 (+8), Perception 6 (+6), Stealth 6 (+8); OFFENSE Initiative +6; Psychic Vampirism +4 (Close, Affliction + Weaken 4); Unarmed +4 (Close, Damage 4); DEFENSE Dodge 4, Parry 6, Toughness 3, Fortitude Immune, Will 2**

POWER POINTS Abilities 34 + Advantages 1 + Defenses 6 + Powers 46 + Skills 18 = 105 Total

COMPLICATIONS Psychic Vampire: If they do not feed on the life force of living creatures, a psychic vampire loses 1 rank of Stamina every week. If reduced to 0 Stamina, a psychic vampire ages rapidly; their other Abilities are soon Impaired and eventually Disabled. A psychic vampire can replenish their Stamina to full by using their Life Drain power. When their Stamina is restored, all their other Abilities are also restored to full.

to full by using her Life Drain power. When her Stamina is restored, all her other Abilities are also restored to full.

Rival: Katherine Kane (aka Empress).

Secret: Semiramis keeps her identity as a sorceress and activities in the Scions of Asmodeus a secret from the general public.

Semiramis (pronounced "Shamiram") claims was born 20,000 years ago; raised and survived in the age following the destruction of the Atlantean Wars. During this era, life was cheap and often brutally short. If one was not a strong warrior or a mighty sorcerer, they were doomed to live under the tyranny of others more powerful than themselves. Luckily for Semiramis, she was blessed with great powers!

The dark sorceress that would become Semiramis possessed great powers of the mind and body. She could siphon the life force of others to sustain her own existence; allowing her to live years far in excess of any other human in history. For those that know her, they believe Semiramis to be the oldest living being on the Earth.

Semiramis is able to broaden her own power by stealing the life force of particularly powerful mortals. She has stepped in and out of recorded history in search of noteworthy heroes from whom she could absorb life and vitality.

With the dawning of the new heroic age, Semiramis has found many beings to feed her insatiable hunger. Through her network of devoted mortal worshipers and psychic vampires, Semiramis finds children who will grow to become heroes or Metas; stealing them away from their families to be raised within her cult. When the children come into their powers, Semiramis appears and drains them of their life force.

The most recent of her acquisitions was Calvin Reynolds. She stole young Cal from his family, raising him through a surrogate family of her loyal mortal cultists. When Cal came to possess his terra-kinetic Meta powers, Semiramis attempted to siphon Cal's life. She was thwarted by the appearance of Meta Force; the third-generation class of the Shepherd Academy. The young Metas were too much for Semiramis to handle, forcing her to flee without her prize. Young Cal joined the Shepherd Academy as Caldera.

Semiramis continues to plague the young heroes of the Shepherd Academy, as well as their rival class: the Renegades of Katherine Kane's school. This has caused much dissent between Empress and Semiramis; despite the fact that both women belong to the ruling council of the mysterious Scions of Asmodeus.

SEMIRAMIS AS A HERO

Once a great and powerful sorcerer-queen, Semiramis sought out immortality to help guide humanity to the path of goodness and peace. Despite her efforts, she is but one woman and has been forced to work with long-term thinking to guide mankind. Over time, she has developed a following of mortals who are willing to give portions of their life force to help keep Semiramis alive and powerful.

Trammel (PL 9)

Strength 4, Stamina 6, Agility 2, Dexterity 2

Fighting 3, Intellect 2, Awareness 3, Presence 4

POWERS

Gravity Crush: Ranged Affliction 10 (Hindered and Vulnerable, Defenseless and Immobile, Incapacitated and Paralyzed); Resisted by Dodge, Overcome by Strength; Concentration, Extra Condition, Instant Recovery, Progressive - 50 points

Gravity Crush: Linked Ranged Damage 10 (Resisted by Fortitude; Concentration, Limited to targets suffering 3rd-rank Gravity Crush Affliction) - 30 points

Increase Gravity: Linked Move Object 5 (Limited to towards the ground) - 5 points

ADVANTAGES

Benefit 6 (Member of the Scions of Asmodeus, United States Senator, Wealth 4), Connected, Contacts, Fascinate 2 (Deception, Persuasion), Skill Mastery (Persuasion)

SKILLS

Deception 6 (+10), Expertise (Civics) 6 (+8), Expertise (Lawyer) 6 (+8), Expertise (Politics) 6 (+8), Insight 6 (+9), Intimidation 2 (+6), Investigation 6 (+8), Perception 2 (+5), Persuasion 6 (+10), Ranged Combat (Gravity Crush) 2 (+4)

OFFENSE

Initiative +2

Gravity Crush +4 (Ranged, Affliction + Damage 10)

Unarmed +3 (Close, Damage 4)

DEFENSE

Dodge 4, Parry 5, Toughness 6

Fortitude 8, Will 9

POWER POINTS

Abilities 52 + Advantages 11 + Defenses 12 + Powers 85 + Skills 24 = 184 Total

COMPLICATIONS

Disability: Bishop is overweight and out-of-shape. Strenuous activity – including exerting his powers – for a number of rounds more than his Stamina will cause Bishop to become Fatigued.

Fame: Henry Bishop is a United States Senator from the state of South Carolina.

Motivation: Bishop seeks more wealth and power to allow him to live his hedonistic lifestyle.

Secret: To the public perception, Senator Henry Bishop is a man of conservative family values. In private, he is a lascivious pedophile. He keeps his membership with the Scions and his Meta powers a secret from the general public.



Henry Bishop was a noteworthy lawyer from South Carolina. A master of corporate law, he defended his clients against “frivolous lawsuits” by those harmed by his clients’ dealings and products. Seeking more influence in life, Henry decided to enter politics. He started with his local city council, moving on to the South Carolina state congress, and finally onto the United States Congress.

Thanks to his prestigious position, Henry was already a member of the influential Scions of Asmodeus. Through the Scions, he was able to make important business and political contacts to help him achieve even greater power and influence. The Scions were also able to hide Henry’s chosen sexual proclivities from the world; allowing him to maintain his conservative persona.

When Henry Bishop became a United States Senator, the Scions knew they now held a position of power over the government. Through Bishop, they could influence politics to their own ends. Henry was delighted to do his part in their schemes.

In exchange for his political influence, Henry Bishop asked for the Inner Cabal to grant him superhuman powers. Luckily, Dhan Ambani was the CEO of a genetic-engineering corporation that secretly granted powers to the wealthy and influential. Now, Bishop possesses the power to immobilize anyone he can see.

Zane, Dario (PL 10)

Strength 9/–, **Stamina** 0, **Agility** 6/–, **Dexterity** 6/–

Fighting 4/–, **Intellect** 6, **Awareness** 3, **Presence** 3

POWERS

Cybernetic Body: 155 points; Removable (-31 points)

Combat Systems: Enhanced Defense 4 (Dodge 2, Parry 2) - 4 points

Cybernetic Body: Immunity 30 (Fortitude Effects) - 30 points

Cybernetic Claws: Enhanced Improved Critical 2 (Unarmed) - 2 points

Cybernetic Physique: Enhanced Agility 11; Enhanced Dexterity 11; Enhanced Fighting 9; Enhanced Strength 14; Protection 8 – 98 points

Direct Current Electrical Field: Damage 4 (Reaction [when grabbed or touched]) – 16 points

Psi-Screen: Impervious Will 10 (Limited to Mental Powers) – 5 points

ADVANTAGES

Benefit 5 (Member of the Scions of Asmodeus, Wealth 4), Language 3 (English, German, Japanese, Turkish [Greek is native])

SKILLS

Expertise (Business) 6 (+12), Expertise (Cybernetics) 6 (+12), Insight 2 (+5), Intimidation 6 (+9), Perception 2 (+5), Persuasion 6 (+9), Technology 6 (+12)

OFFENSE

Initiative +6

Claws +4 (Close, Damage 9/18-20 plus Damage 4)

Unarmed +4 (Close, Damage 9 plus Damage 4)

DEFENSE

Dodge 8, **Parry** 6, **Toughness** 8

Fortitude Immune, **Will** 10

POWER POINTS

Abilities -16 + Advantages 8 + Defenses 7 + Powers 124 + Skills 17 = 140 Total

COMPLICATIONS

Disability: Zane is a disembodied brain. Without his cybernetic body, he is Incapacitated. Zane cannot heal damage done to his body; it must be repaired.

Prejudice: Zane sees Metas as a threat to humanity. He secretly works to eradicate them from the world. His companies are the producers of the Peacekeeper robots that hunt down Metas.

Rival: Zane is constantly conspiring against the other members of the Scions of Asmodeus. He especially hates them as they are mostly made up of Metas.

Secret: Zane keeps his cybernetic augmentations and deeds as a member of the Scions of Asmodeus a secret from the general public.

A brilliant engineer from Greece, Dario Zane created a multi-million-dollar corporate empire creating advanced cybernetics to replace the limbs of soldiers wounded around the world. He also provides cybernetic limb replacements to underprivileged children caught in the violence of war-torn regions of the world.

Despite these great humanitarian efforts, Dario Zane is a man of cruel intentions and selfish desires... if he can even be considered a man at all. Zane is the offspring of scientists from ATOM; a splinter faction of the Horde. Thanks to his genius, he was able to create a beneficial facade to hide his illegal weapons and robotics manufacturing.

The greatest secret of all is Zane's own body. Decades ago, his natural body was suffering from a degenerative ailment that left Zane bedridden and close to death. Determined to take control of his life and overcome death, Zane created a cybernetic body for himself and transferred his brilliant mind into the new body.

With his vast wealth and resources, Zane attracted the attention of the Scions of Asmodeus. After the Scions discovered his true inclinations, Zane was quickly inducted into the secret Inner Cabal. When Zane discovered that most of his new allies were Metas of considerable power, he grew fearful of his place in the order and for humanity in general. If Metas could gain such power and influence, humanity was sure to be crushed under their heels.

To this end, Zane conspired to create anti-Meta weaponry. Zane also is funding genetic research that can permanently remove Meta powers. He sponsored the



SJB
2011

creation of the Peacekeeper robots that track and eliminate Meta threats (until they were decommissioned by the U.S. government following the signed peace treaty with New Avalon). Undeterred, Zane is creating a new form of Peacekeepers by augmenting human “volunteers” with advanced cybernetics.

SENTINELS

The Sentinels are the United States’ only officially-sanctioned team of powered agents. Their membership is composed of several of the most powerful and highly-trained individuals on the world.

The Sentinels Agenda was started in the early 21st Century, following the rise of anti-Meta hysteria, meta-human crime, and the 9/11 terrorist attack. Following the destruction of the World Trade Center towers, the U.S. government passed the PATRIOT Act, which formed a new organization to help police terrorists and other special threats to the United States. This organization was known as the ‘Committee of Advanced Strategy, Technology, and Law Enforcement,’ or CASTLE.

Knowing that CASTLE could not counter the threat of meta criminals on their own, Director Nathan Storm

received special allowance to create a team of powered agents to counter any meta-human threats. This became known as the Sentinels Agenda.

One by one, the team was formed, including such members as Eli Wyatt (aka Spartan), CASTLE agents Calvin “Knight Ranger” Garnet, and Tatyana “Red Spider” Markovna. Controversial members such as the new-age cult-icon and self-styled “goddess,” Jupiter, also accepted an invitation. After tracking down Grendel in the Canadian wilderness with the aid of Meta agent “Raptor,” Dell Greyson was brought in to supervise the synthesis of a new Paragon Formula. These plans were eliminated when the body of Pendragon was discovered in the Zero Zone while the Challenger Foundation was exploring the extra-dimensional realm. When Pendragon awoke from her half-century coma, she was asked to join the Sentinels.

The Sentinels made their public debut when the wicked goddess Hecate attempted to open a portal to the Underworld as a means of conquering Earth. Since their formation, the Sentinels have accepted many other members into their roster and defended the Earth from numerous enemies: invading aliens, villainous Metas, and ruthless terrorist organizations determined to rule the world.





Grendel (PL 11)

Strength 12, Stamina 11, Agility 3, Dexterity 0

Fighting 6, Intellect 0, Awareness 2, Presence 6

POWERS

Adrenaline Surge: Linked Enhanced Strength 1; Linked Enhanced Fighting 3; Limited to while angry – 4 points

Alter Ego: Morph 1 (Metamorph [Dell Greyson]) – 6 points

Astral Detection: Senses 2 (Vision Counters Concealment) – 2 points

Big and Muscular: Growth 2 (Innate, Permanent; -1 active defenses included) – 5 points

Hyper-Jump: Enhanced Athletics 8 (Limited to Jumping); Leaping 18 (250 miles) – 20 points

Invulnerability: Immunity 23 (Cold Damage, Cold Environments, Disease, Fire Damage, Heat, Radiation Effects); Impervious Toughness 11; Protection 4 – 38 points

Telelocation: Senses 2 (Direction Sense, Distance Sense) – 2 points

Unlimited Strength: Enhanced Improved Critical 4 (Unarmed); Enhanced Strength 4 (Limited to lifting); Limited (each round Grendel is involved in a prolonged battle, he gains 1 rank to his lifting Strength and Improved Critical, until he reaches all 4 ranks; when the battle ends, these ranks fade at a rate of 1 per round) – 4 points

ADVANTAGES

Daze (Intimidation), Diehard, Fearless, Great Endurance, Improved Smash, Improvised Weapon, Skill Mastery (Intimidation), Startle, Ultimate Strength, Weapon Break

SKILLS

Athletics 0 (+12, +20 jumping), Intimidation 14 (+21), Perception 2 (+4)

OFFENSE

Initiative +3

Grendel CRUSH! +9 (Close, Damage 13)

Unarmed +6 (Close, Damage 12)

DEFENSE

Dodge 4, Parry 7, Toughness 15

Fortitude 13, Will 8

POWER POINTS

Abilities 72 + Advantages 10 + Defenses 12 + Powers 81 + Skills 8 = 183 Total

COMPLICATIONS

Nemesis: General Colt. The Superior.

Normal Identity: When he is calm, Grendel reverts to the form of Dell Greyson.

Reputation: Grendel's temper is legendary!

Secret Identity: Dell Greyson.

GRENDEL AS A VILLAIN

To a large degree, the only reason Grendel is currently a hero is because he has finally joined a group of other heroes to help guide the Purple Rampager's violent actions in the right direction. After being chased by a U.S. General for more than a decade and being forced to leave everyone he's known and loved, Dell Greyson can easily be in the mindset to unleash the Grendel on anyone he hates at a moment's notice.

In his normal human form, Dell has the following traits:

Dell Greyson (PL 7)

Str 2, Sta 2, Agl 2, Dex 2

Fgt 1, Int 6, Awe 3, Pre 2

Powers: Morph 1 (Metamorph [Grendel]); **Advantages:** Benefit (Alternate Identity), Jack of all Trades, Language (Russian [English is native]), Trance; **Skills:** Athletics 4 (+6), Deception 6 (+8), Expertise (Astronaut) 6 (+12), Expertise (Biology) 6 (+12), Expertise (Physics) 8 (+14), Insight 4 (+7), Perception 2 (+5), Persuasion 6 (+8), Stealth 6 (+8), Technology 8 (+14), Treatment 4 (+10); **Offense:** Init +2; Unarmed +1 (Damage 2); **Defense:** Dodge 4, Parry 3, TGH 2, Fort 4, Will 9; **Totals:** Abilities 40 + Advantages 4 + Defenses 12 + Powers 6 + Skills 30 = 92 Total

Physicist Dell Greyson had it all: a promising career and a loving fiancé. Despite every setback in his life, Dell was now where he wanted to be. All of his hard work finally paid off. Now, he was getting his chance to go on a space shuttle mission. During the preparation for his mission, Doctor Seymour Stevenson secretly injected into Dell a mutagenic compound he was hoping would augment a human's ability to withstand intense radiation. Unknown to the mission team, Stevenson had also sabotaged the radiation shielding on the space shuttle to force a reaction within his subject.

As the shuttle launched into space, the adrenaline rushing through Dell's system caused the experimental serum to undergo a reaction. The further out of the atmosphere the ship traveled, the more he began to change. Finally, Dell's space suit could not contain his massive form. The mutagen altered Dell to transform into a massive hulking beast that began to tear the ship apart. The rest of the crew managed to evacuate; using an escape pod before the ship was completely destroyed.

To the world, it appeared that the space shuttle exploded in the upper atmosphere. Debris rained down into the ocean and the Florida Everglades. One large chunk of debris was actually the newly-transformed Dell Greyson. The angered and injured monster he had become made his way to the Kennedy Space Center, destroying everything in his path. When news came to the military of a monster tearing through Florida, General Thaddeus Colt answered with an armed response. Nothing seemed to be able to stop the beast. In fact, every attack only seemed to make it stronger!

Only when the monster found its way to General Colt's daughter – Dell Greyson's fiancé Elizabeth – did the rampage halt. Beth saw in the monster's eyes those of her beloved Dell. Becalmed by Beth's presence, Dell was able to assume his normal human form; revealing to all the onlookers, including General Colt and Doctor



Stevenson, that the monster was Dell the whole time. General Colt confronted Dell, demanding to take him prison with the intention of using him as a military asset. Fearing being transformed into a sort of living weapon, Dell fled from the General and became a fugitive. General Colt spent the next several years hunting Dell and following the rumors of a rampaging monster referred to as "Grendel" by the media.

During his ten years as a fugitive, Dell avoided General Colt at every turn. Unfortunately, he was less successful at avoiding the machinations of Doctor Stevenson, who sent radiation mutants after Dell to test the limits of his strength and power. When General Colt discovered the plans of Stevenson, he attempted to apprehend the doctor, only to find that Stevenson mutated himself into a super-intelligent monstrosity called The Superior that required the physically-unstoppable Grendel to overcome. After this encounter, Dell fled into the Canadian wilderness, where he hoped to avoid all human contact.

When the Sentinels were formed in the United States, CASTLE Director Nathan Storm wanted to recreate the Paragon Formula resulting in the creation of the heroine Pendragon. With the aid of the Canadian meta "Raptor," Storm tracked down Dell and hoped to use Dell's blood to develop a new Paragon Formula. This plan was halted after the discovery that Pendragon was alive. Soon afterward, the goddess Hecate attempted to conquer Earth, and the Sentinels were brought together to overcome her soulless army. Dell had spent time in Canada attempting to direct and control Grendel's attention, and used this focus to aid the Sentinels against Hecate. With the aid of the Sentinels, Dell hopes that he can continue to gain control over Grendel and someday live the life of a normal man.

Jupiter (PL 13)

Strength 12, Stamina 12, Agility 4, Dexterity 2

Fighting 12, Intellect 2, Awareness 4, Presence 5

POWERS

Divine Body: Immunity 6 (Aging, Cold, Disease, Heat, Radiation, Poison), Impervious Toughness 4 – 10 points

Illusion Detection: Enhanced Insight 4 (Limited to Detect Illusion) – 1 point

Zeus' Thunderbolt: 100 points; Removable (-20 points) – 80 points

Divine Construction: Feature 2 (Indestructible, Zeus' Thunderbolt can only be lifted by those who are pure of heart and noble of spirit; they must also have Strength 6 or more) – 2 points



Mystical Shield: Enhanced Interpose; Enhanced Impervious Toughness 6 (Sustained); stacks with "Divine Body" – 7 points

Mystical Travel: Array (20 points)

- **Flight:** Flight 10 (2,000 mph) – 20 points
- **Dimensional Door:** Movement 2 (Dimension Travel 2 [Olympian Realms]; Portal) – 1 point

Thunderbolt Attacks: Array (35 points)

- **Summon Lightning:** Line Area Ranged Damage 11 (Indirect 2 [directly above target]) – 35 points
- **Melee Strike:** Penetrating 12 with Unarmed Damage – 1 point
- **Thrown Thunderbolt:** Ranged Damage 12 – 1 point

Weather Control: Array (24 points)

- **Cold Temperatures:** Environment 12 (Extreme Cold); Dynamic – 25 points
- **Driving Winds:** Environment 12 (Impede Movement [-2 ranks]); Dynamic – 2 points
- **Fog:** Environment 12 (Visibility [-5 penalty]); Dynamic – 2 points
- **Hot Temperatures:** Environment 12 (Extreme Heat); Dynamic – 2 points
- **Wind:** Move Objects 11; Dynamic – 2 points

ADVANTAGES

Accurate Attack, Attractive, Benefit 4 (Princess of Olympus, Sentinels Member, Wealth 2), Defensive Attack, Extraordinary Effort, Improved Disarm, Improved Initiative, Language 2 (English, Latin [Greek is native]), Power Attack

Enhanced Advantage: Interpose

SKILLS

Close Combat (Zeus' Thunderbolt) 2 (+14), Expertise (Olympus) 6 (+8), Insight 2 (+6, +10 detect illusion), Intimidation 2 (+7), Perception 2 (+6), Persuasion 6 (+11), Ranged Combat (Zeus' Thunderbolt) 4 (+6), Treatment 6 (+8)

OFFENSE

Initiative +8

Lightning Bolt Area (Ranged, Damage 11)

Thunderbolt Strike +14 (Close, Penetrating Damage 12)

Thunderbolt Throw +6 (Ranged, Damage 12)

Unarmed +12 (Close, Damage 12)

DEFENSE

Dodge 10, **Parry** 14, **Toughness** 12 (Impervious 10)

Fortitude 14, **Will** 10

POWER POINTS

Abilities 106 + Advantages 13 + Defenses 16 + Powers 91 + Skills 15 = 241 Total

COMPLICATIONS

Fame: Jupiter is a religious cult icon, equal rights activist, and heroine.

Honor: Jupiter is an honorable warrior who believes it is the duty of the strong to protect the weak.

Quirk: Jupiter speaks using formal, pseudo-Shakespearean phrases. She is often making long-winded speeches during fights.

Relationship: Jupiter is the son of Zeus and the titan Gaea. She has an extended family in the pantheon of Olympian gods. Jupiter has been romantically involved with many men and women, both mortal and divine.

Responsibility: As the Princess of Olympus, Jupiter is often called to act in the name of her realm.

JUPITER AS A VILLAIN

Torn from her true home and forced to live as a mortal, Jupiter feels as though her destiny as the heir of Olympus has been stripped from her. Determined to reclaim her throne, Jupiter searches the world for other Olympians to defeat and steal their godly powers. Gaining a collection of mortal worshipers and allies, Jupiter is planning on overtaking Olympus and then returning Earth to the worship of the Olympian gods. Petty and fickle, Jupiter is not going to let anything stand in her way.

The woman who would become Jupiter had no memory of her past. She only knew of herself as an amnesiac teenage girl, stumbling out of the Boreal Forest in northern Canada, looking as if she had suffered from an animal attack. Named “Jennifer” by the foster care system, she was adopted by the Blayne family. Jennifer grew up admiring her foster parents, both of whom were medical doctors. After hearing numerous stories of their service and care to others, Jennifer knew she wanted to follow their example.

After graduating college, Jennifer became a paramedic. After the events of September 11, 2001, Jennifer moved to New York City to fill the ranks of their EMTs. Here, Jennifer gained a reputation as a fearless woman, willing to run into the face of danger to rescue the lives of others. She even found herself in the middle of several battles against heroes and villains; escorting injured bystanders out of the area. It was during one such altercation that Jennifer’s life was changed forever.

When the Atlantean king Ravas was goaded by his generals into attacking the surface world for their continued pollution of the sea, Jennifer was in the middle of the action once again. While the rock-like Brute of the Challenger Foundation held a school bus from falling off the George Washington Bridge,

Jennifer evacuated the children from within. No sooner had Jennifer exited the bus herself when a bolt of lightning struck the young EMT from the overcast sky.

Jennifer spent six months in a coma. When she awoke, again on the night of a violent storm, she was not the same person. Jennifer now knew who she was: the Olympian daughter of Zeus himself! The mark of Jupiter was emblazoned into the palm of her right hand, telling Jennifer her true name. Jennifer’s friends and family thought that the lightning bolt had somehow altered her mind; that she was crazy for believing herself to be a god. However, when they attempted to restrain Jennifer, they found she was possessed of god-like strength! Not wanting to hurt her loved ones, Jupiter fled into the world.

Left on her own, Jupiter heard the call of a distant voice. She did not know in which direction the voice called, so she began her long journey across the world. During her travels, Jupiter encountered many foes attempting to block her path. Some of these beings were monsters of Greek legend. Others were mortal men and women who had been transformed by divine power and set against the young demigoddess. Despite these impediments, Jupiter would always leave wherever she went a better place than how she found it. Owing to her great deeds, a cult following began to follow the exploits of the young woman.

Only when Jupiter came close to finally discovering the source of the calling voice – a solid lightning bolt – did she discover her true enemy: Hecate. The goddess of dark magic revealed to Jupiter that she was responsible for Jupiter’s missing memory. Zeus had called for a final peace between the gods of Olympus and the exiled titans. When the time for the gathering occurred, Hecate betrayed the Olympians; aiding the titans in defeating the gods and casting them out of Olympus. Armed with the Thunderbolt of Zeus, Jupiter gained the full power of her divine heritage and drove off Hecate.

Jupiter has spent the last several years searching the mortal world and several nearby dimensions for the other missing gods. Her continued interaction with mortals and use of miracles to protect innocents has created a cult following around the young goddess. She uses this following to urge others to use their power and influence to help those who have none. Jupiter’s cult is one of the largest-growing religious followings on Earth, backed by a goddess the world can actually see and interact with. Despite this cult following, most of the world does not believe Jupiter to be an actual goddess; merely a powerful Meta with the power to control the weather.

The sheer magnitude of power possessed by Jupiter attracted the attention of the United States government; seeking to have her join the ranks of their premier hero team: The Sentinels. At first, Jupiter had reservations about joining the team. But when Hecate appeared and opened a portal from the realm of Tartarus onto Earth, only the combined power of the Sentinels could aid in stopping the soulless army that came through. During the conflict, Jupiter came to understand and befriend several of the Sentinels, eventually becoming one of their founding members.



Knight Ranger (PL 9)

Strength 3, Stamina 4, Agility 3, Dexterity 6

Fighting 3, Intellect 2, Awareness 3, Presence 2

POWERS

Bow Arrows: Array (36 points); Easily Removable (-18 points)

- **Tear Gas Arrow:** Ranged Cloud Area Affliction 6 (Dazed and Visually Impaired, Stunned and Visually Disabled, Incapacitated); Resisted and Overcome by Fortitude; Cumulative, Progressive – 36 points
- **Acid Arrow:** Ranged Damage 6 (Secondary Effect) – 1 point
- **Cable Arrow:** Movement 1 (Swinging) – 1 point
- **Electrical Arrow:** Ranged Damage 6 (Resisted by Fortitude) – 1 point
- **Explosive Arrow:** Ranged Burst Area Damage 6 – 1 point

- **Flare Arrow:** Ranged Burst Area Affliction 6 (Impaired, Disabled, Unaware); Resisted and Overcome by Fortitude; Cumulative, Limited to Visual Senses – 1 point
- **Net Arrow:** Ranged Affliction 6 (Hindered and Vulnerable, Defenseless and Immobile); Resisted by Dodge; Overcome by Strength or Sleight of Hand; Cumulative, Extra Condition, Limited to Two Degrees – 1 point
- **Siren Arrow:** Ranged Burst Area Affliction 6 (Impaired, Disabled, Unaware); Resisted by Fortitude; Cumulative, Limited to Hearing Senses – 1 point
 - **Smoke Arrow:** Ranged Cloud Area Visual Concealment 4 (Attack) – 1 point
 - **Vibration Arrow:** Ranged Damage 6 (Penetrating 6) – 1 point

Superior Vision: Enhanced Perception 4 (Limited to Visual), Senses 1 (Extended Vision) – 2 points

EQUIPMENT

Commlink: Feature 1 - 1 point

Rocket Cycle: Vehicle (Size Medium; STR 3; Speed Flight 8 [500 mph]; Defense 0; TGH 5; Features Navigation System 2, Remote Control) – 22 points

ADVANTAGES

Benefit 3 (CASTLE Security Clearance, Sentinels Member, Wealth 1), Connected, Defensive Roll 5, Equipment 5, Improved Aim, Power Attack, Precise Attack 2 (Ranged; Concealment, Cover), Ranged Attack 6, Taunt, Ultimate Aim

SKILLS

Acrobatics 6 (+9), Athletics 6 (+9), Close Combat (Unarmed) 6 (+9), Deception 6 (+8), Expertise (Fletcher) 6 (+8), Insight 2 (+5), Intimidation 2 (+4), Perception 6 (+9, +13 visual), Persuasion 2 (+4), Stealth 2 (+5), Technology 2 (+4), Vehicles 6 (+12)

OFFENSE

Initiative +3

Arrows +12 (Ranged, Affliction or Damage 6)

Unarmed +9 (Close, Damage 3)

DEFENSE

Dodge 9, **Parry** 9, **Toughness** 9/4*

Fortitude 6, **Will** 9

*without Defensive Roll

POWER POINTS

Abilities 52 + Advantages 26 + Defenses 20 + Powers 29 + Skills 23 = 153 Total

COMPLICATIONS

Motivation: Self-Improvement. Calvin Garnet has spent his life filling in the gaps he sees in himself.

Overconfident: Calvin is driven to make a name for himself. This often leads him into situations where he gets over his head.

Quiver: Knight Ranger's quiver contains 36 arrows. After this many uses, he must re-supply at headquarters or recover his arrows.

Relationship: Calvin is a ladies man. He is romantically involved with CASTLE agent Bethany Cooke.

Responsibility: CASTLE agent and Sentinels member.

Calvin Garnet was an Olympic-level archer with a strong desire to serve his community. He went into law enforcement but felt constrained by its rules and procedures. When CASTLE was formed, Director Storm saw potential in Garnet and brought him into the newly-formed government agency. As the agent code named "Knight Ranger," Calvin successfully accomplished numerous missions with his partner Tatyana "Red Spider" Markovna. When the Sentinels were formed, Calvin's skill made him ideal for membership.

Since the introduction of Operation: Clean Slate, Knight Ranger has been volunteering his time to help criminals use their abilities for the good of society.

KNIGHT RANGER AS A VILLAIN

Rogue police officer Calvin Garnet managed to fool everyone into thinking he was one of the "good guys." He uses his position as an agent of CASTLE to leverage criminals to provide him money in exchange for their freedom. Any bad guys who can't cough up the dough find their way into a CASTLE cell.

Knightstar (PL 10)

Strength 11, Stamina 9, Agility 2, Dexterity 4

Fighting 3, Intellect 3, Awareness 6, Presence 6

POWERS

Cosmic Blast: (Alternate Effect of Strength) Ranged Damage 10 (Variable Descriptor [any electromagnetic]) – 1 point

Cosmic Molecular Control: Feature 1 (Instant Change) – 1 point

Khor-Augmented Cosmic Sense: Enhanced Perception 4 (Limited to Cosmic Senses), Senses 9 (Cosmic Awareness, Danger Sense, Detect Energy [acute, analyze, radius, ranged mental sense], Distance Sense, Direction Sense), Enhanced Uncanny Dodge – 12 points

Khor-Augmented Flight: Flight 11 (4,000 mph) – 22 points

Khor-Augmented Metabolic Resistance: Immunity 5 (Cold, Disease, Heat, Poison, Vacuum) – 5 points

Khor-Augmented Resilience: Impervious Toughness 9 – 9 points

ADVANTAGES

All-out Attack, Attractive, Benefit 3 (CASTLE Security Clearance, Wealth 2), Defensive Attack, Favored Environment (Aerial), Improved Critical (Unarmed), Improved Initiative, Language 2 (Khor, Russian [English is native]), Power Attack, Takedown

Enhanced Advantage: *Uncanny Dodge*

SKILLS

Athletics 2 (+13), Deception 2 (+8), Close Combat (Unarmed) 6 (+9), Expertise (Government Agent) 6 (+9), Expertise (Military) 6 (+9), Insight 6 (+12), Intimidation 2 (+8), Investigation 6 (+9), Perception 2 (+8, +12 cosmic sense), Persuasion 2 (+8), Ranged Combat (Cosmic Blast) 6 (+10), Treatment 2 (+5), Vehicles 6 (+10)



OFFENSE

Initiative +6

Cosmic Blast +10 (Ranged, Damage 10)

Unarmed +9 (Close, Damage 11/19-20)

DEFENSE

Dodge 8, **Parry** 9, **Toughness** 9

Fortitude 11, **Will** 8

POWER POINTS

Abilities 88 + Advantages 13 + Defenses 16 + Powers 53 + Skills 26 = 193 Total

COMPLICATIONS

Enemy: The Faez, Meta Nation

Fame: Knightstar is beloved by the general public.

Quirk: Katherine's hair becomes white when using her overt cosmic powers.

Relationship: Katherine considers Khor officer Wal-Las to be a good friend. She is attracted to strong-willed people, like Pendragon and Recluse.

Secret Identity: Katherine Danshov.

Self-Confident: Katherine is aggressive and motivated. Those who do not know her often find Katherine to be cold and unemotional.

Katherine Danshov was born to Russian immigrants in the United States. Thanks to her heritage, she was the object of constant ridicule and discrimination with the other children at school. Deciding not to let anyone get her down, Katherine took their ridicule and threw it back at them. She was determined to be strong and independent, no matter what anyone else said or thought of her.

The gifted Katherine excelled in school. To pay for college, she joined the U.S. Marines, becoming a skilled pilot. Still, Katherine had issues with her superior officers giving her guff about being a "Ruskie!" When one of Katherine's superiors made sexual advances towards her, she did not take it lightly; reporting the officer to his superiors. For her efforts, Katherine was discharged.

Katherine found solace in a new job in private security. She was assigned as the personal security for a collection of scientists, including Doctor Lance Wallace. Lance treated Katherine as an equal; one of the first men to do so in her entire life. His intelligence and compassion attracted Katherine, blossoming into a romance between the two. It would later come to light that Dr. Wallace was not who he claimed to be.

Lance Wallace was an alien – a member of the Khor named Wal-Las – who had come to Earth to study the native culture and search for signs of the Faez: the enemies of the Khor Empire. When a Faez infiltrator attacked the scientific compound, Lance was revealed as a Khor cosmic soldier: a Knightstar. To save the lives of the other scientists, Lance and Katherine both dived into the path of the Faez's strange alien weapon. This resulted in transferring a portion of the cosmic powers imbued into Lance and suffusing them into Katherine. Now, the security officer possessed the same mighty powers as her mysterious lover. The two battled the Faez and drove the shapeshifting alien off of Earth.

Having been exposed as an alien, Wal-Las said his goodbyes to Katherine and left the planet to return to the Khor Empire. Possessing new powers, Katherine reported that Dr. Lance Wallace was slain in battle with the Faez. She then turned herself over to the custody of CASTLE, as they are responsible for super human activities in the United States. General Nathan Storm gratefully brought Katherine onto the CASTLE roster, where she assumed the code-name "Knightstar" in honor of her secret loved one. As a member of CASTLE, Knightstar also served as a reserve member for the Sentinels.

After Meta Nation attacked the United States and Polarity was defeated by the combined efforts of the Sentinels and Vindicators, Knightstar was asked to hunt down fugitive members of Meta Nation. When tracking down Polarity's shape-shifting lieutenant Facade, Knightstar was attacked by the power-absorbing meta Maverick. Katherine was driven into a coma that lasted several years.

Recently, Katherine awoke from her coma, thanks to the efforts of the Outrider – the former cosmic herald of the star-eating Secundus. More than ever, Katherine is determined to show her strength to the world and serve as a beacon of light and virtue to humanity. More so than any other hero – with the possible exception of Recluse – Knightstar uses her powers to protect the common citizen. She often patrols for crime and injustice to overcome. As such, she is often in the thoughts of the public as the greatest example of a true hero.

KNIGHTSTAR AS A VILLAIN

With great power comes great corruption. Having suffered one indignity after another all her life, Katherine Danshov finally had the ability to shut the mouths of anyone who spoke ill of her! Finally, she has that ability to live her life without the need for approval or validation from anyone. With her powers, she was now able to overcome any obstacle in her path, and no one is going to stop her!

Mercury (PL 10)

Strength 3, Stamina 6, Agility 4, Dexterity 2

Fighting 4, Intellect 4, Awareness 2, Presence 2

POWERS

Lightning Reflexes: Enhanced Advantage 26 (Agile Feint, Close Attack 9, Evasion 2, Improved Defense, Improved Initiative 6, Instant Up, Interpose, Move-By Action, Prone Fighting, Quick Draw, Takedown 2), Enhanced Defense 14 (Dodge 7, Parry 7) – 40 points

Lightning Speed: Quickness 13; Speed 13 (16,000 mph) – 26 points

Speed Tricks: Array (15 points)

- **Cyclone:** Cylinder Area Move Object 13 (Close, Damaging with 2 ranks, Limited to pushing or pulling) – 13 points
- **Fast Attack:** Multiattack Damage 3 – 1 point
- **Fast Escape:** Enhanced Sleight of Hand 12 (Limited to Escape) – 1 point
- **Fast Running:** Movement 3 (Wall-Crawling 2, Water-Walking); Limited to while running – 1 point
- **Super-Swimming:** Swim 8 (120 mph) – 1 point
- **Vibratory Invisibility:** Visual Concealment 4; Limited to while running – 1 point

Thick Skin: Immunity 2 (Cold, Friction Heat), Impervious Toughness 3 – 5 points

ADVANTAGES

Great Endurance, Language 1 (English [Polish is native])

Enhanced Advantages: *Agile Feint, Close Attack 9, Evasion 2, Improved Defense, Improved Initiative 6, Instant Up, Interpose, Move-By Action, Prone Fighting, Quick Draw, Takedown 2*

SKILLS

Athletics 6 (+9), Intimidation 2 (+4), Perception 2 (+4), Sleight of Hand 0 (+2, +14 Escape)

OFFENSE

Initiative +28

Fast Attack +13 (Close, Multiattack Damage 3)

Unarmed +13 (Close, Damage 3)

DEFENSE

Dodge 13, **Parry** 13, **Toughness** 6

Fortitude 8, **Will** 8

POWER POINTS

Abilities 54 + Advantages 2 + Defenses 12 + Powers 91 + Skills 5 = 164 Total



COMPLICATIONS

Arrogant: Due to his super-speed, Pavel experiences the world at a much faster speed than normal. As such, he is often frustrated with how slow others are to react. This often makes Pavel act like an overbearing jerk.

Infamy: Before being accepted as a member of the Sentinels, Pavel was part of the extremist organization Meta Nation.

Prejudice: Pavel Niemczyk is a Meta.

Relationship: Pavel is the twin brother of Wioletta. He is over-protective of his sister.

Pavel Niemczyk is the twin brother of Wioletta; born in Poland in the early 1990s. Their father abandoned the twins' mother before their birth, and their mother died when the children were eight years old. Having only each other for support, the twins stayed strong and true together as they were shuffled from one foster family to another. When the twins were 12 years old, their foster father

attempted to take advantage of Wioletta. Pavel came home to find the man assaulting his sister. This event triggered the latent Meta powers in the twins. Pavel rushed to Wioletta's defense; discovering he was faster than a bullet. Wioletta, on the other hand generated a field of chaotic energy which triggered a brain aneurism in her assailant.

Afraid that they would be arrested for murder, the twins left their foster family and lived on the streets of Wroclaw. Stealing to survive was easy for the twins, thanks to their newfound powers. Rumors of the twin Metas soon reached the ears of Polarity, the leader of the pro-Meta extremist organization Meta Nation. Polarity sought out the Niemczyk Twins and invited them to join their fellow Metas. Eager to join others like themselves, the twins agreed to aid Polarity. They were also convinced to forsake their "human names" and given the titles Mercury and Violet.

The Niemczyk Twins aided Polarity in finding other Metas and rescuing them from various American and European authorities. Meta Nation would occasionally come into conflict with members of the Vindicators – a group of Meta heroes dedicated to promoting peace between Metas and normal humans.

When New Avalon was attacked by the United States, Polarity waited to intervene until enough of his followers were killed by the assault for them to be incensed into war. This inaction revealed to Mercury and Violet that Polarity desired a war all along! The twins abandoned Polarity and aided the combined forces of the Sentinels and Vindicators against Meta Nation.

The combined powers of the Niemczyk Twins was instrumental in the defeat and capture of Polarity, leading the President to grant them both a pardon for their previous transgressions, under the condition that they join the Sentinels in policing the world against future Meta-related crime. The twins accepted.

MERCURY AND VIOLET AS VILLAINS

Having been recruited into Meta Nation, the Niemczyk twins hold steadfast to the anti-human preaching of Polarity. Mercury become one of the leaders of Meta Nation – second only to Facade in the field – while Violet becomes the favored concubine (and eventual wife) of the megalomaniacal Meta.

Myrmidon (PL 10)

Strength 2, Stamina 2, Agility 3, Dexterity 2

Fighting 3, Intellect 4, Awareness 2, Presence 2

POWERS

Nano-Particle Suit: Removable (-20 points)

Flying Insect: Flight 4 (30 mph; Limited to While Using Shrinking, Platform) – 2 points

Gas Mask: Immunity 2 (Suffocation) – 2 points

Insect Control: Summon Wasp Swarm 7 (Active, Controlled) – 28 points

Loudspeaker: Feature 1 – 1 point

Nano Particle Gas: Shrinking 20 (Attack); Linked to Affliction 4 (Hindered, Immobile, Paralyzed); Resisted and Overcome by Will; Instant Recovery – 22 points

Nano Particles: Shrinking 20 (Normal Strength) – 40 points

Speak with Insects: Comprehend 2 (Animals [Limited to insects]) – 2 points

Travel to the Nano-Verse: Movement 1 (Dimensional Travel; Limited to while using 20 ranks of Shrinking) – 1 point

ADVANTAGES

Defensive Roll 3, Power Attack, Second Chance (Technology checks with Security)

SKILLS

Athletics 6 (+8), Close Combat (Unarmed) 6 (+9), Expertise (Electrician) 6 (+10), Perception 2 (+4), Persuasion 6 (+8), Sleight of Hand 2 (+4), Stealth 0 (+3, +23 with shrinking), Technology 6 (+10)

OFFENSE

Initiative +3

Unarmed +9 (Close, Damage 2)

DEFENSE

Dodge 15/5*, **Parry** 15/5*, **Toughness** 5/2 without Defensive Roll

Fortitude 8, **Will** 8

*normal size

POWER POINTS

Abilities 40 + Advantages 5 + Defenses 16 + Powers 78 + Skills 18 = 157 Total

COMPLICATIONS

Infamy: Jack has a criminal record.

Motivation: Jack is reluctant to be a full-time superhero, but he is determined to protect innocents, such as his daughter.

Relationship: Jack has a young daughter named Chloe, who lives with her mother.

Secret Identity: Jackson "Jack" Flynn.

The world's leading microbiologist Barton Flynn had made a world-changing discovery. Using a powerful electron microscope of his own design, he identified an entire other universe existing on a microscopic scale. Watching from our world, he soon discovered the power source of the advanced nano-sized aliens. Harvesting some

Wasp Swarm (PL 5, Minion Rank 7)

Strength -5, Stamina 0, Agility 1, Dexterity 0

Fighting 3, Intellect -5, Awareness 1, Presence -1

POWERS Insect Legs: Enhanced Athletics 8 (Limited to Climbing), Extra Limbs 2; Movement 2 (Wall-Crawling 2); **Insect Senses:** Senses 6 (Olfactory [acute, extended, radius Vision, Ultra-Vision); **Swarm:** Immunity 2 (Critical Hits); Insubstantial 2 (Innate, Permanent); Protection 3; **Swarm Attack:** Selective Area Damage 4 (Affects Corporeal); Linked Selective Area Affliction 4 (Impaired, Disabled, Paralyzed); Resisted and overcome by Fortitude; Affects Corporeal, Cumulative, Progressive; Selective Area Weaken Strength 4 (Resisted by Fortitude; Progressive); **Wings:** Flight 5 (60 mph; Wings); **ADVANTAGES** Fast Grab, Grabbing Finesse, Improved Hold, Teamwork; **SKILLS** Athletics 0 (-5, +3 climbing), Expertise (Build Nest) 8 (+3), Expertise (Survival) 8 (+3), Intimidation 8 (+7), Perception 4 (+5); **OFFENSE Initiative** +1, **Swarm Area** (Close, Affliction + Damage + Weaken 4), **Unarmed** +3 (Close, Damage -5); **DEFENSE Dodge** 3, **Parry** 5, **Toughness** 3, **Fortitude** 6, **Will** 3

POWER POINTS Abilities -12 + Advantages 4 + Defenses 12 + Powers 87 + Skills 14 = 105 Total

COMPLICATIONS Disabled: Wasps cannot speak and have no hands. **Responsibility:** Wasps live to protect their hive and obey the queen. They will ceaselessly fight, work, and die with no thought to their own lives. **Vulnerability:** Wasp swarms are Toughness Impaired against Area Damage effects.

of these nano-particles, Doctor Flynn was able to reverse-engineer their creation. When energized, Flynn found that the nano-particles would alter the size of any object or person while maintaining its strength and structural integrity. Barton instantly realized he might possess the answer to fight overpopulation, famine, and other world problems. Realizing that such small human beings would become prey to insects, Flynn went on to build a cybernetic helmet that could control insects.

Flynn's first test subject was his lab assistant Jaliera d'Cruz, who was fitted with a suit and infused with nano-particles. She altered size, shrinking to the size of an insect before returning to her normal height.

Unknown to the scientists, their activity had been monitored by the aliens from the Nanoverse. When Jaliera successfully used the nano-particles, the aliens sent their Kiton warriors to recover their "stolen property" and kidnap Jaliera. Doctor Flynn attempted to fight off the insectoid aliens, but was overcome.

Desperate to retrieve his research and rescue Jaliera, Barton enlisted the aid of his cousin Jack. Jackson Flynn

had been an electrician working for the power company. His life took a wrong turn of his own making, when Jack discovered he had easy access to the homes of others. He used this access to become a thief. Unfortunately, Jack's criminal activities were discovered by a coworker, and he was arrested and sent to prison.

Soon after Jack was released from prison, his cousin Barton contacted him to help against the forces of the Nanoverse. Jack was trained in the use of the nano-particle suit and ventured to the Nanoverse. Guided by Barton – who witnessed Jack's progress through his electron microscope – Jack stole his way into the Kiton hive, overcoming many warriors and strange monsters. Finally, Jack met up with Jaliera who had managed to not only free herself from her alien captors, but also released a band of rebel freedom fighters opposing the tyranny of Baron K'oz and his Kiton army!

Confident that K'oz would be too busy in the Nanoverse to strike again at Earth, Jaliera and Jack returned to their normal size, only to discover that Barton Flynn had been assassinated and his research stolen. While they had been in the Nanoverse, Barton's financial benefactor and Jaliera's father, Vitor d'Cruz,



had killed the microbiologist. Vitor intended to use the nano-particles for himself, secretly becoming the Scarab. To avenge Barton, Jack became “Myrmidon” while Jaliera assumed the mantle of “Vespa.” As partners, Myrmidon and Vespa battle the forces of evil; all the while unaware that their greatest enemy is in their very midst!

MYRMIDON AS A VILLAIN

After acquiring the nano-particle suit, Jack Flynn begins to use the suit to continue his criminal career. At first, his efforts are secret; pretending to be a “good samaritan” in front of Jaliera. Eventually, though, Jack finds using the suit too useful and steals it for himself.

Paradigm (PL 10)

Strength 11, Stamina 9, Agility 4, Dexterity 4

Fighting 6, Intellect 4, Awareness 3, Presence 6



POWERS

Density Alteration: Array (36 points)

- **Phasing:** Enhanced Stealth 8; Flight 5 (60 mph); Immunity 2 (Critical Hits); Insubstantial 4 – 36 points
- **Density:** Enhanced Impervious Toughness 9; Enhanced Protection 3; Enhanced Strength 1; Feature 9 (Increased Mass [90 tons]); Sustained – 1 point

Solar Repair Systems: Regeneration 10 (Source [sunlight]) – 5 points

Synthetic Body: Immunity 30 (Fortitude Effects); Impervious Toughness 3 – 33 points

Weapon Systems: Array (24 points)

- **Phasing Disruption:** Affliction 12 (Dazed, Stunned, Incapacitated); Resisted and Overcome by Fortitude; Affects Corporeal – 24 points
- **Phasing Strike:** Damage 12 (Affects Corporeal, Limited to Electronic Devices) – 1 point
- **Solar Eye Beams:** Ranged Damage 6 (Affects Corporeal, Concentration) – 1 point

ADVANTAGES

Beginner’s Luck, Benefit (Sentinels Member), Diehard, Eidetic Memory, Fearless, Interpose, Jack of all Trades, Power Attack

SKILLS

Close Combat (Unarmed) 2 (+8), Expertise (Current Events) 6 (+10), Expertise (Literature) 6 (+10), Perception 2 (+5), Ranged Combat (Solar Beams) 6 (+10), Stealth 2 (+6, +14 with phasing), Technology 6 (+10)

OFFENSE

Initiative +4

Dense Punch +8 (Close, Damage 12)

Phase Attacks +8 (Close, Affliction or Damage 12)

Solar Beams +10 (Ranged, Damage 6)

Unarmed +8 (Close, Damage 11)

DEFENSE

Dodge 6, Parry 8, Toughness 9/12*

Fortitude Immune, Will 9

*in Dense form

POWER POINTS

Abilities 94 + Advantages 8 + Defenses 10 + Powers 97 + Skills 15 = 228 Total

COMPLICATIONS

Accident: While using Density (but at less than full power), Paradigm’s Agility and

Fighting are Impaired and he is Hindered. When using density as full power, Paradigm is Immobile.

Prejudice: Paradigm is a synthetic humanoid. He is often cold and emotionless, but is trying to be more human every day. His inhuman appearance often causes fear in others.

Relationship: Paradigm is the creation of Nekrotron. He feels a fondness with Violet; Paradigm is only beginning to understand this new emotion.

Synthetic Body: Although his artificial systems can mimic every aspect of a human being, Paradigm's body requires robotic specialists if he is severely injured.

In his most recent gambit for world domination, the robotic Nekrotron attempted to create synthetic humanoid bodies to transfer the minds of the Sentinels into. As immortal, artificial beings, Nekrotron knew that the Sentinels would come to understand the gift he wished to bequeath upon humanity. But first, Nekrotron had to create the perfect synthetic man to prove his theory. The robot had previously discovered the plans for the Promethean – an artificial man created during World War II – and decided to use the plans to create his Paradigm!

Within Paradigm, Nekrotron instilled his knowledge and “love” for humanity. The robot then set Paradigm to capture the Sentinels. Paradigm successfully infiltrated the Sentinels headquarters and kidnapped several of their members; returning to his father with the unconscious heroes. Nekrotron started with Violet; transferring her mind into the body of his robotic bride: Galatea.

As Nekrotron set about preparing new bodies for the other Sentinels, Galatea convinced Paradigm to betray their creator; appealing to his newly-forming morality. Paradigm agreed and helped Galatea free the other Sentinels and defeat Nekrotron. The Sentinels agreed to accept Paradigm into their ranks as a mean to help him explore his emerging humanity.

Since his adoption in the Sentinels ranks, Paradigm has proved over and over again his love and benefit to the team and to humanity as a whole. He has aided in the defeat of the most deadly and dangerous threats encountered by the Sentinels.

During this time, Paradigm has discovered a growing attraction to his teammate Violet. The two have been close since their first encounter with Nekrotron and Galatea. But now, Paradigm is coming to realize he has genuine feelings of love towards his comrade. He is curious to explore this newfound attraction, but is unsure of how to proceed.

PARADIGM AS A VILLAIN

Nekrotron's programming of Paradigm is too precise. He never betrays his robotic creator and continues to serve as the lieutenant of Nekrotron; with Galatea by his side as his robotic bride.

Pendragon (PL 10)

Strength 6, Stamina 6, Agility 7, Dexterity 4

Fighting 7, Intellect 4, Awareness 4, Presence 4

POWERS

Human Paragon: Enhanced Advantage 2 (Diehard, Great Endurance); Immunity 2 (Disease, Poison; Limited to half-effect); Leaping 1; Speed 3 (16 mph) – 7 points

Lion Rampant Shield: Easily Removable (-20 points)

Lion Rampant Shield: Array (40 points)

- **Shield:** Immunity 80 (Bludgeoning Damage, Energy Damage, Piercing Damage, Slashing Damage); Limited to Ranged Attacks, Sustained – 40 points
- **Shield Slam:** Penetrating 6 with Unarmed – 1 point
- **Thrown Shield:** Ranged Damage 6 (Homing, Ricochet 3) – 1 point

Orichalcum Alloy: Feature 1 (Indestructible); Immunity 5 (Falling Damage; Sustained) – 6 points

EQUIPMENT

Motorcycle: Vehicle – 10 points

Uniform: Protection 3; Subtle – 4 points

Utility Belt: Features 4 (First Aid Kit, Lock Picks, Military Cable, Radio) – 4 points

ADVANTAGES

Accurate Attack, Agile Feint, All-Out Attack, Benefit (Sentinels Member), Close Attack 3, Defensive Attack, Eidetic Memory, Equipment 4, Fascinate (Persuasion), Fast Grab, Improved Critical 2 (Unarmed), Improved Defense, Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Trip, Inspire 2, Language 3 (German, Japanese, Russian, Spanish [English is native]), Leadership, Power Attack, Ranged Attack 6, Second Chance (Acrobatics checks with Tumbling), Skill Mastery (Acrobatics), Takedown

SKILLS

Acrobatics 6 (+13), Athletics 8 (+14), Close Combat (Shield) 4 (+14), Expertise (Arthurian Folklore) 6 (+10), Expertise (Military) 6 (+10), Insight 2 (+6), Intimidation 2 (+6), Perception 2 (+6), Persuasion 6 (+10), Ranged Combat (Shield) 4 (+14), Treatment 2 (+6), Vehicles 10 (+14)

OFFENSE

Initiative +11

Shield Slam +14 (Close, Penetrating Damage 6)

Thrown Shield +14 (Ranged, Damage 6)

Unarmed +10 (Close, Damage 4/18-20)

EVIL preys on the WEAK
because it is afraid of the STRONG.



DEFENSE

Dodge 11, **Parry** 11, **Toughness** 9

Fortitude 10, **Will** 10

POWER POINTS

Abilities 84 + Advantages 39 + Defenses 18 + Powers 35 + Skills 29 = 205 Total

COMPLICATIONS

Enemy: Hauptman Klaue and other WWII-era Nazi villains.

Fame: Pendragon is the greatest hero of Great Britain and the WWII-era Allies. Megan Nesmith is a powerful feminist icon.

Motivation: Patriotism towards the Great Britain and the ideal of truth, justice, honor, and freedom.

Quirk: Megan often comes across as stuffy and old-fashioned. Her cultural outlook is similar to that of 1940s Britain.

Responsibility: To the Sentinels and the safety of the world from tyrants and injustice.

Megan Nesmith was born in 1924 to Professor Allister and Maisie Nesmith. While Professor Nesmith was busy in his bio-chemistry laboratory, Maisie spent her days entertaining young Megan with tales of Camelot and the noble knights of King Arthur. From these stories, Megan learned the meaning of duty, honor, and humility. Maisie died from pneumonia when Megan was 11, leaving Allister to raise his daughter alone.

In 1940, Professor Nesmith was commissioned by the British government to aid in the top-secret Excalibur Project. Based on his research of the human body and chemical interactions, the British military hoped to create super-human soldiers – stronger and faster than any normal human – as a means to combat the increasing number of German paranormal soldiers joining the Reichsloven. Unfortunately, Nazi spies discovered the creation of Professor Nesmith’s “Paragon Formula” and sent their top agents to kidnap the Professor and his daughter.

The Nesmiths were taken to a castle deep in the French Alps. Professor Nesmith was told that if he did not cooperate in the creation of the Paragon Formula for the Germans his 16-year-old daughter would be killed. For the safety of Megan, Allister had no choice but to comply.

While Professor Nesmith worked diligently on the creation of the Paragon Formula, Megan managed to affect her own escape by luring the jailor into her cell and knocking him unconscious with her food tray. While sneaking through the castle in search of her father, Megan

discovered the Nazi’s advanced weapon storage. Here, she procured a shield made from an exotic material obtained from a secluded kingdom in Africa. Finally, Megan located her father, who was in the final stages of the Paragon Formula’s creation. Professor Nesmith’s overseer, Doctor Jeste, sounded the alarm upon seeing Megan, before she was able to knock Jeste out. Using the indestructible shield, Megan was able to aid in the escape of her and her father from the castle. Unfortunately, Allister was wounded during their escape; a fact he concealed from his daughter.

High in the French Alps during the middle of winter, the Nesmiths were forced to find shelter from the cold. Tired from their escape, they hid in a ski lodge, where Megan quickly succumbed to fatigue. The critically-wounded Allister knew that the Germans would find them unless he was able to lead their forces away from his daughter. Taking the Paragon Formula stolen from the German laboratory, Allister injected it into the sleeping Megan. Then he went out into the mountains, trying to lead the approaching Germans away from the lodge.

Inside the lodge, Megan underwent a remarkable transformation. Her body grew more powerful and muscular as the Paragon Formula altered Megan’s genetic structure. When Megan awoke, she likened herself unto the Amazons of Greek mythology. Curious to find her father, Megan took the indestructible shield, left the lodge, and followed his trail in the snow. Unfortunately, she was already too late. The German soldiers had followed Professor Nesmith. He attempted to fight them off, taking one of their weapons. Megan arrived in time only to watch as the remaining soldiers shot and killed her father!

Screaming in rage, Megan avenged her father with her newfound powers, flinging Nazis into trees and across the mountainside. When no soldiers remained, she buried Allister in the snow and absconded with the Nazis’ snowmobile to escape the area. After several weeks of traveling through German-occupied France, Megan was able to gain the aid of the French resistance and return to Britain. Despite Megan’s protests and demonstrations of her powers, she was turned away from the British Special Forces, due to her young age and –more importantly – her gender. Young Megan knew that if she was to honor the legacy and death of her father, she would have to strike out on her own.

Megan fashioned a costume from a suit of chainmail, covered by a Union Jack. She painted a rampant dragon on her shield. While wearing her costume, Megan aided in keeping up the morale of her fellow British during the blitz. She educated others on finding bomb shelters and helped in the recovery of the injured following the German bombings.

Megan's big debut as Pendragon happened when she was at a rally alongside Prime Minister Winston Churchill. As the Prime Minister was giving his speech, the Nazi agent *Urbemensch* attempted to assassinate Churchill. His efforts were thwarted by Megan, who fought off the Nazi, forcing him to flee. With Churchill's support, Megan was offered a place in the British Special Forces. Despite the sexist attitudes of her male counterparts, Pendragon quickly proved herself more than their equal in battle after battle against the Nazi forces.

When the United States joined the Allies in 1941, Pendragon teamed up with many other heroes, including the Atlantean Sea Devil and the fiery Promethean. As a team, they had many adventures and defeated numerous Axis agents. Pendragon especially earned the enmity of the Reichslowen leader: Klaus Van Totenheim (aka Hauptman Klaue).

In the final days of World War 2, Klaue attempted to use an experimental dimensional portal that would open the Bifrost Bridge to Asgard; allowing mythical Norse warriors to enter Earth and aid Germany in the final destruction of the Allies. As the Rainbow Bridge was opened, Pendragon threw herself and Hauptman Klaue into the portal, forcing it to collapse. It was believed that Pendragon was dead, sacrificing herself to save the world from an army of godlike enemies.

When the Challenger Foundation made their first excursion into the Zero Zone, they discovered the unconscious form of Pendragon floating in the Realm-Between-Worlds. Returning with her body, the Challengers discovered that Pendragon was not dead, but in a form of suspended animation. Shortly after returning to Earth, Pendragon awoke from her deep slumber, having no memories of anything after she pushed Klaue into the Rainbow Bridge.

Now Megan has awoken to a world that is not her own. The factions of WWII are gone and the world has become a fast-moving, impatient place. But as Pendragon, Megan has found her place in the world as a member of the Sentinels. Here, she continues to fight for a world of peace and freedom from tyranny and oppression.

PENDRAGON AS A VILLAIN

Professor Allister Nesmith and his daughter Megan could have been Nazi sympathizers, making Megan one of the worst and traitorous villains of the Second World War. She would have used her knowledge of Great Britain to aid the Nazi blitz. Even worse, Professor Nesmith's Paragon Formula would have been used to create even more Nazi ubermenschen. This could have given Nazi Germany advantage against the Allies that could alter the outcome of WWII; perhaps leading to the creation of a Reichworld!

Red Spider (PL 9)

Strength 3, Stamina 4, Agility 6, Dexterity 6

Fighting 7, Intellect 3, Awareness 7, Presence 4

EQUIPMENT

Cable Launcher: Movement 1 (Swinging) – 2 points

Climbing Pads: Enhanced Athletics 8 (Limited to Climbing), Movement 1 (Wall-Crawling) – 4 points

Commlink: Feature 1 - 1 point

Lockpicks and Electronic Bypass: Enhanced Technology 8 (Limited to Security) – 2 points

Weapons Arsenal: Array (24 points)

- **Assault Rifle:** Ranged Multiattack Damage 6 – 24 points
- **Explosives:** Burst Area Damage 6 (Triggered) – 1 point
- **Pistols:** Ranged Damage 3 – 1 point
- **Tear Gas:** Ranged Cloud Area Affliction 4 (Dazed and Visually Impaired, Stunned and Visually Disabled, Incapacitated); Resisted and Overcome by Fortitude; Cumulative, Progressive – 1 point

ADVANTAGES

Agile Feint, All-Out Attack, Attractive, Benefit 3 (CASTLE Security Clearance, Sentinels Member, Wealth 1), Close Attack 2, Connected, Contacts, Defensive Attack, Defensive Roll 2, Equipment 7, Evasion, Grabbing Finesse, Improved Critical (Unarmed), Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Trip, Languages 4 (Cantonese, English, French, German, Japanese, Russian [Hungarian is native]), Power Attack, Precise Attack (Ranged; Cover), Skill Mastery 3 (Deception, Perception, Stealth), Takedown, Well-Informed

SKILLS

Acrobatics 6 (+12), Athletics 6 (+9), Close Combat (Unarmed) 4 (+13), Deception 6 (+10), Expertise (Dancing) 6 (+9), Expertise (Espionage) 6 (+9), Insight 6 (+13), Intimidation 2 (+6), Investigation 6 (+9), Perception 6 (+13), Persuasion 2 (+6), Ranged Combat (Firearms) 6 (+12), Sleight of Hand 6 (+12), Stealth 6 (+12), Technology 6 (+9, +17 security), Treatment 2 (+5), Vehicles 6 (+12)

OFFENSE

Initiative +10

Assault Rifle +12 (Ranged, Multiattack Damage 6)

Explosives Area (Damage 6)

Tear Gas Area (Ranged, Affliction 4)

Unarmed +13 (Close, Damage 3/19-20)

DEFENSE

Dodge 12, **Parry** 12, **Toughness** 6/4*

Fortitude 7, **Will** 9

*without Defensive Roll

POWER POINTS

Abilities 80 + Advantages 34 + Defenses 16 + Powers 0 + Skills 44 = 176 Total

COMPLICATIONS

Hunted: Tatyana has a price on her head from her former employers: The Horde.

Motivation: Atonement. Tatyana has had a less than ideal past.

Relationship: Tatyana does not particularly have a social life of her own; she dedicates most of her time to her work. However, she is fiercely loyal to her friends and will do anything to protect them. She has a great deal of respect for Knight Ranger and Pendragon.

Responsibility: CASTLE agent and Sentinels member.

Secret Identity: Tatyana Markovna.

Tatyana was an orphan raised in Hungary. Her foster parents were secretly agents of the terrorist organization Horde and raised young Tatyana to become a spy and assassin for their masters; using the cover of an Olympic gymnast to travel the world. After her training was complete, Tatyana was given the code-name “Red Spider.” As a covert agent, she was known for her fearlessness and ruthless efficiency. Red Spider had numerous encounters with CIA agent Nathan Storm, who came to understand the façade of Tatyana. Storm saw in Tatyana a desire to fight the good fight but was forced to commit atrocities for the Horde. Finally, Storm confronted Tatyana and proposed to help her escape the Horde. Tatyana readily agreed and became a covert agent for the newly-formed CASTLE agency.

RED SPIDER AS A VILLAIN

The ultimate double-agent, Red Spider continues to work for the Horde. She manipulated her way – passing every test of loyalty – to join CASTLE. She is doing her best to seduce to architects of the Sentinels: Nathaniel Storm and young Eli Wyatt; manipulating both to cause mistrust between them. Meanwhile, she is gathering information on every member of the Sentinels and other CASTLE-allied Metas. She then gives this information to the Horde for their campaign to dominate the world. Soon, she will be ready to start assassinating her Sentinels teammates. All she needs is the final order from her Khan.



Spartan (PL 10)

Strength 11/1*, **Stamina** 2, **Agility** 2, **Dexterity** 2

Fighting 4/2*, **Intellect** 7, **Awareness** 4, **Presence** 2

*without armor

POWERS

Genius: Quickness 2 (Limited to Mental Tasks) – 1 point

Spartan Mark II Armor: 110 points; Removable (-22 points)

Armor: Impervious Toughness 10, Protection 10 – 20 points

Chest Lamp: Environment 1 (Light) – 1 point

Comm System: Radio Communication 3 – 12 points

Life Support Systems: Immunity 10 – 10 points

Rocket Boosters: Array (22 points)

- **Rockets:** Flight 11 (4,000 mph) – 22 points
- **Rocket Blast:** Damage 9; Linked Close Move Object 4 (Limited to Pushing) – 1 point

Sensors: Senses 11 (Direction Sense, Distance Sense, Infravision, Radar [accurate, extended 3 radio sense], Radio, Time Sense, Ultravision) – 11 points

Targeting Systems: Enhanced Fighting 2, Enhanced Ranged Attack 4 – 8 points

Weapon Systems: Array (20 points)

- **Cybernetic Muscles:** Enhanced Strength 10 – 20 points
- **Chest Lamp:** Cone Area Affliction 6 (Impaired, Disabled, Unaware); Resisted and Overcome by Fortitude; Cumulative, Limited to Visual Senses – 1 point
- **Force Blaster:** Ranged Damage 10 – 1 point
- **Tractor Beam:** Move Object 9 – 1 point
- **Ultrabeam:** Line Area Penetrating Damage 9 (Unreliable) – 1 point



EQUIPMENT

Briefcase: Feature 1 (Instant Change) – 1 point

Cellphone: Feature 1 – 1 point

ADVANTAGES

Benefit 6 (Sentinels Member, Wealth 5), Equipment 1, Improvised Tools, Inventor, Skill Mastery (Technology), Ultimate Skill (Technology)

SKILLS

Expertise (Business) 8 (+15), Expertise (Current Events) 4 (+11), Expertise (Popular Culture) 4 (+11), Expertise (Computer Sciences) 8 (+15), Perception 2 (+6), Persuasion 6 (+8), Technology 8 (+15)

OFFENSE

Initiative +2

Chest Lamp Flare Area (Close, Affliction 6)

Force Blaster +6 (Ranged, Damage 10)

Rockets +4 (Close, Damage 9)

Unarmed +4 (Close, Damage 11)

Ultrabeam Area (Close, Penetrating Damage 9)

DEFENSE

Dodge 8, **Parry** 6/4*, **Toughness** 12/2*

Fortitude 8, **Will** 6

*without armor

POINTS

Abilities 44 + Advantages 11 + Defenses 16 + Powers 89 + Skills 20 = 180 Total

COMPLICATIONS

Addiction: Eli often abuses alcohol and chemical stimulants.

Enemy: Spartan has many enemies, including the unscrupulous industrialist Xander Drake, the maniacal warlord Grand Emperor, and many others.

Fame: Eli Wyatt is a well-known industrialist, futurist, and hero.

Motivation: Responsibility. Eli seeks to make the world a better place through science and technology.

Relationship: Eli is often seen in the company of a female celebrity. He is in love with Ginger Guys but unwilling to confess his feelings and ruin their professional relationship.

William Elias “Eli” Wyatt is the only child of wealthy industrialist Edward Wyatt and his socialite wife Meredith. Eli grew up in the lap of luxury; every one of his needs was met by his wealthy parents, save for a

detachment from Eli's father. Edward was often too busy with work to spend time with his son. The only time Eli spent time with his father was at the odd family vacation or at a business or social event. Despite this detachment, Eli grew up a genius, especially in the field of engineering and computer sciences.

By the age of 14, Eli was attending MIT, where he gained the reputation as not only the smartest boy in school, but also as the wildest party-animal on campus. The young heir began to abuse alcohol and drugs, using stimulants to keep him studying all day and partying all night. Despite his intelligence, many of Eli's professors were disappointed in the young man; knowing that he was capable of doing much more.

As CEO of Wyatt Armaments, Edward created a vast financial empire based on warfare and arms superiority for the United States government. While Edward always kept his business dealings on the up-and-up with the government, some of his business partners were not so scrupulous. Edward discovered that his company was secretly selling arms to enemy forces of the USA through the Black Market. When Edward threatened to turn state's evidence on his partner's double-dealings, the vice president of Wyatt Armaments, Hannibal Brand, arranged for his underworld contacts to kidnap young Eli. This proved an easy task, given Eli's near-constant-intoxicated state of mind. With Eli under his power, Brand convinced Edward to keep quiet about the secret dealings of Wyatt Armaments.

At the time of his kidnapping, Eli was 16 years old. He was involved in a special project with one of his favorite professors to develop an upgraded suit of powered armor based on the WWII-era German Wehrmacht designs. After a short bout of withdrawal, Eli came to realize the seriousness of his situation. Understanding that his kidnapers were military in nature, Eli managed to convince their leader to give him access to a weapons laboratory in exchange for making them advanced ordinance. While pretending to be developing hand-held energy weapons, Eli secretly constructed a suit of powered armor based on the Wehrmacht schematics.

Clad in the advanced armor, Eli managed to affect his escape from his captors. Discovering he was in Columbia, Eli made his way to the American consulate. When news arrived to Hannibal Brand of Eli's escape, he decided to deal with Edward Wyatt in a more-permanent fashion. As Edward and Meredith flew to Columbia to retrieve Eli, Brand had their plane shot down; blaming a drug cartel for their unfortunate deaths.

When a grieving Eli finally returned to the United States, he was placed in the custody of Amber Guys, the Wyatt family's attorney. Determined to avenge his parents, Eli made use of his father's private laboratory and constructed his second suit of powered armor; dubbing it "Spartan," after the famous Greek warriors. Using the armor, Eli went on a private crusade against drug cartels and street criminals. With Spartan destroying their distribution routes

and turning over drug dealers to the authorities, the cartels reached out to Hannibal Brand to develop weapons that could battle the armored hero.

Eli soon came to realize that the weapons being used against him by the cartels were prototypes developed by Wyatt Armaments. Some of these weapons resulted in the creation of villains that continue to plague Spartan to this very day! When Eli returned injured from an encounter with the laser-horned Encantado, his clandestine activities were discovered by Amber's daughter, Ginger. She agreed to keep Eli's secret, as long as she was allowed to help him. Eli reluctantly agreed.

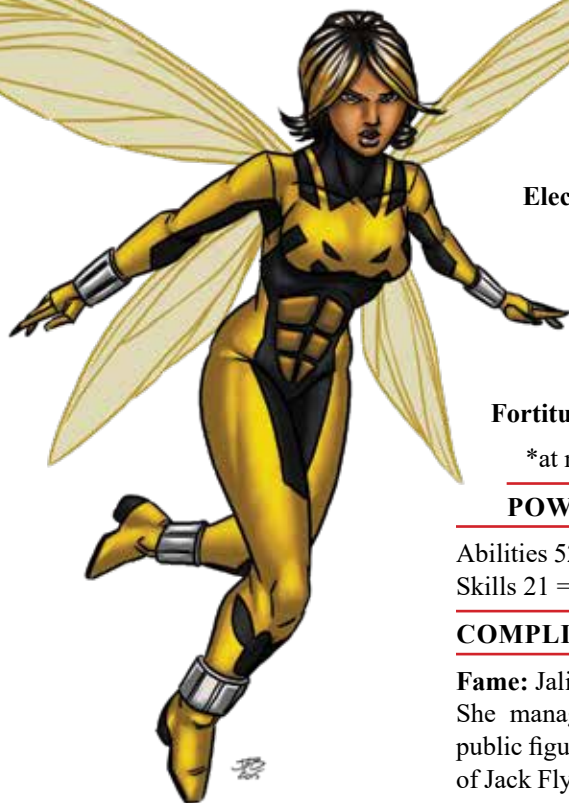
Upon Eli's 18th birthday, he assumed control of Wyatt Armaments as its CEO, despite Hannibal Brand's protests to Eli's inexperience. From within the company, Eli was able to track down the hidden dealings of the W.A. partners. Confronting Brand and the other partners, Eli threatened to expose their doings. When Brand threatened to kill Eli just like he did to his father, Eli became incensed. The partners made their move, drawing weapons to kill the young CEO. It was then that Eli exposed himself as the hero Spartan, defeating the partners, and turning them over to the authorities.

With the reputation of Wyatt Armaments in ruins and in head infrastructure under arrest, the company was forced to collapse. Undeterred, Eli started a new company: Wyatt Industries. Rather than making weapons, this new corporation would be devoted to the development of technology that would improve the lives of others. As his first act as CEO of Wyatt Industries, Eli revealed his identity as Spartan to the world. He felt that the world knowing Eli was a hero would improve the public outlook on his new company. With the practical-minded Ginger Guys serving as Wyatt's vice president, Eli was able to continue his heroic antics.

Over the next four years, Eli made world peace his mission in life. During this time, he has made many enemies. The worst of whom is the Grand Emperor: a warlord with delusions of world-domination armed with alien technology. To aid in his efforts, Spartan helped found the Sentinels: a group of heroes devoted to the protection of innocents and the responsible use of power.

SPARTAN AS A VILLAIN

Spartan can become a dangerous and powerful villain in your campaign with some simple modifications. Upon discovering the machinations of Wyatt Armaments' double-dealing partners, Eli would still have wiped them out. But rather than exposing their misdeeds to the world, Eli would secretly continue to supply criminal organizations and enemies of the United States with advanced weaponry of his own design. In this manner, Spartan becomes a powerful mastermind villain; responsible for the creation of other villains with his advanced knowledge of powered armor and weapons manufacturing.



(+6), Persuasion 6 (+9), Ranged Combat (Electro-Stinger) 10 (+14), Stealth 0 (+2, +22 with Shrinking)

OFFENSE

Initiative +6

Electro-Sting +14 (Ranged, Damage 6/16-20)

Unarmed +9 (Close, Damage 3)

DEFENSE

Dodge 14/4*, **Parry** 15/5*, **Toughness** 5/4 without Defensive Roll

Fortitude 6, **Will** 10

*at normal size

POWER POINTS

Abilities 52 + Advantages 12 + Defenses 12 + Powers 49 + Skills 21 = 146 Total

COMPLICATIONS

Fame: Jaliera d’Cruz maintains a public identity as Vespa. She manages the finances of Vespa and Myrmidon as public figures and heroic celebrities. She keeps the identity of Jack Flynn a secret, for the sake and safety of his family.

Relationship: Jaliera is attracted to Jack Flynn. She is the daughter of Vitor d’Cruz (aka The Scarab).

When microbiologist Barton Flynn’s decided to test his new size-altering nano-particles, his first human test subject was his lab assistant Jaliera d’Cruz, who was fitted with a suit and infused with nano-particles. She altered size, shrinking to the size of an insect before returning to her normal height.

Unknown to the scientists, their activity had been monitored by the aliens from the Nanoverse. When Jaliera successfully used the nano-particles, the aliens sent their Kiton warriors to recover their “stolen property” and kidnap Jaliera. Doctor Flynn attempted to fight off the insectoid aliens, but was overcome.

Desperate to retrieve his research and rescue Jaliera, Barton enlisted the aid of his cousin Jackson Flynn. When Jack met up with Jaliera, she had managed to not only free herself from her alien captors, but also released a band of rebel freedom fighters opposing the tyranny of Baron K’oz and his Kiton army!

Confident that K’oz would be too busy in the Nanoverse to strike again at Earth, Jaliera and Jack returned to their normal size, only to discover that Barton Flynn had been assassinated and his research stolen. While they had been in the Nanoverse, Barton had been murdered. To avenge Barton, Jack became “Myrmidon” while Jaliera assumed the

Vespa (PL 10)

Strength 3, **Stamina** 4, **Agility** 2, **Dexterity** 4

Fighting 3, **Intellect** 3, **Awareness** 4, **Presence** 3

POWERS

Agile Flyer: Enhanced Advantage 4 (Evasion 2, Move-By Action, Redirect); Limited to while flying – 2 points

Nano-Particle Suit: Removable (-12 points)

Cybernetic Antennae: Comprehend 2 (Animals; Limited to Insects) – 2 points

Cybernetic Wings: Flight 5 (60 mph; Linked to Shrinking, Wings) – 5 points

Electro-Stinger: Ranged Damage 6 – 12 points

Nano-Particles: Shrinking 20 (Normal Strength) – 40 points

ADVANTAGES

Benefit 3 (Wealth 3), Defensive Roll 1, Favored Environment (Aerial), Improved Critical (Electro-Stringer) 4, Improved Initiative, Language 2 (English, Spanish [Portuguese is native])

SKILLS

Close Combat (Unarmed) 6 (+9), Deception 6 (+9), Expertise (Business) 6 (+9), Expertise (Science) 6 (+9), Perception 2

mantle of “Vespa.” As partners, Myrmidon and Vespa battle the forces of evil; not realizing that Jaliera’s father was using Barton’s stolen technology as the villainous “Scarab.”

Shortly after exposing and capturing Scarab, Jaliera and Jack were invited to join the Sentinels.

VESPA AS A VILLAIN

The apple does not fall far from the tree. Aware of her father’s doings, Jaliera d’Cruz sees the profits to be gained from their technology-stealing ventures. And now that she has access to the nano-suit of Barton Flynn, Vespa can sneak her way passed the security of any technology company and steal their secrets!

Violet (PL 10)

Strength 2, Stamina 2, Agility 3, Dexterity 2

Fighting 3, Intellect 3, Awareness 4, Presence 6

POWERS

Chaotic Probability Field: Ranged Burst Area Affliction 10 (Impaired, Disabled, Incapacitated); Resisted and Overcome by Will; Concentration; Linked Environment 1 (Movement [-2 ranks], Visibility [-5 Perception]); Linked Burst Area Nullify Luck Control 10 (Concentration) – 74 points

Probability Field Alteration: Enhanced Luck 10, Luck Control 2 (Negate Another’s Hero Point Expenditure, Force Re-Roll) – 16 points

ADVANTAGES

Defensive Roll 2, Extraordinary Effort, Language 1 (English [Polish is native]), Trance

SKILLS

Deception 6 (+12), Insight 6 (+10), Perception 2 (+6), Persuasion 6 (+12)

OFFENSE

Initiative +3

Hex Field Area (Ranged, Affliction 10)

Unarmed +3 (Close, Damage 2)

DEFENSE

Dodge 5, Parry 5, Toughness 4/2*

Fortitude 4, Will 10

*without Defensive Roll

POWER POINTS

Abilities 50 + Advantages 5 + Defenses 12 + Powers 90 + Skills 10 = 167 Total

COMPLICATIONS

Accident: Wioletta’s powers sometimes go out of control.

Infamy: Before being accepted as a member of the Sentinels, Wioletta was part of the extremist organization Meta Nation.

Prejudice: Wioletta Niemczyk is a Meta.

Relationship: Wioletta is the twin sister of Pavel.

The twin sister of Pavel Niemczyk, Wioletta came into her Meta powers when her foster father attempted to sexually assault her at the age of 12. She caused the man to have a brain aneurism, killing him and forcing the twins to flee their home. Eventually discovered and “rescued” by Polarity, the twins joined the Meta Nation, where Wioletta quickly fell in love with Polarity and served as an older sister to his daughter Power Star. Forsaking her human names, Wioletta assumed the name of “Violet.”

When New Avalon was attacked by Peacekeeper robots in 2014, Violet begged Polarity to save the innocent Metas of the city-state. Polarity could easily have destroyed the robots, but refused, saying the attack would incite New



Avalon to destroy the United States in vengeance. Horrified by the realization that Polarity was nothing more than a hate-filled war-monger, Violet turned against him and sided with the Sentinels. Violet and her brother were instrumental in the defeat of Polarity, leading the President to grant them both a pardon for their previous transgressions, under the condition that they join the Sentinels (as reserve members, due to their young age) in policing the world against future Meta-related crime. The twins accepted.

SUPERIOR

Doctor Seymour Stevenson was always ridiculed for his intellect. As a child, he was teased and bullied by those more interested in sports than studying. In high school, his ostracism continued. Even in college, other students and even Seymour's professors attempted to take credit for the young man's genius papers. All of these events built within Seymour a vast resentment for others and society as a whole. He was determined to someday



SUPERIOR AND TROGLODYTE AS HEROES

Seymour Stevenson is trying to make humanity better! Unfortunately, his genetic testing is flawed and creates monstrous mutations. Despite his horrific appearance – and that of his compatriot Troglodyte – Seymour wants nothing more than to use his intellect to make mankind better. He is a misunderstood futurist who is constantly on the run due to his overly-developed cranium. Using his ability to near-accurately predict the future, Seymour and Troglodyte travel the lands in search of wrongs that need to be righted before they happen!

find a means to bring about a new world order where the intellectually-superior would rule over the inferior masses as they truly deserved.

After leaving college, Seymour went on to practice medicine and genetic engineering. Through this venue, he sought a means to increase his own intellectual potential and improve upon his physically inferior body. Seymour would work on his project in secret for many years. Eventually, he felt he had perfected the formula, but was smarter than to test it on himself.

At this time, Seymour was the lead physician for NASA; overseeing the health and well-being of the astronauts. From their members, Seymour chose to use Dell Greyson as his test subject. Dell had all the characteristics of a proper specimen: an intellect that – while not on the same level as Seymour's – was superior to his peers and a physically healthy body. Seymour injected Dell with the mutagenic serum, resulting in the astronaut transforming into the monstrous Grendel.

Seymour's involvement in the creation of Grendel would remain a secret for many years. While General Colt lead the manhunt against the rampaging purple monster, Seymour went back to his own experiments. He hoped to perfect the mutagen so that he would not succumb to the same monstrous fate as Dell. Each new serum was injected into an animal that was set against Grendel. One monster after another fell to the Purple Rampager's mighty fists.

Eventually, General Colt discovered that Seymour was responsible for the creation of the mutant monsters, as well as that of Grendel. Confronting Dr. Stevenson, Colt threatened to destroy his reputation and turn him over to the authorities. Before Colt could react, Seymour grabbed his mutagenic serum and injected it into his own brain, transforming into "the superior man." General Colt was barely able to escape the transformed Superior. Seymour unleashed his mutagen into the air supply of the military base, transforming the personnel into monsters. However, General Colt set aside his differences with Grendel and helped the Purple Rampager defeat the Superior and his monstrosities.

Until recently, Seymour Stevenson was held in an undisclosed military prison where he planned his next move for transforming the world into his own image. Over time, he became friendly with one of the Military Police officers guarding his cell. Through the unwitting Edwin Braxton, Seymour made his escape. In return for services rendered, Seymour transformed Braxton into the mutant brute “Troglodyte;” who serves as the brawn to the Superior’s brains.

Superior (PL 10)

Strength 2, Stamina 6, Agility 3, Dexterity 2

Fighting 3, Intellect 10, Awareness 6, Presence 4

POWERS

Increased Mental Capacity: Enhanced Eidetic Memory, Enhanced Insight 8, Quickness 10 (Limited to Mental Tasks) – 10 points

Logical Hunches: Enhanced Advantage 3 (Ultimate Effort 2 [Intellect checks, Insight checks], Uncanny Dodge), Senses 5 (Danger Sense, Precognition) – 8 points

Tactile Mental Domination: Affliction 10 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative, Insidious, Subtle – 22 points

EQUIPMENT

The Superior has a wealth of stored weapons and gear in hidden bases scattered across the United States.

ADVANTAGES

Benefit 3 (Wealth 3), Equipment 9, Inventor, Skill Mastery (Technology)

Enhanced: *Eidetic Memory, Ultimate Effort 2 (Intellect checks, Insight checks)*

SKILLS

Expertise (Biochemistry) 6 (+16), Expertise (Science) 6 (+16), Insight 2 (+16), Perception 2 (+8), Persuasion 2 (+6), Technology 6 (+16), Treatment 6 (+16)

OFFENSE

Initiative +3

Mind Control +3 (Close, Affliction 10)

Unarmed +3 (Close, Damage 2)

DEFENSE

Dodge 5, Parry 5, Toughness 6

Fortitude 8, Will 12

POWER POINTS

Abilities 72 + Advantages 14 + Defenses 12 + Powers 37 + Skills 15 = 155 Total



Troglodyte (PL 10)

Strength 12, Stamina 11, Agility 2, Dexterity 2

Fighting 6, Intellect 3, Awareness 4, Presence 2

POWERS Body Armor: Immunity 8 (Cold, Fire Damage, Heat, Disease), Impervious Toughness 10; **Healing Factor:** Immortality 6, Regeneration 6; **Leaping:** Enhanced Athletics 4 (Limited to jumping), Leaping 11; **ADVANTAGES** Daze (Intimidation), Diehard, Great Endurance, Improvised Weapon, Startle; **SKILLS** Athletics 2 (+14, +18 jumping), Close Combat (Unarmed) 2 (+8), Expertise (Soldier) 6 (+9), Intimidation 6 (+8), Perception 2 (+6), Ranged Combat (Firearms) 6 (+8), Stealth 2 (+4), Technology 2 (+5), Treatment 2 (+5), Vehicles 2 (+4); **OFFENSE Initiative** +2; **Unarmed** +8 (Close, Damage 12); **DEFENSE Dodge 8, Parry 8, Toughness 11, Fortitude 13, Will 6**

POWER POINTS Abilities 84 + Advantages 5 + Defenses 12 + Powers 48 + Skills 16 = 165 Total

COMPLICATIONS Accident: Extreme cold temperatures and lack of oxygen force Braxton into a coma-like state until more hospitable conditions return. **Enemy:** Grendel. **Obsession:** Braxton seeks to destroy Grendel. **Prejudice:** Troglodyte has purple skin covered in rhinoceros-like armor. He also possesses a massively muscled body with proportions considerably beyond those of an ordinary human.

COMPLICATIONS

Arrogant: The Superior possesses an ego as large as his intellect. He is condescending to anyone whose intelligence is lower than his own.

Enemy: Grendel.

Motivation: The Superior seeks to conquer the world with an army of mutants created from the blood of Grendel.

Prejudice: The Superior possesses an enlarged cranium and purple flesh.

TALOS

After Zeus defeated his father, Cronos, and cast the Titans into the prison realm of Tartarus, he looked around and saw how many of the gods had been slain in the conflict. Determined to save the lives of his fellow immortals and ensure the power of the Titans would be checked, he had



Hephaestus create a giant bronze statue. Into the Statue, Zeus poured divine power; forever binding it to the will of the King of Olympus. Zeus then placed the statue on the island of Crete – naming the construct “Talos” – to protect the doorway from the mortal world to the realm of Tartarus.

Talos watched over the island, destroying any who dared approach more made landfall. Zeus could watch through the eyes of the construct and witnessed as many cultists of the Titans tried to gain access to Tartarus only to be destroyed by Talos. Even when the Olympians retreated from Earth, Zeus made sure to peer through Talos’ eyes and ensure that the gate to Tartarus was safe.

After Hecate discovered her birthright and banished the gods from Olympus, she claimed the throne of Olympus for herself. This included control over Talos! Hecate delighted in the acquisition of her new weapon. At last, she could not only control Olympus, but had the means to eliminate any Titan who dared to try and remove her from her newly-acquired throne.

Following Hecate’s first defeat at the hands of the goddess Jupiter, the Queen of Olympus decided to punish her adopted sister by setting Talos against her loved ones in Canada. When Jupiter discovered the Blayne family was under attack by an ancient Greek statue, she flew to the aid of her adopted human family.

Jupiter’s battle with Talos was the stuff of legends! The goddess did everything she could to evacuate innocents from the path of devastation being wrought by Talos. Finally, Jupiter confronted the engine of destruction herself, throwing blow after blow against the seemingly-indestructible machine. Only when Jupiter discovered that Hecate was controlling Talos and that the living statue would respond to the ruler of Olympus did she devise a means to defeat her enemy. Jupiter called upon her lineage as Princess of Olympus and attempted to exert her own will against Hecate’s through Talos. The construct was stunned to immobility as two rightful divine influences fought over its control. By drawing on the power of Zeus’ Thunderbolt, Jupiter was able to overcome Hecate’s will, temporarily stunning the goddess of magic. Jupiter then used this opportunity to open a dimensional gate and send Talos to the farthest reaches of outer space, where it would hopefully be too far enough away from Hecate’s influence to be used again.

Somewhere in the vastness of space, an ancient Greek statue drifts... waiting for a new master...

Talos (PL 14)

Strength 12, Stamina –, Agility 0, Dexterity 11

Fighting 12, Intellect –, Awareness 0, Presence –

POWERS

Construct Body: Growth 4 (Innate, Permanent; -2 active defenses included), Immunity 30 (Fortitude Effects), Impervious Toughness 17, Protection 13 – 69 points

Dimensional Portal: Movement 2 (Dimensional Travel 2 [Olympian Realms]) – 4 points

North (Permafrost), and Theodora Evans (Spitfire). Upon graduation, most of these students stayed on with the Shepherd Academy and became the first members of the Vindicators.

After the success of the first class of Vindicators, the Shepherd Academy opened its doors to more young Metas seeking to control their powers. Other Metas – those who manifested exotic appearances – discovered they had nowhere else to go, and eventually found themselves at the doors of the Academy to live and train with others like themselves. September 2007 found students Sebastian Denniston (Bastion) and Kojiro Fukushima (Kitsune) joining the Academy. They were joined in 2009 by 13-year-old Suzette “Skipper” Silverman (Gremlin).

The third class of The Shepherd Academy is by far the largest class of the school’s short history. The youths of the Third Class grew up watching the exploits of the Vindicators. They heard of the Vindicators fighting the Meta Nation. They watched on television as the Vindicators teamed up with the Sentinels to fight back against the forces of Polarity and New Avalon as they battled across the eastern United States.

As such, when the third class of the Shepherd Academy started in 2011, they were not content to wait until they were 18 to use their powers to help humanity. They would sneak out and use their powers to fight crime and protect the citizens of San Francisco. After a public battle against the forces of ATOM, the third class introduced themselves as “Meta Force” to a group of onlookers streaming the event online.



On their own, Meta Force made several enemies separate from the exploits of the Vindicators. These included the Machina (a race of shape-changing alien robots), the Renegades (a class of young Metas attending a rival school created by Katherine Kane), and the ancient sorceress Semiramis.

The most noteworthy adventure of Meta Force involved a great interdimensional escapade. The Olympian goddess Hecate decided she wanted to create a new pantheon of young gods. Hecate teleported a number of teenage heroes and villains – including Meta Force, a recently age-regressed Tempest, and the Renegades – to Olympus and had them undergo great labors to prove their worthiness as new gods. In the end, the teenage Metas banded together to defeat Hecate and her minions; forcing the Olympian to banish the teens back to Earth.

The third class graduated in 2015. Many of the young heroes decided to stay at the Shepherd Academy and join the Vindicators. Others, however, chose to remain in their own clique as Meta Force.

THE VINDICATORS AS VILLAINS

It is easy to make the Vindicators villains for your campaign. As all of them have suffered some form of injustice at the hands of normal humans, these Metas can take the role of Meta Nation. They use the skills and training of Dean Shepherd – a militant pro-Meta leader – to overcome human forces and fight for Meta-supremacy over mundane humanity.

Animal (PL 9)

Strength 6, Stamina 4, Agility 9, Dexterity 9

Fighting 7, Intellect 4, Awareness 3, Presence 4

POWERS

Balanced: Enhanced Skill 16 (Acrobatics 8, Athletics 8); Movement 1 (Slow-Fall) – 10 points

Fast Climber: Movement 2 (Wall-Crawling; Limited [not on smooth or frictionless surfaces]) – 2 points

Lightning Speed: Enhanced Defensive Roll 2; Speed 5 (60 mph) – 7 points

Prehensile Feet: Enhanced Benefit (Ambidexterity), Feature 1 (Animal can use his feet as easily as using his hands) – 2 points

Strong Leaper: Leaping 2 – 2 points

EQUIPMENT

Vindicators Uniform: Concealment 1 (Technological Meta-Detectors); Feature 3 (Commlink, Compass, Watch) – 5 points

ADVANTAGES

Agile Feint, Benefit 4 (Wealth 3, Vindicators Member), Close Attack 2, Equipment 1, Fast Grab, Improved Grab, Improved Hold, Languages 3 (French, Italian, Latin,

Russian [English is native]), Prone Fighting, Second Chance (Acrobatics checks with Tumbling), Skill Mastery 3 (Athletics, Acrobatics, Expertise [Physics])

SKILLS

Acrobatics 2 (+19), Athletics 2 (+16), Expertise (Physics) 6 (+10), Insight 2 (+5), Investigation 2 (+6), Perception 2 (+5), Persuasion 6 (+10), Sleight of Hand 2 (+11), Stealth 2 (+11), Technology 6 (+10), Treatment 6 (+10), Vehicles 2 (+11)

OFFENSE

Initiative +9

Unarmed +9 (Close, Damage 6)

DEFENSE

Dodge 11, **Parry** 9, **Toughness** 6/4*

Fortitude 6, **Will** 9

*without Defensive Roll

POWER POINTS

Abilities 92 + Advantages 19 + Defenses 12 + Powers 23 + Skills 20 = 166 Total

COMPLICATIONS

Fame: Frank is known as a public crusader for Meta Rights.

Motivation: Acceptance. Frank feels lonely and isolated due to his appearance.

Prejudice: Frank is a Meta. His physical appearance is that of a striped, fur-covered humanoid with claws and fangs.

Quirk: Frank likes to refer to himself by numerous nicknames followed by "Animal;" such as "The Happy Animal, The Erudite Animal, The Stealthy Animal," etc.

Rages: Frank occasionally experiences savage rages. While in this state, his Strength increases by 2 ranks and his Intellect is reduced by the same amount. As these rages are plot-driven, they are not factored into his PL.

Francis "Frank" Macleod was always a genius child who wanted to know how superpowers worked. When he manifested as a Meta, he delighted in his condition, as it enabled him to study being a superhuman being firsthand. Unfortunately, he also manifested a bestial appearance, causing him to have to hide his monstrous physique from his friends and neighbors. Soon afterwards, he was contacted by Dean Shepherd and invited to attend the Shepherd Academy.

Unlike the other students of the Academy, Frank was unable to hide his appearance as a Meta. Rather than hiding away from humanity, Frank chose to embrace who he was and became a vocal advocate for the Academy and Metas as "The Amazing Animal."



Athena (PL 11)

Strength 11, **Stamina** 6, **Agility** 2, **Dexterity** 2

Fighting 10, **Intellect** 3, **Awareness** 4, **Presence** 3

POWERS

Fearsome Visage: Ranged Affliction 12 (Impaired, Disabled, Incapacitated); Resisted and Overcome by Will; Diminished Range 2, Visual Sense Dependent; Visual Illusion 6 (Diminished Range 2, Limited to One Subject, Limited to showing subject an image of what they fear the most, Selective) - 26 points

Legacy of the Olympian Myrmidon: Enhanced Advantage 9 (Accurate Attack, Defensive Attack, Defensive Roll 4, Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Trip, Ranged Attack 4); Enhanced Dodge 4; Enhanced Fighting 8; Enhanced Strength 7 - 43 points



Sword +11 (Close, Penetrating 3 Damage 11/18-20)

Unarmed +11 (Close, Damage 3)

DEFENSE

Dodge 10, **Parry** 12,
Toughness 10/6*

Fortitude 8, **Will** 10

*without Defensive Roll

POWER POINTS

Abilities 52 + Advantages 25 + Defenses 12 + Powers 81 + Skills 15 = 185 Total

COMPLICATIONS

Motivation: Athena believes in Dean Shepherd's dream of Metas and humans coexisting together.

Prejudice: Athena is a Meta.

Proud: Athena is proud, willful, and confident to a fault.

Relationship: Athena is best friends with Grace Moffett (Barghest). She is the lover of Zeus.

Responsibility: Since discovering her Olympian heritage, Athena has been called upon to intervene in the matters of the Olympian deities.

Rivalry: Athena often butts heads with Codex over leadership of the team.

Athena Kristados was the poster child for "overachievement." In school, not only was Athena a model student, but also the head of the debate team, leader of the model United Nations, archery club, and dressage club.

When it was discovered that Athena was a Meta, her parents sent her to the United States to learn and control her powers at the Shepherd Academy. For Athena, her Meta powers were a curse to her social life. Despite her outgoing and friendly personality, her "death gaze" only resulted in frightening others around her.

As a student at the Academy, Athena quickly assumed control of her class; finding friends and rivals to her authority. However, when danger has appeared, the other members of Meta Force are quick to follow Athena's sound leadership.

Meta Force was kidnapped to the realm of Olympus by Hecate in an effort to create a new generation of gods whom Hecate could control. During the months that Meta Force was in Olympus, Athena became aware that she was the descendent of a Olympian myrmidon – a soldier created from the tooth of a dragon – and was able to tap into the powers of her divine lineage. She also gained the companionship of a pegasus whom Athena named "Windbolt."

Olympian Weapons: Array (17 points); Easily Removable (-8 points)

- **Bow:** Strength-Based Ranged Damage 3 (includes Ranged with Strength Damage) - 17 points
- **Sword:** Penetrating 3 with Strength Damage (Improved Critical) - 1 point

Precognitive Awareness: Senses 4 (Precognition; Limited to knowing the time of death of others) - 2 points

EQUIPMENT

Vindicators Uniform: Concealment 1 (Technological Meta-Detectors), Feature 3 (Commlink, Compass, Watch) - 5 points

ADVANTAGES

Equipment 1, Improved Critical (Swords), Languages 1 (English [Greek is native]), Leadership, Sidekick ("Windbolt" Pegasus) 19, Teamwork, Tracking

Enhanced: *Accurate Attack, Defensive Attack, Defensive Roll 4, Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Trip, Ranged Attack 4*

SKILLS

Expertise (Riding) 6 (Dex; +8), Expertise (Survival) 6 (+9), Insight 6 (+10), Intimidation 2 (+5), Perception 2 (+6), Persuasion 6 (+9), Ranged Combat (Bows) 2 (+8)

OFFENSE

Initiative +6

Bow +8 (Ranged, Damage 14)

Fearsome Visage +6 (Ranged, Affliction 12)

Windbolt (PL 6)

Str 6, Sta 5, Agl 3, Dex 0

Fgt 3, Int 1, Awe 2, Pre 2

Powers: Flight 6 (120 mph; Wings); Growth 3 (Innate, Permanent; -1 active defenses included); Senses 11 (Acute Olfactory, Detect Evil [acute, ranged mental sense], Detect Good [acute, ranged mental sense], Extended Vision, Low-Light Vision, Radius Vision); Speed 4 (30 mph); **Advantages:** Attractive, Diehard, Great Endurance, Move-By Action; **Skills:** Athletics 4 (+10), Close Combat (Unarmed) 2 (+5), Expertise (Survival) 8 (+9), Insight 6 (+8), Intimidation 2 (+5), Perception 8 (+10); **Offense:** Init +3, Unarmed +5 (Damage 6); **Defenses:** Dodge 6, Fort 9, Parry 6, Tgh 5, Will 3; **Totals:** Abilities 32 + Advantages 4 + Defenses 13 + Powers 28 + Skills 15 = 92 points.

Bastion (PL 10)

Strength 12/4*, Stamina 10/4*, Agility 3, Dexterity 3

Fighting 4, Intellect 2, Awareness 2, Presence 4

*in human form

POWERS

Armored Form: Enhanced Stamina 4; Enhanced Strength 6; Growth 2; Immunity 40 (Cold Damage, Fire Damage, Fortitude Effects); Impervious Toughness 11; Protection 1; Sustained – 76 points

EQUIPMENT

Vindicators Uniform: Concealment 1 (Technological Meta-Detectors); Feature 3 (Commlink, Compass, Watch) – 5 points

ADVANTAGES

Accurate Attack, Benefit 1 (Vindicators Member), Defensive Attack, Equipment 1, Great Endurance, Improved Disarm, Improved Grab, Improved Hold, Improved Trip, Interpose, Languages 1 (Cantonese [English is native]), Teamwork

SKILLS

Close Combat (Unarmed) 4 (+8), Expertise (Artist) 6 (+8), Expertise (History) 6 (+8), Intimidation 2 (+6, +7 in armored form), Perception 2 (+4), Vehicles 6 (+9)

OFFENSE

Initiative +3

Unarmed +8 (Close, Damage 12)

DEFENSE

Dodge 4/5*, Parry 5/6*, Toughness 11/4*

Fortitude Immune/6*, Will 8

*in human form



POWER POINTS

Abilities 52 + Advantages 12 + Defenses 12 + Powers 76 + Skills 13 = 165 Total

COMPLICATIONS

Honorable: Bastian is a downright good person. He is a soft-spoken, though stalwart, hero.

Patriot: He is very proud of his Chinese heritage, and does his best to observe traditional customs.

Prejudice: Sebastian “Bastian” Denniston is a Meta. He is half-Chinese.

Relationship: Bastian is loyal to his teammates and friends, and an unrelenting foe to anyone who would harm them. He is attracted to Skipper (Gremlin).

Sebastian “Bastian” Denniston was born to an American businessman and his Chinese “tiger-mom” wife. Bastian was loved and adored by their parents, but also pushed to be the best at whatever they chose to do in life.

Bastian spent his school years learning art, cultural history, and martial arts.

When Bastian manifested his ability to transform into living metal, he begged his parents to go to the Shepherd Academy so that he could learn to control his newfound strength. With the other students, Bastian found a second family whom he has come to love and respect. As a member of the Vindicators, Bastian serves as the strongest and near-invulnerable member of the team. In recent years, he has come to find romantic love with his young partner Suzette “Skipper” Silverman. Bastian is hesitant to follow through with his feelings, given her young age... but this has not stopped the mischievous Skipper.

Caldera (PL 11)

Strength 2, Stamina 2, Agility 4, Dexterity 4

Fighting 3, Intellect 6, Awareness 3, Presence 3

POWERS

Earth Control: Array (55 points)

- **Earthquake:** Ranged Burst Area Affliction 11 (Dazed and Vulnerable, Stunned and Prone); Resisted by Dodge, Overcome by Fortitude; Area 3 (120-ft. radius), Extra Condition, Secondary Effect, Limited to Two Degrees, Limited to along ground - 55 points
- **Lava Blast:** Ranged Damage 11 (Accurate) – 1 point
- **Lava Fountain:** Line Area Ranged Damage 11 (Indirect 2 [from directly beneath target]) – 1 point
- **Reshape Stone:** Transform Earth and Stone From One Shape Into Another 11 (Continuous) - 1 point
- **Tunneling Lava Blast:** Burrowing 9 (30 mph) – 1 point

Fiery Form: Reaction Damage 3; Environment 1 (Intense Heat, Light); Immunity 10 (Fire/Heat Effects); Impervious Toughness 3; Protection 7; Sustained – 34 points

Healing Factor: Regeneration 6 (Source [the ground]) – 3 points

EQUIPMENT

Vindicators Uniform: Concealment 1 (Technological Meta-Detectors), Feature 3 (Commlink, Compass, Watch) – 5 points

ADVANTAGES

Benefit (Vindicators Member), Equipment 1, Language 1 (Portuguese [English is native])

SKILLS

Expertise (Geology) 6 (+12), Expertise (Survival) 2 (+8), Perception 2 (+5), Technology 2 (+8)

OFFENSE

Initiative +4

Earthquake Area (Ranged, Affliction 11)

Lava Blast +6 (Ranged, Damage 11)

Lava Fountain Area (Ranged, Damage 11)

Unarmed +3 (Close, Damage 2)

DEFENSE

Dodge 6, Parry 5,

Toughness 9, 2*

Fortitude 8, Will 5

*without lava form

POWER POINTS

Abilities 54 + Advantages 3 + Defenses 12 + Powers 96 + Skills 6 = 171 Total

COMPLICATIONS

Accident: Cal’s powers are tied to his emotional state, and if he is excited or angry, he may unwittingly trigger an earthquake.

Enemy: Semiramis.

Prejudice: Cal is a Meta. He is also black.

Power Loss: Cal can use his earth-manipulation powers in any form. To use his lava powers, he must assume his fiery form.

Power Loss: Cal must be touching the ground (or something affixed to the ground) or begin to lose his powers. After 1 minute removed from the ground, Cal’s powers are Impaired. After another minute, his powers are Disabled. Cal regains full use of his powers after spending 1 minute touching the ground.

Relationship: Cal is attracted to Renata (Photonic Overdrive). He has been secretly learning to speak Portuguese to impress her. Their relationship has been strained since Cal discovered Renata is transsexual.

Calvin Reynolds was born during a massive earthquake. His birth was a portend of power to the immortal sorceress Semiramis; who killed his family while Calvin was still an infant. The evil sorceress placed Calvin in the care of a surrogate family until the day he would manifest his powers. On this day, she would steal Calvin’s powers – and his life – for herself!

Under the guidance of his family, Calvin grew up strong and smart. He excelled in school until the day his Meta powers finally emerged; resulting in a massive earthquake that almost destroyed his home town.



The young students of the Shepherd Academy were sent to investigate the earthquake caused by Calvin, under the guidance of Vindicators member Gremlin. They appeared to Calvin at the same time as Semiramis, who revealed her plans for the young man. The Meta youths battled the sorceress, forcing Semiramis to flee. With his true family dead, Calvin joined the Shepherd Academy and the Meta Force students.

Codex (PL 9)

Strength 2, Stamina 3, Agility 2, Dexterity 2

Fighting 6/2, Intellect 6, Awareness 3, Presence 6/2

POWERS

Hyper-Linguistics: Comprehend 4 (Languages) - 8 points

Read Body Language: Enhanced Advantage 14 (Assessment, Close Attack 4, Improved Critical 4 [Unarmed], Improved Initiative, Seize Initiative, Redirect, Set-Up, Uncanny Dodge [visual]); Enhanced Dodge 4; Enhanced Fighting 4; Enhanced Insight 8; Enhanced Presence 4 - 38 points

EQUIPMENT

Wrist-Computer with Hacking Algorithm: Feature 1 (Computer); Enhanced Technology 8 (Limited to Security) - 3 points

Vindicators Uniform: Concealment 1 (Technological Meta-Detectors), Feature 3 (Commlink, Compass, Watch) - 5 points

ADVANTAGES

Attractive, Benefit (Vindicators Member, Wealth 2), Defensive Roll 4, Eidetic Memory, Equipment 2, Second Chance (Technology checks when using computers), Teamwork, Ultimate Technology, Well-Informed

Enhanced: *Assessment, Close Attack 4, Improved Critical 4 (Unarmed), Improved Initiative, Seize Initiative, Redirect, Set-Up, Uncanny Dodge (visual)*

SKILLS

Acrobatics 2 (+4), Athletics 2 (+4), Deception 6 (+12), Expertise (Current Events) 6 (+12), Expertise (Popular Culture) 6 (+12), Insight 2 (+13), Intimidation 2 (+8), Investigation 6 (+12), Perception 6 (+9), Persuasion 6 (+12), Technology 6 (+12, +20 security)

OFFENSE

Initiative +6

Unarmed +10 (Close, Damage 2/16-20)

DEFENSE

Dodge 8, Parry 8, Toughness 7/3*

Fortitude 9, Will 9

*without Defensive Roll

POWER POINTS

Abilities 44 + Advantages 14 + Defenses 16 + Powers 46 + Skills 25 = 145 Total

COMPLICATIONS

Fame: Jordan is known as “the smartest boy in the world,” having used his vast intellect to win multiple trivia game shows on television.

Power Loss: If unable to see his target, Codex cannot use his Read Body Language powers.

Prejudice: Jordan is a Meta.

Relationship: Jordan is close friends with Sigma-Xi and Skipper Silverman (Gremlin).

Secret Identity: Jordan keeps his Meta powers a secret from the general public.

Jordan Charles Halloway (“J.C.” to his friends) was the subject of ridicule as a youth. His mother was a former adult film star; and his schoolmates gave him no end of grief for his family lineage. His one friend was Suzette “Skipper” Silverman, who introduced JC to the world of fantasy books and role-playing games.

While attending Junior High School, Skipper disappeared from JC’s life; taken from her home after an attack by Metas. JC was left alone again to face the coming years of high school and what was sure to be more ridicule from his peers.



Just after his freshman year began, JC transitioned into a Meta. His mind was awakened to new patterns of thought and languages become simple and easy to learn. Additionally, he was able to quickly assess others, as if their body language was a book he could read. Already a skilled computer programmer, digital code became second nature to JC. With his new powers, JC amassed as much knowledge as he could in short order. He then signed up to appear on various television trivia shows, which he won each and every time. The world saw him as a super-intelligent young man; but Dean Shepherd knew he was a Meta.

JC was invited to join the third class of the Shepherd Academy. He was thrilled to find that his friend Skipper was already attending the prestigious school. As a member of Meta Force, Codex has been instrumental in tactical and technical situations.

When JC discovered an enclave of Machina infiltrators on Earth, he became a target of the robotic aliens. To protect JC, a Machina rebel named Sigma-Xi came to his aid. Since that day, JC and Sigma-Xi have been inseparable allies.

Flamingo (PL 9)

Strength 3, Stamina 3, Agility 6, Dexterity 3
Fighting 4, Intellect 3, Awareness 2, Presence 3



POWERS

Adapted Anatomy: Movement 1 (Environmental Adaptation [High Altitude]); Protection 6 (Limited to falling damage); Senses 2 (Extended Vision 2) – 7 points

Aerial Maneuverability: Enhanced Advantage 6 (Agile Feint, Evasion 2, Improved Defense, Move-By Action, Set-Up); Limited to while flying – 3 points

Wings: Flight 6 (120 mph; Wings) – 6 points

Wings: Array (12 points)

- **Wing Wind:** Cone Area Affliction 6 (Hindered, Prone); Resisted by Dodge, Overcome by Strength; Cumulative, Limited to Two Degrees – 12 points
- **Wing Strike:** Strength-Based Damage 2 (Reach, Split) – 1 point

EQUIPMENT

Vindicators Uniform: Concealment 1 (Technological Meta-Detectors); Feature 3 (Commlink, Compass, Watch) – 5 points

ADVANTAGES

All-Out Attack, Attractive 2, Benefit 4 (Vindicators Member, Wealth 3), Defensive Attack, Defensive Roll 3, Equipment 1, Favored Environment (Aerial), Great Endurance, Improved Critical (Unarmed), Languages 1 (English [Spanish is native]), Power Attack, Takedown

Enhanced: *Agile Feint, Evasion 2, Improved Defense, Move-By Action, Set-Up*

SKILLS

Acrobatics 6 (+12), Athletics 6 (+9), Close Combat (Unarmed) 2 (+6), Deception 2 (+5), Expertise (Business) 6 (+9), Insight 2 (+4), Investigation 2 (+5), Perception 6 (+8), Persuasion 6 (+9)

OFFENSE

Initiative +6

Unarmed +6 (Close, Damage 3/19-20)

Wing Bash +4 (Close, Damage 5)

Wing Wind Area (Close, Affliction 6)

DEFENSE

Dodge 12, Parry 6, Toughness 6/3*

Fortitude 9, Will 8

*without Defensive Roll

POWER POINTS

Abilities 54 + Advantages 18 + Defenses 20 + Powers 29 + Skills 19 = 140 Total

COMPLICATIONS

Acceptance: Christian wants to live a normal life.

Enemy: Meta Nation and anti-Meta hate groups.

Motivation: Christian seeks to use his powers and wealth to benefit humanity.

Prejudice: Christian is a Meta. His Meta heritage is apparent with his brilliant pink wings. He is also Puerto Rican and homosexual.

Secret Identity: Christian Casiano keeps his heroic identity and powers a secret from the general populace.

Christian Casiano was born to a strict religious household in Florida. Transitioning into his teenage years was difficult on multiple fronts for the young man on multiple fronts. Not only was he attracted to other boys, but he also started to grow wings from his back. Unable to hide the wings from his family, the Casiano household took their appearance as a sign from God. The Casianos paraded their young son as an angel born to Earth to cleanse it from sinners. They sold clippings of his hair, his spittle, and even his blood to faith healers; making millions of dollars. His own family also secretly sold the privilege to have young girls lay with Christian, so that they might also give birth to young angels.

When Christian's wings started to transition in color from pure white to a brilliant pink, things started to take a turn for the worse. No longer did people see the young man as an angelic being. Luckily, Dean Shepherd soon approached Christian, informing him of his true Meta heritage and offering him a scholarship to the Academy. Seeing a place away from his family where he might also have a chance to truly be himself, Christian readily agreed. Upon graduating, Christian joined the Vindicators as the swift-flying "Flamingo."

Gremlin (PL 8)

Strength 2, Stamina 4, Agility 3, Dexterity 2

Fighting 6, Intellect 4, Awareness 4, Presence 2

POWERS

Astral Sight: Senses 2 (Visual Counters Concealment [astral forms]) – 2 points

Disruption: Close Nullify 6 (Affects Corporeal, Broad [electronics], Reaction, Simultaneous) – 36 points

Phasing: Insubstantial 4 (not vs. magic; Affects Self and Others, Reaction, Selective, Subtle); Flight 1 (4 mph) – 35 points

EQUIPMENT

Vindicators Uniform: Concealment 1 (Technological Meta-Detectors); Feature 3 (CommLink, Compass, Watch) – 5 points



ADVANTAGES

Attractive, Benefit (Vindicators Member), Defensive Roll 2, Equipment 1, Fast Grab, Great Endurance, Improved Grab, Improved Hold, Improved Initiative, Languages 2 (Cantonese, Yiddish [English is native]), Second Chance (Will Checks to resist Mind Control), Set Up, Sidekick 25 (Fandranon), Teamwork

SKILLS

Athletics 6 (+8), Expertise (Computers) 6 (+10), Expertise (Pop Culture) 6 (+10), Perception 2 (+6), Stealth 6 (+9), Technology 2 (+6)

OFFENSE

Initiative +7

Unarmed +6 (Close, Damage 2)

DEFENSE

Dodge 5, Parry 8, Toughness 6, 4 without Defensive Roll

Fortitude 6, Will 10

POWER POINTS

Abilities 54 + Advantages 40 + Defenses 12 + Powers 73 + Skills 14 = 193 Total

COMPLICATIONS

Enemy: Skipper hates Katherine Kane (Empress) with the burning fire of a thousand suns.

Phasing: Skipper must make a Will check to phase through force fields.

Motivation: Skipper is enthusiastic, outgoing, and conscientious young woman. Although bright and a team-player, she dislikes working the long hours needed to hone her skills.

Prejudice: Skipper is a Meta. She is also Jewish... and a minor... and a bit of a nerd...

Relationship: Skipper has an on-again-off-again relationship with Sebastian Denniston (Bastion). Jordan Charles Halloway (Codex) is one of her closest friends.

Suzette “Skipper” Silverman was a late addition to the second class of Shepherd Academy. She manifested her Meta powers two years after the formation of the second class; immediately attracting the attention of both Dean Shepherd and his new rival: Katherine Kane. Katherine – also known as Empress – had recently opened her own school for the training of Metas, and the two battled for who would include Skipper in their student body. Unlike Dean Shepherd, Kane was willing to use underhanded methods, including holding Skipper’s parents under her mental thrall. The Vindicators confronted Empress, but she had caused irreversible damage to the parents of Skipper; leaving them in a permanent vegetative state.

Fandranon (PL 9)

Strength 0, Stamina 3, Agility 6, Dexterity 3

Fighting 3, Intellect 4, Awareness 4, Presence 4

POWERS: **Fire Breath:** Ranged Damage 6; **Iron Stomach:** Feature 1 (Fandranon can eat just about anything); **Mental Shielding:** Immunity 10 (Mental Powers); **Thick Hide:** Protection 3; **Tiny Body:** Shrinking 8 (Innate, Permanent; +4 active defenses included); **Wings:** Flight 5 (60 mph; Wings); **ADVANTAGES** Favored Environment (Aerial); **SKILLS** Perception 6 (+10), Ranged Combat (Fire Breath) 6 (+9); **OFFENSE Initiative** +6; **Fire Breath** +9 (Ranged, Damage 6); **Unarmed** +3 (Close, Damage 0); **DEFENSE Dodge** 12, **Parry** 9, **Toughness** 6, **Fortitude** 5, **Will** 10

POINTS Abilities 58 + Advantages 1 + Defenses 12 + Powers 48 + Skills 6 = 125 Total

COMPLICATIONS **Hedonist:** Fandranon shares many traits similar to a cat. He loves to eat! **Obsession:** Curiosity... and food. **Relationship:** Fandranon loves his mistress, Skipper.

Dean Shepherd adopted young Skipper, bringing her to the Shepherd Academy, where she joined her Meta classmates in learning to use her powers. She also stowed away and joined the Vindicators on several missions, despite being too young for field operations. Thankfully, her powers kept Skipper from any permanent harm. The Vindicator’s combat instructor, Raptor, trained Skipper how to defend herself. Eventually, Skipper went through the process to become an emancipated minor, allowing her to join Vindicators missions as an official member of the team.

In 2013, Skipper was kidnapped alongside the third class of the Shepherd Academy (aka “Meta Force”) by the goddess Hecate and brought to Olympus. While there, Skipper impressed and adopted a gryphon fledgling. She named him Fandranon, after a gryphon from her favorite series of fantasy novels.

Ingress (PL 10)

Strength 3, Stamina 3, Agility 3, Dexterity 3

Fighting 4, Intellect 3, Awareness 4, Presence 3

POWERS

Future Merlin of Earth: Enhanced Advantage 2 (Luck 2); Senses 2 (Magic Awareness [radius]) - 4 points

Magical Training: Array (36 points)

- **Astral Form:** Remote Sensing 11 (Auditory, Mental, Visual; Dimensional 1 [astral realm], Limited [physical body is defenseless], Subtle 2) – 36 points
- **Mana Sword:** Strength-Based Damage 3 (Improved Critical); Enhanced Damage 4 (Affects Insubstantial 2, Penetrating 10, Limited to Supernatural Creatures); Linked to Close Nullify Magic 10 (Broad, Simultaneous) – 1 point

Mystical Armor: Impervious Toughness 9; Protection 6; Sustained – 15 points

Portal Control: Array (40 points)

- **Spatial Portal:** Teleport 10 (Extended, Will Check Required, Portal) – 40 points
- **Dimensional Portal:** Movement 3 (Dimensional Travel 3; Portal) – 1 point
- **Time Portal:** Movement 3 (Temporal Travel 3; Portal) – 1 point

Psionic Screen: Impervious Will 10 – 10 points

EQUIPMENT

Vindicators Uniform: Concealment 1 (Technological Meta-Detectors), Feature 3 (Commlink, Compass, Watch) – 5 points

ADVANTAGES

Attractive, Equipment 1, Language 1 (Cantonese [English is native]), Ritualist, Trance

SKILLS

Close Combat (Swords) 6 (+10), Expertise (Magic) 6 (+9), Perception 2 (+6)

OFFENSE

Initiative +3

Mana Sword +10 (Close, Damage 6/19-20)

Supernatural Mana Sword +10 (Close, Penetrating Damage 10/19-20)

Unarmed +4 (Close, Damage 3)

DEFENSE

Dodge 9, **Parry** 10, **Toughness** 9

Fortitude 9, **Will** 10

POWER POINTS

Abilities 44 + Advantages 5 + Defenses 24 + Powers 108 + Skills 7 = 188 Total

COMPLICATIONS

Magical Destiny: In her future timeline, Corinne was the Merlin of Earth. Although most of her magical powers disappeared when she traveled to her current timeline, she still has the potential to replace the modern Merlin (Nathaniel Night). Due to her mystical potential, Corinne is often the target of supernatural creatures and evil cultists seeking to make use of her power.

Motivation: Acceptance. Corinne is unsure of her place in the world; as the world she came from no longer exists.

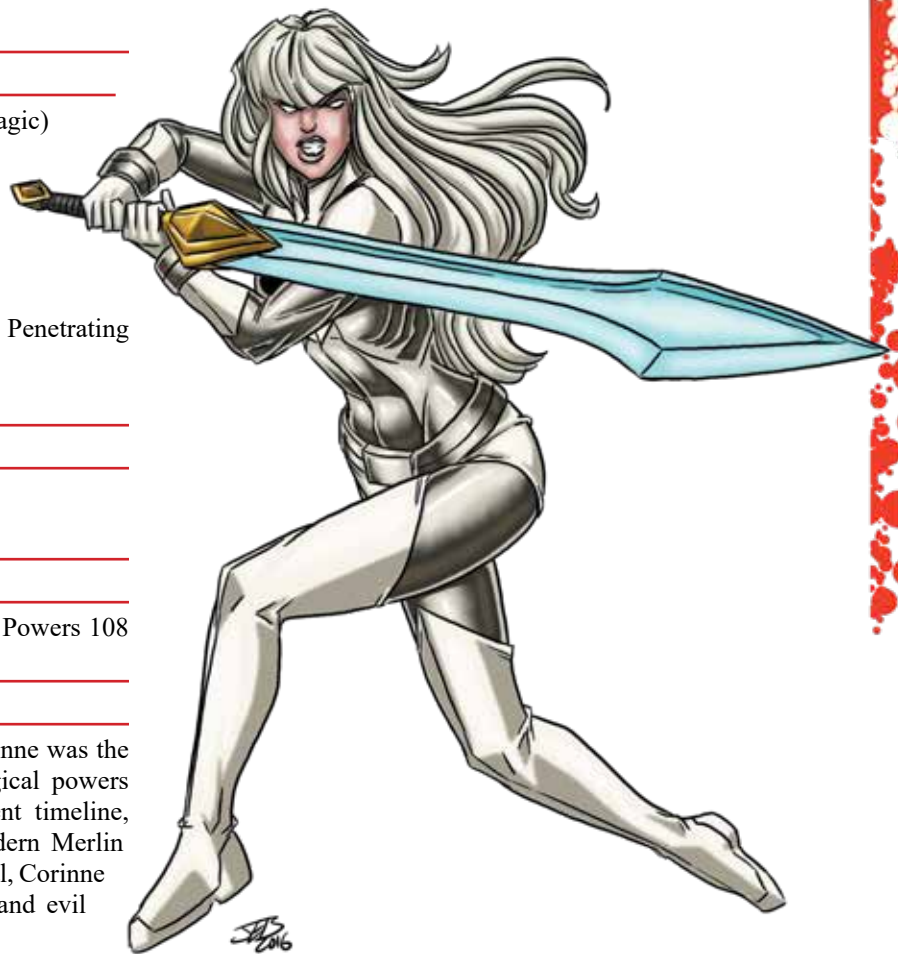
Prejudice: Corinne is a Meta.

Relationship: Corinne is the daughter of Sebastian Denniston and Suzette Silverman from an alternative future timeline.

Corinne literally comes from a different time and place. She was born in the future where humanity's fear of Metas resulted in a destructive war that turned Earth into a wasteland. In a last ditch effort to defeat the Metas, humanity turned to the robotic Nekrotron to create weapons of destruction. This resulted in most of humanity being wiped out alongside the Metas.

Corinne was born into this nightmare world by former Vindicators members Gremlin and Bastion. When she manifested her powers to travel through space and time, her parents believed that Corinne held the answer to saving the Earth from the fate that had befallen it. Corinne studied under the Merlin of Earth, Nathaniel Night, to focus her powers. When he passed away, he bestowed his magical might upon Corinne, who was his only living student.

Determined to save Earth, Corinne traveled into the past (October 2009) and guided the Vindicators to stop Meta Nation from killing the United States Congress before they could pass the Meta Registration Act. The Vindicators succeeded and the



MRA was eventually deemed unconstitutional. This resulted in the future time of Corinne from disappearing entirely.

Now that she is trapped in her “past,” Corinne is making the best of her life. She is finding her younger parents’ flirtations to be amusing. Even more odd is the fact that Corinne is currently the same age as her mother; resulting in an *interesting* friendship.

Kitsune (PL 10)

Strength 2, **Stamina** 3, **Agility** 7, **Dexterity** 2

Fighting 4, **Intellect** 3, **Awareness** 4, **Presence** 4

POWERS

Blink: Enhanced Defense 8 (Dodge 4, Parry 4); Teleport 9 (Change Direction, Increased Mass 4 [800 lbs.], Turnabout) – 32 points

Fox Fur: Enhanced Stealth 8 (Limited to dark or shadowed areas) – 2 points

Luminous Eyes: Senses 1 (Low-Light Vision) – 1 point

Prehensile Tail: Extra Limb 1 (Innate); Feature 1 (Ambidexterity) – 3 points



Teleportation Attacks: Array (20 points)

- **Rapid Strikes:** Burst Area Damage 5 (Area 2 [60 ft., Selective]) – 20 points
- **Rending:** Penetrating Damage 6 – 1 point
- **Traumatic Teleport:** Affliction 6 (Dazed, Stunned, Incapacitated); Resisted and Overcome by Fortitude; Cumulative – 1 point

Wall-Crawling: Movement 2 (Wall-Crawling 2) – 4 points

EQUIPMENT

Sword: Strength-Based Damage 3 (Improved Critical) – 4 points

Vindicators Uniform: Concealment 1 (Technological Meta Detectors); Feature 3 (Commlink, Compass, Watch) – 5 points

ADVANTAGES

Accurate Attack, Benefit (Vindicators Member), Defensive Attack, Defensive Roll 3, Equipment 2, Improved Disarm, Improved Initiative, Languages 2 (Cantonese, English [Japanese is native]), Power Attack, Skill Mastery (Acrobatics), Taunt, Teamwork

SKILLS

Acrobatics 6 (+13), Athletics 6 (+8), Close Combat (Sword) 6 (+10), Deception 6 (+10), Expertise (Performer) 6 (+9), Expertise (Philosophy) 6 (+9), Perception 2 (+6), Stealth 2 (+9, +17 in darkness), Technology 2 (+5), Treatment 2 (+5), Vehicles 2 (+4)

OFFENSE

Initiative +11

Rapid Strike Area (Close, Damage 5)

Rend +4 (Close, Penetrating Damage 6)

Sword +10 (Close, Damage 5/19-20)

Traumatic Teleport +4 (Close, Affliction 6)

Unarmed +4 (Close, Damage 2)

DEFENSE

Dodge 13, **Parry** 10, **Toughness** 6, 3 without Defensive Roll

Fortitude 9, **Will** 6

POWER POINTS

Abilities 58 + Advantages 15 + Defenses 12 + Powers 64 + Skills 23 = 172 Total

COMPLICATIONS

Motivation: Acceptance; Kitsune’s playful attitude conceals the feelings of a sensitive and concerned young man. He has developed a tremendous personality to compensate for his appearance and people soon start liking him. Aside from Skipper, he is the most beloved of the Vindicators.

Prejudice: Kitsune is a Meta. His exotic appearance is obvious; possessing a red and white fur-covered body, luminous amber eyes, clawed hands and feet, and a long prehensile tail.

As an infant, Kojiro Fukishima was abandoned by his parents due to his fox-like appearance. The young kit was found and raised by a sympathetic Japanese family traveling to Canada to join the Sunrise Circus. As Kojiro grew into youth and adolescence, his exotic appearance and natural agility allowed him to join the other performers as the “Amazing Kitsune.” Shortly after manifesting the ability to teleport over short distances, Kojiro was approached by Dean Shepherd and invited to join the Academy.

Although apprehensive at first, Kojiro found a new family with the Vindicators. He especially bonded with Animal, as they shared a similar furry appearance. Kitsune has heartily embraced Shepherd’s plan to integrate Metas into normal human society.

Maverick (PL 10)

Strength 11, Stamina 3, Agility 4, Dexterity 2

Fighting 3, Intellect 2, Awareness 3, Presence 2

POWERS

Conflicting Personalities: Immunity 10 (Mental Powers; Limited [only vs. mental probes and attacks]) – 5 points

Knightstar's Armor: Impervious Toughness 9; Protection 6 – 15 points

Knightstar's Cosmic Awareness: Enhanced Defenses 8 (Dodge 4, Parry 4); Enhanced Perception 4 (Limited to Danger Sense); Senses 1 (Danger Sense); Enhanced Uncanny Dodge – 11 points

Knightstar's Metabolic Resistance: Immunity 2 (Disease, Poison) – 2 points

Knightstar's Speed: Flight 7 (250 mph; Subtle) – 15 points

Power Absorption: Affliction 16 (Fatigued and Powers Impaired, Exhausted and Powered Disabled, Incapacitated and Transformed [powerless]); Resisted and Overcome by Fortitude; Concentration, Extra Condition, Reaction [when skin-to-skin contact is made]) – 96 points

Power Mimicry: Variable 16 (mimic Abilities, Advantages, Powers, and Skills; Limited to Afflicted Targets, Limited to Traits Possessed by Afflicted Targets, Limited [mimicked traits reset to null when target recovers from Affliction]) – 64 points

ADVANTAGES

Language 1 (Spanish [English is native])

Enhanced: *Uncanny Dodge*

SKILLS

Perception 2 (+5, +9 with Danger Sense)

OFFENSE

Initiative +4

Power Absorption +3 (Close, Affliction 16)

Unarmed +3 (Close, Damage 11)

DEFENSE

Dodge 10, Parry 9, Toughness 9

Fortitude 9, Will 5

POWER POINTS

Abilities 60 + Advantages 1 + Defenses 12 + Powers 208 + Skills 1 = 282 Total

COMPLICATIONS

Accident: Maverick cannot turn her Power Absorption off.

She affects anyone with whom she comes into direct skin-to-skin contact.

Cosmic Hair: Much like Knightstar, whenever Maverick uses her overt powers, her hair starts to glow white. The more Mav uses her super-strength and flight, the more her hair permanently changes from auburn to white.

Motivation: Acceptance; at one time she was a member of Meta Nation, but turned to Dean Shepherd for help in controlling her powers. Because she cannot touch someone without violating their personality and knocking them unconscious, she feels physically isolated from the world.

Prejudice: Maverick is a Meta.

Relationship: Mav is the daughter of Facade and Oracle. She considers Power Star to be her sister.

Split Personality: Those whom Mav touches can overcome her own personality.

Maverick was born in the Meta city-state of New Avalon. She is the child of Meta Nation members Facade and Oracle; with Facade having used her shape-shifting powers to be the “father” of the pair. Before the



manifestation of their powers, all children of New Avalon are named after the month in which they were born; thus Maverick was originally named August.

When August came into her powers, she was terrified. Her powers would rip the stamina and memories from anyone whom she touched. As she could also steal powers with this ability, few other Meta children wanted anything to do with the young girl.

August was taken to the Steel Citadel of New Avalon's master: Polarity. She was immediately drawn in by his charisma and quickly became Polarity's favorite student. Under his guidance, August learned to control her powers so that she only drained the powers and minds of others when she chose to do so. Polarity renamed August as "Maverick" and convinced her to join the Meta Nation to strike back against those who would oppress other Metas. As Maverick, August fought against the Vindicators and Sentinels several times. Her powers of mimicry often helped tip the balance of power to Meta Nation's advantage.

Following Polarity's attack on the United States and the resultant capture of most of Meta Nation, Maverick and Facade went into hiding. They were sought out by Knightstar of the Sentinels. During a climactic battle, Maverick drained Knightstar until the Sentinel was driven into a coma. Mav immediately used her newfound powers to rescue the Meta Nation from the various prison facilities in which they were incarcerated.



Maverick soon discovered she had permanently absorbed Knightstar's cosmic powers. However, she lost control of her own power-absorbing touch! Maverick tried to focus, as she had been taught by Polarity, but was thwarted by the personality of Knightstar within her own mind. After several years of losing control of her own body and mind, Maverick sought out the aid of the only man she felt could help her: Dean Donovan Shepherd. The transition from Meta Nation villain to Vindicators ally has been slow to build. But the longer she has spent at the Shepherd Academy, Maverick has discovered what a true family and friends are. In the Academy, she is not a living weapon or a tool for the Meta Nation. At the Academy, she is a fellow student... and maybe someday... a hero.

Meteor (PL 8)

Strength 3, Stamina 6, Agility 3, Dexterity 3

Fighting 3, Intellect 2, Awareness 3, Presence 3

POWERS

Meteor Flight: Flight 6 (250 mph); Linked Burrowing 11 (250 mph); Linked Damage 10 (Limited to charges and slams) – 28 points

Meteor Force Field: Impervious Toughness 11; Protection 5; Affects Others (carried passengers), Linked to Flight, Sustained – 32 points

EQUIPMENT

Vindicators Uniform: Concealment 1 (Technological Meta Detectors), Feature 3 (Commlink, Compass, Watch) – 5 points

ADVANTAGES

Benefit (Vindicators Member), Equipment 1, Favored Environment (Aerial), Teamwork

SKILLS

Athletics 6 (+9), Close Combat (Charge) 2 (+5), Expertise (Popular Culture) 6 (+8), Perception 2 (+5), Persuasion 2 (+5)

OFFENSE

Initiative +3

Meteor Charge +5 (Close, Damage 10)

Unarmed +3 (Close, Damage 3)

DEFENSE

Dodge 5, **Parry** 5, **Toughness** 11

Fortitude 8, **Will** 5

POWER POINTS

Abilities 52 + Advantages 4 + Defenses 8 + Powers 60 + Skills 9 = 133 Total

COMPLICATIONS

Accident: Josh can barely control his powers, and has difficulty stopping or maneuvering his flight path. This frequently leads to collisions and damage to structures.

Babe Doormat: Josh will often do stupid things to impress a pretty girl.

Motivation: Thrill-Seeker. Josh will often act before he thinks things through.

Prejudice: Josh is a Meta.

An extreme sports enthusiast, Joshua Garrison loved to ride anything that would go fast. He tried skateboards, bikes, and motorcycles; anything that would propel him faster than his own two legs. Before he was 14, Josh had broken almost every bone in his body while performing a crazy stunt.

When Joshua manifested as a Meta, he got the thrill of his life. Suddenly, he was able to launch himself into the sky like a human rocket! Additionally, while flying, he seemed to be protected from his own clumsiness. The terrain around him, on the other hand, suffered excessive damage from his test-flights.

After posting several of his flying antics on the web, Josh was contacted by Dean Shepherd, who promised to teach Josh how to control his flight. Joshua is thrilled to be a member of a costumed hero team. He loves to launch himself into dangerous situations; despite the trouble it often causes to others around him.

Mind-Hack (PL 12)

Strength 2, Stamina 3, Agility 2, Dexterity 2

Fighting 3, Intellect 2, Awareness 4, Presence 2

POWERS

Mental Shield: Impervious Will 10; Sustained - 10 points

Mind Control: Perception Ranged Affliction 12 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Concentration, Cumulative, Insidious, Subtle 2 - 63 points

Mind Link: Mind Reading 6 (Limited to mind controlled targets, Sensory Link, Subtle) - 13 points

EQUIPMENT

Vindicators Uniform: Concealment 1 (Technological Meta Detectors), Feature 3 (Commlink, Compass, Watch) - 5 points

ADVANTAGES

Benefit (Vindicators Member), Equipment 1, Languages 1 (English [Russian is native]), Teamwork

SKILLS

Deception 6 (+8), Expertise (Streetwise) 6 (+8), Expertise (Survival) 6 (+8), Insight 6 (+10), Intimidation 2 (+4),



Perception 2 (+6), Persuasion 6 (+8), Sleight of Hand 6 (+8), Stealth 6 (+8)

OFFENSE

Initiative +2

Mind Control Perception (Ranged, Affliction 12)

Unarmed +3 (Close, Damage 2)

DEFENSE

Dodge 4, Parry 5, Toughness 3

Fortitude 5, Will 10

POWER POINTS

Abilities 40 + Advantages 4 + Defenses 12 + Powers 86 + Skills 23 = 165 Total

COMPLICATIONS

Prejudice: Darya is a Meta.

Secret Identity: Darya keeps her Meta powers a secret from the general public.

Self-Sufficient: Darya prefers to do things herself and not burden others with her problems.

Darya Volkov was born to a Slavic family of street criminals in western Russia. From an early age, Darya learned the art of the con and how to pick pockets. She spent an equal amount of time in juvenile detention centers as she did on the streets.

Life improved for Darya when she developed Meta powers. Suddenly, she was able to control the minds of others. Darya was able to have her marks hand over their most valuable possessions without any risk of being caught by the authorities!

It was only when her family discovered her talents that Darya's powers turned into a curse. Darya was forced to extract information from her family's enemies; leading to violent confrontations and not a few deaths. This was too much for Darya's conscience to bare. She ran away from home and her criminal family.

Luckily, Darya's powerful abilities attracted the attention of Dean Shepherd. He invited the young woman to join his school. At first, Darya was reluctant to trust complete strangers. She has since become close friends with her fellow students.



Permafrost (PL 9)

Strength 4/2*, **Stamina** 3, **Agility** 3, **Dexterity** 3

Fighting 3, **Intellect** 3, **Awareness** 1, **Presence** 3

*without Ice Armor

POWERS

Absorb Moisture:

Regeneration 10 (Source [water]) – 5 points

Cold Resistance: Immunity 10 (Cold Effects) – 10 points

Ice Armor: Enhanced Strength 2; Environment 1 (Intense Cold); Impervious Toughness 6; Protection 6; Sustained – 17 points

Ice Generation: Array (27 points)

- **Ice Bonds:** Ranged

Affliction 9 (Hindered and Vulnerable, Defenseless and Immobile); Resisted by Dodge, Overcome by Damage; Cumulative, Extra Condition, Limited to Two Degrees – 27 points

- **Ice Balls:** Ranged Damage 9 – 1 point
- **Ice Shapes:** Create 9 (Continuous, Impervious 6, Precise) – 1 point
- **Ice Sheet:** Environment 9 (Hamper Movement [-2 ranks]) – 1 point
- **Ice Weapons:** Strength-Based Damage 5 – 1 point
- **Project Cold:** Ranged Damage 9 (Resisted by Fortitude) – 1 point

Ice Ramp: Flight 6 (120 mph; Platform) – 6 points

EQUIPMENT

Vindicators Uniform: Concealment 1 (Technological Meta Detectors); Feature 3 (Commlink, Compass, Watch) – 5 points

ADVANTAGES

Benefit 1 (Vindicators Member), Defensive Attack, Equipment 1, Set-Up, Teamwork

SKILLS

Close Combat (Ice Weapons) 2 (+5), Expertise (Popular Culture) 6 (+9), Insight 2 (+3), Perception 2 (+3), Ranged Combat (Ice Generation) 6 (+9)

OFFENSE

Initiative +3

Ice Balls +9 (Ranged, Damage 9)

Ice Bond +9 (Ranged, Affliction 9)

Ice Weapons +5 (Close, Damage 9)

Project Cold +9 (Ranged, Damage 9)

Unarmed +4 (Close, Damage 4)

DEFENSE

Dodge 9, **Parry** 9, **Toughness** 9

Fortitude 9, **Will** 7

POWER POINTS

Abilities 42 + Advantages 5 + Defenses 24 + Powers 70 + Skills 9 = 150 Total

COMPLICATIONS

Accident: While using Ice Armor, Sean creaks and squeaks when he moves, suffering a -5 penalty to Stealth checks.

Motivation: Sean is a young hero and a thrill-seeker. He hopes to use his powers to benefit others, but his general flamboyant nature and urge to prank others sometimes get the better of him.

Power Loss: Sean cannot generate ice in area void of ambient moisture.

Prejudice: Sean is a Meta.

Relationship: Sean is very self-confident and has been in a relationship with a number of young ladies during his teenage and young adult years; both on and off the team.

Vulnerability: While using Ice Armor, Sean takes an additional 2 ranks of damage from fire and heat effects.

Sean North was always a happy and flamboyant young man. He manifested Meta powers in his teenage years. After the initial fear had faded away, he was thrilled to discover his control over ice and cold. The universe had granted him the ultimate in prank powers! Many were not so happy with how Sean used his abilities and attempted to lynch the young man. However, Sean was rescued by Dean Shepherd and taken away to the Shepherd Academy. Here Sean learned to control not only his powers, but also his temperament.

Upon graduation, Sean stayed on with the Academy to serve as a member of the Vindicators; code named "Permafrost." Of all the members of the Vindicators, Sean is one of the most active in using his powers. While most of the others reserve their powers for field missions, Sean likes to go out into the streets of San Francisco and be a hero to the public! Whenever Sean visits his family in New York City, Permafrost is often seen in the company of the arachnid hero Recluse and the Challenger, Ember, fighting crime and villainy.

Photonic Overdrive (PL 10)

Strength 11/6*, **Stamina** 10/3*, **Agility** 4, **Dexterity** 4

Fighting 3, **Intellect** 2, **Awareness** 2, **Presence** 3

*without Powers

POWERS

Sunlight Absorption: Enhanced Improved Critical 4 (Unarmed), Enhanced Stamina 7; Enhanced Strength 5; Environment 2 (daylight); Impervious Toughness 6; Quirk (while using her powers, Renata's body is encased in glowing solar energy); Sustained – 37 points

EQUIPMENT

Vindicators Uniform: Concealment 1 (Technological Meta Detectors), Feature 3 (Commlink, Compass, Watch) – 5 points

ADVANTAGES

Attractive, Benefit 2 (Wealth 2), Equipment 1, Improvised Weapon, Language 2 (English, Spanish [Portuguese is native]), Startle, Teamwork

SKILLS

Acrobatics 6 (+10), Athletics 6 (+17), Close Combat (Unarmed) 6 (+9), Expertise (Athlete) 6 (+8), Intimidation 6 (+9), Perception 2 (+4)

OFFENSE

Initiative +4

Unarmed +9 (Close, Damage 11/16-20)



DEFENSE

Dodge 10, **Parry** 9, **Toughness** 10/3*

Fortitude 12/5*, **Will** 8

*without Powers

POWER POINTS

Abilities 54 + Advantages 7 + Defenses 20 + Powers 37 + Skills 16 = 134 Total

COMPLICATIONS

Accident: When Renata is angry, she automatically activates her powers; in turn her temper increases with her Strength. Renata goes into a berserker rage that only ends when her enemy is defeated or her solar energy is depleted.

Power Loss: Without access to direct sunlight, Renata can only use her powers for 5 rounds. On the 6th, she must make a Fortitude check or become Power Impaired. A second failure results in unconsciousness.

Prejudice: Renata is a transgender woman. She was identified male at birth but has realized she is a woman since a young age. During her Meta transition, her body reformed itself into a closer fit to her own female self-image.

Relationship: Renata is the child of corrupt Brazilian millionaire Eduardo Maestre and his wife, Camila.

Renata Maestre was born into wealth and privilege in Rio de Janeiro, Brazil. She excelled in athletics and hoped to one day become an Olympian. Despite the great accomplishments of her life, Renata always felt out-of-place with the male life imposed on her. Despite knowing she was a woman, her parents saw only their treasured son, Rodrigo. To maintain her own sanity, Renata spent as much time possible away from her family to enjoy her life as a teenage girl. She feared what her conservative parents — and other residents of the deeply divided home city of Rio de Janeiro—would think if they knew the young athlete was transgender, and kept her true life and identity secret.

When Renata manifested her Meta powers, she was transformed in more ways than one. Her transition — influenced by her own mental image of herself— reformed

her body into a more appropriate and comfortable state. She was both delighted and fearful of her new circumstance, but her parents were less than enthusiastic. They denied she was truly the same person she as their Rodrigo, and sent the newly-renamed “Renata” out of the country to attend the Shepherd Academy with the hopes that the offspring they were so ashamed of and disappointed in would never return. Away from the oppressive gaze of her parents, Renata has been given a second chance in life and has grown from a sullen and withdrawn teenager to an outgoing and confident (some would say overconfident) young woman. As a member of Meta Force, she is embracing every moment of her new life.

Raptor (PL 9)

Strength 3, Stamina 6, Agility 6, Dexterity 2

Fighting 7, Intellect 2, Awareness 4, Presence 2

POWERS

Berserk: Immunity 5 (Stunning Effects), Impervious Will 6 (Limited [only vs. mind control]); Sustained – 8 points

Bone Talons: Strength-Based Damage 6 (Improved Critical 4, Penetrating 4) – 14 points

Enhanced Senses: Enhanced Insight 4 (Limited to detect illusion), Enhanced Perception 8, Enhanced Uncanny Dodge, Senses 7 (Low-Light Vision, Olfactory [acute, extended, tracking 2], Ultra-Hearing) – 12 points

Regeneration: Immunity 3 (Aging, Disease, Poison; Limited to half-effect), Regeneration 12 – 14 points

Unbreakable Bones: Feature 1 (Unbreakable Bones), Protection 3 (Impervious 3, Limited to Bludgeoning) – 3 points

EQUIPMENT

Vindicators Uniform: Concealment 1 (Technological Meta Detectors), Feature 3 (Commlink, Compass, Watch) – 5 points

ADVANTAGES

Accurate Attack, All-Out Attack, Animal Empathy, Benefit 4 (Cipher, Vindicators Member, Wealth 2), Close Attack 2, Connected, Contacts, Defensive Attack, Equipment 1, Fast Grab, Great Endurance, Improved Critical (Unarmed), Improved Defense, Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Trip, Languages 2 (Japanese, Russian [English is native]), Power Attack, Second Chance (Intimidation checks for Coercing), Skill Mastery 3 (Intimidation, Perception, Stealth), Startle, Takedown, Teamwork



SKILLS

Acrobatics 2 (+8), Athletics 6 (+9), Deception 2 (+4), Expertise (Survival) 6 (+8), Insight 6 (+10, +14 detect illusion), Intimidation 6 (+8), Investigation 6 (+8), Perception 2 (+14), Persuasion 2 (+4), Stealth 6 (+12)

OFFENSE

Initiative +10

Claws +9 (Close, Penetrating 4, Damage 9/16-20)

Unarmed +9 (Close, Damage 3/19-20)

DEFENSE

Dodge 8, **Parry** 9, **Toughness** 6/9 vs. bludgeoning

Fortitude 12, **Will** 6

POWER POINTS

Abilities 64 + Advantages 32 + Defenses 12 + Powers 51 + Skills 22 = 181 Total

COMPLICATIONS

Accident: Gabriel has little control over whom he attacks when berserk. He must make a DC 15 Will check to calm down. Afterwards, Gabriel is Fatigued for a number of rounds equal to twice the number of rounds he was berserk.

Cipher: Gabe has a mysterious and unknown past. Thanks to a bit of amnesia, even he is unaware of all the things he has done. This sometimes causes him trouble.

Enemy: Gabe is constantly fighting enemies from his mysterious past.

Loner: Despite his years as a member of the Vindicators, Gabe is very much a loner. He will attempt to solve personal problems on his own rather than turn to his comrades to help.

Motivation: Acceptance. Gabriel seeks to uncover his lost past and tame his savage urges.

Prejudice: Gabriel is a Meta.

Relationship: Gabe has been romantically involved with many women in his long life. He is attracted to White Rose and in a casual romantic relationship with Kalisha Okiro (Tempest). Gabriel considers the Vindicators to be his surrogate family.

Rivalry: Gabe often butts heads with Theodora (Spitfire) over the affections of Kayleigh (White Rose).

Gabriel is a man without a past...

For untold years, the man who would take the name Gabriel fought for survival in the primordial jungles of the Sacred Lands – an isolated region on Earth concealed within a dimensional fold where dinosaurs still roam. Even though the dinosaurs outnumbered Gabe and had

sharp teeth and claws, Gabe had talons of his own. He also seemed to heal quickly from any injury. Gabe never questioned why he could do these things; it was just part of his nature.

One day, Gabriel encountered a pair of strangers exploring the Sacred Lands. They were not members of any of the tribes that Gabe had encountered; their skin was too pale, and their bodies too thin and frail to survive long in the savage wilds. These men were outsiders and, unknown to Gabe, they were Metas, like him. One of the strangers sense Gabe's presence and reached out with his mind, contacting Gabe with telepathy. This man introduced himself as Donovan Shepherd and his companion as Jakob Magden. Donovan calmed Gabriel's fears and helped train Gabe to speak and read. He also told Gabe that he was a Meta; a human with special powers. Finally, Donovan gave Gabriel a name. In turn, Gabriel taught the two Metas to survive in the dangerous Sacred Lands.

Gabriel quickly learned to trust Donovan Shephard, as he treated the natives and land with kindness and respect. Magden, on the other hand, was spiteful and belittling towards the "savages." Gabriel helped the two build a commune in the Sacred Lands; a place where Metas could live and learn to use their powers safely away from normal humans. However, when a schism turned Shepherd and Magden against each other, Gabriel assisted Donovan in escaping the Sacred Lands with his life.

Donovan took Gabriel to his home in San Francisco, where he hoped to start rebuilding his plans for a commune for teaching Metas to control their powers and live in peace.

As Donovan put his plans into action, Gabriel wanted to search the world and try to find his place. He found solace in the boreal wilderness of northern Canada, where he gained a reputation as a skilled tracker; helping the Canadian Royal Mounties find lost campers and hikers on many occasions.

Finally, Donovan Shepherd sought out Gabriel and offered him employment at his new school; serving as the physical education instructor. Gabriel agreed, and has served as an instructor at the Shepherd Academy for many years. When Jakob Magden returned as Polarity to threaten humanity with his Meta Nation, Gabriel joined the students of Shepherd Academy in forming the Vindicators, assuming the code-name of "Raptor."

Since fighting beside the Vindicators, Gabriel has discovered that his past is filled with secrets. He had thought he was a native of the Sacred Lands. But now he is not so sure. Strangers – both good and bad – have recognized Gabriel; and some have tried to kill him. But Gabriel trusts in his new family: the Vindicators, as they have come to his aid time and again.



Sigma-Xi (PL 9)

Strength 6, Stamina –, Agility 4, Dexterity 4

Fighting 3, Intellect 9, Awareness 3, Presence 3

POWERS

Nanotech Reassembly Matrix: Array (9 points)

- **Malleable Body:** Elongation 2; Insubstantial 1; Movement 1 (Slithering) - 9 points
- **Solid Body:** Impervious Toughness 9 - 1 point

Reassembly: Healing 6 (Limited to self); Regeneration 5 (Persistent) - 16 points

Robotic Body: Immunity 30 (Fortitude Effects); Protection 9 - 39 points

Robotic Mind: Comprehend 6 (Languages, Machines); Enhanced Eidetic Memory - 13 points

Shapeshifting: Variable 6 (Limited to machine forms) - 36 points

ADVANTAGES

Skill Mastery (Deception)

SKILLS

Close Combat (Unarmed) 6 (+9), Deception 6 (+9), Insight 2 (+5), Perception 2 (+5), Stealth 2 (+6), Technology 6 (+15), Vehicles 2 (+6)

OFFENSE

Initiative +4

Unarmed +9 (Close, Damage 6)

DEFENSE

Dodge 6, Parry 5, Toughness 9

Fortitude Immune, Will 9

POWER POINTS

Abilities 54 + Advantages 1 + Defenses 10 + Powers 114 + Skills 13 = 192 Total

COMPLICATIONS

Enemy: The Machina.

Prejudice: Sigma-Xi is an alien robot. She usually conceals her form to appear as a vehicle or some other piece of machinery.

Relationship: Sigma-Xi considers J.C. (Codex) to be her best friend.

Sigma-Xi is one of the Machina; a race of alien automatons who use their shapeshifting powers to infiltrate the worlds of “lesser species” (i.e. anything organic). The Machina come from a distant part of the Milky Way Galaxy and consider organic life as little more than an infestation or disease to be wiped out. A recent rebellion within the Machina has created a splinter faction of robots that want to live in peace with organic life forms. Sigma-Xi is a member of this rebellion.

Sigma-Xi was hiding on Earth and attempting to assimilate into their culture by creating an online persona. She eventually encountered and befriended Jordan Charles Halloway through their internet discussions. It was a surprise to JC when he discovered that his online friend was a robot from another world. The two seem to have a lot in common in terms of music, social media, and popular culture, and have developed an inseparable bond.

Since joining Meta Force, Sigma-Xi has been an enabler of their super-antics. With her ability to assume the form of any vehicle, the members of Meta Force have never been more mobile; able to go anywhere adventure will take them!

Spitfire (PL 9)

Strength 2, Stamina 3, Agility 4, Dexterity 4

Fighting 4, Intellect 4, Awareness 6, Presence 3

POWERS

Energy Absorption: Immunity 2 (Evans Family Powers) – 2 points

Optical Concussion Beam: Line Area Damage 6 (Area 2 [60-ft.], Concentration) – 24 points

Optic Beam Control Visor: Array (Alternate Effects of Optic Blast); Removable (-1 point)

- **Break Fall:** Movement 1 (Safe Fall); Linked Ranged Damage 2 (Concentration, Limited to ground) – 1 point
- **Focused Blast:** Ranged Damage 10 – 1 point
- **Force Beam:** Move Object 4 (Limited to pushing target away); Linked to Ranged Damage 2 (Concentration) – 1 point
- **Reflecting Beam:** Ranged Selective Area Damage 9 (Limited [requires reflective surfaces]) – 1 point
- **Wide Angle Beam:** Cone Area Damage 9 – 1 point

EQUIPMENT

Vindicators Uniform: Concealment 1 (Technological Meta Detectors); Feature 3 (Commlink, Compass, Watch) – 5 points

ADVANTAGES

Accurate Attack, Benefit 2 (Wealth 1, Vindicators Member), Defensive Attack, Defensive Roll 3, Equipment 1, Fast Grab, Improved Defense, Improved Disarm, Improved Grab, Improved Hold, Improved Trip, Inspire 3, Languages 2 (Japanese, Russian [English is native]), Leadership, Second Chance (Will checks vs. Mind Control), Set-Up, Teamwork

SKILLS

Athletics 6 (+8), Close Combat (Unarmed) 2 (+6), Expertise (Tactics) 6 (+10), Insight 2 (+8), Perception 2 (+8), Persuasion 6 (+9), Ranged Combat (Optic Beam) 4 (+8), Vehicles 6 (+10)

OFFENSE

Initiative +4

Focused Blast +8 (Ranged, Damage 10)

Optic Blast Area (Close, Damage 6)

Reflecting/Wide Beam Area (Ranged, Damage 9)

Unarmed +6 (Close, Damage 2)

DEFENSE

Dodge 10, **Parry** 10, **Toughness** 6/3*

Fortitude 9, **Will** 8

*without Defensive Roll

POWER POINTS

Abilities 60 + Advantages 23 + Defenses 20 + Powers 30 + Skills 17 = 150 Total

COMPLICATIONS

Accident: Teddy's eyebeams occasionally discharge involuntarily, especially when angry or excited. Her control visor prevents damaging discharges.

Prejudice: Teddy is a Meta. Her Meta heritage is apparent with her softly-glowing blue eyes. She is also black and a lesbian.

Relationship: Teddy is romantically involved with Kayleigh Kane. She is the older sister of Donovan "Donny" Evans (Photon).

Responsibility: While Teddy is a powerful leader and an excellent team player, tragedies in her life often diminish her self-confidence.

Rival: Teddy is often fighting Gabriel for the affections of Kayleigh Kane. She often butts heads with Gabe outside of the romantic arena.



Secret Identity: Theodora “Teddy” Evans.

Theodora “Teddy” Evans and her younger brother, Donny, were the children of Charles, an airline pilot, and Raquel, a flight attendant. When traveling from the British Isles to the United States, Teddy’s Meta powers manifested on the airplane, causing her to blast a giant hole in the cabin. It was only due to the quick thinking of Teddy’s parents that Teddy and Donny were able to safely escape the aircraft before it exploded. Their parents were not so fortunate.

Dean Shepherd found Teddy in the hospital and – after assessing her powers with the aid of Frank Macleod – was able to create a control visor to manage her optical blasts. Joining the Shepherd Academy, Teddy learned to control her powers without the use of the visor.

Thanks to her father’s military training and upbringing, Teddy had a strong sense of authority and discipline, guiding her to become a team leader among the students. Upon graduating from the Academy, Teddy became the field leader for the Vindicators as “Spitfire.” She is often in the forefront of any conflict between the Vindicators and their enemies; be they the Meta Nation or anti-Meta hate groups.



Tempest (PL 8)

Strength 2, Stamina 4, Agility 2, Dexterity 6

Fighting 3, Intellect 2, Awareness 4, Presence 3

POWERS

Aerial Combat: Enhanced Dodge 6; Enhanced Defensive Roll 2; Limited to while flying – 4 points

Weather Control: Array (32 points)

- **Dense Fog:** Bust Area Visual Concealment Attack 4 (Area 5 [500 ft. radius]); Dynamic – 33 points
- **Blizzard:** Environment 10 (Extreme Cold); Dynamic – 2 points
- **Driving Winds:** Environment 10 (Impede Movement [-2 ranks]); Dynamic – 2 points
- **Heatwave:** Environment 10 (Extreme Heat); Dynamic – 2 points
- **Lightning Bolt:** Ranged Damage 10 (Indirect 2 [from above target]); Dynamic – 2 points
- **Mist:** Environment 10 (Visibility [-5 Perception]); Dynamic – 91 points
- **Winds:** Move Object 10; Dynamic – 2 points

Weather Protection: Immunity 10 (Weather Effects) – 10 points

Weather Prediction: Senses 4 (Precognition; Limited to Weather Patterns) – 2 points

Wind Rider: Array (18 points)

- **Carrying Winds:** Burst Area Flight 6 (120 mph; Affects Others) – 18 points
- **Flying Wind:** Flight 8 (500 mph) – 1 point

EQUIPMENT

Lockpicks: Enhanced Technology 8 (Limited to Security) – 2 points

Vindicators Uniform: Concealment 1 (Technological Meta Detectors); Feature 3 (Commlink, Compass, Watch) – 5 points

ADVANTAGES

Accurate Attack, Attractive 2, Benefit (Vindicators Member), Defensive Attack, Equipment 2, Fast Grab, Favored Environment (Mid-Air), Great Endurance, Improved Defense, Improved Disarm, Improved Grab, Improved Hold, Improved Trip, Inspire 2, Languages 2 (English, Russian [French is native]), Leadership, Second Chance (Technology Checks with Security), Skill Mastery (Sleight of Hand), Teamwork

SKILLS

Athletics 2 (+4), Close Combat (Knives) 6 (+9), Deception 2 (+5), Expertise (Instructor) 6 (+8), Expertise (Streetwise) 6 (+8), Insight 2 (+6), Intimidation 2 (+5), Perception 2 (+6), Persuasion 6 (+9), Sleight of Hand 6 (+12), Stealth 6 (+8), Technology 0 (+2, +10 security)

OFFENSE

Initiative +3

Lightning Bolt +6 (Ranged, Damage 10)

Unarmed +3 (Close, Damage 2)

DEFENSE

Dodge 10*/4, **Parry** 5, **Toughness** 6*/4

Fortitude 10, **Will** 6

*while flying

POWER POINTS

Abilities 52 + Advantages 23 + Defenses 12 + Powers 80 + Skills 23 = 190 Total

COMPLICATIONS

Accident: If Tempest uses her power at maximum level for more than 1 minute, she needs to make a Will check for each round following to keep the weather under control. Failing the check indicates the weather goes wild (rank 11 damage to all in the area of effect) and must be again brought under control (Will check). If Tempest is knocked unconscious, any weather she has created would dissipate to its normal state (monsoon to a normal storm, blizzard to cold weather or a light snow, etc.).

Naturalist: Kalisha likes living among nature and beauty. She prefers to be naked whenever possible.

Prejudice: Kalisha is a Meta. She is an Ivorian immigrant.

Relationship: Kalisha is engaged in a casual relationship with Gabriel (Raptor). She considers Kaleigh Kane to be her best friend.

Tantalizing: Kalisha's beauty is constantly attracting villains who seek to make her into their bride. Count Orlock, Lord d'Arc, and even the god Hades have both sought after Kalisha's legendary beauty.

Kalisha Okiro was born in the Ivory Coast of Africa. An orphan, she was raised on the street and brought into a gang, where she was forced to steal for a living. When her master, Arnaud Touré, was defeated by Dean Shepherd, she was adopted by Shepherd and brought to the United States. Here, she trained alongside Dean's British protégé Freya Ambrose. By the time the Shepherd Academy officially opened, Kalisha was an adult in full control of her power to manipulate the weather. She served as an instructor to the students in controlling their newfound Meta powers.

As Tempest, Kalisha had many adventures with the Vindicators. She would often venture with them to recruit other Metas to the Academy.

In 2012, the vampire master, Count Orlock attempted to bring all of the scattered vampire clans under his rule. Through them, he sought to gain control of the Vindicators and their allies in Great Britain: the Royal Lions. Count



Orlock himself transformed Tempest into his vampire bride. After Orlock's undead forces were defeated, the Vindicators attempted to resurrect Tempest. This resulted in Kalisha being reborn as a younger – teenaged – version of herself, with all of her adult memories intact. Despite this turn of events, Kalisha is embracing her new chance at youth; an opportunity to become friends with her Vindicator students.

White Rose (PL 9)

Strength 2, **Stamina** 3, **Agility** 3, **Dexterity** 3

Fighting 3, **Intellect** 3, **Awareness** 6, **Presence** 5

POWERS

Dark Avatar: Morph 1 (Metamorph [The Dark Queen]); Variable 2 (Limited [only to enhance mental powers]); Uncontrolled – 15 points

Mental Powers: Array (36 points)

- **Mental Assault:** Perception Ranged Damage 9 (Resisted by Will) – 36 points

- **Mental Probe:** Mind Reading 9 (Subtle) – 1 point
- **Telekinesis:** Move Object 9 (Sustained) – 1 point
- **Telekinetic Bolts:** Ranged Damage 9 – 1 point
- **Telekinetic Levitation:** Burst Area Flight 7 (250 mph; Affects Others, Selective) – 1 point

Telekinetic Shield: Impervious Toughness 9, Protection 6; Sustained – 15 points

Telepathic Intuition: Enhanced Awareness 2; Enhanced Insight 6 – 7 points

Telepathy: Mental Communication 2 (Subtle); Comprehend 2 (Languages) – 13 points

EQUIPMENT

Vindicators Uniform: Concealment 1 (Technological Meta Detectors); Feature 3 (CommLink, Compass, Watch) – 5 points

ADVANTAGES

Attractive 2, Benefit (Vindicators Member), Equipment 1, Second Chance (Will checks vs. Mind Control), Teamwork

SKILLS

Athletics 2 (+4), Deception 2 (+7), Expertise (Model) 6 (+9), Expertise (Psychology) 6 (+9), Insight 2 (+14), Perception 2 (+8), Persuasion 2 (+7), Ranged Attack (Telekinetic Powers) 6 (+9)

OFFENSE

Initiative +3

Mental Blast Perception (Ranged, Damage 9)

TK Bolts +9 (Ranged, Damage 9)

Unarmed +3 (Close, Damage 2)

DEFENSE

Dodge 5, **Parry** 5, **Toughness** 9

Fortitude 8, **Will** 10

POWER POINTS

Abilities 52 + Advantages 6 + Defenses 16 + Powers 90 + Skills 14 = 178 Total

COMPLICATIONS

Avatar of the Dark Queen: Kayleigh is the product of generations of selective breeding. Her mother's secret society – The Scions of Asmodeus – wants to use Kayleigh to embody the avatar of their living goddess. As the Dark Queen, her eyes glow with fire, and her mental powers are boosted. And she has been known to lapse in memory and judgment, as her own personality is overwhelmed by the Dark Queen. She is seductive, but bitter and vengeful. As the appearance of the Dark Queen is plot-driven, she is allowed to break White Rose's normal PL when she manifests.

Motivation: Kayleigh believes in the ideal of humans and Metas living together.

Prejudice: Kayleigh is a Meta. She is also bisexual.

Relationship: Kayleigh is often torn between the romantic attention of Teddy Evans (Spitfire) and Gabriel (Raptor). She is the daughter of Katherine Kane (Empress).

Secret Identity: Kayleigh Kane keeps her Meta powers a secret from the general public.

Kayleigh Kane is the daughter of Katherine Kane. Katherine herself is a powerful Meta telepath and gave birth to Kayleigh under the guidance of a secret society to create a living avatar of the Dark Queen. The reasons for Kayleigh's birth were kept secret from the young girl. She lived a normal life until her 10th birthday, when she manifested as a Meta.

After inheriting her powers, Katherine revealed to Kayleigh her destiny. Kayleigh fought against her mother; stunning Katherine long enough to escape and run away from home. Kayleigh was found by Dean Shepherd and brought to the Academy, where she was allowed to use her powers in peace. Dean also filed legal papers to keep Katherine away from her daughter, citing psychological abuse to make the charges stick.

As "White Rose," Kayleigh used her vast mental powers to aid the Vindicators on their missions. Recently, Kayleigh has been stalked by agents of the Scions of Asmodeus. They intend to kidnap the young woman and prepare her for the final transformation into the Dark Queen... and through her, the world!

WEISSE SCHAEDEL

Ludwig Weisse was born in Germany following the end of the First World War. He grew up in poverty, hating his parents for not having more ambition or motivation to better themselves and hating his so-called superiors for beating him down whenever he attempted to make more of himself in his workplace or social station. Ludwig came to realize the only way to prove his superiority was to join the army and work his way to the recognition he so rightly deserved. When the Nazi Party overthrew the German government, Ludwig saw an opportunity to ally himself with a strong force willing to dedicate themselves to quashing the weak. The young man lied about his age so he could join the army at only 15.

As a handsome Aryan man, Ludwig had everything Hitler desired to see in a proper German officer. He was confident, motivated, and willing to do whatever it took to succeed. Ludwig Weisse was held up as an example to all of Germany as the perfect Aryan man. With the Fuhrer's acknowledgement, Ludwig quickly rose through the ranks of the army until he was accepted into the Schutzstaffel.

Within the SS, Ludwig Weisse discovered unprecedented power; a power he chose to abuse at every opportunity. As “Hitler’s favored,” Ludwig’s methods of cruelty were given a blind eye by his superiors. He would torture, maim, and visit horrors upon the undesirables of Germany. When Germany finally invaded Poland and started World War II, Ludwig knew that this would be his time of greatness.

Thanks to the benefits heaped upon him in the army and SS, Ludwig was able to attend college, where he excelled in chemistry and psychology. Due to his skill in chemistry, Hitler placed Ludwig in charge of the research to discover a means to create the ubermensch. German spies had captured Professor Nesmith, who was closest to a breakthrough in this research. Unfortunately, before Ludwig arrived to the laboratory, the Professor and his daughter had escaped; resulting in the creation of the heroine Pendragon.

The angered Weisse demanded that the head of the project, Doctor Jeste, recreate the formula from Nesmith’s notes. When the modified formula was ready, Weisse consumed it, wanting to be the first to become a German ubermensch. The formula worked, but with a horrific side effect: Weisse’s flesh melted off of his muscles and bone, making the formerly-handsome soldier appear to be a member of the living dead! However, the formula also twisted Ludwig’s mind. Where once he was merely cruel, now he was a true monster of a man. He delighted killing and murder.

As a powerful ubermensch, Ludwig was assigned to the special ranks of the Reichslowen under Hauptman Klaue. Weisse would often come to butt heads with Hauptman Klaue, but also respected the man for his ruthlessness and efficiency. He was given the code-name “Weisse Schaedel” and served as the team’s field leader. Due to his monstrous appearance and terrifying tactics, Weisse would come to be seen as the public face of Nazi cruelty.

After WW2 ended, Weisse went into hiding with many other members of the Reichslowen. While most of the Reichslowen went on to form the terrorist organization Scourge, Weisse believed their tactics to be foolish. He set off on his own, and threatened the peaceful efforts of the Allied Nations for several decades. The last known public act of Der Weisse Schaedel was to assassinate President John Kennedy in 1963. He is believed to have met his death at the hands of American heroes and agents shortly afterwards.

DER WEISSE SCHAEDEL AS A HERO

In an era of no internet or cell phone cameras, it is difficult to corroborate the events that many claim Weisse performed. Perhaps, Weisse Schaedel was not really a monster of a man, but actually a double agent; using his position of power within the Schutzstaffel and Reichslowen ranks to pass information to the Allies.



Der Weisse Schaedel (PL 9)

Strength 4, Stamina 6, Agility 7, Dexterity 7

Fighting 7, Intellect 6, Awareness 3, Presence 4

EQUIPMENT

Blaster Pistol: Ranged Damage 5 – 10 points

Concealed Armor: Protection 3 (Subtle) – 4 points

Weisse Schaedel has the resources available to him to possess any number of bases, vehicles, weapons, and other gear.

ADVANTAGES

Benefit 5 (Reichslowen Member, Schutzstaffel Officer, Wealth 3), Close Attack 2, Connected, Daze (Intimidation), Equipment 11, Leadership, Ranged Attack 2, Startle, Ultimate Skill (Intimidation)

SKILLS

Athletics 6 (+10), Deception 2 (+6), Expertise (Chemistry) 6 (+12), Expertise (Tactics) 6 (+12), Insight 2 (+5), Intimidation 6 (+10), Perception 2 (+5), Persuasion 2 (+6), Ranged Combat (Pistols) 4 (+13), Technology 2 (+8), Vehicles 2 (+9)

OFFENSE

Initiative +7

Blaster Pistol +13 (Ranged, Damage 5)

Unarmed +9 (Close, Damage 4)

DEFENSE

Dodge 9, **Parry** 9, **Toughness** 9

Fortitude 8, **Will** 9

POWER POINTS

Abilities 88 + Advantages 25 + Defenses 12 + Powers 0 + Skills 20 = 145 Total

COMPLICATIONS

Enemy: Pendragon.

Infamy: Der Weisse Schaedel is a monstrous and ruthless member of the Nazi army.

Rivalry: Hauptman Klaue.

Ruthless: Der Weisse Schaedel is a true monster. He kills without remorse and unequaled in cruelty; murder is his hobby.

WHITE HATS

“White Hats, Incorporated is YOUR answer to personal security and protection! Do you feel unsafe in a world where a person can walk through the walls of your home? Do you need a security detail to protect you or your property from villains like the Overlords or Meta Nation? Our trained staff of anti-Meta consultants and super-human bodyguards will ensure your personal safety. We have a number of security plans that are sure to fit within your budget. So come by our office, give us a call, or visit our website. Let a White Hat protect you and the people you love.”

White Hats, Inc. is a private security company specializing in anti-superhuman protection. They also offer home and business security consultation, personal bodyguard, and private investigation services. The White Hats, Inc. office is located in Harlem, New York and hires a number of specially-trained individuals – both powered and mundane.

The company was incorporated in 2005 by founders Andrew “Anvil” Deville, Fu Yuang, Jonathan “Dragon Fist” Rockford, and Porsche Pembrose. Since the company’s formation, it has expanded from a single small office to taking over the entire building as its resources and personnel increased. The success of White Hats, Inc. has inspired several other companies to form; but none to the same professional expertise as the White Hats themselves.



WHITE HATS AS VILLAINS

The White Hats can easily be altered to be villains for your campaign. While they hide under the guise of a security company, they actually use their access and technology to steal secrets and property from their clients. Additionally, they hire out their services as mercenaries to villain groups. Anvil is little more than a street thug empowered by a scientific experiment. Dragon Fist has been corrupted by the power of the Black Dragon, using his abilities to perform evil. Fu Yuang is a trained assassin of the Yakuza. And Porsche Pembrose is a former corrupt police officer-turned-mercenary.

Anvil (PL 9)

Strength 9, Stamina 9, Agility 3, Dexterity 3

Fighting 6, Intellect 3, Awareness 4, Presence 2

POWERS

Accelerated Metabolism: Regeneration 2 - 2 points

Invulnerability: Impervious Toughness 9 - 9 points

ADVANTAGES

Accurate Attack, Contacts, Defensive Attack, Fascinate (Intimidation), Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Trip, Startle

SKILLS

Athletics 6 (+15), Close Combat (Unarmed) 2 (+8), Expertise (Business) 6 (+9), Expertise (Streetwise) 6 (+9), Intimidation 6 (+8), Investigation 6 (+9), Perception 2 (+6), Persuasion 2 (+4), Vehicles 2 (+5)

OFFENSE

Initiative +7

Unarmed +8 (Close, Damage 9)

DEFENSE

Dodge 9, Parry 8, Toughness 9

Fortitude 11, Will 6

POWER POINTS

Abilities 78 + Advantages 10 + Defenses 12 + Powers 11 + Skills 19 = 130 Total

COMPLICATIONS

Prejudice: Andrew appears to be a large and dangerous-looking black man. He is often the subject of profiling and misunderstandings.

Relationship: Andrew's friends and business partners are the founders of White Hat, Inc. Andrew has had many romantic relationships, but has a difficult time maintaining one. His current romantic partner is Jordan Garner.



Vengeful: Andrew will hold a grudge of years and often goes to great lengths to correct injustices done to him or his loved ones.

Andrew Deville was a soldier in the United States Army until he threw himself upon a grenade to save his unit. Andrew miraculously survived the ordeal, but found himself discharged from the armed forces due to his crippling injuries.

Returning home, Andrew was helpless to affect any change in his community, as no one took a crippled veteran seriously; they simply look upon him with pity or disdain. Unwilling to give up on himself, Andrew sought out doctors who could help with his condition.

He found an illegal clinic performing an experimental procedure on the homeless and desperate of Harlem. Most of the volunteers died during the procedure. However, when Andrew was exposed to the experimental ray, he became superhuman!

Unknown to Andrew, the backer of the experiment was none other than Hauptman Klaue. Totenheim saw the men and women of Harlem to be “expendable guinea pigs” for his new N-Ray empowerment procedure. After empowering Andrew, Klaue attempted to slay the new super-human, but found the man to be indestructible! Andrew destroyed the clinic and evacuated as many of the living subjects as he could.

Using his network of friends and contacts, Andrew acquired a private investigators license and helped found White Hats, Incorporated. This collection of skilled and super-humans offer their services to investigate crime, serve as bodyguards, and provide anti-Meta security to their clientele. As a founder of the White Hats, Andrew sees a chance to affect real change in his community... and maybe make a few bucks while doing it!

Dragon Fist (PL 9)



Strength 4/3*, Stamina 6/4*, Agility 9/6*, Dexterity 3

Fighting 10/7*, Intellect 3, Awareness 3, Presence 3

*without Chi-Enhancement

POWERS

Chi-Enhanced Physique: Enhanced Abilities 9 (Agility 3, Fighting 3, Stamina 2, Strength 1); Leaping 1; Speed 1 - 20 points

Chi-Focus: Array (16 points)

- **Chi-Healing:** Healing 8 - 16 points
- **Dragon Fist Punch:** Strength-Based Damage 4 (Improved Critical 4, Inaccurate, Penetrating 8) - 1 point

Immortal Body: Immunity 1 (Aging) - 1 point

Supernatural Senses: Senses 1 (Mystical Awareness) - 1 point

ADVANTAGES

Agile Feint, All-Out Attack, Assessment, Chokehold, Defensive Attack, Evasion, Fast Grab, Great Endurance, Improved Critical (Unarmed) 2, Improved Defense, Improved Disarm, Improved Initiative, Improved Smash, Improved Trip, Language 2 (Cantonese, Japanese [English is native]), Power Attack, Precise Attack (Close, Concealment), Prone Fighting, Second Chance (Acrobatics checks with Tumbling), Takedown, Trance, Ultimate Will, Weapon Break

SKILLS

Acrobatics 6 (+15/12*), Athletics 6 (+10/9*), Close Combat (Unarmed) 2 (+12/+9*), Expertise (Actor) 6 (+9), Insight 6 (+9), Intimidation 6 (+9), Investigation 2 (+5), Perception 2 (+5), Persuasion 6 (+9), Ranged Combat (Thrown) 6 (+9), Stealth 2 (+11/8*)

*without Chi-Enhancement

OFFENSE

Initiative +13/+10*

Dragon Fist Punch +10 (Close, Penetrating Damage 8/16-20)

Unarmed +12/+9* (Close, Damage 4/3* 18-20)

*without Chi-Enhancement

DEFENSE

Dodge 11/8*, **Parry** 12/9*, **Toughness** 6/4*

Fortitude 8/6*, **Will** 9

*without Chi-Enhancement

POWER POINTS

Abilities 64 + Advantages 25 + Defenses 12 + Powers 39 + Skills 25 = 165 Total

COMPLICATIONS

Enemy: Other Immortal Fighters seek to slay Jonathan and steal his power for themselves.

Fame: Jonathan Rockford is known as a former martial art movie action star.

Motivation: Jonathan has sworn to use his powers to fight evil and protect the innocent.

Power Loss: Dragon Fist can only use his Chi-Enhanced Physique for 1 minute. After 1 minute, Dragon Fist is Fatigued. While Dragon Fist is Fatigued, he cannot use any of his Chi Powers.

Relationship: Jonathan is dating Porsche Pembrose. He considers Anton DeVille (Anvil) to be his best friend.

Despite being one of the most talented martial artists in the world, Jonathan Rockford was seen as nothing more than a Hollywood B-movie action star. While his films were popular with his diehard fans and kung-fu movie enthusiasts, he gained little mainstream fame.

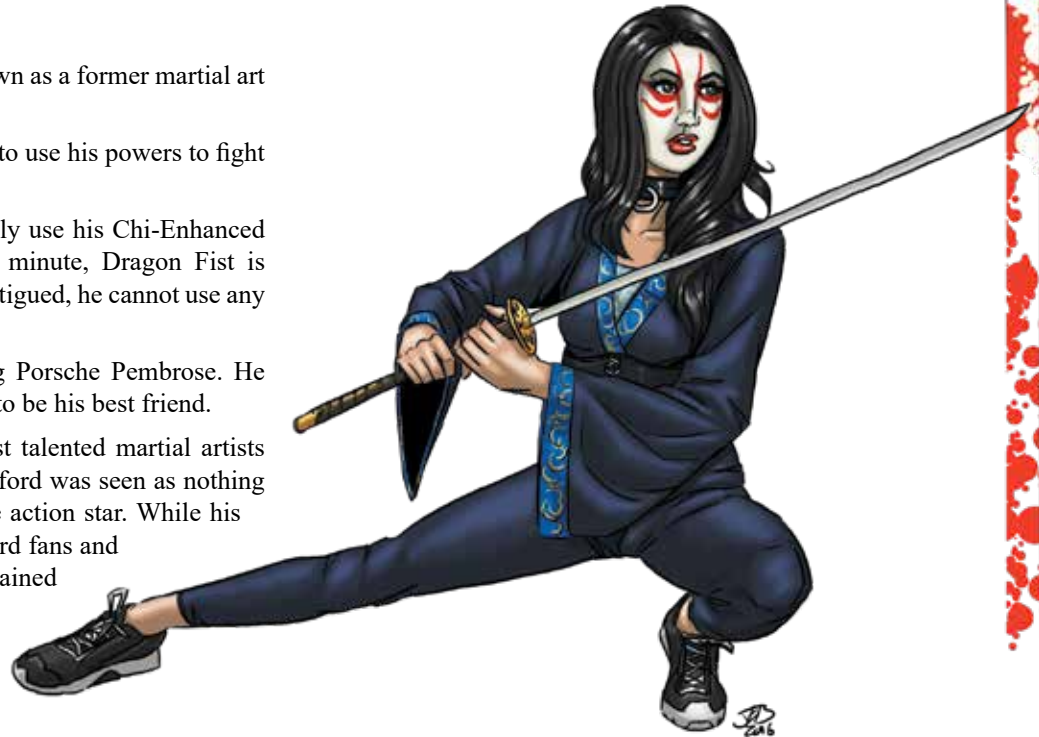
John's life turned towards the strange when he was invited to compete in a tournament of Immortal Fighters. The tournament – held once every 10 years – promised “immortality” to the most prestigious fighters of the world. John was delighted to participate; believing that that prize was meant as fame and glory.

Following the travel directions, John soon found himself in the mythical realm of Xuanpu. Here, he befriended Ji-hye Samagwi and Chen Longwei, fighters from Korea and China respectively. None of the fighters were prepared for the enemies whom they would face. The three battled not only mortal warriors like themselves, but also mythological horrors from Eastern and Western folklore. All of the warriors battled for the ultimate prize: Immortality!

In the end, John faced down the final challenge: the black dragon Xuanlong. Using the skills taught to him by his friends, John was able to defeat the dragon. With his final punch, he felled the beast and its essence transferred to the victorious fighter. Imbued with the mystical power of chi, Jonathan bid his friends and allies farewell and returned to his home.

Unfortunately, the other Immortal Fighters were not finished with the champion. These warriors followed Jonathan and continued to fight him, endangering innocents with their deadly weapons and battles. They sought to strip the power from Jonathan and steal it for themselves, adding to their already impressive immortal might.

To protect mankind from the antics of these Immortal Fighters, Jonathan retreated from the public eye. He quit acting and moved to New York City, where he opened a dojo to teach underprivileged youths the martial skills he had learned. During the night, however, Jonathan adopted the identity of “Dragon Fist: Immortal Fighter of the Innocent.”



When Jonathan's girlfriend, Porsche Pembrose, helped found White Hats Incorporated, Jonathan supported her as a partner and employee. As Dragon Fist, Jonathan has sworn to use his fighting skills to help others.

Fu Yuang (PL 7)

Strength 2, Stamina 4, Agility 4, Dexterity 4

Fighting 4, Intellect 3, Awareness 6, Presence 3

EQUIPMENT

Weapons: Array (6 points)

- **Longbow:** Strength-Based Ranged Damage 3 – 6 points
- **Sword:** Strength-Based Damage 3 (Improved Critical) – 1 point

ADVANTAGES

Accurate Attack, Agile Feint, Benefit 1 (Wealth 1), Close Attack 2, Defensive Attack, Equipment 2, Grabbing Finesse, Great Endurance, Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Trip, Language 1 (English [Mandarin is native]), Power Attack, Ritualist, Trance

SKILLS

Acrobatics 6 (+10), Athletics 6 (+8), Close Combat (Swords) 2 (+6), Close Combat (Unarmed) 6 (+12), Expertise (Business) 6 (+9), Expertise (Oriental Mysticism) 6 (+9), Expertise (Streetwise) 6 (+9), Insight 2 (+8), Investigation 6 (+9), Perception 2 (+8), Persuasion 6 (+9), Ranged Combat (Bows) 2 (+6)

OFFENSE

Initiative +8

Katana +8 (Close, Damage 5/19-20)

Longbow +6 (Ranged, Damage 5)

Unarmed +12 (Close, Damage 2)

DEFENSE

Dodge 10, **Parry** 10, **Toughness** 4

Fortitude 6, **Will** 8

POWER POINTS

Abilities 60 + Advantages 19 + Defenses 16 + Powers 0 + Skills 28 = 123 Total

COMPLICATIONS

Honor: Fu Yuang is honest. She is tough, gutsy, and straight-forward.

Quirk: Fu hates guns and will not use them.

Relationship: Fu is best friends with Porsche and will do anything for her.

Fu Yuang is the daughter of a Chinese-American businessman and a Japanese professional dancer. Fu was raised to be a traditional young girl; obedient and subservient to her parents and elders. She wanted nothing more than to please her family. When her father was accused of using his business ventures to aid criminal human trafficking, Fu Yuang focused her attention to study law and business as a means to clear her father's name. Unfortunately, the more Fu looked into her family's

business, the more she discovered that the accusations were true! Fu turned all of her evidence over to the authorities and was immediately ostracized from her family as a traitor.

Having spent her entire life trying to please her family, Fu knew little of what she wanted to do for herself. She decided to follow the martial traditions of her ancestors and learned the ways of various martial arts, including use of the sword and bow. Her masters also taught her a small amount of practical mysticism. During the years learning martial arts is when Fu first met Porsche Pembrose. The two became fast friends in short order.

As one of the founders of White Hats, Inc., Fu Yuang serves as the business manager of the company. She does not get to go on security missions as often as she would like, but Fu now feels her life is full of purpose and that she is in control of her own destiny.

Panther (PL 9)

Strength 2, **Stamina** 4, **Agility** 7, **Dexterity** 7

Fighting 6, **Intellect** 3, **Awareness** 3, **Presence** 4

EQUIPMENT

Versatile Claws: Enhanced Athletics 8 (Limited to Climbing); Enhanced Technology 8 (Limited to Security) - 4 points

Goggles: Senses 1 (Low-Light Vision) - 1 point

Swing Line: Movement 1 (Swinging) - 2 points

Weapons: Array (10 points)

- **Shuriken:** Ranged Strength-Based Multiattack Damage 2 - 10 points
 - **Claws:** Strength-Based Damage 2 - 1 point
 - **Whip:** Strength-Based Damage 1 (Fast Grab, Reach 3) - 1 point
-

ADVANTAGES

Agile Feint, Attractive, Daze (Deception), Defensive Attack, Defensive Roll 5, Equipment 4, Fascinate (Deception), Grabbing Finesse, Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Trip, Ranged Attack 2, Second Chance (Acrobatics), Skill Mastery (Acrobatics)

SKILLS

Acrobatics 8 (+15), Athletics 6 (+8, +16 climbing), Deception 6 (+10), Expertise (Popular Culture) 6 (+9), Expertise (Streetwise) 6 (+9), Insight 2 (+5), Investigation 6 (+9), Perception 6 (+9), Persuasion 2 (+6), Sleight of Hand 8 (+15), Stealth 8 (+15), Technology 6 (+9, +17 security)

OFFENSE

Initiative +11

Claws +6 (Close, Damage 4)

Shuriken +9 (Ranged, Multiattack Damage 4)



Unarmed +6 (Close, Damage 2)

Whip +6 (Close, Damage 3)

DEFENSE

Dodge 9, **Parry** 8, **Toughness** 9/4*

Fortitude 10, **Will** 5

*without Defensive Roll

POWER POINTS

Abilities 72 + Advantages 24 + Defenses 12 + Powers 0 + Skills 35 = 143 Total

COMPLICATIONS

Honor: Cordelia only steals from criminals.

Motivation: Thrill-Seeker.

Once A Thief...: Cordelia's criminal instincts make it difficult for her to completely reform.

Relationship: Cordelia has a soft-spot for men with noble character. Cordelia was once partners with Recluse. She is in love with Simon Sanders and envious of his wife Stacy. Unknown to either party, Cordelia is the illegitimate daughter of Xander Drake.

Cordelia Drake is the daughter of Catalina Pato, a less-than-world-famous thief and cat burglar. Catalina escaped from Venezuela to avoid a life of prostitution that her mother had been forced to endure. Using gold and jewels stolen from various wealthy homes, Catalina came to the United States; setting herself up as a wealthy socialite. Using this cover, she was able to gain access to the wealth of the upper class. During one of her longer cons, Catalina met up-and-coming industrialist Xander Drake. Although she left him handcuffed to his own bed with an empty wall safe missing several million dollars of bearer bonds, Catalina was also pregnant with Drake's child.

Cordelia was born months later and was raised in the luxury her mother's exploits could afford. Catalina taught Cordelia everything she had learned over the years. By the time she was ten years old, Cordelia was an even better thief and grifter than her own mother.

After graduating from high school, Cordelia decided to strike out on her own, as her mother had done. Donning a specially-designed costume, she began committing crimes as "Panther." Having seen the lavish wealth of the upper class, Cordelia made a vow to only steal from those who could afford to lose what she took... or other criminals.

Months after starting her career, Cordelia hit the jackpot when she raided the safe of socialite Augustus Shaw. Unknown to Cordelia, Shaw was secretly the Crime Czar of New York City; from whom she had absconded with much of his blackmail material on city and state officials. The Crime Czar retaliated against Panther by setting his Liquidators against

her. Unprepared to fight these assassins, Panther was rescued by Recluse. This started the two on a short-lived, but incredibly physical relationship. Eventually, Recluse broke off their relationship because he could not condone Panther's continued criminal activities (and also the fact that he was falling in love with another woman).

Desiring to win Recluse back and prove she could "go straight," Cordelia turned herself in to the New York City police. She spent several years in prison and was eventually released. Having few options with her limited skill set, Cordelia tried to serve as Recluse's high-swinging partner for several months. Unfortunately, she realized Simon's heart was only for his wife Stacy. Once again looking to make her own way in life, Cordelia signed up with White Hats, Inc., putting her knowledge of how to break into buildings to her benefit as a "security consultant."



Porsche Pembrose (PL 7)

Strength 2, **Stamina** 3, **Agility** 4, **Dexterity** 4

Fighting 5, **Intellect** 3, **Awareness** 7, **Presence** 2

POWERS

Cybernetic

Arm: Array

(5 points); Removable (-1 point)

- **Bionic Punch:** Strength-Based Damage 5 - 5 points
- **Vise-Like Grip:** Enhanced Strength 5 (Limited to Grabs) - 1 point

EQUIPMENT

Body Armor: Protection 4 (Subtle) - 5 points

Car: Vehicle - 10 points

Heavy Pistol: Ranged Damage 4 - 8 points

ADVANTAGES

Accurate Attack, Benefit 1 (Wealth 1), Connected, Contacts, Defensive Attack, Equipment 5, Improved Disarm, Improved Hold, Improved Initiative, Improved Trip, Second Chance (Intimidation checks with Coercing), Skill Mastery 2 (Insight, Investigation)

SKILLS

Athletics 6 (+8), Close Combat (Unarmed) 2 (+7), Deception 2 (+4), Expertise (Cars) 6 (+9), Expertise (Law Enforcement) 6 (+9), Expertise (Streetwise) 6 (+9), Insight 6 (+13), Intimidation 6 (+8), Investigation 6 (+9), Perception 2 (+9), Persuasion 6 (+8), Ranged Combat (Firearms) 6 (+10), Treatment 2 (+5), Vehicles 2 (+6)

OFFENSE

Initiative +8

Cybernetic Punch +7 (Close, Damage 7)

Pistol +10 (Ranged, Damage 4)

Unarmed +7 (Close, Damage 2)

DEFENSE

Dodge 6, **Parry** 7, **Toughness** 7

Fortitude 5, **Will** 9

POWER POINTS

Abilities 60 + Advantages 17 + Defenses 8 + Powers 5 + Skills 32 = 122 Total

COMPLICATIONS

Fame: Porsche is known throughout New York City as a hero cop.

Prejudice: Porsche is of mixed African and Latina ethnicity.

Relationship: Porsche considers Fu Yuang to be her best friend. Porsche is dating Dragon Fist.

Temper: Porsche is usually very professional. However, when trapped in a dire situation, her inclination is to start breaking things.

Porsche Pembrose served one tour in the United States navy before mustering out due to sexual harassment. She found work with the New York City Police Department and served with distinction for many years, until the day Meta nation attacked the United States.

When Polarity attacked the East Coast of the United States with an army of robots and Metas, Porsche found herself at the front of a war zone. She managed to evacuate many civilians to safety, at great risk to her own well being. Porsche even managed to take down and arrest a pair of Metas before tragedy struck.

During the battle, Porsche's right arm was blown off by a Meta's energy blast. She was taken to the hospital and treated for her injuries.

After Meta Nation was defeated by the Sentinels and Vindicators, Porsche received the highest honors for her bravery during the incident. The Challenger Foundation even managed to replace Porsche's lost arm with a cybernetic limb. Despite her accolades, Porsche decided to retire from the police force.

When several of her friends decided to form a private investigation and security firm, Porsche joined them as a business partner. She currently functions as the head investigator of White Hats, Inc.

XANDER DRAKE

Xander Drake was born to a fisherman in New Hampshire. When he was only 10 years old, Xander built a new type of computer processor that he sold for enough money to see him into college and invest in numerous stocks. When he graduated from college, Xander's investments made him wealthy enough to found his own company: Drake Industries. His corporate holdings include an advanced genetics company, a robotics manufacturer, a military weapons contractor, and even a television franchise.

But enough was never enough for Xander. He always wanted more; be it power, influence, or money. Xander began to conduct illegal dealings with criminals; selling his advanced weaponry in exchange for a cut of the profits made during their crimes. Drake delighted in the thrill he had of potentially getting caught, but was also smart enough to know how to avoid such an eventuality.

When Eli Wyatt made the public declaration of his identity as the armored hero Spartan, Xander decided he had found his rival in a secret game of his own devising. Unfortunately, his weapons were nothing compared to the power of the Spartan Armor.

That all changed when Spartan was attacked by Romanian physicist Gregore Gustav, who built his own advanced Lasher armor to attack Eli Wyatt at the World's Science Fair in New York City. Xander used his criminal contacts to liberate Gustav from prison in exchange for the creation of advanced suits of armor. Gustav created numerous advanced

It is rare for Xander Drake to ever be alone; he always has at least two bodyguards nearby equipped with Lasher armor suits (see "Lasher" from the Overlords). But if he feels he must get personally involved in events, Drake can use a virtual-reality computer rig to remotely-pilot a specialized robot based on Gregore Gustav's Stalin armor.

Stalin Mk-II (PL 10)

Strength 9, **Stamina** –, **Agility** 2, **Dexterity** 2

Fighting 6, **Intellect** –, **Awareness** 0, **Presence** –

POWERS Robotic Body: Immunity 30 (Fortitude Effects); Impervious Toughness 11; Protection 11; **Rocket Boosters:** Flight 6 (120 mph); **Self-Destruct System:** Burst Area Damage 11 (Triggered); **Weapon Systems:** Array (27 points); **Ultra-Beam:** Line Area Damage 11; Linked Close Line Area Move Object 5 (Limited to pushing); AE - **Force Blasters:** Ranged Damage 11; AE - **Magnetic Beam:** Move Object 10 (Limited to ferrous metals); **ADVANTAGES** Ranged Attack 7; **OFFENSE Initiative** +2; **Force Blaster** +9 (Ranged, Damage 11); **Ultra-Beam** Area (Close, Damage 11); **Unarmed** +6 (Close, Damage 9); **DEFENSE Dodge** 4, **Parry** 8, **Toughness** 11, **Fortitude** Immune, **Will** Immune

POWER POINTS Abilities 8 + Advantages 7 + Defenses 4 + Powers 116 + Skills 0 = 135 Total

armors and weapons that were given to criminal mercenaries set against Spartan. Eventually, Gustav created the Stalin Armor to confront Spartan himself. Gustav was defeated and once again sent to prison. Luckily for Xander Drake, his own involvement was never discovered. Even luckier for him, he still had access to all of Gustav's designs...

Over the years that Xander has dealt with beings of powers beyond humanity, he has grown more worried for the future of mankind. Especially after the Faez Invasion of 2014, Xander decided it was time humanity stood for themselves without the need for heroes. To this end, Xander Drake began a presidential campaign; preying on the fears of those affected by the Faez invasion and super-powered beings that claimed to be "gods!" His campaign worked, and Drake was elected as President of the United States.

XANDER DRAKE AS A HERO

Having suffered at the hands of the Faez during the invasion, Xander Drake could turn over a new leaf. Using his vast corporate empire and financial resources, Drake could start creating weapons and armor suits for the benefit of the heroic community and the United States to use against villains and alien invaders. Rather than running for POTUS in a campaign of fear, Drake instead uses his political clout to run a campaign of hope; becoming the greatest ally a hero could have!

Xander Drake (PL 7)

Strength 2, Stamina 3, Agility 2, Dexterity 2

Fighting 2, Intellect 4, Awareness 2, Presence 3

POWERS

Neural VR Pilot Rig: Summon Stalin Mk-II Robot 9 (Active, Controlled, Heroic, Mental Link [radio]); Removable (-11 points) – 44 points

EQUIPMENT

Pistol: Ranged Damage 3 – 6 points

Xander can access any weapon in the Drake Industry arsenal at a moment's notice. He has access to advanced energy weapons and military ordinance.

ADVANTAGES

Benefit 6 (CEO Drake Industries, Wealth 5), Connected, Equipment 9, Languages 3 (Cantonese, Greek, Japanese, Russian, [English is native]), Skill Mastery (Persuasion)

SKILLS

Deception 6 (+9), Expertise (Business) 6 (+10), Insight 2 (+4), Intimidation 2 (+5), Investigation 2 (+6), Perception 2 (+4), Persuasion 6 (+9), Technology 6 (+10)

OFFENSE

Initiative +2

Unarmed +2 (Close, Damage 2)

DEFENSE

Dodge 4, Parry 4, Toughness 3

Fortitude 5, Will 8

POWER POINTS

Abilities 40 + Advantages 20 + Defenses 12 + Powers 44 + Skills 16 = 132 Total

COMPLICATIONS

Fame: Xander Drake is a military industrialist.

Motivation: Drake is a businessman. He is not out to conquer the world; he just wants money and the power that comes with it.

Rival: Eli Wyatt (aka Spartan).

Secret: Drake provides high tech weapons and equipment to villains in exchange for a cut of their illicit goods.



Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

DESIGNATION OF PRODUCT IDENTITY: Hero points, villain points, and power points are Product Identity of Green Ronin Publishing, used with permission. The Rogue Genius Games (RGG) company name and logo; the “Super Powered Legends Sourcebook” name and logo; all artwork, backgrounds, and logos; all trade dress, and graphic design elements.

DECLARATION OF OPEN CONTENT: All game mechanics not identified as Product Identity, all proper names of classes, prestige classes, archetypes, feats, skills, spells, magic items, monsters, rituals, artifacts AND OR the names of abilities presented within this book are Open Game Content as described in Section 1(d) of the License.

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a. Copyright 2000, Wizards of the Coast, Inc. **System Reference Document.** Copyright 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document. Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Mutants & Masterminds. Copyright 2002, Green Ronin Publishing; Author Steve Kenyon.

Advanced Player’s Manual. Copyright 2005, Green Ronin Publishing; Author Skip Williams.

Silver Age Sentinels d20. Copyright 2002, Guardians of Order, Inc.; Authors Stephen Kenyon, Mark C. Mackinnon, Jeff Mackintosh, Jesse Scoble.

Mutants & Masterminds, Second Edition. Copyright 2005, Green Ronin Publishing; Author Steve Kenyon.

DC Adventures Hero’s Handbook. Copyright 2010, Green Ronin Publishing; Author Steve Kenyon.

Mutants & Masterminds Hero’s Handbook. Copyright 2011, Green Ronin Publishing; Author Steve Kenyon.

Super Powered Legends Sourcebook. Copyright 2018, Rogue Genius Games; Author Jacob E. Blackmon.