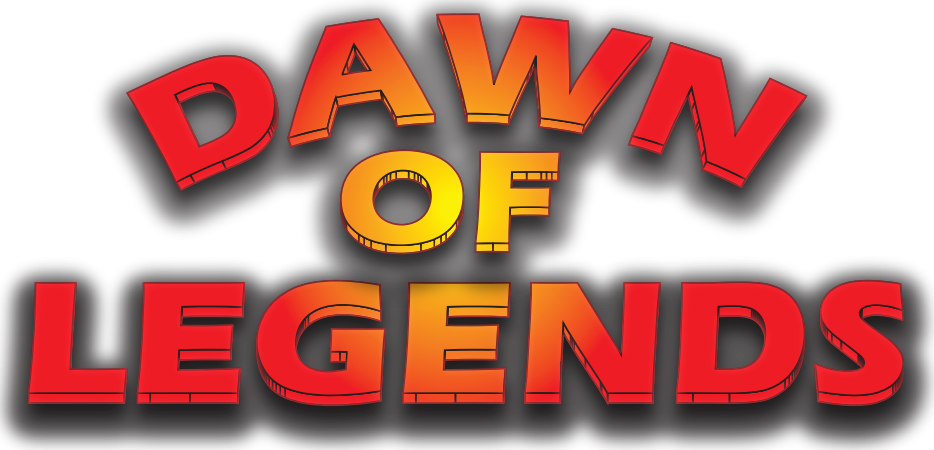
DAWN OF LEGENDS



OFFICIAL SAVAGE WORLDS LICENSED PRODUCT



Requires the Savage Worlds RPG by Pinnacle Entertainment for Use.

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Foreward

"This darkness cannot last forever. A dawn is coming... a dawn of legends."

With those words, written in a simple email, Creative Director Mike Dukes started a process that brought the award nominated Autumn Arbor: City of Legends setting into the Savage Worlds licensee family.

To be honest . . . before Mike Dukes came onboard, I'd had my doubts that a super-powers system could be designed for Savage Worlds that would meet my critical standards and that truly mimicked the four-color action of comic books ranging from the street-level vigilantes to the galactic heavy-hitters. Obviously, Mike proved me wrong, gave me a terrific foundation to build upon, and here we are.

So, what is Dawn of Legends?

We'll skip the gratuitous: *Dawn of Legends is a role-playing game setting for Savage Worlds, or Dawn of Legends allows you to create and play a super-hero in a four-color, character driven setting using the Savage Worlds system*. Obviously, you already know that from the garishly clad characters on the front cover, the Savage Worlds Licensee logo, and the back cover blurb.

So, let's get to the real answer as to what's in this book.

Dawn of Legends brings the best of comic books to life at your gaming table. Not only will your characters be able to run around town, or the world, in garish costumes, but they'll be able to do battle using a vast array of flashy Powers or intensive training abilities. More importantly, though, Dawn of Legends takes you step-by-step in creating not only super-heroes but in creating fully realized characters. After all, becoming an extraordinary individual doesn't make life's normal problems go away. It just piles the bigger issues on top of the more mundane.

By using the *Importance of Backstory* section, players will be able to fully flesh out their Heroes ranging from past tragedies and victories, to Rogue's Galleries, friends, family, and bonds to the world around them. Likewise, they'll be given a series of questions to answer, forcing them to look deeper into the who of the character to discover why he or she became a Hero instead of a Rogue, and how they might react to certain situations.

Dawn of Legends also provides a near exhaustive amount of tools for creating the more extraordinary aspects of the character. Inside this book, you'll find:

- Over 3 dozen new Edges
- Over 1 dozen new Hindrances
- Over 100 Powers
- Over 2 dozen Power Enhancements
- Over 2 dozen Power Drawbacks
- Over 1 dozen Power Boosters

Not to mention many new uses for Bennies, new Combat Maneuvers, rules for handling Popularity, special rules for creating Super Teams and making them as unique as the characters that form them, and a brand new Wealth system that mimics the fluid feel of money in comic book stories.

And that isn't all!

Next, we give you a full setting to explore and create your own Sagas. The city of Autumn Arbor contains 10 Districts, over 80 locations, over 90 Non-Player Characters (NPCs), several Street Drugs and Mystic Artifacts, and dozens of tips and tricks for including them in your campaign.

Despite all the material contained within this book, we still aren't finished. Not by a long shot.

Daring Entertainment offers nearly a dozen free downloads at www.daringentertain.com to help enhance your gaming experience. Full character sheets, Super Team sheets, free Adventure Cards for the Savage Worlds Adventure Deck, Free GM Screen inserts, and full plot-point campaigns to help get you started, allowing GMs to get their group of players fighting evil in the City of Legends right away. From there, Daring Entertainment will be continuing the plot-point campaigns, with many starting at Heroic and Legendary Rank, so GMs aren't forced to create their own stories once the initial Sagas are completed. In Dawn of Legends, GMs and Players will have all the support they will ever need for years of continued play.

All in all, what you hold in your hands is not only the first step in bringing a new era of four-color action to Savage Worlds, it's a new era in the Savage Worlds license.

As Stan Lee might say: Hold on tight, True Believer, you're in for one wild ride!

Lee F. Szczepanik, Jr.

February 19, 2009

Players Guide



INTRODUCTION TO NEO EARTH

The "What If" of Neo Earth

Neo Earth is much like our own ordinary world except that super-beings, commonly known as Neos, openly walk among genetically normal humans (Mundanes, or "mundies" as they are semi-derisively referred to by politically incorrect Neos). These Neos include human mutants, sorcerers, wielders of remarkable technology, and even aliens. But these extraordinary beings are not limited to interacting with each other; their actions, indeed their very existence, have changed the planet. The history of Neo Earth bears their impact. Government, business, science, and society have adapted to deal with the Neo presence. The planet has become a world where figures of myth and legend meet psychological and social realism.

Welcome to Neo Earth.

What is a Neo?

The public at large tends to think of Neos as super-powered beings who run about tossing cars and hurling lightning bolts at each other while wearing skintight outfits and sporting colorful names. In common usage, the word Neo means any being who exhibits extraordinary abilities, whether human or otherwise. The reality is a bit more complex.

True Neos are human beings with intrinsic meta-normal abilities or, more simply put, super-powers. The source of their Powers can in most cases be traced to their genetic code. They are the beneficiaries of genetic engineering performed on early humans by the extraterrestrial Mentazi. This alien race introduced the DNA responsible for Neo Powers into the human biological code.

True Neos have Powers which Mundanes simply cannot posses, no matter how knowledgeable, trained, or skilled they are. These Powers do NOT have to be those typically displayed by costumed adventurers; they range from trivial Powers such as chameleon-like skin color to the useful but low-key ability to eliminate cold/flu symptoms with a touch all the way up to the incredible Powers of unaided Hyper-Movement (Flight), Super-Strength, or Telekinesis. The Powers of True Neos can defy known principles of physics, let alone mere human limitations. The most widely accepted scientific hypothesis postulates that all True Neo Powers are ultimately psionic in nature, save for those which are clearly physical mutations (increased muscle mass, additional organs, armor-plated skin,



et cetera). This theory holds that True Neos unconsciously manipulate quantum particles, altering probabilities at the local level to manifest their "impossible" deeds. While most True Neos are not outwardly different from Mundanes, cosmetic mutations are not uncommon and run the gamut from minor (odd hair color, gills) to extreme (vastly increased muscle mass, extra limbs, human/animal hybrid appearance).

It is rare for True Neos to manifest their Powers before adolescence. Often some sort of triggering "event" must take place in order for manifestation to occur. This can be as common as the stress of puberty or as unique as an "accident" involving high-end technology, dangerous chemicals, or exposure to rare elements/energies.

While most True Neos are born with at least the potential for these Powers, a minority are granted their Powers through deliberate experimentation. Both VanCorp and G.O.D. Industries, among others, are furiously conducting research intended to crack the biological enigma behind Neo Powers. The final aim is achieving the creation of custom made Neos with pre-designed Powers. G.O.D. in particular has had success in creating synthetic Neo gene templates to imbue Mundanes with special Powers, but so far undesirable side-effects are almost unavoidable. In any case, while not always natural in origin, the Powers of True Neos are intrinsic; they are not dependent on outside aids (whether pharmaceutical or technological aids), nor are their Powers derived from bionic, surgical, or drug-induced changes.

Ultra-Normals have no clearly superhuman Powers, but operate at or near the hypothetical boundaries of human athletic and/or intellectual performance. Their capacities exceed even those of Olympic athletes, elite martial artists, and mental savants. Despite their lack of Powers, Ultra-Normals who choose to participate in the Hero/Rogue ("villain") conflicts can frequently hold their own. Ultra-Normals sometimes test positive for Neo genes (apparently even when Neo DNA does not grant overt Powers, it does confer exceptional aptitudes and resilience). But individuals such as the storied Mr. Century or brash young Champion Sure-Shot consistently test as baseline human when their genetic material is examined. The explanation behind these paragons of human achievement remains unexplained.

A sub-set of Ultra-Normals are individuals capable of inventing technology which replicates Neo Powers. The armor, weapons, and other devices invented by such individuals are almost always impossible to duplicate, even in the most advanced laboratories. Even if their effects can be mimicked, they cannot be mass produced. When taken apart, their construction often makes no logical sense; the devices shouldn't function at all. Sometimes such Gadgets only operate for the creators, or cease to operate if their makers die or become incapacitated. The best explanation for this occurrence is that the Gadget's creator is not Ultra-Normal at all but is instead a True Neo whose Powers depend on the psychological "crutch" of utilizing Gadgets as a focus for his Power manifestations.

But just as clearly, there are Neos such as the notorious Anarchitect who command superior technology, several generations ahead of modern human civilization. Yet even after being subjected to careful inspection and study, this technology proves extremely costly and time-consuming to replicate using available materials/techniques. So once again, there are few simple explanations.

Quasi-Neos is a catch-all term including humans enhanced by bionics or radical surgery, extraterrestrials (such as the menace Stargoyle), and other non-human entities (androids, animals altered through forced evolution, psychic constructs, et cetera). Humans artificially augmented by outside means remain genetically normal, scanning as baseline humans to scanners capable of detecting Neos. Quasi-Neos such as extraterrestrials and synthetic life-forms have superhuman Powers largely because their mental/physical make-up is structurally different from those of mundane humans.

Magic-Wielders must be relegated to a special category. Mystics, shamans, sorcerers and assorted magic users may simply be utterly ordinary mortals who simply have the intelligence, discipline, and opportunity to master the arcane arts. Yet so few people show the aptitude for mastering incantations and spells that many researchers suggest magic-wielders are Ultra-Normals with savant abilities in the occult. Other experts in Neo science insist magicians are True Neos whose chromosomes inexplicably read as Mundane, lacking any commonly identified Power genes. As few can agree on the basics of how magic operates (extra-dimensional energy source? Neo Powers? Latent human psychic potential?), the question is unlikely to be settled anytime soon. These competing theories do not even address the existence of celestial avatars, demons, or earth elementals.

The Neo Community and the Media

Neo Champions (duly registered Neo law enforcement assets) currently enjoy generally positive media coverage in the United States. Vanguardian is a popular symbol of corporate culture done right; Champions such as Spectacular and Stelleron who fell in battle are revered as national heroes; members of the recently reformed Young Hollywood Super Team dominate the covers of Entertainment Weekly, People, and US magazines. This favorable press is particularly true in Autumn Arbor, which was saved from utter annihilation by the alien Purge Campaign.

Such positive outlook towards Neos has not always been the case. There have been wide swings in public opinion among the American public and media coverage throughout the decades has reflected popular sentiment. During the Senator Joseph McCarthy years in the early 1950s, the Sentinels of Society (SOS) were pressured into disbanding under suspicions of harboring Communist sympathies. Neos were widely despised in the United States in the late 1960s through the early 1980s. This lack of popularity followed the failure of Neo military personnel in Vietnam and the mass slaughter perpetrated by Shield Goddess and Lune Witch. Open Neo activity was banned in the US for over a decade. This situation only changed when the Daring Dynasty and SOS saved Congress from the Anarchitect in 1985.

Individual Neos still receive their share of negative media. Everest was involved in a sex scandal while serving on Autumn Arbor's City Council. F-5 and Ms. Maximum, the "elder

statesmen" of Young Hollywood, regularly come under fire for trading on their standing as Champions without doing much to back up their Heroic reputations, though they earned a bit more credibility with their capture of spree killer Profesoro Asesino Maximo. The so-called Liberty League does little good for public perceptions of Neos with their militant message of genetic superiority.

Science on Neo Earth

As mentioned, companies such as VanCorp, G.O.D. Industries, and Germany's Frankenstein Foundation have made strides in synthesizing specific Neo genes and inserting them into the DNA of Mundanes to transform Mundanes into Neos. The existence of Neos has sparked research into all manner of human augmentation, including bionics, performance enhancing drugs, and even extreme diet and exercise regimens. Not all of these explorations are being conducted by the private sector; nearly every major world government is performing research to maximize their Neo resources.

The law enforcement/military need to counter Neo Powers has also spawned new technologies. The C.O.P.s (Containment Operations Personnel) equipment used by the United States' Neo Crime Bureau (NCB) allows ordinary police officers to temporarily negate Neo Powers, though the technology is limited in scope. The military Americannon exoskeletons (and later, full-fledged robots) serve to level the playing field between Mundane troops and Neo opponents. VanCorp has poured billions into developing countermeasures sufficient to contain the Neo inmates of Solitaire Island Federal Prison.

The field of Neo medicine focuses on treating Neos, with the complications of their unique physiologies and psychologies. Two specialties have already emerged: Neo trauma care, which seeks cures for conditions/injuries caused by Neo Powers (unnatural aging, memory alteration, permanent size reduction, et cetera), and Null Therapy, which is the study of restoring Neos to Mundane Power levels, either through temporary or permanent Power nullification. The field of study also addresses the need for therapy for ex-Neos to successfully adjust to Mundane status. Null Therapy is highly controversial in the Neo community.

Prosthetics have advanced remarkably on Neo Earth, largely through the discoveries of the unstable genius Anarchitect, though Mr. Century also completed pioneering work in the field. But while cybernetic limbs and sensory organs are now feasible, they remain extraordinarily expensive to manufacture. Automated production leads to high failure rates, making mass production impractical. But these obstacles have not stopped Veterans groups and public advocates for the disabled to demand much greater federal spending on bionics research (especially in the wake of increased numbers of amputee Veterans caused by the recent Iraq War).

Select individuals or groups have access to technologies far beyond modern human civilization. Marcus Ramirez built VanCorp on the ancient Atlantean science provided by ageless Icarus. The arch-mage Arkainon has occult and technology knowledge from scores of parallel worlds at his disposal (the Iron Reich he founded is likely the most technologically advanced organization on Earth).

While US businesses have been reluctant to explore occult 'sciences", due to both the stigma and disbelief involved, this attitude is changing. The might evidenced by "supernatural" beings is undeniable and corporations are always eager for new means of acquiring influence and power. VanCorp has taken the lead in establishing a subsidiary devoted to spinning off applications of arcane research

Crime Fighting and the Public Use of Neo Powers: The Neo Laws of the United States

The legal system has evolved to handle Neos and Congress has enacted legislation specifically intended to curtail the abuse of Neo Powers. Like Neo Medicine, Neo Law is still in its infancy, as Mundanes struggle to adapt to the aliens, demigods and super-powered beings that now walk among human society. Although anti-Neo sentiment among the American public has waned since the days of the Nixon-era ban on the use of Neo Powers on United States soil, Mundanes remain not unreasonably apprehensive. It is difficult not to be fearful about individuals capable of tearing through steel plating as if it were tissue paper, spying on people from a city away, or wiping out a person's lifetime of memories with a blink.The re-emergence of widespread, high profile Neo activities across the nation spurred public support for the Neo Laws, statutes especially drawn up to curb the abuse of Neo Powers. While not comprehensive, the following provides an overview of the important Neo Laws.

The most famous of these statutes is the Neo Registration Act, which requires that Neos who wish to serve in the capacity of "super-heroes" must be duly registered and licensed by the US government. Registration includes disclosing their actual identities with the Neo Crime Bureau, though such information is considered confidential until/unless a registered Neo is arrested and indicted for criminal acts. The Neo Laws encompass far more than mere registration of civic-minded Neos. In fact, the Neo Laws define exactly what constitutes criminal misuse of Neo abilities, as well as the type and severity of punishments applicable to specific transgressions. Furthermore, all crimes involving the use of Neo Powers are federal crimes and fall under the jurisdiction of the Neo Crime Bureau. This is actually the most important issue addressed by the laws. While it might seem absurd to lay people, prior to the passage of the Neo Laws there were technically no laws on the books covering transgressions such as mind controlling an individual into divulging company secrets or aging a person twenty years in a matter of seconds. The most applicable statutes were civil rights violation laws and civil torts which covered the infliction of pain, suffering, and lost income potential.

In previous years past, state prosecutors were forced to go after Neo perpetrators under statutes covering assault, theft by deception, depraved indifference, and other laws only meant to handle "normal" criminals. Individual state court rulings gave rise to a patchwork of laws that attempted to handle extraordinary crimes. The Neo Laws codify and standardize such laws, creating a uniform system for handling super-powered crime, greatly easing the burden on law enforcement.



Any use of a Neo Power in the commission of a violent crime carries a mandatory minimum five-year sentence in a federal penitentiary upon conviction. Violent crime in this case is defined as any act that results in the harm or threat of expected harm to one or more persons. Mentally or physically altering, affecting, dominating, or harming another person or persons with a Neo Power during the commission of a crime carries a charge of assault with a deadly weapon, even in such cases where use of the Neo Power results in medically harmless effects, such as the victim(s) being rendered temporarily asleep or unconscious. The second and subsequent convictions pertaining to the use of a Neo Power in a violent crime imposes a mandatory minimum of ten years in a federal penitentiary for the perpetrator.

The use of Neo Powers to temporarily (defined as a period not to exceed more than forty-eight hours maximum) induce mental or physical changes in an individual(s) is considered a violation of federal civil rights laws; such changes include but are not limited to: alterations in normal behavior or speech, cosmetic changes, transformation to metal, stone, or other inorganic substances, imbuement with unasked for/unwanted Neo abilities, and/or causing unnatural aging, age regression, growth, shrinking, or other changes in bodily proportions. Similarly, the use of Neo Powers to read the thoughts of unwilling subjects, spy upon others with the use of telescopic or X-ray vision, teleport unwilling subjects, or transport unwilling subjects across dimensional barriers is considered a violation of federal civil rights statutes as noted above. Exception is made for the use of such Neo Powers by recognized and duly registered Champions when necessary to apprehend criminal suspects or protect public safety.

If Neo defendants are convicted of civil rights violations pertaining to the use of their Neo Powers, any criminal penalties (including but not limited to fines and imprisonment) that are imposed as a result of such violations do not preclude victims of those convicted of such crimes from pursuing civil damages against the perpetrator (s) as well. Nor do convictions on civil rights charges prevent attendant charges stemming from the misuse of the Neo Powers (e.g. a mind reader who uses his telepathic abilities to acquire illicit knowledge of stock movement may face civil rights charges, insider trading charges, and civil penalties).

The more serious charge of Aggravated Mayhem applies to any case where using a Neo Power in the commission of a crime results in another individual suffering disfigurement, long-term or permanent mental or physical disability, or long-term involuntary transformation. The charge of Aggravated Mayhem applies in addition to any applicable assault and/or civil rights violations charges the defendant(s) maybe charged with in such cases. A conviction on the charge carries a ten-year mandatory minimum sentence, regardless of the actual nature of the lasting harm or change inflicted by the Neo Power, with a maximum penalty of life imprisonment.

The courts have consistently ruled prison officials may use any necessary means to contain Neos, so long as inmates are not actually harmed. These measures have included full-body containment suits, 24/7 incarceration in windowless, sound-proofed cells, and even involuntary surgery to remove innate biological weaponry. The worst of the worst are subject to the "Petrified Forest" treatment, where they are put into a state of living rigor mortis. The ACLU continues to bring legal challenges to these practices, as do several international human rights organizations, but the United States judiciary has erred on the side of protecting prison personnel and the general public over Neo rights time and time again.

Non-humans are not automatically granted any legal status; there are regulations which allow for such beings to be recognized as having full human rights once they establish their sentience in court. However, obtaining the necessary hearings is not easy, as the petitioners begin with no legal protections whatsoever. Androids, extraterrestrials, intelligent animals, and supernatural entities judged to be dangerous frequently end up in military custody or in a "black ops" lab.

Neos who routinely engage in crime fighting/law enforcement duties must be commissioned in an appropriate enforcement agency: international, federal, state, or local. Their police powers/jurisdiction is limited to that of the agency in which they are commissioned. Due to the unique hazards posed by the use of their Powers, they are required to carry additional health and casualty insurance; they are personally responsible for this insurance if their organization does not provide for it. Neos are not required to reveal their civilian IDs to insurance providers, though alternative means of verifying their identities must be volunteered (dental records, retinal scans, et cetera).

Civilian Neos not officially employed by law enforcement agencies may perform "citizen arrests" just like other citizens; they are not subject to strictures such as the Miranda ruling (which dictates subjects are informed of their legal rights), but are NOT exempt from laws against excessive force or causing negligent harm. Federally registered Champions are allowed to testify in court without revealing their secret identities. They are subject to cross examination.

The practice of kid Sidekicks is forbidden; Neos under 18 are prohibited from using their Powers in public. Child labor

and child endangerment laws fully apply to Neos. Underage Neos are eligible for prosecution as adults if their Powers are used in commission of crimes.

It is illegal for Neos to use their Powers on their jobs, unless given explicit permission to do so by their employers. While rarely prosecuted criminally, violating this statute is grounds for termination of employment. The Americans with Disabilities Act (ADA) does not protect Neos in the workplace. Being a Neo is not considered a federally protected category when it comes to job or housing discrimination.

The Neo Crime Bureau

Begun in 1951 as a special division of the FBI, the Neo Crime Bureau (NCB) became a separate organization following the Lune Witch/Shield Goddess Christmas Day massacre. The NCB is responsible for handling crimes involving Neos and other meta-normal activities. The NCB has historically placed little emphasis on recruiting Neos as agents; this organizational prejudice stems from the NCB's creation during the days of Senator Joseph McCarthy, when they primarily used to investigate Neos suspected of Communist/subversive leanings. This attitude has begun to turn around in the last twenty years, out of pragmatism if nothing else. The NCB still lags behind its foreign counterparts such as Canada's Royal Canadian Mounted Police (RCMP) Neo Division or Germany's Neo Group 3 in regards to the hiring of Neos.

Unlike many federal agencies, the NCB makes a point of working closely with other law enforcement agencies, from the ATF and Border Patrol down to local police departments. The NCB is ultimately responsible for the apprehension, arrest, and transport of all Neo suspects (aside from those in military custody). The NCB maintains offices in every major US city and NCB agents are assigned to act as liaisons to the larger police precincts.

When necessary, the NCB dispatches C.O.P.s squads to take down Neo threats. The C.O.P.s are outfitted in state of the art powered armor, which affords them considerable firepower and resistance to harm. They are further equipped with devices to suppress Neo Powers; the limitation is the need to recalibrate the technology against every individual Neo. So far no universal Power nullifying technology has been perfected. This drawback notwithstanding, the C.O.P.s squads have outstanding track records. But if they do not prove sufficient to handle a given situation, the NCB is authorized to call up Americannon units. Originally built under the Nixon administration to handle rogue Neos after the ban on Neo Powers took effect, the military Americannon are only activated in extremis (for instance, a



mass break-out at Solitaire Island Federal Prison or the return of Xomobehemoth might warrant their deployment).

Solitaire Island Federal Prison, the Federal Prison System, and Parole

Built in 1975, Solitaire Island Federal Prison was first established through a clandestine arrangement between the Federal Bureau of Prisons and VanCorp, the leading US Corporation in the field of Neo technology. Solitaire Island Federal Prison has become the most advanced Neo containment center on Neo Earth, housing some of the most infamous and dangerous Neo criminals to ever threaten the City of Legends, or the rest of the United States, for that matter. Located just south of the Autumn Arbor peninsula on federally-owned Solitaire Island, the prison is a veritable fortress. It has been the target of several major Rogue assaults during the prison's history, but none has ever proven successful. The institution's internal security is almost as tight. After the latest upgrades, CEO Marcus Ramirez proudly boasted at his last press conference "VanCorp is now 100 percent confident that Solitaire Island Federal Prison can contain any Neo on the planet, regardless of their abilities or Power levels".

His claim has yet to be proven false, as there have been no escapes since implementing the upgraded security. Solitaire Island Federal Prison is rivaled in security only by the Red Chinese Neo Gulag. Among the more infamous prisoners in the complex are Mr. Century (the first African-American Rogue), Ch'uurge the Unstoppable, perpetual rivals Lune Witch and Shield Goddess, ex-Daring Dynasty associate Chain Lightning, Ultimind X (Spectacular's killer), and disgraced Young Hollywood member, Zaftig.

Unlike inmates in the normal federal judiciary system, Neo prisoners are eligible for parole, not simply early release due to "good behavior" credits. Solitaire Island Federal Prison is the only federal penal institution to which this applies, as it is the only US prison housing Neos on a long-term basis. This special prerogative granted Neo inmates at Solitaire Island Federal Prison generates a continuing debate on Capitol Hill, as civil rights activists consider the situation to be biased and prejudicial against non-Neo federal inmates in the federal prison system. Various constitutional law groups have brought cases arguing that the use of parole is therefore unconstitutional, since it violates the Equal Protection clause of the 14th Amendment. While the Federal Court of Appeals once sided with this argument, the case was overturned by the Supreme Court on the grounds that the national interest outweighed any supposed need to treat all federal prisoners in the same manner. The current conservative tendency of Chief Justice John Roberts' court is unlikely to take up any similar argument in the near future. The truth is that the parole system remains in place largely for economic reasons - it is immensely expensive to keep many of the inmates imprisoned, with costs running well into the tens of millions for a handful of the most dangerous inmates. Also, both Democrats and Republicans alike recognize that successfully rehabilitating and re-integrating Neo Rogues back into society is vital for the country's future. The only alternative is execution (which has not been entirely dismissed as an option).

Parole for Neo inmates is dependent on successful completion of Null Therapy. This multi-stage medical process involves (usually temporary) nullification of an inmate's abilities through drugs, neural implants, or external "Power-locking" devices AND intense therapy to facilitate the adjustment to a new, law-abiding lifestyle. Inmates must meet stringent requirements to participate in Null Therapy (death row inmates, life-termers, and those with sociopathic disorders need not apply), but VanCorp offers generous incentives for completing the program. This is not a matter of VanCorp caring about the welfare of prisoners; the success of the Null Therapy initiative is important for the company's reputation and Solitaire Island Federal Prison's bottom line. The program has produced notable triumphs and several well-documented failures.

Introducing Your Heroes to Neo Earth

The Player Characters (PCs) may take on the role of recent arrivals to Autumn Arbor, freshly-minted Heroes new to the City of Legends and eager to make their marks. Or they could be native sons and daughters who have spent their entire lives in the bayside metropolis, but who have only recently donned capes and cowls, taking on the mantles of Heroes. Perhaps they are young Neos recruited by the Neo Crime Bureau to help patrol the streets, backing up their ordinary "brothers in blue" against Rogues like The Awakened, Carionette, or the Riggers. Maybe the Heroes are long-retired veteran Neos who haven't seen action since World War II or the Korean Conflict but suddenly called back to action when catastrophe takes the city's younger stalwarts out of commission. Or it might be the protagonists are teenage Neos, Heroes-in-training forbidden to use their Powers in public, but finding themselves in situations where they have to bend that particular rule.

Going further afield, the PCs can take on the roles of Mundanes employed by the government and given the special equipment and training needed to contain an out-of-control super-powered community. And who says the Heroes have to Heroes at all? Maybe the PCs are inmates at Solitaire Island Federal Prison, trying to survive amidst a corrupt prison system and even worse Rogues, all the while plotting their escapes.

The world is wide open. While Autumn Arbor is presented as a campaign setting, GMs and players are not limited even to the marvelous metropolis that is the City of Legends. Other cities in the United States have very different Neo scenes, everything from the red carpet, limousine-riding Champions of Hollywood to the Blues and Voodoo characters haunting New Orleans to patriotic Heroes walking in Washington, D.C.'s corridors of power; all of these and more exist on Neo Earth. Other nations have responded very differently to the presence of real live super-beings, some for the better and some for the worse.

BECOMING A HERO

The Importance of Backstory

Be a Hero, Become a Legend!

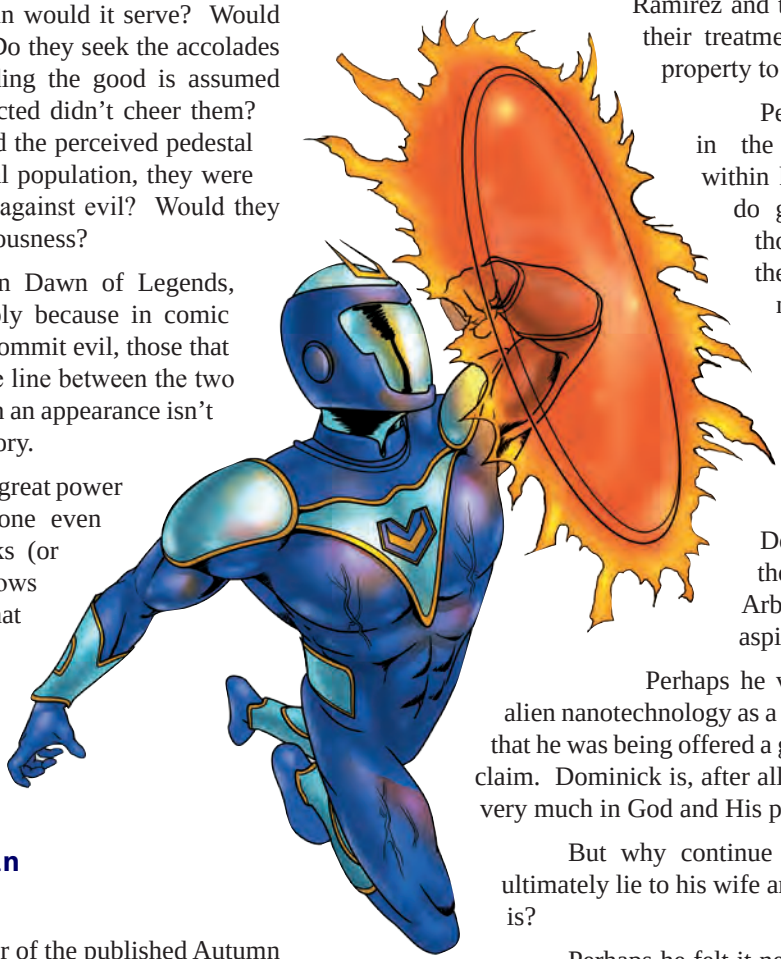
Those words originally launched Autumn Arbor as a place where even the most average person could make a difference with nothing more than heart, conviction, and determination. In a world of extraordinary individuals, people able to melt flesh from bone or turn metal into liquid with the intensity of their gaze, why would they risk their lives to defend a population that is nothing more than a sea of unknown faces and lives? Why assume the burden of being a Hero, when their Powers could just as easily be used for wealth and personal gain?

Why did you become a Hero instead of a Rogue?

Before you answer, consider how the average person with Powers might truly act. Would such a person, even assuming that the colorful costumes are in vogue, really go out and risk his or her life to save people they don't even know? Would they care if a bank was robbed or a politician was taken hostage? If a person had the ability to turn invisible, how would they use that Power? Would they be like the ancestor of Gyges when he found the ring and used its Powers of invisibility to commit adultery with the king's wife, attacked the king with her help, and then assumed the throne and ruled the kingdom? Would they, instead, use the Power to uphold the moral good of the community? If so, why? What gain would it serve? Would they feel better about themselves? Do they seek the accolades and approval of others that upholding the good is assumed to bring? What if those they protected didn't cheer them? What if, because of their Powers and the perceived pedestal it placed them upon over the general population, they were hated and feared despite their fight against evil? Would they continue to follow the path of righteousness?

See the pattern developing? In Dawn of Legends, Heroes should not be Heroes simply because in comic books there appear to be those that commit evil, those that battle evil, and those that walk a fine line between the two extremes. Even in comic books, such an appearance isn't generally all there is to the Hero's story.

We've all heard the phrase "With great power comes great responsibility". Anyone even remotely familiar with comic books (or current films derived from them) knows where the phrase originated. But what exactly does it mean? What exactly is that "responsibility"? To answer that question, we'll take a look at Vanguardian and his life as a Hero.



Vanguardian

Vanguardian, the central character of the published Autumn Arbor fiction, is a character of extremes that all seem in conflict.

Ever since the alien nanotechnology that would eventually come to form the Vanguardian Armor first linked with his mind when he was 8 years old, Dominick DiAngelo's life was changed. Raised in his early years with his younger brother, Anthony, by a single-parent father that used his Neo Powers to commit a series of successful robberies (while working as a Vice Detective in the Autumn Arbor Police Department), Dominick was instilled since early childhood with a conflicting point of view. On the one hand, he recognized his father as a Champion of Good; a man that put his life on the line to make the streets of Autumn Arbor safer. Yet, his father also used his Neo Powers for personal gain, robbing others of their material goods and taking them as his own.

After being raised and trained by VanCorp, Dominick faced a decision. VanCorp had the means to make him a Neo Hero: a protector of the innocent lives of Autumn Arbor. Likewise, VanCorp also planned to promote and franchise Vanguardian for profit, marketing him into the premier Hero despite the dozens of others that also risked their lives. Meanwhile, Dominick's father felt it was too much for a mere 21 year old young man to handle.

Dominick ultimately made the choice to become the Hero known as Vanguardian, despite his father's protests and VanCorp's business aims.

But why? And what has made him take his role as a Hero to heart, often going head-to-head with Marcus Ramirez and the rest of VanCorp over their treatment of Vanguardian as a property to draw a profit?

Perhaps his father's time in the Vice Squad instilled within him a moral compass to do good deeds and protect those unable to protect themselves. And while that might be true, it's too pat an answer. No single event, despite Freudian psychology, shapes our lives or persons to such a high degree.

Perhaps Dominick grew up seeing the Heroes of Autumn Arbor's past as something to aspire to become.

Perhaps he viewed his link with the alien nanotechnology as a sign from a higher power that he was being offered a gift very few others could claim. Dominick is, after all, a Catholic and believes very much in God and His plan.

But why continue to be Vanguardian and ultimately lie to his wife and children about who he is?

Perhaps he felt it necessary to lie in order to protect them from his identity as Vanguardian and

the dangers that came with knowing the truth. After all, if his sons or wife mistakenly bragged about his identity to the wrong people, it could very well place them in mortal danger.

But not telling them also brings up the point that they are living a life of extreme danger without even knowing about it, or being given a choice about it. After all, any Neo Rogue might unmask Vanguardian, perhaps without his knowledge, and learn the truth.

Perhaps he continues to serve as Vanguardian because he feels it is the best possible way of ultimately protecting his family from the Neo Rogues that plague Autumn Arbor.

Perhaps, as well, some part of him loves the feeling of power and the accolades being such a well-known public figure brings him.

Whatever the reasons, we see that Dominick's reasons for being Vanguardian can be myriad, as can his reasons for lying to his family and endangering them by continuing to serve as a Hero after he married and started a family.

Player character Heroes in Autumn Arbor should likewise be complex individuals, with many facets to their personality. Friends, family, associates, enemies, moral questions, concerns of core character . . . all of that and more form the basis for what makes Dawn of Legends different from your typical super-hero role-playing game setting.

Recommended Reading: It is highly encouraged that anyone interested in discovering new ways to view not only super-heroes, but their own characters, read Superheroes and Philosophy: Truth, Justice, and the Socratic Way; Edited by Tom Morris and Matt Morris and published by Open Court (ISBN: 9780812695731). The questions it raises, and the way it delves into why super-heroes may ultimately choose the life they do battling evil, is guaranteed to make you look at comic books, and your own Heroes, in a different light.

Creating the Backstory: Twenty Questions

To help get the creative juices flowing, or maybe just to make you think of a few topics about your Hero you might not have thought of otherwise, we encourage you to answer the following questions. Not only will they help flesh out the who of the Hero, but they can also provide the GM with a terrific tool for making the adventures just a little more personal.

1. How did your Hero get his Powers?

2. Describe your Hero's costume? Is this the original costume, or has it changed over the years?

3. Your Hero is plagued by a reoccurring nightmare/dream. Describe the dream. How long has this reoccurring dream been happening? Was there some event in the Hero's life that first triggered it?

4. Your Hero is facing his/her arch-nemesis. Unfortunately, your enemy has placed the lives of numerous civilians in immediate danger. Does the Hero move to save the innocent lives, thus allowing the enemy to once again escape? Or does the Hero go after the enemy to end the reign of terror once and for all, thus allowing the innocents to die?

5. Your Hero has been ordered to help apprehend another Hero that is believed to have gone Rogue. The suspect, however, is a close friend of the Hero's. Does the Hero bring the suspect to justice? Or does the Hero disobey an order and break the law to help the suspect try to clear his name?

6. What if the suspect really did go Rogue? Would the Hero bring them in, or try to reform them without intervention by the authorities?

7. Describe your Hero's voice? How does the Hero speak? Does he have any signature phrases or mannerisms?

8. How does your Hero relieve stress??

9. Where, or how, does your Hero get replacement costumes?

10. Your Hero is suddenly without the use of his Powers. The loss might be permanent, with no real way of guaranteeing a reversal of whatever process took the Powers in the first place. What type of life would the Hero lead? Would they retire from crime fighting, or continue to attempt to bring criminals to justice? If so, how?

11. What was your Hero like as a teenager? Give a day-in-the life of your Hero as a teenager.

12. Who was your Hero's idol as a kid/teenager?

13. Does your Hero feel it is better to be feared or respected by his adversaries?

14. What emotions can the Hero express in public? Sorrow? Anger? Sadness? Humor? Disappointment? Joy?

15. Does your Hero prefer to work solo or on a Super Team? When on a Super Team, what role does your Hero usually take? Leader? Support and Defense? Attack? Sneak?

16. Describe your Hero's perfect death.

17. Your Hero is suddenly accused of a crime? Would the Hero turn himself in to the authorities and trust the justice system to prove they are innocent? Or would they go Rogue and flee the authorities to clear their own name?

18. What factor(s) in the Hero's life made them end-up fighting crimes instead of committing them?

19. Criminals regularly escape from prison and insane asylums. How does your Hero feel about the revolving door of the Criminal Justice System? What stops your Hero from killing criminals and ending their threat then and there?

20. What scares your Hero the most?

In addition to the questionnaire, you can also use the following Origin of Heroism method to help determine your Hero's past, family, friends, enemies, and special quirks or events that have helped shape them into the person they are today.

Imagine your character as a block of clay. The super powers you give the character can be seen as the brilliant paint that you apply. But first, you need to carve away the excess clay and give the character some history. The Heroic Path is your carving tool, designed to help you plot out your character's history and concept.



As you follow your Heroic Path, you'll see explanations for certain Hindrances your character may possess. It's one thing to state that your character is Loyal, but quite another to explain why. To begin your Heroic Path, follow the charts below. You will need a deck of cards (the action deck will do).

Creating the Backstory: The Heroic Path

Base Personality- Draw one card and compare the suit and number to the chart below. Should a Joker be drawn, discard and draw again.

Spades	
2-5	Bashful and secretive
6-10	A rebel, violent and anti-social tendencies
Ace/Face Card	Cold, proud or arrogant demeaner
Hearts	
2-5	Brash, headstrong, "moody"
9+	Amiacable and outgoing
Diamonds	
2-5	Austere and firm
6-10	Asinine and simpleminded
Ace/Face Card	Shifty and cunning
Clubs	
2-5	Intelligent, detached
6-10	Fastidious, picky, agitated
Ace/Face	Inquisitive and speculative

Who is most important to you?- Repeat the above process

Spades	
2-5	Son/daughter
6-10	Brother/sister
Ace/Face Card	Parent
Hearts	
2-5	Lover or spouse
9+	Yourself and no one else
Diamonds	
2-5	Close friend
6-10	Animal/pet
Ace/Face	Instructor/teacher/mentor
Clubs	
2-5	Public figure/personality
6-10	Idol, personal hero
Ace/Face	No one is important to you

What is most important to you?- Repeat the above process

Spades	
2-5	Cold, hard cash
6-10	Honor is everything
Ace/Face Cards	Knowledge is the key
Hearts	
2-5	Honesty
9+	Friends and friendship
Diamonds	
2-5	Your word is everything
6-10	Love
Ace/Face	Power!
Clubs	
2-5	Having fun
6-10	Revenge!
Ace/Face	Pleasing others

Your view of the world- Repeat the above process

Spades	
2-5	All people are valuable individuals.
6-10	I get along with everyone.
Ace/Face Cards	No one "gets" me
Hearts	
2-5	People are sheep in need of a shepherd.
9+	I'm like Switzerland: Neutral!
Diamonds	
2-5	Respect isn't given, it's earned
6-10	Trust No One!
Ace/Face	I'll never let anyone hurt me again!
Clubs	
2-5	I just love people.
6-10	People are a virus and need to be wiped out.
Ace/Face	Can't we all just get along?

Early Background- What was life like for your family economically?

Draw another card and compare the suit to the chart below

Spades	Dirt poor, living day by day
Hearts	Middle Class Family- You were pretty average, like most kids
Diamonds	Upper-middle Class- Good schools, nice clothes and lots of toys
Clubs	Rich- you had it all, even servants!
Joker	Filthy Rich/Nobility: Your life was one of luxery and you wanted for nothing.

What comes next?- Draw a single card. If you draw a 2-10, your childhood was uneventful. Go to the *Events in your Life* chart. If you draw a Jack-Joker, head to the *Events in your Childhood* chart.

Events in your Childhood- Some sort of terrible crisis took place during your childhood! Draw a single card and refer to the charts below.

Red- A single or multiple members of your family were…

Black- Your whole family was…

Spades/Hearts- Enemies

2-3	double crossed by someone close to them and lost everything as a result.
4-5	banished; you have returned with an alias or different identity.
6-7	murdered in cold blood before your eyes.
8-9	kidnapped or simply vanished; only you were left behind.
10-Jack	hunted by a powerful person or group.
Queen-Ace	killed in wartime, due to terrorism or some disaster

Diamonds/Clubs- *Dirty Secrets*

2-5	believed to have committed a terrible crime (did they?). On an 8, they were imprisoned for 2d4 years; on a 9, they escaped but are still Wanted.
6-10	thought to possess a unique ability, status or legacy.
Jack- Queen	an enigma- you grew up alone and know nothing of your heritage.
King-Ace	a fake- you were adopted, and determined to find your real family.
Joker-	Draw two more cards and take both results.

Events in your Life- Choose your character's age and draw one card for each year over the age of 18. Compare each card to the charts below to determine the notable events in your life.

Spades-	Go to "Positive and some Negative"
Hearts-	Go to "The whirlwind of Love and War"
Diamonds-	Go to "Allies and Enemies"
Clubs-	Uneventful year; nothing happened

Positive and some Negative

Red-	Something Positive
Black-	Something Negative

Positive

2-4 A Connection. Someone in town with some power has befriended you. The Character gains the Connections Edge. Determine who your connection is and how you met them.

5-6 The Mentor. Somewhere in your life, you had a trusted instructor or mentor who helped guide you. Their teachings remain with you to this day- gain one skill of your choosing at a D4.

7-10 Debt owed. Someone owes you a favor… a big one. Treat as a one-time use of the Connections Edge and the player had rolled a Raise on the Persuasion roll.

Jack-Queen V.I.P. You managed to get into an exclusive club or organization. Decide the nature of the club and okay it with your GM. When dealing with members of the club, you have a +2 to Charisma.

King-Ace Windfall. Fortune has fallen into your lap- winning the lottery, gaining an inheritance, gambling winnings, or great stock investments. You gain a +2 to Wealth.

Joker Discard and draw again.

Negative

2-4 Jailed: You've been imprisoned, banished or were a hostage (take your pick). Roll 2d4 to determine the number of years you were jailed. This is a great one for a Hindrance to come from.

5-7 Quarry: You made a powerful enemy, be it a single individual or a large group. This is a good reason for the Enemy Hindrance.

8-10 Loss: Someone you cared for was lost to you. On an 8, they killed themselves or simply left and were never heard from again. On a 9, they were murdered. On a 10, they died due to illness or an accident.

Jack-Queen "I didn't do it!": You were falsely accused and set up. Now you're looking at prison, or worse. This is a good reason for the Enemy or Wanted Hindrances.

King-Ace Serious Injury or Accident: You suffered some kind of awful accident or were injured in some other manner. This is a good reason for physical Hindrance.

Joker Mental/Physical Illness: You suffered a mental or physical illness of some sort. This is an excellent reason for a number of Hindrances.

Allies and Enemies

Red- Allies

Black- Enemies

Enemies

2-6 Former friend or ex-lover

7-8 Family member

9-10 Business partner or co-worker

Jack-King Rival faction/gang/group

Ace Individual of power (Noble, government official, Neo, ect.)

Joker Discard and draw again

Friends

2-4 So close, they are just like a family member to you

5-7 Former love

8-Jack Former enemy

Queen-Ace Good friend with common interests/beliefs

Joker Discard and draw again

The Whirlwind of Love and War

Red- Joyous affair of the heart, enjoy!

Black- Romance Troubles

Ace or Joker- Not a happy ending

Romance Troubles

2-3 Your lover's family/friends do not like you and want you gone.

4-5 You fight all of the time and when you're not fighting, you're arguing.

6-7 ***Bundle of Joy!*** You have a child. It's a Boy on a 6 and a Girl on a 7. Congratulations!

8-9 One of you (or both!) are cheating.

10-Jack ***You married!*** Further Whirwind of Love and War results refer to this marriage (and could possibly lead to divorce).

Queen-King Things just aren't working.

Not a Happy Ending

2-3 You lost your love to an accident or deliberate murder.

4-5 Your love vanished and their whereabouts are a mystery.

6-7 Your love was sent to prison or banished from the area.

8-9 Your love's mind cracked. Insane, they are now institutionalized.

10-Jack ***Kidnapped!*** Whereabouts, unknown.

Queen-King Suicide. Your lover took their own life. Feel guilty?

Current Life- What is your life like now?

Draw a single card and compare it to the chart below. Discard Jokers.

2 You're in or involved with the military or a paramilitary organization

3 A Freelancer, you work for yourself in your chosen

field.

4 You are a craftsman or involved with construction.

5 You're in the scientific field.

6 You're in the field of business and finance.

7-9 You have a mundane job, working for "The Man".

10 You're involved with the government or administrative work.

Jack-Queen Law Enforcement. This could be private detective work, police or even a spy.

King-Ace You're a player in the criminal underworld.

Present Life Outlook- How do you feel about your life right now?

Draw a single card and refer to the chart below. Discard Jokers.

2-3 Life sucks and there's no way to change it.

4-5 No more lonliness. Give me passion and romance!

6-7 You want to advance in life. More Money, more power!!

8-10 Life is boring. You want some action and adventure!

Jack-Queen Life is spiraling out of control. Things are insane right now!

King-Ace Life is Awesome!



MAKING A HERO

Planning Your Hero

Although Dawn of Legends maintains the fun and fluid nature of Pinnacle Entertainment's Savage Worlds rules during play, it does offer players a wide degree of versatility and freedom when it comes to creating characters. Between the over 100 powers contained within this book; along with the dozens of Power Enhancements, Power Drawbacks, and Power Boosters; plus the possibility of creating Power Networks and Power Combos, the decision of how best to choose and advance the various powers of a particular character might seem daunting at first.

Fear not! Dawn of Legends offers so many options in order to allow players to design and play just the type of extraordinary individual they want. In some cases, though, it might be better to plan advances ahead, particularly at character creation. Get a direction for where the character's powers should develop, and map out 10 or so Advances. After all, a little planning early could prevent the need for a player to retcon a character later.

1) Race

Although humans are the common race in Dawn of Legends, they are not the only race. Heroes can create other races by combining Powers and effects, Edges, and Hindrances; or by choosing a Template.

Humans begin with one free Edge at Hero creation regardless of rank requirement (except for Legendary Edges). All other requirements must still be met.

2) Traits

After determining the type of Hero, the next step is to determine the Traits that will help define him.

Attributes

Attributes are purchased as per the Savage Worlds rulebook and no Attribute can be increased beyond D12 at Hero creation without the appropriate Power.

Skills

Skills are purchased as per the Savage Worlds rulebook and no skill can be increased beyond D12 at Hero creation without the appropriate Power.

All skills in the Savage Worlds rulebook are available in Dawn of Legends.

Secondary Statistics

The normal Savage Worlds secondary statistics exist in Dawn of Legends: Charisma, Pace, Parry, and Toughness. They are determined as per the normal Savage Worlds rules.

Dawn of Legends also introduces two new secondary statistics.

- **Mental Resistance**: Resistance to Mental damage, Mental Resistance is equal to half your Hero's Smarts die +2. Edges, Hindrances, and some Powers can modify your Hero's Mental Toughness.
- **Spiritual Resolve:** Resistance to Mystic damage, Spiritual resolve is equal to half your Hero's Spirit die +2. Edges, Hindrances, and some Powers can modify your Hero's Spiritual Toughness.

3) Wealth

All Heroes have a Wealth Rating and an associated Wealth Die (see: Wealth), which is used to purchase items, weapons, armor, vehicles, and other gear. A Hero's Wealth Rating begins at 2 and can be raised or lowered through Edges and Hindrances.

4) Popularity

Heroes in Dawn of Legends have a Popularity Rating, which represents the public's view of him. Popularity fluctuates each game session, rising or lowering based upon a Hero's actions and behavior. Different ranks of Popularity offer different temporary effects.

Popularity begins at +0, unless modified by Edges or Hindrances.

5) Motivation

Does the Hero battle the forces of evil because it is the right thing to do? Is the Hero seeking fame and glory with the media and public? Perhaps the Hero is trying to atone for past sins, trying to revive past glory, or simply had their Powers thrust upon them and now feel obligated to fight the good fight.

Choose what made your Hero become a Hero, why they battle the forces of evil, and what helps make them tick.

6) Edges and Hindrances

After determining race and Traits, it's time to choose your Hero's Edges and Hindrances.

All Heroes in Dawn of Legends receive the Arcane Background (Neo) for free. Heroes can choose not to take the Edge and instead receive a different free Edge (but all requirements must be met).

A Hero can take up to 4 Minor Hindrances and 2 Major Hindrances, gaining twice the normal amount of benefits as described in the Savage Worlds rulebook.

7) Powers

Using the Power Points gained from the Arcane Background (Neo) Edge, you now spend those points to create your Hero's Powers and extraordinary abilities.

8) Gear

Heroes use their Wealth Rating to purchase goods from the Gear and Equipment chapter. A Novice Hero begins play with a number of free items on their person equal to their Wealth Rating.

More experienced Heroes begin with a number of items on their person equal to their Wealth Rating x their Hero Experience Rank (for example, a Seasoned Hero with a Wealth 3 would start with 6 items for free).

No starting free item can be of a higher Cost Rating than the Hero's Wealth Rating.

Legendary Races

Android

The character is not a living person, but an artificially created being. The Android is assumed to be human in appearance.

Because Androids are otherwise considered to be artificially intelligent and capable of human emotions and habits, they can gain any of the Edges and Hindrances listed in the Savage Worlds rulebook and Dawn of Legends Campaign Setting.

Androids use the following template.

Edges: Arcane Background (Neo), No Vital Areas

Hindrance: Unable to Heal

Powers (50 Power Points):

Power Network 3 (Android Construction, Limitation: Negating the Power Network renders an Android Incapacitated, Persistent, Power Source: Technology)

- Immunity 11 (Drowning, Environmental Radiation, Hunger, Lack of Sleep, Source: Mental Powers, Thirst, ES)
- Super-Toughness 6 (+12, ES)
- Super-Vigor 3 (ES)

Using the Template

When using the Android template, copy the Edges, Hindrances, and Powers onto your character sheet. The template is a balance of 0. All 50 Power Points from the Arcane Background (Neo) have been applied, and the 2 points from Unable to Heal have been applied to No Vitals Areas.

MOTIVATION

The Hero's Motivation helps tell why they became a Hero, what their core reasons are for battling the various criminal elements, and what might (or might not) make them tick.

Heroes can choose one Motivation from the list below, which represents their core reason for becoming a Hero. Whenever the Hero role-plays the Motivation during a pivotal encounter in the adventure, the GM should award that Hero an immediate Benny.

Blessing or Curse: The Hero never wanted, nor asked for, the gift of superhuman ability. They view their Powers as either a blessing or a curse that has forever changed the way they live their lives. The Hero might join other super-powered beings on a Super Team seeking an acceptance they feel the normal world now denies them. They might operate as loners living by their own rules and consequences, feeling that if their life is going to be forever altered beyond their control, then they'll do things their way.

Center of Attention: The Hero became a Hero for the attention. Nothing pleases the Hero more than having ravenous fans and a hungry media all vying for a small piece of them. They love to go out and arrest the Rogues not because they feel the Rogues need to be brought to justice, or because it is their responsibility, or even because it is the right thing to do. They do it for the accolades and cheers they expect to receive.

Champion of Good: The Hero fights the good fight because it is the right thing to do. This can be due to a good upbringing that instilled in him the value of morality, justice, and a faith in societies laws, or due to a negative upbringing that made him seek a different path. Whichever the case, the Hero believes strongly in truth, justice, faith, and other moral centers, and is steadfast in never over stepping the boundaries or breaking the law.

Defense of Family: The Hero is first and foremost a family person. He battles crime and attempts to bring those responsible to justice due to a drive to protect his family. If crime can strike people unknown to the Hero, it can strike his loved ones as well.

Living in the Past: The Hero was once a famous face on the side of good, but age and time have passed him by. The Hero has once again decided to fight the forces of evil and protect the innocent, but more as a need to recapture his past glory than out of any sense of moral duty. It could be that the Hero no longer feels useful, or perhaps is lonely, or simply misses the gratitude

and fame that once came with the Heroic career. Whatever the reasons, the Hero is now risking it all in the vain hope of once again becoming the Hero they once were.

Need for Redemption: The Hero became a Hero because something in his past has instilled within him a sense of humiliation or guilt. It could be a past history of committing crimes, or a resultant death due to his inability to (or choice not to) act in a situation. Or it could be a need to redeem himself with the public. Whatever the past situation was, the Hero now protects the Mundanes and risks his life in the hope of someday finding the mental or spiritual redemption he feels that he needs.

Protector of Innocents: These Heroes walk a thin line between upholding the law and breaking it. Such Heroes are driven by a near unhealthy need to see justice done and the criminals put behind bars. Rarely will they ever let anything stand in the way of them and their targeted prey. Although such Heroes seem like they could easily become the criminals they hunt (and they could), they also have a strong personal code that they will never violate, such as never breaking-and-entering, always seeking hard evidence first, or not killing.

Puppet on a String: The Hero is a tool of a greater force, be it a more powerful entity, a corporation, the media, or a government. Although the Hero believes in what he does for the people of the city or world, the controlling agency usually has its own agenda, and regularly attempts to manipulate the Hero to further its own ends. This could lead to conflict between the Hero and the agency or even between the Hero and the public should he also share the agency's goals.

Show Me the Money: Why be normal? Normal doesn't pay the rent or put food on the table! These Heroes put on the colorful costumes and rush out to do battle with the forces of evil for the money. After all, why hide your Powers and work a 9 to 5 job for menial pay when you can pull down the endorsements and television appearances? Not to mention the comic book rights, movie deals, and merchandise royalties. Heroes with this Motivation do what they do in order to build their Popularity and cash in on it.

Thrill-Seeker: It's all about the adrenaline rush and the danger. These Heroes hunger for the next big risk and the excitement it brings. They will regularly take chances in combat, rarely thinking of the other Heroes and innocent lives they put in danger, and will take on nearly any foe if it will keep their blood pumping.

Weight of the World: These Heroes were gifted with the superhuman abilities or advanced technology for a reason and that reason was to show the world that anyone can make a difference. These Heroes view their Power as the ultimate responsibility, both as a gift and a moral duty. Such Heroes, similar to the Champion of Good, strive to be the best they can be and will always uphold the laws of society, feeling that they are a symbol and example to others. This disciplined life, usually more rigid than the Hero might have chosen had they not received their Powers, sometimes tries their patience and causes the occasional crisis of faith.

Arcane Background Edges

Heroes begin with the Arcane Background (Neo) Edge for free. If a Hero chooses not to take the Arcane Background (Neo) Edge to have access to Power Points and Powers, they can choose another Edge in place of it for free as long as they meet the Edge's requirements.

New Edges

Arcane Background (Neo)

Requirements: Novice

The Hero possesses abilities and Powers beyond the Mundanes. The Powers could be derived from a certain source or object, a natural evolution, a result of extraterrestrial DNA, or any other possible explanation.

The Hero begins play with 50 Power Points from which to purchase Powers. (See also: Power Development, under Power Edges)

Unused Power Points are "banked" until used.

Background Edges

Eidetic Memory

Requirements: Novice

The Hero has perfect memory and is able to recall information and experiences with complete accuracy. The Hero automatically succeeds at Common Knowledge rolls. Additionally, the Hero receives a +4 to Opposed Rolls against a power that can alter or erase memory.

Glory Hound

Requirements: Novice, Spirit D6+

The Hero loves to show-off and be the center of attention. In combat, the Hero will use Tricks and other flashy maneuvers any chance he gets, as long at there are public or media witnesses. During interviews, the Hero will always spin things to make it appear as though they were the saving grace of a situation. As a result, the Hero's beginning Popularity is increased by +15. If using the optional Specific Organization Popularity rule, the Hero can take this Edge multiple times, applying it to a different organization each time.

Financial Benefactor

Requirements: Novice

The Hero has a wealthy NPC friend or family member. Once per game month, the Hero can make a Persuasion roll. If successful, the Hero can make a single purchase as though their own Wealth Rating was 2 steps higher. On a raise, they can make it as though it was 4 steps higher. A Hero can attempt a Persuasion roll for additional purchases within the month, but each attempt suffers a cumulative –2 penalty.

Immortal

Requirements: Novice

The Hero does not age, or ages very slowly, though he can die through normal means. The Hero receives +2 to all Common Knowledge rolls.

Combat Edges

Battle Cape

Requirements: Novice, Fighting D8+

The Hero wears a cape and is experienced at using it in combat. The Hero receives a +2 to any Tricks involving the cape, as well as a +2 to grapple rolls (using the cape to help bind an opponent). A Hero with this Edge may not have the Cape Hindrance.

Close Fighting

Requirements: Novice, Agility d8+, Fighting d8+

This Edge is for skilled knife-fighters or unarmed fighters with the Martial Artist Edge, who pride themselves on defeating their foes up close and personal.

Close fighters move inside most weapons' reach, adding a bonus to their Parry equal to the enemy weapon's Reach +1 for that particular foe. No bonus is granted if the foe is unarmed or using a knife or other small weapon.

Improved Close Fighting

Requirements: Novice, Close Fighting

Close fighters train to go for vital areas and weak spots for quick and lethal kills. The attacker adds a bonus to his Fighting roll equal to his enemy's Reach +1, as well as the Parry bonus from basic version of this Edge.

Dirty Fighter

Requirements: Seasoned

Those with this Edge will do anything to win out in a fight. This dastardly cur is particularly good at Tricks. He adds +2 to all Trick maneuver rolls.

Really Dirty Fighter

Requirements: Seasoned, Dirty Fighter

The Hero is extremely skilled in tactical deceit. By describing the Trick and spending a Benny, he may automatically get The Drop on any single opponent.

Fortified Soul

Requirements: Novice, Spirit D6+

The Hero's spiritual resolve is stronger than normal. The Hero receives +2 to their Spiritual Resolve.

Improved Fortified Soul

Requirements: Seasoned, Fortified Soul

The Hero's spiritual resolve is such that he is extremely firm in his beliefs. The Hero receives an additional +2 (for a total of +4) to their Spiritual Resolve.

Improvisational Fighter

Requirements: Seasoned, Agility d6+

Heroes often find themselves fighting with pieces of equipment or furnishing not designed for combat. A Hero with this Edge has a knack for using such improvised weapons and does not suffer the usual –1 attack penalty when wielding them.

Instant Stand

Requirements: Novice, Agility D8+

The Hero can leap to his feet from a prone position without spending 2" of movement.

Intimidating Presence

Requirements: Novice, Spirit D8+

Whether from his sheer force of presence, a steely gaze, or authoritative voice, the Hero is able to strike fear into his opponents. The Hero receives +2 to Intimidation rolls.

Improved Intimidating Presence

Requirements: Seasoned, Intimidating Presence

he Hero has mastered the art of striking fear into his opponents. He receives an additional +2 (for a total of +4) to Intimidation rolls.

Iron Jaw

Requirements: Novice, Vigor d8+

The Hero can absorb damage like he was made of steel. The Hero adds +2 to Soak rolls.

Martial Artist

Requirements: Novice, Fighting d6+

Your Hero trained in martial arts or boxing, or learned to street fight really dirt. Your Hero's body is a finely honed weapon. Even when your Hero fights unarmed, your Hero is considered armed.

In addition, opponents in melee combat never benefit from any Gang-Up bonus against your Hero.



No Vital Areas

Requirements: Novice

The Hero either has no vital areas, or has them extremely well protected with Subdermal armor or some other method. Called Shots to Vital Areas cannot be made against the Hero.

Ricochet Expert

Requirements: Seasoned, Agility D8+, Shooting or Throwing D10+

Because of intense practice and/or natural ability, the Hero suffers only half the standard penalty for Ricocheting a shot or thrown weapon.

Riposte

Requirements: Seasoned, First Strike, Fighting d8+

A riposte is a combination of a swift parry followed by quick attack. Once per round, the Hero receives a free Fighting attack against one foe within reach that failed a Fighting attack against him. This attack is made at –2.

A riposte must be a straight attack and may not be combined with Frenzy or Sweep. It may be used with the Defend maneuver.

Improved Riposte

Requirements: Veteran, Riposte

As above, except the Hero may take a free Fighting attack with no penalty.

Resilience

Requirements: Veteran, Wild Card, Iron Jaw

When lesser men fall by the wayside, this Hero grits his teeth and pushes onward.

When the Hero takes enough Wounds to make him Incapacitated, he may make a free Soak roll. Should the roll fail, the Hero may still spend a Benny to make a Soak roll as normal. If the Hero suffers multiple Wounds in the same round that take him to Incapacitated, he may make multiple free Soak rolls.

Resist Domination

Requirements: Novice, Smarts D6+

The Hero's mind is especially determined. The Hero receives +2 to their Mental Resistance.

Improved Resist Domination

Requirements: Seasoned, Resist Domination

The Hero's mind is extremely strong. The Hero receives an additional +2 (for a total of +4) to their Mental Resistance.

Verbal Barrage

Requirements: Novice, Spirit D6+

The Hero knows how to run his mouth and set his opponent's nerves on edge, sometimes causing them to make mistakes. The Hero receives +2 to Taunt rolls.

Improved Verbal Barrage

Requirements: Seasoned, Verbal Barrage

The Hero has mastered the art of verbally riling his opponents. The Hero receives an additional +2 (for a total of +4) to Taunt rolls.

Hero Edges

Headquarters

Requirements: Novice

The Hero has his own, private base of operations. The Hero can take this Edge multiple times, each time receiving 10 points with which to build or expand his Headquarters (for Headquarters' costs, see: Super Teams under Setting Rules)

Quick Change

Requirements: Novice, Agility D6+

A Hero with this Edge can switch into costume instantaneously. Without the Edge, it takes a full round during which the Hero cannot move or take an action.

Silent Partner

Requirements: Novice

The Hero has an associate that knows their secrets and has vowed to work with them in their battle against evil. The Silent Partner is a Novice Ally Extra created by the Hero using normal Hero creation rules . However, in addition to knowing the secrets of the Hero, the Silent Partner also assists him in his costumed identity. This assistance can take a variety of forms, including but not limited to: conducting additional research for the Hero, working with the police, or building Gadgets and/or weapons.

Power Edges

Heavy-Hitter

Requirements: Heroic, Arcane Background (Neo)

The Hero's Damage Die in a single Power increases from a D6 to a D8. The Hero can take this Edge multiple times, applying it to a different Power each time.

Impervious

Requirements: Heroic, Arcane Background (Neo)

The Hero's Toughness, Mental Resistance, or Spiritual Resolve bonus from a single defensive Power (Eldritch Defense, Force Field, Psychic Fortitude, and Super-Toughness) is increased by +2 (for a total of +4) per Power Rating. The Hero can take this Edge multiple times, applying it to a different Power each time.

NCB Armor Upgrade

Requirements: Novice, NCB Armor Division

The Hero gains 20 Power Points with which to upgrade NCB Armor. The relevant Knowledge skill for the Invention roll is made using Knowledge (Science) D10 by a member of the NCB Research & Development Division and the Wealth Check is made using the NCB's budget of Wealth 10 for Armor Development.

This Edge can be taken any time the Hero gains an Advance, but not at Hero creation.

Power Development

Requirements: Novice, Arcane Background (Neo)

The Hero gains 30 Power Points each time this Edge is taken. Power Development can be taken twice at Hero creation (providing the Hero has the appropriate number of Hindrances) and also any time the Hero gains an Advance.

Unused Power Points are "banked" until used.

Professional Edges

In addition to Ace, Acrobat, Investigator, Jack-Of-All-Trades, McGyver, Scholar, and Thief as found in the Savage Worlds rulebook, the following Professional Edges are also available in Dawn of Legends.

CEO

Requirements: Seasoned, Smarts D8+, Spirit D8+, Knowledge (Business) D10+, Wealth 6+

The Hero controls a rather large corporation. The Hero's Wealth Rating increases by +2 and he can make 2 extra Wealth Checks per week for purchasing items.

Inventor

Requirements: Novice, Smarts D8+, Repair D8+, Knowledge (Science or Science Branch) D8+ or Knowledge (Occult or Occult Branch) D8+

The Hero has a knack for creating Gadgets or Artifacts. The Inventor cuts all invention times in half when creating or upgrading Gadgets or Artifacts. The Inventor may also make a second Invention roll on the same day as a failed attempt and may make a new Wealth Check to purchase parts after 4 game days.

NCB Armor Division

Requirements: Novice, Spirit D8+, Fighting D8+, Knowledge (Law) D4+, Shooting D8+, cannot have Arcane Background (Neo)

The Hero is a member of the Neo Crime Bureau's Armor Division, charged with upholding the Neo Laws and arresting Neo criminals.

The Hero has been issued a suit of NCB Ballista, NCB Infiltration, NCB Medical, or NCB Nullifier armor at no Power Point cost (see: Gear and Equipment) and has two Connections (as per the Connections Edge, one Novice Rank and one Seasoned Rank) in the Armor Division.

NCB Special Agent

Requirements: Seasoned, Smarts D8+, Fighting D6+, Investigation D6+, Knowledge (Law) D6+, Shooting D6+

The Hero is a Special Agent of the Neo Crime Bureau, charged with investigating Neo crimes.

The Hero automatically has access to resources and Gadgets up to Wealth Rating 7 for law enforcement purposes and gains +2 on all Common Knowledge rolls to know the Powers of a particular Neo.

Social Edges

Extensive Network

Requirements: Veteran, Streetwise D10+

The Hero is extremely well connected and well informed. Whenever meeting a new Hero or organization, a Hero with this Edge may make an immediate Streetwise roll. On a success, the Hero has heard of the individual or organization. On a raise, they have detailed knowledge of the individual or organization.

Never Back Down!

Requirements: Seasoned, Common Bond, Smarts d8+

Knowing that innocents are in danger, those Wild Cards Allies under your Hero's command grit their teeth and push through the pain. They receive +2 to their Toughness.

Player Characters may also gain the benefits of this Edge.

Never Say Die!

Requirements: Veteran, Never Back Down!

Your Hero knows how to push his Hero's Wild Card Allies' buttons to make them fight to the last. Wild Card Allies under your Hero's command receive an additional +2 (for a total of +4) to their Toughness.

Player Characters may also gain the benefits of this Edge.

Perseverance

Requirements: Seasoned, Take Charge

Experienced Heroes are an inspiration to all and inspire others to persevere through all odds. Wild Card Allies under your Hero's command receive and additional +1 (for a total of +2) to Spirit rolls to recover from being Shaken.

Player Characters may also gain the benefits of this Edge.

Seducer

Requirements: Novice, Attractive

The Hero (or more usually, Rogue) knows how to stymie or distract the opposite sex by using his or her charms.

The Hero may use Persuasion as a Test of Will against members of the opposite sex, pitting their looks and charm against a foe's Smarts. The Hero adds her Charisma bonus to their Persuasion roll as normal.

Take Charge

Requirements: Common Bond

When the chips are down, your Hero knows how to get others to dig deep within themselves to keep fighting. Wild Card Allies under your Hero's command receive +1 to Spirit rolls to recover from being Shaken.

Player Characters may also gain the benefits of this Edge.

Wealth Edges

Wealthy

Requirements: Novice

The Hero receives a +4 to their Wealth Rating.

Extremely Wealthy

Requirements: Novice, Wealthy

The Hero receives an additional +4 (for a total of +8) to their Wealth Rating.

Windfall

Requirements: Novice

The Hero's Wealth Rating increases by +1. This Edge can be taken multiple times.

Legendary Edges

Invulnerable

Requirements: Legendary, Impervious

The Hero's Toughness bonus from a single defensive Power (Eldritch Defense, Force Field, Psychic Fortitude, and Super-

Toughness) is increased by an additional +2 (for a total of +6) per Power Rating. The Hero can take this Edge multiple times, applying it to a different Power each time.

Paragon

Requirements: Legendary, Arcane Background (Neo), Power Rating 10

The Hero has a greater potential than most other Heroes. The Hero's maximum Power Rating in a single Power increases by +2 (maximum Power Rating 12). This Edge allows the chosen Power to exceed the Power's Power Rating Limit. The Hero can take this Edge multiple times, applying it to a different Power each time.

Power Expert

Requirements: Legendary, Arcane Background (Neo)

The Wild Die for a single Power is increased to a D8. The Hero can take this Edge multiple times, applying it to a different Power each time.

Power Mastery

Requirements: Legendary, Power Expert

The Wild Die for a single Power is increased to a D10. The Hero can take this Edge multiple times, applying it to a different Power each time.

Titan-Level

Requirements: Legendary, Heavy-Hitter

The Hero's Damage Die in a single Power increases from a D8 to a D10. The Hero can take this Edge multiple times, applying it to a different Power each time.

New Hindrances

Hindrances

Alien Form (Major)

Your Hero is completely alien in appearance: a glowing ball of energy, an amoeba with tentacles, a large floating brain, et cetera. He suffers –4 to Charisma and his physiology is nearly impossible for humanoids to figure out. Healing rolls made to help your Hero are made at –4. The numerous role-playing instances should also be a major challenge as well – your Hero can't get into restaurants, can't wear a flak jacket, can't fit into car, et cetera, as defined by your Hero's odd shape.

Your Hero's form may grant him special perks, but these must be bought as Powers. If a glowing ball of energy wants to be able to be able to pass through walls, for example, your Hero will have to take the Ethereal Power. In other words, if your Hero doesn't have a Power, his form doesn't grant it to him "for free", no matter how you describe it.



Alternate Form (Minor/Major)

The Hero has two distinct forms (a Mundane form and that of a super-powered being) and must split the Power Points from the Arcane Background (Neo) Edge between them (or one form could receive all the Power Points. When creating the Hero, the Hero should have a Hero sheet for each form, creating the base for each using normal Hero creation rules. Powers that are usable only in one form have a –1 Power Point per Power Rating cost. If the Hero retains certain Powers in both forms, then the Power costs the listed price (but only need to be purchased once, not once for each form).

For a Minor Hindrance, the transformation is voluntary. However, there should still be some factor that prevents the Hero from transforming (for example: can't transform in a magic negated area, can't transform at night, requires a certain type of material to transform, et cetera).

If the transformation into the super-powered form is triggered by some outside effect and beyond the Hero's control (for example, getting angry, whenever night falls, on a full-moon, et cetera), then it is a Major Hindrance. The Hero should also develop a trigger for turning the Hero back into normal form, as well.

Both forms retain the same personality and memories. If the super-powered form has its own memories and personality, the Hero should also have the Psychologically Unstable (Major) Hindrance in both forms.

The Arcane Background (Neo) is only taken once for free. In the odd instances where a Hero concept might have both forms as separate fully super-powered beings, only one form gets the Edge for free. The other must take it through accepting Hindrances (though, if human, it still gets its normal free Edge) and most likely the forms have separate personalities and memories as well. In such a case, the Power Points are not split between the two forms.

The two forms share Bennies and XP is applied to both equally, but only one form can take advantage of an Advance. So, every time a Hero with an Alternate Form gains 5 XP, the Hero must decide which form gets the Advance.

Gestalt: Sometimes, multiple Heroes combine to form a single being. In the case of such a Hero, the Hero must divide the Power Points gained from the Arcane Background (Neo) Edge among all the forms. All normal rules for Alternate Form apply.

Amnesia (Minor)

The Hero has no recollection of their past. The exact time at which the Hero's memory ends is up to the Hero, but should be no greater than 1 year prior to the start of the campaign.

Bad Dreams (Major)

Your Hero doesn't sleep well. In fact, the Land of Nod is constant nightmare for him. He tosses and turns like a demon on the rack and likely keeps everyone within a dozen yards of him awake with his nightly torment.

The Hero begins the game with 1 less Benny to represent his constantly tired state. This is cumulative with the effect of the Bad Luck Hindrance.

Cape (Minor)

Due to preferring capes as a part of the Hero's attire and not really knowing how to use them properly, all grapple rolls against the Hero are at a +2. A Hero with this Hindrance may not have the Battle Cape Edge.

Cocky (Minor)

Some Heroes, and Rogues, just don't know when to brag and when to act. Your Hero suffers from this affliction.

The Hero must spend the first round of any combat announcing how great he is, or pronouncing the doom of those who oppose him. If for some reason your Hero must act instead, it costs him a Benny.

A Rogue with this Hindrance never delivers a finishing blow to a foe. Instead, he leaves the foe to die, or orders his minions to finish the foe while he stalks well out of earshot. Inevitability, these foes survive, escape the trap, defeat the minions, et cetera.

Dead Man Walking (Major)

The Hero has an illness and knows his time is limited. At the start of each adventure, draw a card from the Adventure Deck. On a 1-4, the Hero suffers no effects this adventure. On a 5-9, the Hero is at –2 to all rolls for the adventure. On a face card (Ace, King, Jack, Queen) the Hero is weakened and must push himself harder. It costs 2 Bennies to get the effect of 1 Benny throughout the adventure (does not apply to using Gadgets). On a Joker, the Hero must make a Vigor roll at the end of the adventure with a –1 per Benny spent or die, basically having pushed himself over the brink. Bennies spent for Gadgets do not count.

Dependence

(Minor/Major/Major-Minor/Major-Major)

The Hero is dependent upon a certain substance or item and, if he cannot get access to it, will suffer negative effects. When choosing this Hindrance, the Hero should consult the following chart for the various factors, choosing one factor from each chart column. The level of the Hindrance is determined by adding together the numeric values from the three columns.

Dependency Chart

Time	Substance
1 round (9)	Very Common/Easy to Obtain (1)
1 minute (8)	Common/Difficult to Obtain (2)
1 hour (7)	Uncommon/Extremely Difficult to Obtain (3)
3 hours (6)	
6 hours (5)	
12 hours (4)	**Effect**
1 day (3)	-1 to all Smarts rolls (1)
1 week (2)	1 Fatigue level (2)
1 month (1)	2 Fatigue levels (3)
	Rendered Unconscious (4)
	1 Wound level (3)
	2 Wound levels (4)
	3 Wound levels (5)
	Rendered Incapacitated (6)

Total:

3-7: Minor

8-11: Major

12-15: Major-Minor

16-18: Major-Major

Note: Major-Minor is the equivalent to taking both a Major and a Minor Hindrance while Major-Major is the equivalent to taking two Major Hindrances.

Disability (Minor/Major)

Disabilities can include any number of physical or mental conditions that in some way affect how your Hero behaves or is perceived. Minor disabilities might include speech impediments, skin conditions, or learning disabilities such as dyslexia.

Major disabilities include lack of mobility (paraplegic or quadriplegic), birth defects, or major mental disorders not covered by other Hindrances.

Powers that compensate for these disabilities should downgrade or negate the disability as appropriate.

Distinctive Appearance (Minor)

Your Hero's appearance is somewhat different from others of his race (a blue skinned human, a talking gorilla, et cetera) and is relatively easy to spot, even when out of costume. This makes the Hero easier for Rogues to track down and pick out of a crowd and can cause troublesome social problems even amongst his own people.

The appearance must be present in and out of costume to count as a Hindrance.

Gimmick (Major)

Your Hero must change clothes, get angry, drink blood, summon Mystical energy, imbibe a pill or potion, or otherwise perform some unseemly task to access his all his Powers.

Whatever the case, the Hero can be prevented from using his Powers if he cannot enact his "gimmick". The Hero cannot use any of his Powers, or Edges or Traits bought with Power Points, without it.

Two Heroes: If your Hero transforms into a completely different person, take the Alternate Form Hindrance (Minor/Major) as well.

Guilt (Minor)

The Hero suffers a deep guilt over some past action or failure to act in either his Heroic or civilian identity. As a result, the Hero must make a Spirit roll at the beginning of each session. A failure on the roll indicates the Hero begins with only 3 Bennies instead of 6.

Glass Jaw (Minor)

Your Hero has a glass jaw and can't take a solid hit. He suffers a –2 penalty to Soak rolls.

Haunted Memories (Minor/Major)

The Hero is susceptible to reliving a past tragedy. The trigger must be chosen when this Hindrance is taken (for example: a particular smell, a specific location, a certain song, a specific phrase, et cetera). If the Hindrance is Minor, the Hero must make a Spirit roll each round or be unable to take any actions. If the Hindrance is Major, the Hero must make a Spirit roll each round at a –2 or be unable to take any actions. The Spirit rolls are only required while the Hero is still within the vicinity of what triggered (or could trigger) the flashback (for example: at the location, in the presence of the person that uttered the phrase, while the song is playing, while the aroma is still in the air, et cetera).

Impoverished (Minor/Major)

The Hero has less money and resources than most people. For a Minor Hindrance, the Hero's Wealth Rating is reduced by –1. For a Major Hindrance, the Hero's Wealth Rating is reduced by –2.

***Inhuman Anatomy* (Minor)**: The Hero has an anatomy uncategorized by modern medical science, with vital organs in places other than usually found in Mundanes. All Healing skill rolls to heal the Hero suffer a –4 modifier. This Hindrance does not affect the Healing Power, which merely enhances the body's ability to heal itself.

***Married* (Major)**: The Hero is married and keeps his life as a Hero secret from his spouse. Should the spouse ever discover the truth, the GM is encouraged to complicate the Hero's life as much as possible. Perhaps the Hero will have to make a final decision on whether he will continue as a Neo Champion or retire. Perhaps the spouse files for Divorce (and custody of any children they have) no matter what the Hero does to avert the situation. Perhaps even, if the spouse is particularly vengeful over being lied to, she might both leave the Hero and reveal his identity to the public as a form of revenge (not thinking beforehand of the target this makes her, and any children, to the Hero's enemies).

Power Loss (Minor/Major/Major-Minor/Major-Major)

The Hero loses dice from Powers or Attributes when in contact or in close proximity with a certain substance or effect. To determine whether the Hindrance is a Minor, Major, Major-Minor or Major-Major, the Hero should consult the following chart for the various factors, choosing one factor from each chart column. The level of the Hindrance is determined by adding together the numeric values chosen from the five columns.

Total:

- 5-8: Minor
- 9-14: Major
- 15-19: Major-Minor
- 20+: Major-Major

Note: Major-Minor is the equivalent to taking both a Major and a Minor Hindrance while Major-Major is the equivalent to taking two Major Hindrances.

Power Loss Chart

Affected Traits	Range
Physical Traits Only (1)	Touch (1)
Mental Traits Only (1)	1" (2)
Spiritual Traits Only (1)	2" (3)
Two Types of Traits (2)	3" (4)
All Traits (3)	4" (5)
Single Power Only (1)	5" (6)
Multiple Powers (2)	6" (7)
All Powers (3)	7" (8)
All Powers and Traits (6)	8" (9)

Effect Description

-1 Die Step (1)
-2 Die Steps (2)
-3 Die Steps (3)
-4 Die Steps (4)
-5 Die Steps (5)

Substance

Common/Likely to encounter (3)
Uncommon/Unlikely to encounter (2)
Rare/Extremely Unlikely to encounter (1)

Time of Effect

Over time (-1 Die Step every round, up to Effect Description) (1)
All at Once (2)
Progressive (Loses Effect Description every round until Trait is reduced to d4 or Power Rank 0) (3)

Psychologically Unstable (Minor/Major)

The Hero is just not all there. For a Minor Hindrance, the Hero suffers from brief memory lapses, depression, or tends to argue with himself. For a Major Hindrance, the Hero contains more than one personality (determine a trigger for a personality switch), or some similar problem.

Public Identity (Major)

The Hero has taken no steps to keep his civilian identity separate from his costumed persona. As a result, the Hero could find his own home surrounded by fans and the media, his place of employment constantly under assault, and his loved ones in even greater danger. A Hero with this Hindrance can use his Popularity benefits in either his costumed or civilian identity.

Responsibility to Others (Minor/Major)

The Hero has a friend or family member for which they are responsible. The responsibility is defined when the Hindrance is gained. It could be a spouse, child, sibling, parent, lover, friend, ex-spouse, et cetera. Whatever the nature, the person can be either a NPC or a fellow Player-Character. If the person has Power Points for Powers or devices, then the Hindrance is Minor. If the person is a non-Powered Mundane, the Hindrance is Major.

The GM is encouraged to be creative with this Hindrance when using it during an adventure. The person could be known for getting into trouble and biting off more than they can chew, constantly forcing the Hero to rush to the rescue. If the Hero also has the Public Identity Hindrance, the person could be a useful target for the Hero's enemies. If the person is a Player-Character, the Hero could be constantly trying to keep them out of fights, or always rushing to protecting them during battle, much to the person's annoyance.

Should the person ever die, the Hero is grief stricken and feels responsible. All Spirit-based rolls are at –2 until the Hero brings the party responsible for the person's death to justice.

Secret Identity (Major)

The Hero leads a dual life, keeping the existence of his life as a costumed Hero a secret from everyone around him. If the Hero's identity should ever be revealed, the Hero immediately loses two Bennies and his Popularity drops by 50% (round down). If the Hero does not have two Bennies, they either do not receive Bennies equal to this cost from rewards given by the GM during play or begin the next session with a number of Bennies subtracted from their starting Benny total equal to the two that must be paid.

Servitor (Major)

Your Hero is the servant of a greater entity that grants him his Power. While your Hero may have his own plans, he ultimately serves his master's agenda, whatever that may be. This agenda must be fleshed out before the game begins, so that the Game Master can devise the master's plans and what his minion's role in it may be. Regardless, the master cannot be defied. If it is, it unleashes retribution upon the defiant lackey in an attempt to show its other minions what happens to those who are disloyal.

Skeleton in the Closet (Major)

A Hero with this Hindrance harbors a secret that, if discovered, would end the Hero's Heroic career. The nature of the secret must be determined when this Hindrance is chosen.

Trouble Magnet (Minor/Major)

Things never run smoothly for this Hero, no matter how hard he tries. At least once per session, the GM should have trouble wander across the Hero's path. This might be the media getting in the way while he is trying to stop innocents from

Unused Edges and Hindrances

The following Edges and Hindrances from the Savage Worlds rulebook are not available in Dawn of Legends due to the changes to the original Savage Worlds Powers and use of the Wealth system.

Edges

- Arcane Background (Magic, Miracles, Psionics, Super Powers, Weird Science)
- Arcane Resistance
- Champion
- Filthy Rich
- Gadgeteer
- Holy/Unholy Warrior
- Improved Arcane Resistance
- Improved Rapid Recharge
- Mentalist
- Mr. Fix It
- New Power
- Power Points
- Power Surge
- Rapid Recharge
- Rich
- Soul Drain
- Wizard

Hindrances

- Poverty

getting harmed, some enemy reinforcements joining a battle, or a personal commitment the Hero finds it impossible to make.

The intensity of the trouble depends on whether the Hero has the Minor or Major version. Be warned though, having multiple Heroes with this Hindrance does result in multiple troublesome effects.

Unable to Heal (Major)

The Hero cannot make Natural Healing rolls to recover from Wounds or Fatigue.

Unregistered Neo (Major)

The Hero is unregistered with the Neo Crime Bureau and as such is acting as a vigilante. The Hero's Popularity is reduced by –15 and they are hunted by the NCB as well as local and federal law enforcement agents. If using the optional Specific Organization Popularity rule, the Hero can take this Edge multiple times, applying it to a different organization each time.

Vulnerability (Minor/Major)

The Hero is particularly vulnerable to a certain type of attack, determined when this Hindrance is taken. When being confronted with the particular type of attack, the Hero suffers a –2 to all Soak rolls and x2 Damage Dice for a Minor Hindrance. For a Major Hindrance, the Hero cannot Soak the damage and suffers x2 Damage Dice.

Setting Rules

Bennies

Powered individuals are regularly pushing themselves beyond even their own extraordinary limits and performing actions that place even their peers in awe. To help represent such things in Dawn of Legends, Heroes start with 6 Bennies instead of the normal 3.

WildCard NPCs have 4 bennies instead of the normal two.

Mental Resistance and Spiritual Resolve

Mental Resistance and Spiritual Resolve serve as a person's ability to withstand assaults against the mind and soul.

Mental and Mystical damage is calculated the same as for Physical damage, but Mental Resistance or Spiritual Resolve serves as the target's relevant damage threshold (Toughness) against the Mental or Mystical damage.

Soaking Mental and Mystical Damage

To Soak Mental or Mystical damage, the target must spend a Benny (as normal). Mental Damage is Soaked using Smarts. Mystical Damage is Soaked using Spirit.

Suffocation

Some Heroes are regularly traveling through the vacuum of deep space to societies on foreign planets. Such adventures lead to a new hazard in Savage Worlds: Suffocation.

Suffocation is a rule derived, in large part, from the Drowning rule found in the Savage Worlds rulebook (with some obvious modifications).

First, a Hero can hold his breath for a number of rounds equal to twice his Vigor die (meaning, a Hero with a Vigor D10 could hold his breath for 2 minutes (20 rounds)). The Hero can continue to hold his breath by making a Vigor roll each round at a cumulative –1 penalty. Failure indicates the Hero gains a level of Fatigue. Once the Hero is Incapacitated, he dies in a number of rounds equal to his Vigor die.

Should the Hero die from suffocation, he can be revived within 5 minutes of death by a successful Healing roll at –4. The Hero revives with 2 Fatigue levels and recovers one Fatigue level every 5 minutes.

New Uses For Bennies

In addition to the normal rules for Bennies found in the Savage Worlds rulebook, Dawn of Legends also uses the following new mechanics to better mimic the four-color tone of various comic books.

Break Out

Heroes are a resilient bunch and Rogues find them often times breaking free of the most sure-fire Powers and death traps, just when they're sure the do-gooder is done for.

A Hero can spend a Benny for an immediate attempt to Break Out of a Power's effect, if an attempt would not normally be allowed.

Countering Powers

A Hero may spend a Benny outside of their initiative turn to attempt to Counter another Power (see: Countering Powers in the Powers section for rules on Countering Powers).

Desperation Recovery

The Hero may spend a bennie and immediately make a Vigor roll to push through pain and injury. On a success and for each Raise, the Hero heals 1 Wound level, or 1 Fatigue level.

Heroic Determination

The Hero may spend a Benny and gain the benefit of any one Combat Edge for the duration of the round. The Hero need not meet all the requirements for the Edge, except for other Edges (for example, Improved Nerves of Steel requires Nerves of Steel). This represents the Hero pushing his natural ability beyond its threshold.

Increase Lifting

By spending a Benny, a Hero can double his lifting capacity for one round.

Power Stunts

Heroes with Powers are regularly pushing them to new limits and new creative uses in comic books. When a Hero wishes to attempt a Power Stunt (defined as creating a new maneuver or effect with a Power they already possess), the Hero must spend a Benny to make the attempt and then make a Power roll. The Power roll is modified by how many times the Hero has successfully performed the same Power Stunt in the past.

Power Stunt Successful Attempts	Power Roll Modifier
1-4 times	-6
5-8 times	-4
9-12 times	-2

On a success, the Hero gains a new effect (Power Enhancement, Power Booster, or Power in a Power Network) for one round at a Power Rating up to that of the existing Power. On a raise, the Hero gains the new effect for one round at a +1 Power Rating to that of the existing Power. This Power roll does not count as an action and the Hero may immediately use the Power Stunt without a penalty for taking multiple actions.

For Power Networks, the Power Rating of the Power Network counts as the Power Rating of the existing power. Performing a Power Stunt on a Power Network does not increase the Network's Power Rating.

If the Power roll fails, the Hero cannot perform a Power Stunt that round (but can perform a regular action as normal). When the Hero rolls a 1 on the Power Die (regardless of Wild Die), the Hero has spent his action and cannot act that round without a multiple action penalty.

Bennies can be spent as normal to reroll a failed Power roll.

Power Stunts cannot be Pushed.

Once a Hero has performed the same Power Stunt 12 times successfully, he can then add the Power Enhancement, Power Booster, or new Power to their existing Power or Power Network at half the normal cost (round fractions up). All other normal rules apply if adding the Power to a Power Network.

Power Stunt: Optional Rule

Only one successful use of a particular Power Stunt per game session counts toward the 12 uses to gain the Power Stunt as a permanent Power effect.

Combining Push Attempts

Players can attempt to push both a Power's damage and Power Rating. To do so, the player must spend two Bennies. Since both attempts are push attempts, the player then rolls 2 Power Dice and 1 Wild Die. The Wild Die can be used in place of either push attempt, but not both.

Pushing

Traits and Power Rating: By spending a Benny, a Hero may attempt to push his Hero's Trait or Power Rating. To do this, the Hero makes a roll using the Trait or Power he wishes to push. A success increases the Trait by +1 die step or Power by +1 Power Rating for the duration of the round. Each raise increases the Trait or Power by an additional +1 die step or +1 Power Rating, respectively. A Power's Power Rating can be pushed beyond the Power's Power Rating Limit.

Should the Hero's roll to push a Trait or Power Rating result in a failure, the Trait or Power immediately loses –1 die step or –1 Power Rating, respectively, until recovered. When the Hero rolls a 1 on the Trait or Power Die (regardless of Wild Die), the Trait or Power immediately burns out and cannot be used until recovered.

Extraordinary Damage: By spending a Benny, a Hero may attempt to push a Hero's Power damage to a higher Damage Die. The Hero makes a Power roll. On a success, the damage increases +1 die type for the duration of the round. A raise increases the damage +2 die types. So, if a Hero rolled a success and normally did 3D6 damage, he would do 3D8 damage for the round. If the Damage Die increase would increase the Hero's Damage Die beyond a D10, the Hero receives +1 Damage Dice for each success or raise beyond a D10 (up to a maximum of +2 Damage Dice).

However, on the round after the Power's damage is pushed, the Power loses –1 Power Rating per increased benefit. So, a Hero with a Range Attack 5 (5D6 damage) that pushes his damage to 5D10 would lose –2 Power Rating, to a temporary Power Rating of Range Attack 3, beginning on the following round.

If a push attempt fails, the Power's damage is reduced by –1 Damage Die. If the Power is already at a D6 Damage Die, it instead loses –1 Power Rating. If this loss would reduce the Power below Power Rating 1, the Power burns out and cannot do damage until recovered.

Pushing and Bennies: ***Bennies may be spent to reroll a push attempt as normal.***

Power Rating, Trait, and Damage Recovery from Pushing: Lost die steps and Power Ratings are recovered at a rate of 1 Power Rating per consecutive hour the Power is not in use (starting from a base of D4 or Power Rating 1, as appropriate).
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Combat Maneuvers

Charge Attack

The Hero can use the forward momentum of a Movement Power to do extra damage by ramming his body into an opponent. To perform a Charge Attack, the Hero must have a Movement Power. The Hero must first move at least 3" in a straight line toward the opponent then make a Fighting roll against the target's Parry. The amount of damage done is based upon the Movement Power's Power Rating, with a +1D6 for a raise as normal.

Damage: The Hero does Strength + 1D6 damage per Power Rating in the Movement Power. So, a Hero with Strength D10 and Hyper-Movement (Flight) 4 would do D10 + 4D6 damage on a Charge Attack. Whenever a Charge Attack is successful, the target takes the full damage. However, the attacker also must take damage from the Charge Attack equal to half the Movement Power's Damage Dice (round up).

Example: A Hero with Strength D10 and Hyper-Movement (Flight) 5 hits an opponent using a Charge Attack. The opponent takes D10 + 5D6 damage and the charging Hero takes 3D6 damage.

Human Shield

A Hero may attempt to act as a Human Shield to place himself in the way of an attack against an adjacent Ally, in effect acting out of initiative turn. Doing so incurs a normal multiple action penalty for all other actions that round on the Hero's turn. If the Hero has already acted, apply the multiple action penalty to this maneuver.

The Hero makes an opposed Agility roll versus the opponent's attack roll. On a success, the Human Shield takes half the damage from the attack (round up) and the adjacent Ally takes the remaining damage from the attack (for example, on a damage value of 17, the Human Shield would take 9 points and the original target would take the remaining 8.) On a raise, the Human Shield takes all of the damage.

Knock Back

Fights in comic books regularly see combatants flying in all directions from the force of a well placed punch, kick, or powerful blast.

Any time a Hero with a Strength D12+3 or more, or a Power Rating 4 or more in the Melee Attack or Range Attack Power, hits a target, the target is knocked back 1D4" on a success and for each raise on the attack roll. The roll for Knock Back distance cannot Ace.

Calculate the Knock Back distance before the original damage is rolled. If the Hero would strike an obstacle along the Knock Back trajectory with a Toughness equal to or less than the Hero's Toughness, +1 is added to the damage for each inch traveled before striking the obstacle and the Hero breaks through the obstacle and continues along the Knock Back trajectory.

If the Hero would strike an obstacle along the Knock Back trajectory with a Toughness greater than the Hero's Toughness, +2 is added to the damage for each inch traveled before striking the obstacle (round down) and the Hero hits the obstacle and ends the Knock Back.

Distance traveled for any obstacle is calculated from the original point of the Knock Back.

After any intervening obstacles have been determined, roll the original attack's Damage Dice (+1D6 for a raise, as normal) and add the +1 or +2 damage per inch for any obstacles along the Knock Back trajectory.

Lifting Heavy Objects

A Hero can normally lift any object equal to, or lower than, their maximum Load Limit in weight (see: Lifting Chart). When a Hero wants to lift something heavier, however, he must make a Strength roll. Depending upon the weight of the object, the Hero suffers a penalty to the Strength roll to lift the object (see: Lifting Chart). For every round the Hero is lifting the object, a new Strength roll must be made at a cumulative penalty based on the object's weight relative to the character's Strength (see: Lifting Chart).

If the object should fall on the Hero, he takes damage equal to 1D6 for every Weight Rating possessed by the object (see: Weight Chart).

Ricochet Attack

A Hero can cause a thrown or other Incremental range attack to ricochet off of surfaces, bounding from one to the other to strike at a target that might be otherwise hidden (effects of cover are negated).

To perform a Ricochet attack, the Hero subtracts –2 from his Throwing or Shooting roll for each surface the attack bounces from before hitting the target.

Example: A Hero wanting to shoot his weapon's energy beam and bounce it off of three metal walls to strike at an opponent around the corner would subtract –6 from the Shooting roll. The target's benefit for cover, however, is negated.

Throwing Objects and People

A Hero can throw another object (person or inanimate) that they can normally lift without penalty.

To throw an object a set distance, the Hero subtracts the Weight Rating (see: Weight Chart) of the object from their Strength. The result is the number of inches that the object is thrown. To hit a target with the object being thrown, the Hero must make a Throwing roll. The roll is at –2 if the object being thrown resists being thrown. On a hit, both the target and the object thrown suffer damage.

Damage to the target is equal to:

Thrower's Strength + Thrown Object's Toughness + 1 per inch thrown

Damage to the thrown object is equal to:

Thrower's Strength + Target's Toughness + 1 per inch thrown

If the Throwing roll received a Raise, add +1d6 to the damage for both the target and thrown object as normal.

Fast Ball: The Hero doing the throwing must still be able to throw the person as above and make a Throwing roll to hit the target, but instead of applying the thrown person's Toughness as damage to the target, the thrown person can make a Fighting roll against the target's Parry and apply melee damage as normal:

Thrower's Strength + Thrown Character's Melee Damage + 1 per inch thrown.

Only if the Fighting roll of the thrown character receives a Raise does the damage from a Fast Ball receive +1d6 to damage.

The thrown person suffers no damage from a Fast Ball maneuver, as he is assumed to be in control of his landing.

Popularity

Heroes in comic books are regularly judged by the media, the public, and the government. To represent this, Popularity is a new mechanic designed to handle a Hero's standing in the public arena for actions committed in view of the public or media.

Unless a Hero has the Glory Hound Edge or the Unregistered Neo Hindrance, all Heroes begin with a Popularity Rating of zero. Popularity is gained or lost at the end of each adventure, predicated upon how the Hero handled himself and what actions he took while in view of witnesses.

GMs need not spend time calculating each and every action and situation. A rough estimate works just as well. For example, instead of keeping track of how many times a Hero saved an innocent person, the GM could just award the Popularity associated with the task 2 or 3 times. Likewise, when dealing with Rogue Super Teams that have opposed the Hero, the Popularity award could be based upon the most powerful member of the Super Team.

Popularity Rating is meant to represent the fickle nature of how the public views costumed Heroes, not bog the game down in detailed book keeping.

A Hero's Popularity Rating also grants certain mechanical game effects, as shown on the following chart. Since Popularity can fluctuate from one adventure to another, if a Hero's Popularity Rating falls to a lower step, the Hero loses the effect(s) of the higher step(s). A Hero automatically possesses the effects of all Popularity Ratings lower than his current Popularity Rating (similar effects do not stack, but the highest value becomes the current value – i.e. Charisma +2 replaces Charisma +1).

Effects with an * are Retained Effects.

Popularity Rating is only for Hero Player Characters. NPCs possess whatever effects a GM determines. Rogue Player Characters possess an Infamy Rating, which will be explained in an upcoming sourcebook along with new rules and effects for role-playing Rogue Player Characters.

Example of gaining and losing Popularity: Vanguardian begins the session with a Popularity Rating of 85, possessing a personal Connection, a +2 to Charisma, a temporary increase to his annual income, and both a Minor and Major Enemy that want his head in one form or another.

Popularity

Type of Action	Popularity Adjustment
Prevent a Violent Crime	+1
Prevent a Destructive Crime	+2
Arrest/Defeat a Rogue of Lesser Power	+1
Arrest/Defeat a Rogue of Equal Power	+1
Arrest/Defeat a Rogue of Greater Power	+2
Rescue Innocent People	+1
Prevent Property Damage	+1
Attend a Charity Function	+1
Commit an Act of Public Charity	+1
Allow a Rogue of Lesser Power to Escape	-3
Allow a Rogue of Equal Power to Escape	-2
Allow a Rogue of Greater Power to Escape	-1
Defeat by a Rogue of Lesser Power	-4
Defeat by a Rogue of Equal Power	-2
Defeat by a Rogue of Greater Power	-1
Cause Property Damage	-3
Allow/Cause Injury to an Innocent	-5
Kill	-10
Miscellaneous Actions	+2/-2

During the course of the adventure, he commits the following acts in view of witnesses:

- *Prevented a Robbery +1*
- *Rescued Innocent People (twice): +2*
- *Attended a Charity Function: +1*
- *Fought the Anarchitect and allowed him to escape (an Equal Power Rogue): -2*
- *Caused Property Damage during the fight: -3*
- *Injured several Innocent Bystanders: -5*
- *Totally blew an interview with the media afterwards (Miscellaneous Actions): -2*

Vanguardian loses 8 Popularity at the end of the adventure, resulting in a 77 Popularity Rating. At least, however, he's still popular enough to continue with the endorsements (Windfall).

Popularity Rating	Effect
1-17	No Benefit
18-34	+1 Charisma
35	Connections Edge*
46-55	+2 Charisma
56-60	Minor Enemy*
61-70	Wealth Checks Receive a +1
71-79	Windfall
80-85	Major Enemy*
86-95	+3 Charisma
96-100+	Extensive Network
-1 to –15	-1 Charisma
-16 to -20	Wanted (Minor)*
-21 to –35	Bad Luck
-36 to -40	Minor Enemy*
-41 to –55	-2 Charisma
-56 to -60	Wanted (Major)*
-61+	Major Enemy*

Popularity Effects

Bad Luck: The Hero's dropping Popularity with the public and officials have begun to take its toll. The Hero begins each game session with one less Benny while his Popularity remains within this range.

Charisma Modifier: The Hero is either respected by the public and authorities (positive modifier) or is viewed with suspicion and anger (negative modifier).

Connections Edge: The Hero gains access to the Connections Edge from the Savage Worlds rulebook. Since this is a Retained Effect, should the Hero's Popularity Rating drop to a lower step, he still has access to the Connection, but all Persuasion and Streetwise rolls for the Edge suffer a –1 to the roll for each step the Hero's Popularity has dropped (so a Hero that eventually finds himself with a –10 Popularity would suffer a –3 to the rolls, in addition to the –1 Charisma modifier for having a Popularity between -1 and -15).

Each time a Hero gains this effect he gains a new Connection.

Enemy (Minor/Major): The Hero gains the Enemy Hindrance from the Savage Worlds rulebook. This is a Retained Effect and the Hero must ultimately defeat the Enemy to remove this effect.

Each time the Hero gains this benefit, he gains a new Enemy, in effect building a Rogue's gallery.

Extensive Network: The Hero gains access to the Extensive Network Edge found in this book. This is not a Retained Effect.

Wanted (Minor/Major): The Hero gains the Wanted Hindrance from the Savage Worlds rulebook. This is a Retained Effect and the Hero remains Wanted until his Popularity Rating becomes positive.

A Hero can be Wanted multiple times, representing various agencies and authorities that are now hunting him. For example, a Hero who is already Wanted (Minor) by the local police and becomes Wanted again before removing the Wanted (Minor) effect might also find himself Wanted by a particular Super Team as well.

Wealth Check Bonus: The Hero's Popularity gains him a bonus to Wealth Checks.

Windfall: The Hero's Popularity gains him financial boons, temporarily increasing his Wealth Rating by +1. This can be the result of insider financial tips for investments, donations, discounts when shopping, or any other reason the GM and player can come up with.

A Hero's financial situation can be a real boon in comic

Wealth

books, from the ability to outfit one's self for a crime fighting career on the dark streets, to flying through the air and upholding the good in an extremely high-tech suit of armor, to being able to call upon the vast resources of a corporation or conglomerate.

Similar to Powers in Dawn of Legends, Wealth is represented as a Wealth Rating (along with the associative Wealth Die used for Wealth Checks as shown on the following chart) and is used to make purchases. Heroes begin with Wealth Rating 2. Wealth can be increased through Edges during Hero creation and Advances and decreased through Hindrances.

Purchasing Items

Each item in the Gear and Equipment chapter has a Cost Rating. If the Cost Rating is lower than the Hero's Wealth Rating, purchasing the item is an automatic success. If the item's Cost Rating is equal to, or greater than, the Hero's Wealth Rating, the Hero must make a standard Wealth Check. On a success, the Hero has obtained the item. For every +1 in

Wealth Rating	Wealth Die	Annual Income
0	D4-2	Less than $14,000
1	D4	$14,000
2	D6	$28,000
3	D8	$50, 000
4	D10	$100,000
5	D12	$200,000
6	D12+1	$500,000
7	D12+2	$1,000,000
8	D12+3	$3,700,000
9	D12+4	$7,584,000
10	D12+5	$10,000,000
11	D12+6	$30,000,000
12	D12+7	$60,000,000
13	D12+8	$1,000,000,000
14	D12+9	$5,000,000,000
15	D12+10	$10,000,000,000+

Cost Rating the item is above the Hero's Wealth Rating, the Wealth Check suffers a –2 penalty to the roll.

Example: Neutrino Jade has Wealth Rating 3 and is attempting to purchase an item with a Cost Rating of 5. When she makes her Wealth Check (D8), she suffers a –4 to the roll.

Bennies cannot be spent to reroll a failed Wealth Check.

Purchasing Wealth Checks (not including those for Gadgets and Artifacts) can only be made once per game week.

Increasing Wealth

Heroes can increase their Wealth Rating by taking the Windfall Edge during Hero creation or during an Advance, or the Wealthy and Extremely Wealthy Edges during Hero creation.

Super Teams

Super-heroes in comic books regularly form special groups with other super-powered individuals, all working together for the common good. Super Teams are as much a staple of the genre as flashy Powers and strange attire.

In Dawn of Legends, Super Teams are more than just a random notation of a cool name and a central headquarters of operations. They are living, breathing Heroes in their own right!

Forming a Super Team

When two or more Heroes decide to work together on a regular basis, a Super Team is formed. Once the Super Team is formed, the Super Team receives 10 Team Points per member with which to purchase a Headquarters, Super Team Benefits, and Super Team Edges. The total Team Points are determined



by founding members only. Heroes that later join the Super Team do not add extra Team Points to the Super Team.

Super Teams can gain additional Team Points by also taking Super Team Hindrances.

Gaining Additional Team Points

Building a Super Team comes with a lot of benefits and it is a commitment not to be taken lightly. In order to increase an ability or resource, the members must be dedicated to fostering the brotherhood that a Super Team requires.

A Super Team gains 10 additional Team Points for every 5 Team Experience Points it receives. However, besides taking Super Team Hindrances, the only way a Super Team gains Team Experience Points is by its members converting any or all of their own Personal Experience Points from a session to Team Experience Points. Personal Experience Points converted to a Team Experience Points no longer count toward a Hero's personal Advances. The Hero is, in effect, forgoing their own personal training and development to focus on expanding and increasing the Super Team.

Super Teams gain Experience Ranks the same as the PCs. Super Team Experience Ranks are necessary in determining the availability of some Super Team Edges.

Super Team Wealth

Super Team's Wealth Rating is equal to the highest Wealth Rating of any of its members. This includes all members on a Super Team and not just the founding members. Purchases made with a Super Team's Wealth Rating belong to the Super Team and are usable by all members.

A Super Team's Wealth Rating can be increased by recruiting a wealthier member and by purchasing the Increased Team Wealth benefit.

Headquarters

Super Teams should consult the following chart to determine the size and features of a Headquarters and the Team Point costs associated with the size and features.

Armory: The Headquarters contains an armory stocked with normal weapons and armor as found in the Gear and Equipment chapter. Each item in the armory costs 2 Team Points.

Combat Simulator: The headquarters is equipped with a combat training room. The obstacles in the room can be physical objects, advanced holograms capable of physical interaction, or any other nature as determined by the Super Team. For every Power Rating in a simulated Power, the Super Team must pay 1 Team Point. So, a Range Attack 4 would cost 4 Team Points. The Damage Die is D6. To increase the Damage Die, the Super Team must pay a cost multiplier equal to the number of die steps +1 (up to a maximum D10). So, a combat simulator with a D10 Damage Die would cost x3 the normal cost.

Communications: The headquarters is equipped with a central communications array that includes monitoring and facilitating communication among the Super Team's communicators, listening to TV, radio, and cable channels, and monitoring law enforcement frequencies.

Computer: The headquarters is equipped with a computer capable of monitoring all headquarters operations and communications. The computer also serves as a research mainframe and costs 5 Team Points per +1 bonus it offers to Investigation rolls.

Concealed: The headquarters is concealed from normal outside view, either in an undisclosed location or disguised as a normal structure for all intents and purposes. The cost of this feature is 2 Team Points per –1 modifier to all relevant skill rolls (Investigation, Streetwise, and Tracking) to find the headquarters or track individuals who are within the headquarters.

Defense Systems: The headquarters is equipped with an automated defense system. For every 1 Power Rating, the Super Team must pay 1 Team Point. So, a Range Attack 3 would cost 3 Team Points. The Damage Die is D6. To increase the Damage Die, the Super Team must pay a cost multiplier equal to the number of die steps +1 (up to maximum D10). For example, a defense system with a D10 Damage Die would cost x3 the normal cost

Dock/Garage/Hangar: The headquarters is equipped with a Docking Bay, Garage, or Hangar Bay with enough room to store all of the Super Team's vehicles.

Guards (Various Ranks): The headquarters is guarded by human guards. The cost per guard is dependent upon the guard's relative Rank. Novice guards use the Mercenary statistics found in the back of the book. Seasoned guards use the Soldier statistics. Veteran guards use the Experienced Soldier statistics. Heroic guards use the Field Commander statistics. And Legendary guards use the Field General statistics.

Holding Cells: The headquarters is equipped with Holding Cells. The basic feature holds up to 4 Rogues in individual cells and the cost is equal to 1 Team Point per every 5 points of Toughness of the walls and doors. If the cells also have defense systems, like the Stun or Negation Powers, these Powers must be purchased at normal cost (using Team Points instead of Power Points) and each defense system covers 4 cells.

Infirmary: The headquarters is equipped with a full medical suite for first-aid, surgery, and recovery.

Independent Power System: The headquarters is completely off the grid and is able to continue operating even during an area blackout.

Laboratory: The headquarters contains a Laboratory used for scientific research. Each Laboratory costs a number of Team Points equal to the maximum Power Rating of Gadgets that can be invented x5. For example, a Science Laboratory that can create Gadgets of up to Power Rating 4 costs 20 Team Points.

Library: The headquarters contains a library that aids in research. For every +1 the library offers to Investigation rolls, the Super Team must pay 5 Team Points.

Living Quarters: The headquarters has living quarters complete with individual bedrooms and bathrooms. The cost is 1 Team Point per Hero the headquarters can house.

Headquarters Building Chart

Size	Team Point Cost
Confined (Up to the size of a small apartment)	5 Team Points
Medium (Up to the size of a warehouse)	10 Team Points
Expansive (Up to the size of a skyscraper)	20 Team Points

Features	Cost
Armory	2 Team Points per each normal weapon and armor (see description)
Combat Simulator	1 Team Point per Power Rating (see description)
Communications	1 Team Point
Computer	5 Team Points per every +1 to Investigation
Concealed	2 Team Points per –1 to relevant skill roll
Defense Systems	1 Team Point per Power Rating (see description)
Dock/Garage/Hangar	1 Team Point per feature
Guards (Novice)	2 Team Points per guard
Guards (Seasoned)	4 Team Points per guard
Guards (Veteran)	6 Team Points per guard
Guards (Heroic)	8 Team Points per guard
Guards (Legendary)	10 Team Points per guard
Holding Cells	1 Team Point per every 5 Toughness (see description)
Infirmary	1 Team Point
Independent Power System	5 Team Points
Laboratory	Maximum Gadget Power Rating that can be invented x 5 Team Points
Library	5 Team Points per every +1 to Investigation
Living Quarters	1 Team Point per Hero
Sanctum	Maximum Artifact Power Rating that can be invented x 5 Team Points
Security System	5 Team Points per –2 to Lockpicking roll

Sanctum: The headquarters contains a mystically charged Sanctum used for the creation of Mystic Artifacts. Each Sanctum costs a number of Team Points equal to the maximum Power Rating of Artifacts that can be created x5. For example, a Sanctum that can create Artifacts of up to Power Rating 4 costs 20 Team Points.

Security Systems: The headquarters contains mechanical or electronic security measures that make it harder for outside forces to gain entrance. The cost is 5 Team Points per –2 modifier a would-be intruder suffers to his Lockpicking roll.

Super Team Benefits

In addition to a Headquarters, Super Teams can spend Team Points on the Super Team Benefits, as shown on the Super Teams Benefits chart.

Civilian Vehicles: The Super Team purchases and owns normal, everyday vehicles ranging from motorcycles and cars, to small boats and yachts, to personal and transport air vehicles.

Military Grade Vehicles: The Super Team possesses one or more armored and armed land, sea, or air vehicles.

Gadget: The Super Team has one or more Gadgets accessible by all members on the Super Team. The cost is equal to the highest Power Rating of the Gadget. For example, a Gadget with a Range Attack 4 would cost 4 Team Points. The Damage Die is D6. To increase the Damage Die, the Super Team must pay a cost multiplier equal to the number of die steps +1 (up to D10). For example, a Range Attack 4 (Blast Rifle, 4D6 damage) that does 4D10 damage would cost 12 Team Points.

Increased Team Wealth: For every 10 Team Points spent on this Super Team Benefit, the Team Wealth Rating is increased by +1.

Super Team Edge: The Super Team can purchase Super Team Edges for 10 Team Points per Edge.

Miscellaneous Benefit: The GM can also create additional Super Team Benefits for purchase, the costs of which should range between 2 and 20 Team Points.

Super Team Popularity

The beginning Popularity for a Super-Team is determined by adding together the individual Popularity rating of all members, and dividing the total by the number of members.

Super Team Benefit Chart

Super Team Benefit	Team Point Cost
Small Civilian Land Vehicle	2 Team Points
Medium Civilian Land Vehicle	5 Team Points
Large or Bigger Civilian Land Vehicle	10 Team Points
Small Civilian Water Vehicle	2 Team Points
Medium Civilian Water Vehicle	5 Team Points
Large or Bigger Civilian Water Vehicle	10 Team Points
Small Civilian Air Vehicle	2 Team Points
Medium Civilian Air Vehicle	5 Team Points
Large or Bigger Civilian Air Vehicle	10 Team Points
Small Military Grade Land Vehicle	5 Team Points
Medium Military Grade Land Vehicle	10 Team Points
Large or Bigger Military Grade Land Vehicle	20 Team Points
Small Military Grade Water Vehicle	5 Team Points
Medium Military Grade Water Vehicle	10 Team Points
Large or Military Grade Civilian Water Vehicle	20 Team Points
Small Military Grade Air Vehicle	5 Team Points
Medium Military Grade Air Vehicle	10 Team Points
Large or Bigger Military Grade Air Vehicle	20 Team Points
Gadget	Highest Power Rating of Gadget (see description)
Increased Team Wealth	10 Team Points per Wealth Rating
Super Team Edge	10 Team Points
Miscellaneous Benefit	2-20 Team Points

A Super-Team's Popularity reward during play is equal difference between to the greatest positive Popularity Rating of any of its members and the greatest negative Popularity Rating (if any) of its members. Team Popularity represents the overall view of the Super Team as a whole and cannot use the Specific Organization Popularity optional rule.

Just like with individual Heroes, a Super Team's Popularity can fluctuate between adventures. At the end of each adventure, take the greatest positive reward given to a member and subtract the greatest negative modifier sustained by a member. The result is the adjustment to the Super Team's Popularity Rating.

A Super Team's Popularity Rating also grants certain mechanical game effects, as shown on the following chart. Since Team Popularity can fluctuate from one adventure to another, if a Super Team's Popularity Rating falls to a lower step, the Super Team loses the effect(s) of the higher step(s). A Super Team automatically possesses the effects of all Popularity Ratings lower than its current Popularity Rating (similar effects do not stack, but the highest value becomes the current value – i.e. Charisma +2 replaces Charisma +1).

Effects with an * are Retained Effects.

Example: The Sentinels of Society have just completed a mission. Dragonfly received the greatest positive reward: a total of +7 Popularity (this was not his total Popularity for the adventure, but the positive reward he received before any negative modifiers were applied). Unfortunately, Sure-Shot sustained the greatest negative reward for allowing a Rogue to escape, grandstanding and causing innocents to be injured, and saying the wrong things in front of the media, for a total of –9 Popularity.

Despite Dragonfly's best efforts, thanks to Sure-Shot, the Sentinels of Society have lost -2 Popularity.

Charisma Modifier: The Super Team is able to use the public's respect of them to its benefit (positive modifier) or is becoming view increasingly with suspicion (negative modifier). The Charisma modifier applies to all members of the Super Team.

Popularity: Team vs. Personal

Effects from Personal and Super Team Popularity stack. If a Hero has a personal Charisma modifier of +2 and the Super Team has a Charisma modifier of +1, the Hero has a temporary Charisma modifier of +3. Likewise, if another Hero has a +1 to Wealth Checks and the Super Team has gained a +1 to Wealth Checks, the Hero gains the benefit of a +2 to Wealth Checks.

Super Team Popularity Chart

Super Team Popularity Rating	Effect
1-20	No Benefit
21	Connections Edge*
22-40	Team Wealth Checks Receive a +1
41-45	Minor Enemy*
46-64	Each Member Receives +1 Charisma
65	Connection Edge*
66-80	Team Wealth Checks Receive a +2
81-85	Major Enemy*
86-95	Each Member Receives +2 Charisma
96-100+	2 Team Experience Points per 1 Personal Experience Point
-1 to –15	Each Member Receives -1 Charisma
-16 to –30	Team Wealth Checks Receive a -1
-31 to -35	Minor Enemy*
-36 to –45	2 Personal Experience Points per 1 Team Experience Point
-46 to -50	Team Wealth Checks Receive a -2
-51 to -60	Each Member Receives -2 Charisma
-61+	Wanted (Major)*

Connections Edge: The Super Team gains access to the Connections Edge from the Savage Worlds rulebook. Since this is a Retained Effect, should the Super Team's Popularity Rating drop to a lower step, it still has access to the Connection, but all Persuasion and Streetwise rolls for the Edge suffer a –1 to the roll for each step the Super Team's Popularity has dropped (so a Super Team that eventually finds itself with a –10 Popularity would suffer a –3 to the rolls, in addition to the –1 Charisma modifier for having a Team Popularity between -1 and –15).

Each time a Super Team gains this effect, it gains a new Connection which is accessible by all Super Team members.

Enemy (Minor/Major): All members of the Super Team gain the Enemy Hindrance from the Savage Worlds rulebook. This is a single Enemy that can either target the Super Team as a whole, or particular members, depending upon the nature of his current plans. This is a Retained Effect and the Super Team must ultimately defeat the Enemy to remove this effect.

Each time the Super Team gains this benefit, it gains a new Enemy, in effect building a Rogue's gallery.

Experience Point Conversion Modifier: Depending upon the Super Team's Popularity Rating, Personal Experience Points can either be converted at a rate of 1 Personal XP equals 2 Team XP, or vice versa.

Extensive Network: Each member of the Super Team gains access to the Extensive Network Edge found in this book. This is not a Retained Effect.

Team Wealth Check Modifier: The Super Team's Popularity is such that when making purchases, they either find it either easier, or more difficult, to make purchases.

Wanted (Major): The Super Team has crossed the line enough times that the authorities are seeking to put them into custody; this effect gives the Super Team the Wanted (Major) Hindrance from the Savage Worlds rulebook. This is a Retained Effect and the Super Team remains Wanted until the Super Team's Popularity Rating becomes positive.

A Super Team cannot be Wanted (Major) multiple times, since they are already being sought by law enforcement authorities (including other Heroes). Gaining this effect again before the previous effect has been removed should indicate that the Super Team is getting closer to capture.

Vigilante Super Teams in Dawn of Legends

In the Dawn of Legends setting, Vigilante Super Teams are those Super Teams not registered as Neo Law Enforcement with the Neo Crime Bureau. Such Super Teams are operating illegally under the tenants of the Neo Laws.

To represent this, such Super Teams automatically start with the Wanted (Minor) Hindrance, as well as receiving a penalty of -15 to their starting Team Popularity Rating.

Because of the nature of the Neo Laws and the Super Team's refusal to adhere to them, the highest negative penalty to Popularity received by a Super Team member is doubled when calculating changes in Super Team Popularity.

Super Team Hindrances

Super Team Hindrances are special problems for Super Teams in Dawn of Legends that are gained at Super Team creation, or through play. Minor Super Team Hindrances award the Super Team with 5 Team Points and Major Super Team Hindrances award the Super Team with 10 Team Points.

Animosity (Minor)

The Super Team has made an Enemy either in the media, or with strong media contacts and influences. When the Super Team's Popularity is calculated after an adventure, the calculation is decreased by -5 Popularity.

Corporate Investor (Minor)

The Super Team has the backing of a corporate entity such as VanCorp, Barludi International, Quantum Mechanics, or some other company. The corporation can call upon the Super Team to perform tasks or missions at their request. Failure for the Super Team to follow orders results in the Corporate Investor using its media connections to cause the Super Team to lose –5 Popularity.

Dark Secret (Major)

The Super Team has committed some act, either as a group or due to one of its members, that if publicly known would potentially end their careers. The nature of the secret must be determined when this Hindrance is chosen.

Unregistered Member (Major)

One or more members of the Super Team are actually Unregistered Neos and must be kept secret from the public and the Neo Crime Bureau. Such members, even founding members, do not contribute to the Super Team's starting Team Points.

If existence of the member was to become public knowledge, or discovered by the NCB, the Super Team immediately loses –20 Popularity.

Unwanted Attention (Minor)

The Super Team has gained an unwanted fan, a pain-in-the-rear reporter, or some other NPC Extra that is always following them around, showing up at the most inopportune moments and risking injury, and generally getting into trouble and causing the Super Team to come to their rescue.

Super Team Edges

Super Team Edges are special perks for Super Teams in Dawn of Legends and are gained through the growth and expansion of the Super Team.

Super Team Edges cost 10 Team Points.



Combat Edges

Super Team Combat Edges represent a Super Team's training and coordination in various battlefield tactics. The benefits derived from Super Team Combat Edges are available only to members of the same Super Team. Outside combatants do not count as members of the Super Team, nor do they receive any benefit from the Edge.

Heroic Bond

Requirements: Wild Card, Veteran Super Team, Vengeance

The Super Team has faced all manner of challenges together and has come out stronger as a result. Its members know exactly what each other will do under fire and they use that knowledge to their advantage in the field.

Subtract 2 points of damage from every attack that hits the Hero for every other Super Team member possessing this Edge within 6", up to a maximum of -8.

Example: Silverbelle, Dragonfly and Citizen Stranger (each possessing Heroic Bond) are fighting together. As long as they are within 6" of each other, they subtract 6 points of damage from every attack that hits them.

Team Attack

Requirements: Seasoned Super Team

The Super Team has trained and learned to work together when performing Incremental range attacks. Members of the Super Team can work together and may apply the Gang Up rules to Incremental range attacks.

Teamwork

Requirements: Novice Super Team

The Super Team has learned to better coordinate their attacks and gain the Gang Up bonus even against opponents normally immune to the Gang Up maneuver.

Improved Teamwork

Requirements: Veteran Super Team, Teamwork

Through advanced training and applications of coordinated attacks, the Super Team gains twice the normal bonus for a Gang Up maneuver.

Vengeance

Requirement: Novice Super Team

The Super Team understands what it means to be a unit in the "war on crime". As a result, whenever a Super Team member is rendered Incapacitated, the remaining members of the Super Team ignore 1 Wound penalty.

Ultimate Vengeance

Requirement: Veteran Super Team, Vengeance

The Super Team has grown closer through the trials and tribulations of fighting crime and putting their lives on the line. Whenever a Super Team member becomes Incapacitated, the Super Team gains a +2 to Soak rolls for each Super Team member Incapacitated.

Social Edges

Media Liaison

Requirements: Novice Super Team

The Super Team has an NPC Extra whose sole purpose is to handle the Super Team's media coverage and public image. The Super Team's Popularity is increased by +10. When the Super Team's Popularity is calculated after an adventure, the calculation is increased by +5 Popularity.

Building Artifacts and Gadgets

Heroes who use Artifacts and Gadgets must first be able to build the equipment upon which their lives depend.

These items are not normal items as found in the Gear and Equipment chapter. They are a Power Network purchased with either the Artifact or Gadget Power Drawback.

Artifacts and Gadgets created with Power Points during Hero creation are considered to have been invented by the Hero (or given to him) prior to the start of the campaign and do not require any rolls. However, after Hero creation, an Artifact and Gadget must be built or upgraded using the following rules.

All Artifacts and Gadgets must either have the Difficult to Take or Easy to Take Power Drawback applied to the Artifact or Gadget Power Network.

To build an Artifact or Gadget, the inventor first needs either the Knowledge (Science) skill for Gadgets or Knowledge (Occult) skill for Artifacts. If the Hero has a more specific Knowledge skill, such as Knowledge (Physics) or Knowledge (Demonic Lore) that applies to the Power Network of a Power contained within it, the GM should award a +2 to the roll.

The Hero must also have access to a Laboratory or Sanctum capable of creating the Power Rating of the highest Power in the Power Network. The Laboratory or Sanctum can either belong to an Ally or Super Team or directly to the Hero through the Headquarters Edge.

Building an Artifact or Gadget requires several steps.

Design the Artifact or Gadget: The inventor must first determine what the Artifact or Gadget can do. This entails nothing more than listing the Powers and their desired Power Ratings and calculating the total Power Point cost.

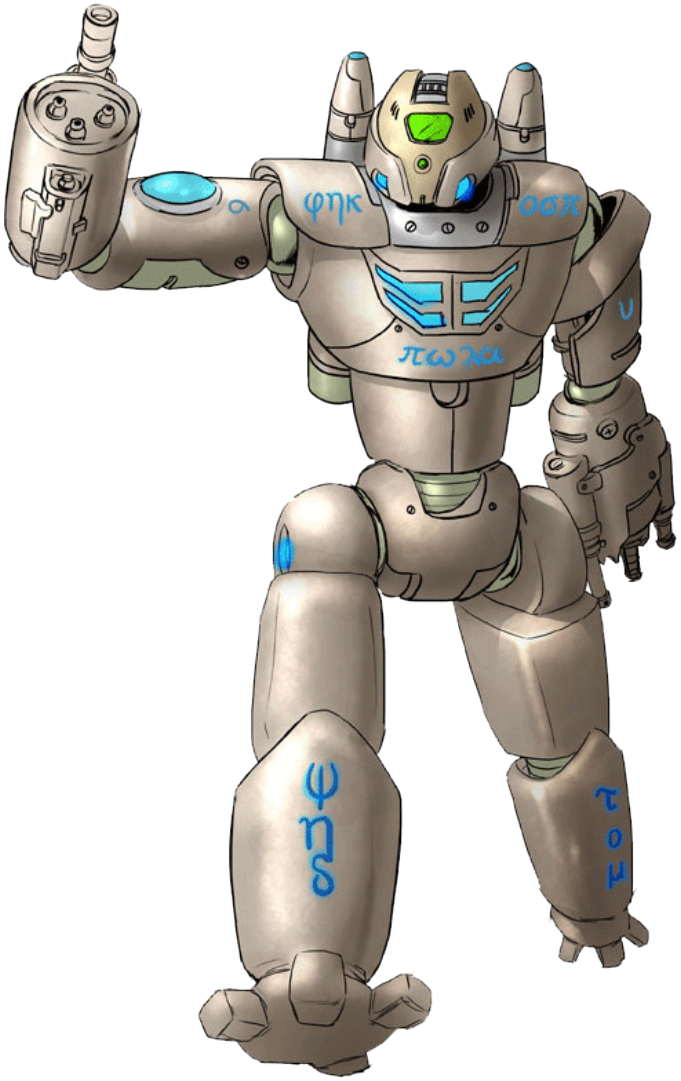
Building an Artifact or Gadget Without the Knowledge Skill.

Characters who wish to have an Artifact or Gadget, but don't have the Knowledge skills needed for the Invention roll, can seek out another character (Player Character or Ally) that possesses the necessary training to complete the task.

Although all Invention rolls will be made by the inventor, the character that wishes to have the Artifact or Gadget pays all Power Point costs.

Wealth Checks for the purchasing of the items can be made by either the character that wants the Artifact or Gadget or the inventor (GM's determination). If another Player Character is the inventor, it is up to the players to decide which one makes the Wealth Check.

Purchase the Parts: The inventor must purchase the parts necessary for creating the Artifact or Gadget. Purchasing the parts is a normal Wealth Check, with the highest Power Rating of the Artifact or Gadget determining the Cost Rating. If the Cost Rating is lower than, or equal to, the Hero's Wealth Rating, purchasing the parts is an automatic success. If the Cost Rating is greater than the inventor's Wealth Rating, the inventor must make a standard Wealth Check. On a success, the inventor has obtained the parts. For every +1 Cost Rating the parts are above the inventor's Wealth Rating, the Wealth Check suffers a –2 penalty to the roll.



If the Wealth Check fails, the inventor must wait one game week before attempting it again.

Make an Invention Roll: The inventor must now make an Invention roll using either Knowledge (Science) or Knowledge (Occult) (or other relevant Knowledge skill). The highest Power Rating of any of the Artifact's or Gadget's Powers determines the Invention roll modifier. If the Artifact's or Gadget's highest Power Die is lower than the inventor's Knowledge skill die type, the Invention roll receives a +2 for each die step of difference.

Example: An inventor wants to create a pair of gauntlets with Range Attack 2 (Energy Blast) and Sensory Overload 1 (visual). The highest Power Rating of the Gadget is 2 (Power Die D6). The inventor has Knowledge (Science) D8. He receives a +2 to his Invention roll.

If the Artifact's or Gadget's highest Power Die is equal to the inventor's Knowledge skill die type, the Invention roll receives no modifier.

If the Artifact's or Gadget's highest Power Die is greater than the inventor's Knowledge skill die type, the Invention roll receives a –2 penalty. Basically, he is attempting to create an Artifact or Gadget that is more advanced than his normal level of training would allow.

Example: The Inventor is creating gauntlets with Range Attack 4 (Energy Blast) and Super-Strength 3. The highest Power Rating of the Artifact and Gadget is 4 (Power Die D10). The inventor has Knowledge (Science) D8. He receives a –2 penalty to his Invention roll.

Attempting the Invention roll without access to the right tools causes a –2 penalty to the roll, just as when using the Repair skill.

If the inventor fails the Invention roll, he must wait one game day before making another attempt.

Bennie's may be spent to reroll a failed Invention roll.

Spend Power Points: Once the inventor has purchased the parts and assembled the Artifact or Gadget, he now spends the required Power Points for the Powers (keep in mind the required Difficult to Take or Easy to Take Power Drawback and adjust the Power Points per Power Rating cost accordingly).

Time to Invent: The time to invent an Artifact or Gadget is equal to the total Power Point cost x 2 hours. So, an Artifact or Gadget that costs a total of 10 Power Points takes 20 hours to create. A raise on the Invention roll reduces the time to invent by half.

Upgrading an Artifact or Gadget

Upgrading an existing Artifact's or Gadget's Power Rating requires several steps.

Purchase the Parts: The inventor must purchase the parts necessary for upgrading the Artifact or Gadget. Determine the difference between the current Power Rating and the desired

upgraded Power Rating. The result is the Cost Rating that the inventor must make a Wealth Check against. If the Cost Rating is lower than the inventor's Wealth Rating, purchasing the parts is an automatic success. If the Cost Rating is equal to, or greater than, the inventor's Wealth Rating, the inventor must make a standard Wealth Check. On a success, the inventor has obtained the parts. For every +1 Cost Rating the parts are above the inventor's Wealth Rating, the Wealth Check suffers a –2 penalty to the roll.

If the Wealth Check fails, the inventor must wait one game week before attempting it again.

Example: If the current Power has Power Rating 2 and the inventor wishes to increase it to Power Rating 4, the difference is 2 steps (equivalent to a D6 Wealth Check).

Make an Invention Roll: The inventor must now make an Invention roll using either Knowledge (Science) or Knowledge (Occult) (or other relevant Knowledge skill). The difference in Power Rating between the current Power Rating and the desired upgraded Power Rating determines the Invention roll modifier. If the Power Rating difference results in a Power Die which is lower than the inventor's Knowledge skill die type, the Invention roll receives a +2 for each die step of difference.

Example: An inventor wants to upgrade his pair of gauntlets from Range Attack 2 (Energy Blast to Range Attack 4 (Energy Blast). The difference between the two Power Ratings is +2 steps (equal to Power Die D6). The inventor has Knowledge (Science) D8. He receives a +2 to his Invention roll.

Attempting the Invention roll without access to the right tools causes a –2 penalty to the roll, just as when using the Repair skill.

If the inventor fails the Invention roll, he must wait one game day before making another attempt.

Bennie's may be spent to reroll a failed Invention roll.

Spend Power Points: Once the inventor has purchased the parts and upgraded the Artifact or Gadget, he now spends the required Power Points for the Powers. The Power Point cost is determined by the difference in Power Ratings (keep in mind the required Difficult to Take or Easy to Take Power Drawback and adjust the Power Points per Power Rating cost accordingly).

Example: Upgrading the Range Attack 2 (Energy Blast) to Range Attack 4 (Energy Blast) is a +2 Power Rating step difference. The Power Point cost for the upgrade is equal to Range Attack 2 (plus the required Difficult to Take or Easy to Take Power Drawback adjustments).

Time to Upgrade: The time to upgrade an Artifact or Gadget is equal to the total Power Point cost x 2 hours. So, an Artifact or Gadget that costs a total of 10 Power Points takes 20 hours to upgrade. A raise on the Invention roll reduces the time to upgrade by half.

Jury Rigging an Artifact or Gadget

Whereas inventing an Artifact or Gadget means creating a permanent Artifact or Gadget that is considered a part of the inventor's permanent arsenal, inventors can also create temporary Artifacts or Gadgets as seen in comic books, those suddenly inspired Artifacts or Gadgets made on-the-fly for just the right use that sometimes just happen to save the day (or your Hero's Super Team members).

This is called Jury Rigging.

Jury Rigging an Artifact or Gadget requires several steps.

Design the Artifact or Gadget: The inventor must first determine what the Artifact or Gadget can do. This entails nothing more than listing the Powers and their desired Power Ratings and calculating the total Power Point cost.

Purchase the Parts: For a Jury Rigged Artifact or Gadget, the inventor does not need to make a Wealth Check. He is assumed to either have the necessary parts on hand or similar parts that he can modify to make work as desired.

Make an Invention Roll: The inventor must now make an Invention roll as if he was building a new Artifact or Gadget. Attempting the Invention roll without access to the right tools causes a –2 penalty to the roll, just as when using the Repair skill.

Spend Power Points: The inventor does not spend Power Points. The Artifact or Gadget is a temporary device that lasts only until the end of the encounter in which it is first used. Then the Artifact or Gadget becomes useless as its parts burn out. However, the final Power Point cost still determines the time to invent.

Time to Invent: The time to invent an Artifact or Gadget is equal to the total Power Point cost x 2 minutes. So, an Artifact or Gadget that costs a total of 10 Power Points takes 20 hours to create. A raise on the Invention roll reduces the time to invent by half.

Using an Artifact or Gadget of a Higher Ranked Hero

If a Hero is using an Artifact or Gadget of a higher Rank Hero (in which case, the Power Rating of the Artifact or Gadget likely exceeds the normal Power Rating Limit of the Hero using it), the Power Rating is not reduced to the Power Rating Limit of the Hero using it.

In other words, if a Novice Hero is using an Energy Gun (Range Attack 8) of a Veteran Hero, the Artifact or Gadget will still do 8D6 Damage.

Inventing and Upgrading Custom Vehicles

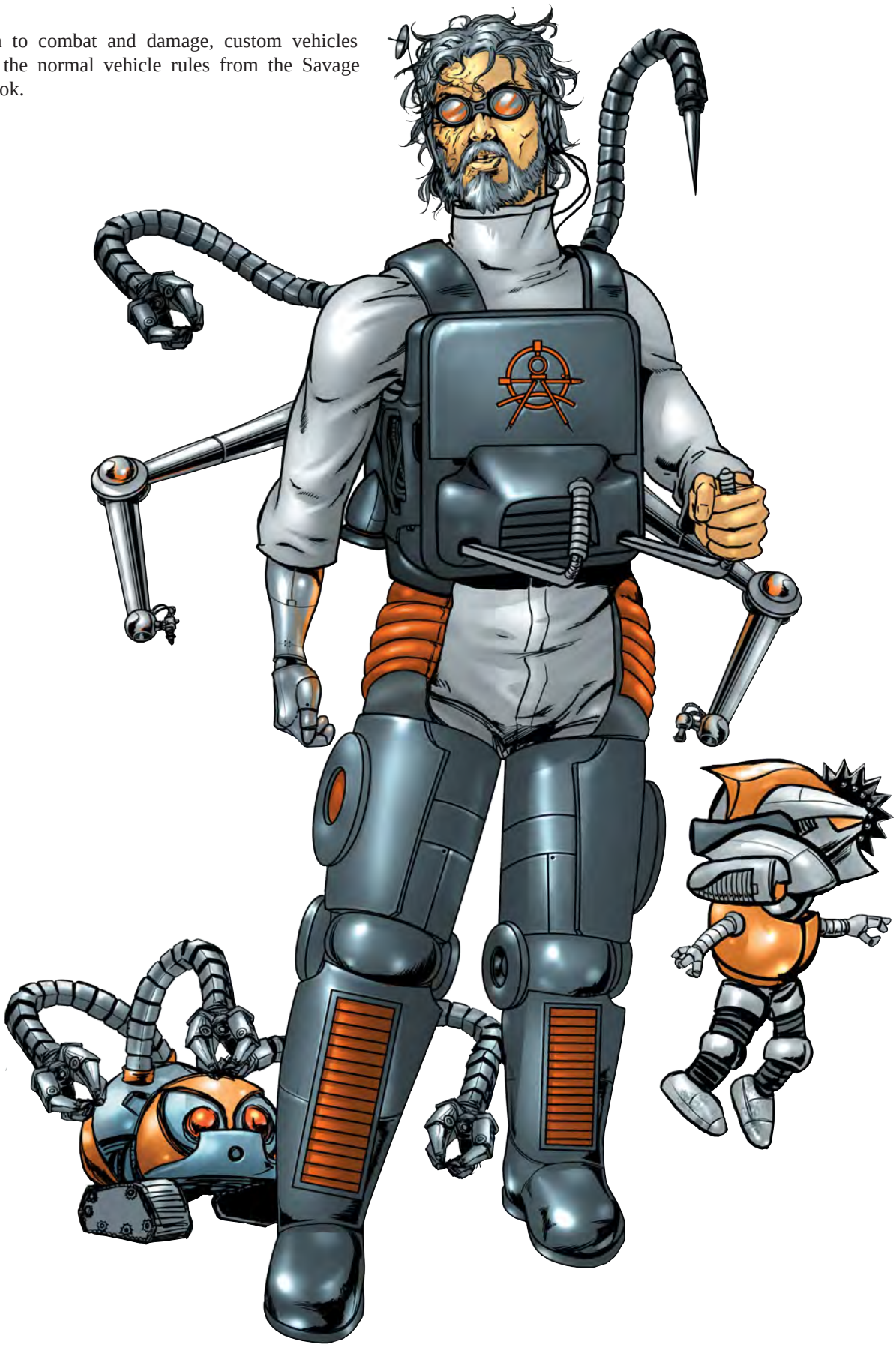
Inventing and Upgrading a custom vehicle is the same as inventing any other Gadget or Artifact. The inventor determines the Powers that the custom vehicle contains and calculates the Wealth Check modifier and relevant Invention roll modifier as normal. Typical Powers of a vehicle might include: Super-Toughness (Object Only), Hyper-Movement (Extraordinary Pace, Flight, or Faster-Than-Light-Travel), Hyper-Senses, Ranged or Melee Attacks, or other abilities the vehicle may possess at the player's or GM's discretion.

The vehicle has a base crew size of one: the driver. Each

additional crew member the vehicle can carry costs an additional 2 Power Points for a special Power Booster called Crew which only applies to vehicles.

A vehicle's top speed is equal to its Power Rating in the relevant Movement Power and its acceleration is equal to half the top speed.

In relation to combat and damage, custom vehicles adhere to all the normal vehicle rules from the Savage Worlds rulebook.



Base Effect Type

Powers are made up of Base Effects, which define what a Power is capable of accomplishing. These Base Effects describe the type of things a Power can affect, and to what degree.

Attack Effects: Attacks Effects harm or hinder a target. They usually require an attack roll, or have their own Damage Dice, or both. If the Power's effect requires an attack roll, the roll must be made using the Power or the Shooting, Throwing, or Fighting skills, defined in the Power description.

Defense Effects: Defense Effects increase a Hero's Toughness, Mental Resistance, Spiritual Resolve, or Parry in regards to Physical, Mental, or Mystical damage or attacks.

Manipulation Effects: Manipulation Effects offer control over matter, energy, thought, and other foundations of the universe. They are often times able to transform the physical properties of a substance or target and manipulate the flow of energy from one form into another.

Modification Effects: Modification Effects increase a target's Powers, Attributes, and skills temporarily.

Movement Effects: Movement Effects increase or improve a Hero's movement in special or unique ways.

Sensory Effects: Sensory Effects allow the Hero to control, alter, or affect the physical, mental, or metaphysical senses.

Trait Effects: Trait Effects alter Attributes, Powers, and skills. Unlike Modification Effects to Attributes, Powers, and skills, Trait Effects normally do not do not dissipate over time.

Range Effect

Range Effect determines at what distance a Power can effectively function. There are three Range Effects: Self, Melee, and Incremental.

Self: The Power affects the Hero's actual person only.

Melee: The Power can be used on an anything the Hero can physically touch.

Incremental: The Power can be used at a Short Range of Power Rating x 2" (Medium Range is 2x Short Range and Long Range is 2x Medium Range).

Any Incremental range Power that requires an opposed roll suffers the normal range modifiers to the roll.

Duration Effect

Duration Effect governs how long the effects of a Power remain active. There are four Duration Effects: Instant, Maintained, Persistent, and Permanent.

Instant: Instant Powers affect a target immediately and then dissipate.

Persistent to Permanent

Raising a Power's Duration Effect from Persistent to Permanent duration using the Increased Duration Power Enhancement is a +0 Power Point per Power Rating cost Power Enhancement. Due to the inherent bonuses and drawbacks of having a Permanent duration Power, the Duration Effect cost is the same as for a Persistent duration Power.

Maintained: Maintained Powers can be automatically sustained from round to round until they are Countered, ended by the Hero, or the Hero is rendered unconscious.

A character sustaining a Maintained Power that suffers damage must make an opposed Spirit roll versus the damage total. Failure means all Maintained Powers are immediately cancelled. A character that is Shaken only has to make a normal Spirit roll (not an opposed roll). Maintained Powers count as Automatic Actions.

Persistent: Persistent Powers can be maintained almost indefinitely, ending only when the Hero wants them to end or they are Countered. Persistent Powers do not count as Automatic Actions.

Permanent: Permanent Powers cannot be turned off, never require a roll to use, and cannot be negated or Countered. Powers that are permanent cannot use Power Stunts.

Action Types

Every Power consists of a certain type of action, which determines whether or not using it causes a multiple action penalty.

Dice Action: The Power requires some type of roll to activate or use and counts as a normal action.

Automatic Action: The Power never requires a roll to activate or use. A Hero can normally use a number of Automatic Actions in a round equal to half the Hero's Agility die without a multiple action penalty, though each Power can only be used once per round unless it has Power Enhancements that give it multiple uses. Permanent Powers do not count toward the number of Automatic Actions allowed in a round.

Power Rating Limit

A Power's Power Rating Limit indicates whether the maximum Power Rating in a Power is governed by the Hero's current Experience Rank (see Power Rating below).

Push and Power Stunt

Some Powers cannot be Pushed or perform Power Stunts, while some others are limited to only one or the other. The Push and Power Stunt entries for each Power explain whether or not the Power is limited to either option.

Maximum Number of Maintained Powers

The maximum number of Maintained Powers cannot exceed half the Hero's Spirit die. So, a Hero with Spirit D8 can Maintain a maximum number of 4 Powers, providing they can make the Power rolls with any accrued multiple action penalties.

Power Source

Dawn of Legends uses Power Sources to define the origins of the Hero's Powers. Some Powers, like Negation, can target specific Power Sources. When designing and choosing Powers, Heroes should think carefully and choose any Power Sources that apply. As a general rule, Powers should have no more than 2 overlapping Power Sources or they become extremely susceptible to Negation and Countering.

Mental: The Hero's Powers are entirely psychic or mental in nature, either through an advanced mind, a genetic gift, or some other reason.

All Powers derived from a Mental Power Source that require an opposed roll versus an Attribute automatically make it an opposed roll of the Hero's Power versus the target's Smarts.

Mutation: The Hero's Powers come from genetic mutation or from some scientific or experimental accident gone wrong. Such Heroes have had their DNA changed either through their own natural evolution or as a result of the accident.

Mystical: The Hero's Powers are entirely mystical or supernatural in nature, usually gained through Eldritch Training, Ancient Artifacts, or as products of Faith.

All Powers derived from a Mystical Power Source that require an opposed roll versus an Attribute automatically make it an opposed roll of the Hero's Power versus the target's Spirit.

Natural: The Hero's abilities are a natural extension of their own training, either to the peak of human potential or beyond.

Technology: The Hero's Powers come from some sort of technology, based on Earth standards but extremely advanced. Such Heroes are usually adorned in Power Battle-Armor or some other form of gear.

Countering Powers

To Counter a Power, the Hero must have a Power that works either as, or close to, the target Power's opposite. For example, Light vs. Dark, Fire vs. Ice, Water vs. Fire, Air Manipulation vs. Poisonous Gas, Density vs. Ethereal, et cetera. The GM is the final arbiter of whether one Power can Counter another Power.

The Hero then makes an opposed Power roll versus the opposing Power. On a success, the target Power is Countered. On a raise, the Power is turned against the original Power's wielder (if they are still present) and all effects of the redirected Power affect the original Power's wielder.

A Hero can Counter another Power out of initiative turn, but doing so costs a Benny and counts as one of the Hero's actions that round. However, the Hero cannot use that same Power again that round unless the Hero has a Power Enhancement that allows it to be used multiple times in a round. If the Hero already acted, then the Counter attempt receives a multiple action penalty as though the Hero had already taken another action. If the Hero already used the Power that round, however, then he cannot use it for a Counter attempt unless he has a Power Enhancement that allows it to be used multiple times in a round.

Power Rating

The Power Rating of a Power represents the strength of a Power and is written as a number after the Power. For example, having a Power Rating of 4 in Force Field would be written as Force Field 4.

When making Power rolls (Opposed, Activation, Pushing, Power Stunt, et cetera), there is an associated Power Die for each Power Rating which is used, as shown on the following chart.

Power Rating	Power Die
1	D4
2	D6
3	D8
4	D10
5	D12
6	D12+1
7	D12+2
8	D12+3
9	D12+4
10	D12+5
11	D12+6
12	D12+7

Power rolls work the same as any Trait roll, meaning the Hero gets a Wild Die and can spend Bennies to reroll them.

For many Powers, Power Rating is governed by a Hero's Experience Rank. The Power Rating Limit of a Power is Power Rating 6 at Novice Rank, with an increase of +1 Power Rating for a Power each time the Hero gains a new Experience Rank, to a maximum Power Rating Limit of Power Rating 10 at Legendary Rank, as shown on the following chart.

Hero Experience Rank	Power Rating Limit
Novice	6
Seasoned	7
Veteran	8
Heroic	9
Legendary	10

Stacking Defensive Bonuses

The bonuses from Defensive Powers can stack with each other, allowing well placed Defensive Powers and teamwork to help any Hero or Super Team against much more powerful foes. Defensive bonuses can stack up to a combined Power Rating of the Hero's Power Rating Limit x2.

Stacking Damage Dice

Damage Dice from multiple Powers (Melee Attack, Energy Field, and so forth) stack up to the maximum number of damage dice allowed for the character's Power Rating limit.



Defining a Hero's Power

The Powers presented in Dawn of Legends are just the core Powers and the mechanics that govern them. When designing a Hero and purchasing Powers, the player should use trappings to fully design the individual Powers.

If the Hero has the Asphyxiate Power, does it represent the ability to actually take the oxygen from an opponent's lungs, or a Martial Arts attack that leaves the opponent gasping for air? Is the Range Attack a form of weapon? Energy beams or projectile weapons (like spikes or spines) that the Hero can fire from his body? Is a Hero's Force Field a sphere of pure force energy? A psychic manifestation? Some sort of electromagnetic field?

Players and GMs are encouraged to be creative in creating the specific trappings of their Powers. After all, the type and style of a Hero's Powers is what separates him from the crowd.

Power Networks, Power Spectrums, Power Combos, Power Enhancements, Power Drawbacks, and Power Boosters are the game's mechanical method of creating custom Powers.

Let's say a Hero wanted a Radiation Blast attack that could make their targets ill and also infect them with a Radiation Sickness (lasting as a Persistent duration illness) that could be transferred to people with whom they come into contact.,

In designing this custom Power, one option is that the player would take Range Attack (Radiation Blast) and link it with Sicken (increased to Incremental range and with a Persistent duration), thus forming a Power Combo. The player would then add the Contagious Power Enhancement to the Sicken Power.

Whenever the Hero successfully hits a target with his Range Attack (Radiation Blast) Power, providing the target failed his opposed Vigor roll versus the Hero's Power, the target would now suffer from the Sicken Power and would transfer that effect to anyone with whom he came into contact, unless the new target succeeded in an opposed Vigor roll versus the Hero's Power. The new target would then suffer the effects and continue transferring it to additional people with whom they came into contact.

Power Schemes

Power Schemes are special kinds of Powers that allow Heroes to duplicate some of the versatility and flexibility commonly found is comic books. In exchange for less expensive Powers, or the ability to mimic a wide variety of Powers, the Hero accepts certain restrictions to those Powers.

Power Network

Base Effect: Special

Power Rating Limit: No

Range: Self

Duration: Maintained

Action: Auto

Push: No

Power Stunt: No

Power Point Cost: 6 Power Points per Power Rating

Benefit per Power Rating: See Description

A Power Network is a collection of Powers that operate along a single theme or element and have whatever unique name the Hero chooses (for example: Fire Manipulation, Ice Manipulation, Psychic Manipulation, Sorcery, Earth Manipulation, Magnetic Manipulation, Power Armor, et cetera).

A Power Network allows such Powers to be combined within a single harness for a lower cost, but with some restrictions.

1) The Powers must operate under a single trapping or theme.

2) The Powers must have a single Power Source (which means that an opponent capable of negating a specific Power Source, or possessing immunity to a specific Power Source, could effectively render a Power Network useless).

3) Negation, Drain, or similar attempts against a Power Network roll versus the Power Network's Power die, and do not suffer a penalty for effecting multiple powers as once.

4) The Power Rating of the Power Network is the maximum of power slots contained within the Network. For example: a Power Network named Ice Manipulation 9 has a maximum of 9 power slots.

5) Powers contained within a Power Network's Power Slots cannot be linked to Powers contained within a different Power Slot (though two Powers within a single Power Slot can be linked to each other) or within a different Power Network.

A Hero can activate a number of Automatic Action Powers contained within a Power Network equal to half their Agility die per round and can activate only one Dice Action Power per round without a multiple action penalty unless Powers or Power Enhancements allow otherwise (See: Action Type).

Each Power contained within a Power Network's Power Slots operates under their individual guidelines and can be negated and Countered individually as per the normal rules for Negation and Power Countering.

Using a Power Scheme

Power Schemes are advanced applications of the Power rules in Dawn of Legends, and are included at the beginning of the Powers section simply to give new players and gamemasters a full glimpse of the versatility of the new point-build, effects-based system. However, it is recommended that players and gamemasters familiarize themselves with the new Power rules before attempting to create or use a Power Scheme.

There are two types of Power Slots in a Power Network.

Embedded Power Slot **(ES)**: Powers contained within an Embedded Power Slot have their Power Rating fixed and cannot raise or lower them by splitting Power Ratings with other Powers in the same Power Slot. The final Power Point cost of such Powers is divided by 3 (round up), with a minimum cost of 1 Power Point per Power Rating.

Adjustable Power Slot **(AS)**: Powers contained within an Adjustable Power Slot can split their Power Rating with Powers contained within another Adjustable Power Slot.

For example, a Hero has Range Attack 7 (Energy Blast, AS) in one Adjustable Power Slot and Force Field 5 (AS) in another Adjustable Power Slot. The Hero can switch Power Ratings between the two Powers and may reduce his Range Attack 7 to Range Attack 4 in order to increase his Toughness bonus from Force Field 5 to Force Field 8.

Adjustable Power Slot Powers governed by the Power Rating Limit may exceed that limit only by splitting Power Rating.

The final Power Point cost of any Power contained within an Adjustable Power Slot is divided by 2 (round up), with a minimum cost of 1 Power Point per Power Rating.

Creating a Power Network

To create a Power Network, first determine how many powers the Power Network is to contain. Purchase a Power Rating in the Power Network equal to the amount of powers and pay the necessary Power Point cost.

For example: Dragonfly wants to build his Nanotech Armor as a Power Network. He determines his armor will contain 9 powers, and so purchases a ***Power Network 9*** *to contain enough slots. His cost for the Power Network is 54 Power Points.*

Next purchase the Powers in the Power Network individually. Divided each Power's cost by 3 for Embedded Slots (ES) and by 2 for Adjustable Slots.

For Example: Dragonfly's *Nanotech Armor* contains the following Powers:

- **Force Field 8** (+16, Limited: Versus Energy Only, AS)
- **Hyper-Movement 5** (Flight, AS)
- **Hyper-Sense 9** (Acute Direction, Darkvision 3, Directional Hearing, Full Vision 2, Telescopic Vision, Transmission Hearing, ES)
- **Immunity 7** (Life Support, AS)
- **Range Attack 8** (Energy Blast, 8D8, Heavy Weapon, AS)
- **Sensory Shield 7** (Visual, Auditory, ES)
- **Shrinking 6** (Blindside, Normal Density, ES)
- **Super-Toughness 9** (+36, Heavy Armor, ES)
- **Transmission 8** (Exponential Increase 13, ES)

Force Field is 5 Power Points per Power Rating. However, because it is limited to energy only, the cost is reduced to 4 Power Points per Power Rating. The base cost is 40 Power Points, but because it is an Adjustable Slot that is divided by 2 for a final total of 20 Power Points.

Hyper-Movement (Flight) is 6 Power Points per Power Rating, for 30 Power Points. That cost is divided by 2 for an Adjustable slot, for a final cost of 15 Power Points.

Hyper-Senses are 6 Power Points per Power Rating, for a total of 54 Power Points. Since the slot is Embedded, the cost is divided by 3, for a final total of 18 Power Points.

Immunity would cost him 42 points normally. Being an Adjustable slot, the cost is divided by 2 for a new cost of 21 Power Points.

Range Attack would normally cost 40 Power Points + 2 Power Points for the Heavy Weapon Power Booster, for a total of 42 Power Points. Since the slot is Adjustable, the final cost for the power is 21 Power Points.

Sensory Shield would cost Dragonfly 35 Power Points for both Visual and Auditory. Being an Embedded slot, that cost is divided by 3 (rounded-up) for a final cost of 12 Power Points.

Shrinking, with the Blindside and Normal Density Power Enhancements, would cost 48 Power Points. Since the cost is divided by 3, the actual cost under the Power Network is 16 Power Points.

Super-Toughness would cost 45 Power Points + 2 Power Points for the Heavy Armor Power Booster. Since the slot is Embedded, the 47 Power Points are divided by 3 (rounded-up) for a total of 16 Power Points.

Transmission would cost 24 Power Points + 26 Power Points for the 13 applications of Exponential Increase, for a total of 50 Power Points. The normal cost is then divided by 3, for a final cost of 17 Power Points.

Normally, Dragonfly would have paid a grand total of 386 Power Points for the 9 Powers. By creating a Power Network to represent the Nanotech Armor, however, his new cost for the Powers is: 210 Power Points (including the 54 Power Points for the Power Network 9). Dragonfly saved a total of 176 Power Points.

Expanding Power Networks After Creation

Power Networks inevitably allow for a great degree of versatility when first purchased. There is no argument that Powers are cheaper when placed into a Power Network. However, a Power Network can only contain a number of Power Slots equal to its Power Rating. Once that maximum is reached, it can sometimes become more expensive to purchase additional Power Slots by increasing the Power Network's Power Rating and then purchasing the new Powers to place into the slots, than simply purchasing the new Powers outside of the Power Network.

In other words, Power Networks are worth the discount when buying Powers and Power Slots in bulk, but quickly reach a point of diminishing returns when purchasing only 1, or a few, Power Slots and Powers at a time.

The drawback, though, is that if any ability can negate Dragonfly's Power Source: Technology for the Power Network, and is successfully used against his Power Network, he will lose access to all 9 Powers at once.

Power Enhancements and Power Drawbacks

***Power Enhancements and Power Drawbacks Apply to All Powers within a Power Network*:**

Any modifiers can be applied to individual Powers as normal. However, if a Power Enhancement or Power Drawback applies to all Powers within the Power Network, it can be written next to the Power Network itself, instead of next to all the Powers individually. Such Power Enhancements or Power Drawbacks do not affect the Power Point cost of the Power Network, but must apply to all the Powers in the Power Network and adjusts the Power Point costs of those Powers individually as usual.

Such modifiers are noted with the designation AP next to them.

Example: If a Sorcery Power took 1 hour to cast each spell (Power Slot), the Power Network would read (Set-Up 1 hour, AP). All Powers within the Power Network have their Power Points per Power Rating reduced by 9 Power Points (to a minimum of 1), but the Power Network's Power Point cost itself is unaffected. Because the Sorcery Power does not affect the Power Network itself (i.e. the time to activate a Power Slot), the Hero can still use Automatic Actions and Dice Actions as normal, it just takes 1 hour for each to go into effect.

Power Enhancements and Power Drawbacks Apply to the Power Network's cost per Power Rating:

If a Power Enhancement or Power Drawback changes the Power Network's duration or Power Slot activation, the Power Point cost modifier applies only to the Power Point cost of the Power Network's Power Rating.

Such modifiers are noted with the designation PNO next to them.

Example: Dragonfly's armor takes him 2 minutes to put on (activate the Network). The Power Network, itself, has the Set-Up Drawback (listed as: Set-up: 2 minutes). Because this effects the Power Network itself, it is listed as PNO. It takes Dragonfly 2 minutes to activate (don) the armor, but once activated all the contained powers activate and operate normally. Using the Values Chart, we see that 2 minutes is 4 steps down on the chart. Therefore, the cost of Dragonfly's Power Network 9 is reduced from 6 Power Points per Power Rating to 2 Power Points per Power Rating.

Power Enhancements and Power Drawbacks Apply to both the Power Network and all Contained Powers:

If a Power Enhancement or Power Drawback effects both the Power Network and all contained Powers, then the Power Point cost modifier applies to both the Power Network itself and all Powers contained within the Power Network.

Such modifiers are noted with the designation EPN.

Example: Dragonfly's Nanotech Armor contains the Gadget Power Drawback (-1) and the Difficult to Take Power Drawback (-1). Because these effect both the Power Network, itself, and the individual Powers within the Power Network, it is listed as EPN.

As a result, The Power Network's cost is reduced by an additional –2 per Power Rating, and each Power contained within it is reduced by –2 Power Points per Power Rating.

Example Power Networks

Air Manipulation 5 (Power Network, 30 Power Points)

- **Asphyxiate 5** (Vacuum, Area Effect, ES)
- **Environmental Manipulation 5** (Fog, Obscure, ES)
- **Range Attack 5** (Hurricane, Area Effect, 5D6 damage, ES)
- **Telekinesis 5** (Purify Air, Area Effect, Limited: Air Only, ES)

Cosmic Energy Control 7 (Power Network, 42 Power Points)

- **Enhance Trait 7** (Omni-Enhancement, AS)
- **Hyper-Movement (Faster-Than-Light-Travel) 2** (AS)
- **Hyper-Movement** (Flight) 5 (AS)
- **Force Field 7** (Heavy Armor, AS)
- **Healing 7** (AS)
- **Range Attack 7** (Cosmic Blast, AP 20, 7D6 damage, AS)
- **Regeneration 5** (Regrowth, AS)

Darkness Manipulation 6 (Power Network, 36 Power Points)

- **Entangle 6** (Smoky Ropes, Limited: Requires shadows, AS)
- **Environmental Manipulation 5** (Pitch Black, Obscure, AS)
- **Range Attack 6** (Dark Blast, 6D6 damage, AS)
- **Telekinesis 6** (Dark Tendrils, Limited: Requires shadows, AS)
- **Hyper-Movement (Teleportation) 6** (Shadow Jump, Improved Distance, Increased Value [x6, Distance], AS)

Earth Manipulation 8 (Power Network, Needs Earth Materials - EPN, 40 Power Points)

- **Entangle 8** (Earth Grab, ES)
- **Environmental Manipulation 8** (Earth-To-Mud, Slow, ES
- **Environmental Manipulation 8** (Seismic Control, Knockdown, ES)
- **Super-Toughness 8** (Earth Armor, Armored, Persistent, ES)
- **Telekinesis 8** (Earth Moving, ES)

Electricity Manipulation 5 (Power Network, 30 Power Points)

- **Absorption 5** (Energy Absorption, Limited: Electricity only, Energy Sponge, Enhance Strength, Enhance Healing, ES)
- **Drain 5** (Dampen Current, Affects Objects, Area Effect, Limited: Electricity only, AS)
- **Energy Field 5** (Electrical Field, 5D6 damage, AS)
- **Range Attack 5** (Electrical Blast, 5D6 damage, AS)
- **Hyper-Movement (Teleportation) 5** (Current Riding, Improved Distance, Increased Value [x2, Distance], ES)

Power Armor 10 (Power Network, Persistent - PNO, Gadget - EPN, Difficult to Take - EPN, 30 Power Points)

- **Hyper-Senses 9** (Acute Direction 1, Darkvision 3, Hyper-Hearing 1, Telescopic Vision 2, Transmission Hearing 2, ES)
- **Hyper-Movement (Flight) 5** (up to 3200 mph, ES)
- **Range Attack 7** (Energy Blast, 7D6 damage, AS)
- **Range Attack 6** (Sonic Blast, 6D6 damage, AS)
- **Sensory Overload 6** (Flash, Visual, AS)
- **Super-Toughness 6** (+12 Toughness, ES)
- **Transmission 15** (Onboard Communications Suite, Exponential Value 7, ES)

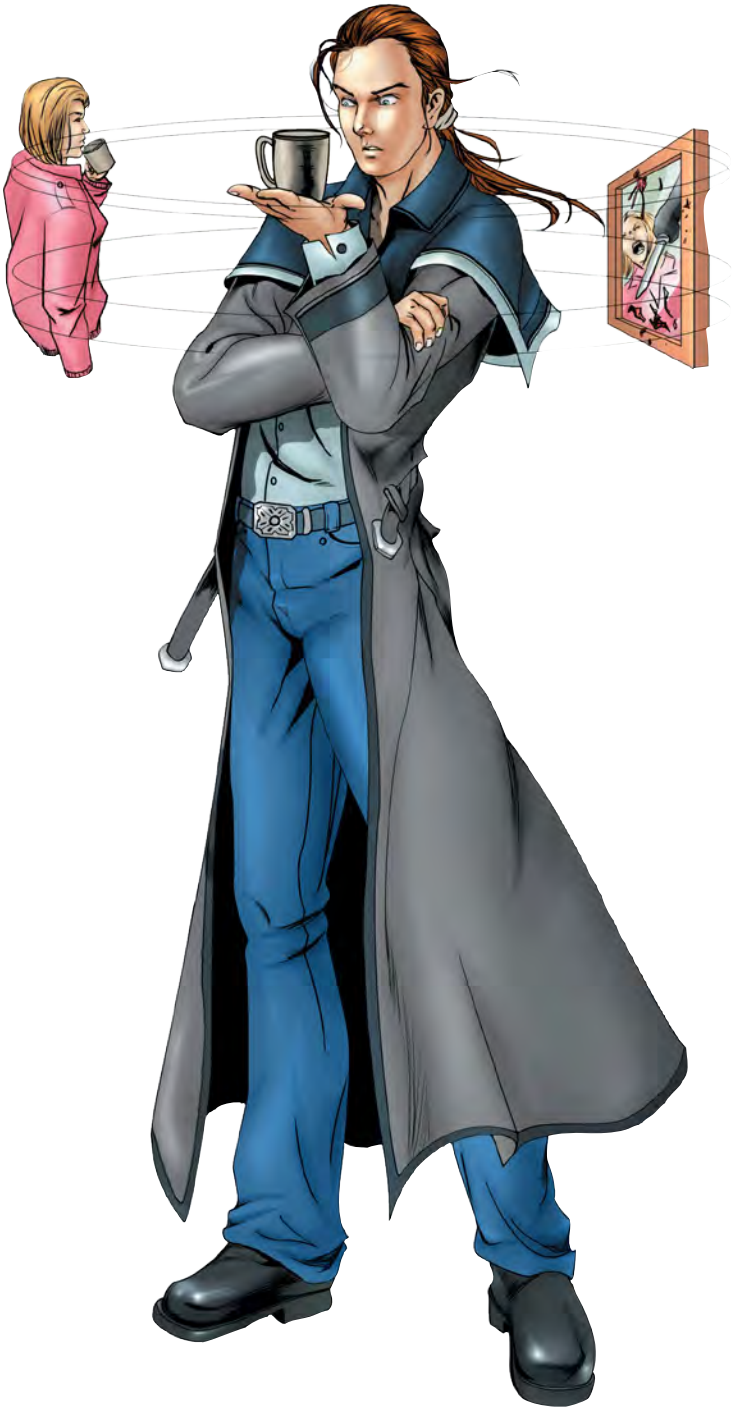
Spinning 6 (Power Network, 36 Power Points)

- **Hyper-Movement (Burrowing) 6** (Spinning Drill, ES)
- **Deflect 6** (Spinning Top, Limited: Redirect Only ES)
- **Hyper-Senses 2** (360 degree spin-vision, Full Vision 2, Maintained, ES)

- **Range Attack 6** (Spin-and-Release, Area Effect, Limited: Held objects only, 6D6 damage, ES)
- **Super-Toughness 6** (Spinning Shield, Maintained, ES)

Stretching 6 (Power Network, 36 Power Points)

- **Entangle 6** (Elongated Grapple, Extra Reach 6, AS)
- **Evasion 6** (Rubbery Dodge, AS)
- **Hyper-Parry 6** (Rubbery Dodge, Maintained, AS)
- **Hyper-Movement (Leaping) 6** (Springing Bounce, AS)
- **Melee Attack 6** (Stretching Punch, Str + 6D6 damage, Extra Reach 6, AS)
- **Telekinesis 6** (Stretching Reach, Limited: Melee, Limited: Must touch object, Limited: Lifting cannot exceed normal Strength, Extra Reach 6, AS)



Time Manipulation 7 (Power Network, 42 Power Points)

- **Age Shift 7** (Time Warp, AS)
- **Disintegration 7** (Rapid Decomposition, AS)
- **Healing 7** (Rapid Recovery, ES)
- **Paralyze 7** (Time Freeze, ES)
- **Regeneration 7** (Fast Healing, ES)
- **Hyper-Movement (Super-Speed) 7** (Slow Time, ES)
- **Super-Toughness 7** (Slow Attack Speed, +14 Toughness, ES)

Other Power Network Example Concepts

- Fire Manipulation
- Ice Manipulation
- Kinetic Manipulation
- Magnetic Manipulation
- Plant Manipulation
- Sorcery
- Sound Manipulation
- Water Manipulation
- Weather Manipulation

Power Spectrum

Base Effect: Special

Power Rating Limit: Yes

Range: Self

Duration: Maintained

Action: Auto

Push: No

Power Stunt: No

Power Point Cost: 10 Power Points per Power Rating

Benefit per Power Rating: See Description

A Power Spectrum gives the Heroes a pool of Power Points equal to 10 x Power Rating with which to mimic other Powers. Power Enhancements and Power Drawbacks that alter the cost of Power Spectrum do not change the number of Power Points in the pool. They are fixed at 10 x Power Rating.

Power Spectrum is a Power Scheme that represents very flexible Powers such as Metamagic, Shape-Shift, Empower, and other abilities seen in comic books that give the wielder a near limitless degree of versatility.

All Powers within a Power Spectrum share certain limitations, as shown below.

1) The Powers must have a single Power Source (which means

that an opponent capable of negating a specific Power Source, or possessing an immunity to a specific Power Source, could effectively render a Power Spectrum useless).

2) No mimicked Power may have a Power Rating greater than the Power's Power Rating Limit, regardless of the normal rules governing that Power.

It costs an Automatic Action to assign Power Points to a mimicked Power and then the normal type of action required to use the Power. Power Points for Powers in the Power Spectrum can be assigned and changed among Powers each round.

Example: A Hero with a Power Spectrum wants to create a Force Field. It takes an Automatic Action to assign the Power Points to Force Field and then another Automatic Action to activate the Force Field Power, thereby using 2 of the Hero's allowed Automatic Actions per round.

Other Power Spectrum Example Concepts

- Adaptation
- Animal Mimicry
- Bane
- Empower
- Force Manipulation
- Matter Creation
- Metamagic
- Molecular Chameleon
- Power Reserve
- Shape-Shift
- Universal Gadget

Power Combo

A Power Combo is the effect of linking two or more Powers together into a singular Power and effect.

Effectively, this allows a Hero to gain the results of multiple Dice Actions in a round without having to take a multiple action penalty, thus making a Power Combo easy to abuse.

To make a Power Combo, the Hero must purchase the Power Enhancement Linked for each Power in the Power Combo. Because the Power Combo works as one Power, all Powers in the Power Combo must have the same range (modify different ranges in Powers as needed) and use a single attack roll, if one is required. If all Powers in a Power Combo allow for the same type of opposed roll to resist the effects (for example: Daze, Sicken, and Paralyze all require an opposed Power roll versus the target's Vigor), then the target makes one opposed roll and applies the result to all effects equally. If the Powers call for different opposed rolls even if using the same Trait for different uses of the opposed roll (for example: two Powers require a Vigor roll, but one is used to Soak damage and one is used to resist Fatigue), then the rolls are made separately.

Example: A Hero wants to create a Power Combo that combines his Range Attack (Sonic Blast) Power with the Daze Power. The Hero decides to purchase Range Attack 5 (Sonic Blast), costing him a total of 30 Power Points (base Power Points per Power Rating: 5 Power Points, +1 Power Point per Power Rating for the Power Combo Power Enhancement). Next he purchases Daze 2, costing him 8 Power Points (base Power Points per Power Rating: 3 Power Points, +1 Power Point per Power Rating for the Power Combo Power Enhancement). The total cost for the Power Combo is 38 Power Points.

Whenever the Hero hits someone with his Range Attack (Sonic Blast), he first applies that damage (since the Range Attack (Sonic Blast) must hit before the Daze effect can occur). Then, the Hero makes an opposed Power roll versus the target's Vigor and applies the Daze effect against the target.

The Hero might write the Power Combo on the Hero sheet like this:

Power Combo: Range Attack 5 (Sonic Blast, 5D6 damage, Linked to Daze 2)

Any force that affects any Power in a Power Combo affects all Powers in the Power Combo.

Power Spectrums and Power Networks cannot be part of a Power Combo.

Power Combos can be contained within a single Power Slot of a Power Network, or created through the use of a Power Spectrum's Power Point pool.

POWERS LIST

Absorption

Base Effect: Modification

Power Rating Limit: Yes

Range: Self

Duration: Persistent

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 4 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero possesses the ability to absorb incoming energy (thermal, gravitational, electrical, sonic, magnetic, chemical, radiant, or nuclear) or physical (kinetic) damage. Choose whether the Hero can absorb either energy or physical damage at the time the Power is purchased.

Whenever the Hero is the target of an attack that succeeds in hitting the Hero, roll the Absorption Power Rating. The total of the roll is the amount of damage absorbed. Any remaining damage is applied to the Hero's Toughness.

For every 4 points rolled on the total of the Absorption Power roll, the Hero gains one of the following effects, which are cumulative. Only 1 effect can be used per use of Absorption

per round:

• Add +1 die step to any Trait or +1 Power Rating to any Power. The Trait and Power affected must be specified when Absorption is purchased and can be a Trait or Power the Hero does not normally have.

• Receive 2D6 Damage Dice to apply towards a redirected attack using the absorbed energy or physical attack. The Hero rolls their Fighting or Shooting skill for the redirected attack roll as normal.

The benefits fade at a rate of -1 die step, -1 Power Rating, or –2 Damage Dice per round, beginning at the end of the round after the benefit is gained.

The first use of this Power in a round does not count as an action.

Example: Vanguardian is being attacked by Fire-Arm. Vanguardian has Absorption 9 (Power Die D12+4) and Fire-Arm has Strength D8 and Melee Attack 4 (Plasma Arm, 4D6 damage) for a total of Str + 4D6 damage.

Fire-Arm hits Vanguardian with a raise (+1D6 to damage) and rolls 37 points of damage. Vanguardian rolls his Absorption Power and gets a total of 13, which is subtracted from the damage total. The remaining 24 points of damage are applied to Vanguardian's Toughness 31, resulting in no effect.

Since Vanguardian rolled 3 increments of 4 on his Absorption roll, he gets to either enhance a Trait by +3 die steps, add +3 Power Rating in a specified Power, or do 6D6 damage on a redirected attack.

Vanguardian's Absorption Power allows him to enhance his Strength or create a Force Field (a Power he does not normally have). He chooses to channel the absorbed attack into Force Field, gaining Force Field 3 (granting a +6 to Toughness, for a new Toughness of 37). He'll lose -1 Power Rating in Force Field per round, beginning at the end of the next round

Power Enhancements

Additional Enhancement (+1 Power Point per Power Rating): The Hero can enhance another specific Trait or Power.

All Damage (+1 Power Point per Power Rating): The Hero can absorb both energy and physical damage.

Power Accumulation (+1 Power Point per Power Rating): The Hero can hold onto absorbed energy for an additional round, building it for greater effect before releasing it all at once.

Power Sponge (+1 Power Point per Power Rating): The Hero can use Absorption to draw ambient energy into himself. The Hero makes an Absorption Power roll to gain the effects of the Absorption Power described above.

Split Benefit (+1 Power Point per Power Rating): The Hero can divide the absorbed energy or physical attack for multiple effects in the same round (for example, putting some towards enhancing a Trait or Power and some towards a redirected attack).

Superior Redirection (+2 Power Points per Power Rating): The number of Damage Dice gained by absorbing energy or physical attacks is 4D6 to apply towards a redirected attack using the absorbed energy or physical attack.

Power Drawbacks

Limited Energy (-1 Power Point per Power Rating): The Hero can absorb only a specific type of energy (thermal, gravitational, electrical, magnetic, chemical, or nuclear). The specific option must be chosen when the Power is purchased.

Limited Transference (-1 Power Point per Power Rating): The Hero can use absorbed energy to either enhance a Trait or Power or apply towards a redirected attack, but not both. The specific option must be chosen when the Power is purchased.

Limited Redirect (-1 Power Point per Power Rating): The Hero can redirect absorbed energy or physical attacks as either a Melee range attack or an Incremental range attack, but not both. The specific option must be chosen when the Power is purchased.



Adaptation

Base Effect: Power Spectrum

Power Rating Limit: Yes

Range: Self

Duration: Persistent

Action: Auto

Push: No

Power Stunt: No

Power Point Cost: 10 Power Points per Power Rating

Benefit per Power Rating: Power Point Pool

The Hero is able to adapt to hostile environments and obstacles.

The Hero has a Power Point pool equal to Power Rating x10. For example, a Hero with Adaptation 5 has a Power Point pool of 50 Power Points.

The Hero divides the Power Point pool among various Powers, but no Power may have a Power Rating greater than the Power's Power Rating Limit. Any Permanent Powers must be purchased at Maintained or Persistent range, reducing their Power Point cost by –1 or –2 Power Points per Power Rating, respectively.

Example: A Hero with Adaptability 5 has a Power Point Pool of 50 Power Points. Later, he finds himself in the arctic on the trail of Blaid International.

Using Adaptation, he gives himself a Immunity to Cold (5 Power Points, Persistent), Immunity to Hunger (5 Power Points, Persistent), Immunity to Thirst (5 Power Points, Persistent), and Sensory Shield 2 (Visual, 8 Power Points) granting a +2 to Vigor rolls to avoid being blinded by the sunlight reflecting from the vast whiteness). The Hero used a total of 23 Power Points.

Age-Shift

Base Effect: Manipulation/Modification

Power Rating Limit: Yes

Range: Melee

Duration: Persistent

Action: Dice

Push: Yes

Power Stunt: No

Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero is able to increase or decrease a biologic target's age, thus affecting their overall Traits.

To use the Age-Shift Power, the Hero must make a Touch Attack (+2 to Fighting roll) against the target. If successful, the Hero makes an opposed Power roll versus the target's Vigor.

On a success, the Hero is aged (either older or younger) by up to 10 years. Each raise increases or decreases the Hero's age by up to another 10 years. The Hero can choose to age the person less than the maximum allowed.

If the Hero is aged too old, they die. Likewise, if they age too young (pre-birth) they are effectively dead. Heroes aged to between 8-12 years old (or equivalent if Hero is not human or Neo-human) automatically gain the Young Hindrance and must adjust their Hero sheets as though re-starting as a Novice Hero. Heroes aged below 8 years old (or equivalent if Hero is not human or Neo-human) lose an additional 1 die step from Attributes (to a minimum of D4) and 5 skills points for every 2 years below 8 years old.

Heroes aged over 60 years old (or equivalent if Hero is not human or Neo-human) must subtract 1 die step from Vigor and Agility (minimum of D4), though they gain 1 die step in Smarts and Spirit (maximum of D12). Powers and skills remain unchanged.

Anatomical Separation

Base Effect: Manipulation

Power Rating Limit: No

Range: Self

Duration: Persistent

Action: Auto

Push: No

Power Stunt: No

Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: 1 independent body part per Power Rating.

A grotesque Power, the Hero is able to separate a number of body parts equal to the Power Rating (arms, legs, fingers, toes, eyes, ears, et cetera) into independently acting parts.

The disjoined limbs act on the Hero's initiative and remain fully functional. So, a Hero will still be able to see out of a separated eye, hear out of a separated ear, a hand will crawl across the ground and grip things, et cetera.

Separated parts maintain the Hero's normal Toughness and Vigor and suffer damage as though they are a Wild Card. If a separated body part is somehow killed, it does not grow back unless the Hero also has Regeneration (Regrowth). Once a damaged part is reattached, the Hero immediately suffers all cumulative Wound levels. So, if a separated hand was Wounded 1 and a leg was Wounded 1, the Hero is now Wounded 2.

For every body part killed, the Hero immediately suffers 3 Wounds and gains either a –1 die step to the appropriate Attribute or an appropriate Hindrance, at the GM's discretion.

Animal Control

Base Effect: Manipulation

Power Rating Limit: No

Range: Incremental

Duration: Instant

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 6 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

This Power allows a Hero to gain control over and cooperation from various types of animals.

To use this Power, the Hero makes an opposed Power roll versus the animal's Spirit. On a success, the animal will obey the Hero as long as it does not place itself at risk of injury or death. On a raise, the animal will obey the Hero regardless of the situation, even if it means its own death or injury.

The Power Rating also determines the control duration as determined by the Power Rating (see: Time Value Chart).

Power Boosters

Exponential Value: The Hero can apply the Exponential Value Power Booster to Animal Control, increasing the number of animals that can be controlled at one time. To use the power, the Hero makes opposed roll against the animals' highest Spirit die type.

Animal Mimicry

Base Effect: Power Spectrum

Power Rating Limit: Yes

Range: Incremental

Duration: Maintained

Action: Auto

Push: No

Power Stunt: No

Power Point Cost: 11 Power Points per Power Rating

Benefit per Power Rating: Power Point Pool

The Hero is able to simulate the abilities of animals (physical Attributes, Powers, derived statistics [Pace, Parry, Charisma, Toughness], and skills), gaining a Power Point pool equal to Power Rating x10. If the Hero already has the ability (for example, Toughness, Strength, et cetera), the Hero's current value in that ability forms the basis from which all adjustments from Power effects are made. The Hero can only mimic the abilities of animals which are within a distance from the Hero equal to the Power Rating in inches.

Animal Mimicry does not give the Hero the natural weaponry of the animal, since the Hero does not actually assume the animal's shape.

The Hero can only mimic the abilities of one animal at a time. The maximum value in any ability is equal to the animal's ability or the Power's Power Rating Limit, whichever is lower.

Example: A Seasoned Hero wants to mimic the abilities of a large Bear and has Animal Mimicry 6 (60 Power Points). First, the Hero mimics the Strength of the Bear. Since the Bear has Strength D12+4 and the Hero has Strength D6, he applies a Power Rating 7 to Super-Strength (the Power Rating Limit maximum) to gain a total Strength D12+4 (D6 + 7 die steps), for a total of 35 Power Points. The Hero also wants to mimic the Bear's Toughness of 10. Since the Hero has base Toughness 6, he applies a Power Rating 2 to Super-Toughness, raising his Toughness to 10 and costing 12 more Power Points, for a total of 47 Power Points spent on mimicking the Bear's abilities.

Animate Dead

Base Effect: Manipulation

Power Rating Limit: No

Range: Melee

Duration: Instant

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero can raise and command the dead. To use this Power, the Hero must make an opposed Power roll versus the corpse's Spirit (value based on when the corpse was alive). On a success, the corpse is raised and will obey the Hero for a duration determined by the Power Rating (see: Time Value Chart). The duration is increased +1 step for each raise.

The animated corpse suffers a –2 die step to its Agility (value based on when the corpse was alive, minimum of D4) and all Agility-based skills (which can go below a D4 to Untrained) and automatically has a Smarts of D4. The corpse, however, retains its original Spirit, Strength, and Vigor Attributes (values based on when the corpse was alive). If the corpse possessed Powers while living, it retains those as well. All Smarts-based and Spirit-based skills are lost.

Power Boosters

Exponential Value: The Hero can apply the Exponential Value Power Booster to Animate Dead, increasing the number of corpses that can be raised at one time. To use the power, the Hero makes opposed roll against the corpses' highest Spirit die type.

Animation

Base Effect: Manipulation

Power Rating Limit: No

Range: Incremental

Duration: Maintained

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 7 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero can imbue inanimate objects with the ability to move and behave as though they were alive. The animated objects are always under the control of the Power's user and the Power Rating governs the maximum physical Attributes of any animated objects, as well as the number of objects that can be animated at one time.

To animate an object, the Hero makes a Power roll. On a success, the animated object has physical Attributes equal to the Power Die –1 die step (so a Hero with Animation 3 [Power Die D8] would animate objects with an Agility, Strength, and Vigor of D6). On a raise, the animated objects possess physical Attributes equal to the Power Die. The animated object's Pace is equal to half the Power Die of Animation.

Smarts and Spirit are at D4.

The animated objects possess a Toughness equal to half their Vigor die +2, plus any modifier for Size (see the Savage Worlds rulebook). As constructs, they do not suffer additional damage from Called Shots, do not suffer from disease or poison, and receive a +2 to recover from being Shaken.

Animated objects are considered Extras in combat, though the Hero may spend his own Bennies on them. They can act on the round after they are animated.

Power Enhancements

Ready to Rumble (+1 Power Point per Power Rating): The animated objects can act on the same round in which they are animated.

Power Boosters

Exponential Value: The Hero can apply the Exponential Value Power Booster to Animation, increasing the number of objects that can be animated at one time.

Asphyxiate

Base Effect: Attack

Power Rating Limit: Yes

Range: Melee

Duration: Maintained

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 4 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die.

The Hero can cause those he touches to begin suffocating.

To use the Asphyxiate Power, the Hero makes a Touch Attack (+2 to Fighting roll) against the target. If successful, the Hero makes an opposed Power roll versus the target's Vigor.

On a success and for each raise, the target suffers a level of Fatigue (maximum level of Incapacitation). If Incapacitated, the target will die in a number of rounds equal to their Vigor die. Should the Hero die from suffocation, he can be revived within 5 minutes of death by a successful Healing roll at –4. The Hero revives with 2 Fatigue levels and recovers one Fatigue level every 5 minutes.

Astral Projection

Base Effect: Movement

Power Rating Limit: No

Range: Self

Duration: Maintained

Action: Auto

Push: Yes

Power Stunt: Yes

Power Point Cost: 3 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero can separate his Astral form from his body, leaving behind an unconscious shell. The Astral form can travel a



distance determined by the Power Rating (see: Distance Value Chart), can pass through hostile environments and physical barriers as if they did not exist, and cannot be harmed by physical entities (except with Powers derived from a Mystical Power Source). The Hero can, however, be attacked and harmed normally by other Astral and Spiritual entities. Should the Hero's Astral form suffer damage, the Power Rating of this Power acts as Vigor for purposes of determining Toughness and making Soak rolls.

Corporeal Heroes trying to sense an Astral form must make an opposed Notice roll at –4 versus the Hero's Power. Astral Heroes can make themselves visible and communicate to a corporeal Hero, providing they can succeed on an opposed Power roll versus the target's Spirit.

When the Astral form is separated from the body, the body can still be attacked and harmed normally. The Astral form will know immediately if the body suffers damage. To reenter its body, the Astral form must be adjacent to it. If something is blocking the Hero from reaching his body, he cannot reenter his corporeal form. If the body is destroyed or killed, the Hero will remain trapped as a free spirit. Each day as a free spirit, the Hero loses –1 die step of Spirit. When the Spirit falls below D4, the Hero's spirit has dissipated and is dead.

Bane

Base Effect: Power Spectrum

Power Rating Limit: Yes

Range: Incremental

Duration: Maintained

Action: Auto

Push: No

Power Stunt: No

Power Point Cost: 12 Power Points per Power Rating

Benefit per Power Rating: Power Point Pool

The Hero is able to adapt to any other character, gaining Powers and abilities capable of Countering a designated opponent and perhaps defeating them entirely.

The Hero has a Power Point pool equal to Power Rating x10, but no Power gained through the use of Bane may have a Power Rating greater than the Power's Power Rating Limit. For example, a Hero with Bane 4 has 40 Power Points to gain Powers and abilities capable of Countering a designated opponent.

Example: A Hero with Bane 4 has a Power Point pool of 40 Power Points. He designates an opponent that has Range Attack (Fire Blast), Hyper-Movement (Flight), and Super-Toughness.

The Hero applies his 40 Power Points to the following Powers: Disintegration 5 (20 Power Points) to Counter the Super-Toughness and Range Attack (Water Blast) 4 (20 Power Points) to Counter the Fire Blast. The Hero has applied a total of 40 Power Points to Bane's effects.

Camouflage

Base Effect: Manipulation

Power Rating Limit: No

Range: Self

Duration: Maintained

Action: Auto

Push: Yes

Power Stunt: No

Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero can alter his color to match his surroundings. The Power requires no roll to activate, but a target attempting to discover the location of the Hero must make an opposed Notice roll at -2 versus the Hero's Power Rating. On a success, the target is aware of the Hero's presence and their general vicinity and all area effect attacks against the Hero are at –4. On a raise, the target has pin-pointed the Hero's exact location

This Power works only against one sense (sight, hearing, taste, smell, touch, balance and acceleration, temperature, kinesthetic sense, pain, electroreception, echolocation, magnetoception, pressure detection, or polarized light detection).

Power Enhancements

Additional Senses (+1 Power Point per Power Rating): The Hero can camouflage himself from an additional sense.

Chameleon

Base Effect: Manipulation

Power Rating Limit: No

Range: Self

Duration: Maintained

Action: Auto

Push: Yes

Power Stunt: Yes

Power Point Cost: 6 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero can alter their appearance and voice to resemble any other living being. The new appearance should be of the relatively same size and weight as the Hero with this Power. Although the Hero's clothing, gear, and equipment changes to resemble the target's items, these items do not become functional (the Hero appears to be wearing a gun when impersonating a police officer, but the gun cannot be drawn or fired).

Anyone wanting to notice that the Hero is not actually the simulated target must make an opposed Notice roll versus the Hero's Power. If the Hero using this Power is imitating someone of a radically different build (for example, an obese target when the Hero with this Power is slim), the Power roll receives a –2 to the roll.

Clinging

Base Effect: Movement

Power Rating Limit: No

Range: Self

Duration: Maintained

Action: Auto

Push: No

Power Stunt: No

Power Point Cost: 4 Points

Benefit per Power Rating: +1 step in Power Die

This Power allows the Hero to move along vertical and inverted surfaces as though moving across level ground.

The Hero can automatically move along normal surfaces. When moving across slippery or slick surfaces (for example, icy, oil-coated, et cetera) the Hero must make a Power roll with a penalty as determined by the GM. When attacked with a Power that causes Knock Back while Clinging to a surface, the Hero can make a standard Power roll. On a success and for each raise, the Knock Back distance is reduced by –1D4".

A Hero can carry as much weight when Clinging as determined by his Strength (see the Savage Worlds rulebook).

Color Manipulation

Base Effect: Manipulation

Power Rating Limit: Yes

Range: Melee

Duration: Maintained

Action: Dice

Push: Yes

Power Stunt: No

Power Point Cost: 3 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero can alter the color of objects and people.

To affect inanimate objects, the Hero makes a Power roll with a modifier of –1 for every 2 points of the object's Toughness. On a success, the color is has been altered as desired by the Hero for as long as they Maintain the Power.

To affect a living being, the Hero must make a Touch Attack (+2 to Fighting roll) against the target. If successful, the Hero makes an opposed Power roll versus the target's Vigor. On a success, the target's color has been altered to fit the Hero's desire for as long as they Maintain the Power.

Confusion

Base Effect: Sensory

Power Rating Limit: Yes

Range: Melee

Duration: Instant

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 3 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero can affect the minds and perceptions of others, causing them to become confused and find their actions hindered.

To use the Confusion Power, the Hero must make a Touch Attack (+2 to Fighting roll) against the target. If successful, the Hero makes an opposed Power roll versus the target's Smarts. .

If the target gets a success, the Power has no effect but the Hero can make another Confusion attempt next round. If the target gets a raise, the Hero cannot make another Confusion attempt against that target for the rest of the encounter.

If the Hero gets a success, the target cannot spend Bennies and receives a –2 to all rolls for the round. For each raise, the target suffers the effects for an additional round.

Daze

Base Effect: Attack

Power Rating Limit: Yes

Range: Melee

Duration: Instant

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 3 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero has a Power that can daze and stun targets. The Hero makes a melee attack roll against the target. If successful, the Hero makes an opposed Power roll versus the target's Vigor. On a success, the target is Shaken. For each raise, the target gains a level of Fatigue (maximum level of Incapacitation).

The Hero recovers one Fatigue level every 5 minutes.

Deflect

Base Effect: Attack/Defense

Power Rating Limit: Yes

Range: Self

Duration: Maintained

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero is able to Deflect incoming Incremental range attacks. If an opponent attacks the Hero with an Incremental

range attack and the Hero has not yet acted in the round, the Hero can elect to use his action to attempt to Deflect the Incremental range attack (essentially jumping ahead in initiative order). To Deflect the Incremental range attack, the Hero makes a Power roll. The result is the character's TN to be hit by the Incremental range attack. If the Power roll is less than 4 (the standard base number to hit something at Short range), the Hero has made himself easier to hit by trying to Deflect the Incremental range attack. Normal range penalties apply to the Incremental range attack.

Instead of becoming more difficult to hit, the Hero can also attempt to redirect the Incremental range attack back at the attacker or another target. To do this, make an opposed Power roll versus the opponent's Incremental range attack roll. On a success and for each raise, the Hero receives a +1 to hit the chosen target with the redirected Incremental range attack. Make an Incremental range attack, using the Deflect Power Die as the attack die. Normal range penalties apply, as if the Deflect Power has Incremental range.

Deflect cannot be used in the same round as the Evasion Power and the Hero must be aware of the incoming Incremental range attack to use the Deflect Power.

Density

Base Effect: Trait

Power Rating Limit: No

Range: Self

Duration: Maintained

Action: Auto

Push: Yes

Power Stunt: Yes

Power Point Cost: 6 Power Points per Power Rating

Benefit per Power Rating: See Description

The Hero is able to increase his mass. The Hero gains the following benefits/disadvantages at each Density Power Rating. The effects are not cumulative. A Hero with Density 3 does not gain the benefits/disadvantages for a Power Rating 1 and 2, just for the Power Rating 3 (which already has the benefits/disadvantages of the lower Power Ratings factored into it.)

A Hero's Agility cannot be reduced below D4.

In order to determine a Hero's new weight, add the Density Power Rating to the Weight Rating of the Hero (see: Weight Chart). Most Heroes have a beginning Weight Rating of 7.

Power Enhancements

Agility Retention (+1 Power Point per Power Rating): The Hero does not lose Agility as density increases.

Power Drawbacks

Limited Benefit (-1 Power Point per Power Rating): For each benefit (increased Toughness or Strength) that the Hero cannot gain, subtract 1 from the Power Point per Power Rating cost.

Density Chart

Density Power Rating	Toughness	Agility	Strength
1	+1	-0 die step	+1 die step
2	+2	-0 die step	+1 die step
3	+3	-0 die step	+2 die step
4	+4	-1 die step	+2 die step
5	+5	-1 die step	+3 die step
6	+6	-1 die step	+3 die step
7	+7	-2 die step	+4 die step
8	+8	-2 die step	+4 die step
9	+9	-2 die step	+5 die step
10	+10	-3 die step	+5 die step
11	+11	-3 die step	+6 die step
12	+12	-3 die step	+6 die step

Digestive Adaptation

Base Effect: Manipulation

Power Rating Limit: No

Range: Melee

Duration: Instant

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero can chew, swallow, and digest almost any substance without harm. The Hero's digestive tract could be composed of acid, an internal nuclear furnace, or any other trapping the player can devise. The end result is that the Hero is a walking disposal of almost any type of inanimate matter.

When attempting to devour an inanimate object, the Hero must first destroy the object using the Power Die as a substitute for his Strength Trait. The Hero makes a Power roll against a Parry of 2. On a success and for each raise, the object has its Toughness reduced by the Power Rating of the Power. This effect is cumulative but ends if the object is removed from the Hero's digestive location.

Example: A Hero with Digestive Adaptation 4 (Power Die D10) is attempting to bite through steel handcuffs (Toughness 12). The Hero makes a Power roll versus a Parry of 2 and gets a success and 1 raise. The Toughness of the handcuffs is reduced by 8 points to Toughness 4. On the next round, as the Hero continues to digest the handcuffs, the handcuffs are considered to have Toughness 4.

Disintegration

Base Effect: Attack/Modification

Power Rating Limit: Yes

Range: Melee

Duration: Instant (lingering)

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero is able to break down the molecular composition of an object or person, causing it to dissolve into nothing.

To Disintegrate an inanimate object, the Hero makes a Power roll with a –1 modifier for every 2 points of Toughness of the inanimate object. On a success and for each raise, the inanimate object has its Toughness reduced by the Power Rating of the Power. The effect is cumulative.

Example: A Hero is trying to Disintegrate the door of a bank vault. The Hero has Disintegration 4 (Power Die D10). The vault door has Toughness 16. The Hero makes a Power roll at a –8 (modifier for the vault door's Toughness). The Hero Aces the first Power roll and gets a 6 on the second roll, for a total of 16. Subtracting the modifier for the vault door's Toughness (-8) from this total (16) yields a final total of 8. Since that is a success and a raise, the vault door loses 8 Toughness as it begins to dissolve.

To Disintegrate a living target, the Hero must make a melee attack roll against the target. If successful, the Hero makes an opposed Power roll versus the target's Vigor. The Hero's Power roll is at –1 for every 2 points of Toughness of the target. .On a success and for raise, the target loses –1 die step in Vigor. When the target's Vigor is reduced below D4, the target is dead.

Since this Power is a Lingering Effect, the Power continues to affect the inanimate object or living target at a –1 step to the Power Rating each round. Subsequent rounds do not require another attack roll for the Lingering Effect, just an opposed Power roll (with Disintegration receiving a cumulative -1 Power Rating per subsequent round) versus the target's Vigor at the beginning of each round. If the Power fails to damage the target on any round, its effects end.

Lost Vigor can only be recovered through use of the Healing Power. On a success and for each raise, the victim recovers 1 Vigor die step.

Drain

Base Effect: Modification

Power Rating Limit: Yes

Range: Melee

Duration: Instant

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 3 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

A Hero with Drain can temporarily reduce the Traits or Powers of another person.

To use Drain, the Hero makes a Touch Attack (+2 to Fighting roll). If successful, the Hero makes an opposed Power roll versus the target's Vigor. On a success and for each raise, the Trait or Power is lowered by –1 die step or by –1 Power Rating, respectively. Although skills and Powers can be reduced below D4 or Power Rating 1, no Attribute can be reduced below a D4.

The Trait or Power that can be Drained must be specified when the Power is purchased. Additional applications of the Power can be gained by applying certain Power Enhancements.

Drained Traits and Powers return at a rate of +1 die step or Power Rating per round, beginning at the end of the round after Drain is used.

Power Enhancements

Transference (+1 Power Point per Power Rating): The Hero is able to gain the Drained Traits and Powers at a Power Rating equal to the target's lost Power Rating. If the Hero already



has the Trait or Power that is being Drained, then the Hero's original value in that Trait or Power becomes the basis for further advancements, subject to the Power's Power Rating Limit.

Malleable Drain (+1 Power Point per Power Rating): The Hero can Drain any one Trait or Power per round, but the specific Trait or Power can change from round to round.

Trait Drain (+2 Power Points per Power Rating): The Hero can Drain all Attributes and skills simultaneously.

Affects Objects (+2 Power Points per Power Rating): The Hero's Drain Power can affect the Toughness of objects. Make a Power roll. On a success and for each raise, the Toughness of the object is reduced by 2. No Touch Attack (+2 to Fighting roll) is necessary when affecting objects.

Effect Drain (+3 Power Points per Power Rating): The Hero can Drain a specific group of Power Effects simultaneously (all Sensory Powers, all Attack Powers, all Modification Powers, et cetera), but each power beyond the first causes a cumulative –1 to the Drain roll.

Source Drain (+4 Power Points per Power Rating): The Hero can Drain all Powers derived from a specific Power Source simultaneously (all Mental Powers, all Mystical Powers, all Mutation Powers, all Technological Powers, et cetera), but each power beyond the first causes a cumulative –1 to the Drain roll.

Omni Drain (+5 Power Points per Power Rating): The Hero can Drain all Traits and Powers simultaneously, regardless of Power Effect or Power Source, but each power beyond the first causes a cumulative –1 to the Drain roll.

Death Touch (+6 Power Points per Power Rating): The Hero can drain an Attribute below D4. If a target has an Attribute Drained below D4, consult the Attribute listing below for the effect. Attributes drained below a D4 recover to a D4 after 1 day and then every round thereafter they increase +1 die step until they reach their pre-Drain value.

- **Agility**: The target is completely paralyzed.
- **Smarts**: The Hero is, for all intents and purposes, a vegetable
- **Spirit**: The Hero is an empty shell. The lights are on, but no one is home.
- **Strength**: The Hero is completely unable to affect the physical world and has a Pace of 1
- **Vigor**: The Hero is dead!

Dumb Luck

Base Effect: Manipulation

Power Rating Limit: No

Range: Incremental

Duration: Instant

Action: Dice

Push: No

Power Stunt: No

Power Point Cost: 4 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero and those around him are favored by fortune and able to get a lucky break at just the right time.

To use Dumb Luck, the Hero makes a Power roll. On a success, the Hero may use one of the benefits below that round. For each raise, the Hero may use an additional benefit in the same round with no multiple action penalties.

- The Hero may make a Power roll to gain Bennies. On a success and for each raise, the Hero gains one Benny. Bennies gained in this fashion last for the duration of the encounter and any not used by the end of the encounter are lost.
- The Hero may share Bennies with Extras (including animals).
- The Hero may spend Bennies to negate Bennies spent by other Wild Cards, on a one-for-one basis.
- The Hero can share Bennies gained by the Power with other Heroes.
- The Hero is a master of fortune and the whims of Fate. He may spend a Benny to force a target to re-roll any roll and take the worse of the two rolls. The target may choose to spend one of his Bennies to cancel this re-roll.

Duplication

Base Effect: Manipulation

Power Rating Limit: No

Range: Self

Duration: Persistent

Action: Auto

Push: Yes

Power Stunt: Yes

Power Point Cost: 7 Power Points per Power Rating

Benefit per Power Rating: 1 Duplicate

The Hero can create exact copies of himself, with all the same Attributes, skills, Edges, Hindrances, and Powers (minus the Duplication Power). The number of Duplicates a Hero can create is equal to the Duplication Power Rating. For example, a Hero with Duplication 3 can create up to 3 Duplicates, whereas a Hero with Duplication 6 can create up to 6 Duplicates.

The Duplicates are treated as Ally Extras under the Hero's control.

Duplicates disappear if killed and the Hero can make the Duplicates vanish at any time simply by turning off the Power or by "absorbing" a Duplicate. Any Persistent duration Powers activated by the Duplicates remain in effect after the Duplicates vanish or are "absorbed", until the Hero with the Duplication Power turns them off.

Power Enhancements

Damage Soaking (+1 Power Point per Power Rating): The Hero can "absorb" a Duplicate to make an immediate roll to

recover from being Shaken.

Sacrificial Lamb (+1 Power Point per Power Rating): The Hero can spend a Benny to transfer any damage suffered by himself to one of his Duplicates.

Wild Card (+3 Power Points per Power Rating): The Duplicates are considered Wild Cards.

Power Drawbacks

Shared Damage (-1 Power Point per Power Rating): Any damage suffered by the Hero or one of the Duplicates is suffered by all duplicates and the Hero.

Absorbed Damage (-1 Power Point per Power Rating): When "absorbing" his Duplicates, the Hero automatically suffers any Wounds they possessed.

Psychic Feedback (-1 Power Point per Power Rating): Whenever a Duplicate is damaged, the Hero must make a Spirit roll with a modifier equal to the Duplicate's Wound modifier or fall unconscious for 1D6 minutes.

Power Boosters

Exponential Value: The Hero can apply the Exponential Value Power Booster to Duplication, increasing the number of Duplicates that can be created at one time.

Eldritch Defense

Base Effect: Defense

Power Rating Limit: Yes

Range: Self

Duration: Permanent

Action: Auto

Push: Yes

Power Stunt: No

Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: Bonus to Spiritual Resolve

The Hero's spirit is especially resistant to Mystical and supernatural attacks and influence. For every Power Rating, the Hero receives a +2 bonus to Spiritual Resolve.

Emotional Manipulation

Base Effect: Manipulation

Power Rating Limit: Yes

Range: Incremental

Duration: Maintained

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 6 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero can alter the emotional state of others. To use Emotional Manipulation, the character must make an opposed Power roll versus the target's Spirit. On a success and for each raise, the victim's emotional mindset either moves up or down on the Reaction Table (Savage Worlds rulebook), except for Fear, which has its own effect.

- **Calm**: On a success and for each raise, the subject's reaction increases a step towards Neutral on the Reaction Table.
- **Fear**: On a success, the victim must make a Guts check. On a raise, the Guts check is at -2. Failing the Guts check causes a Terror effect and Extras are Panicked while Wild Cards suffer a Fear effect based on the Fear Effect Table (Savage Worlds rulebook).
- **Hate**: On a success and for each raise, the victim's emotional state increases a step on the Reaction Table.
- **Love**: On a success and for each raise, the victim's emotional state increases a step on the Reaction Table.

Empower

Base Effect: Power Spectrum

Power Rating Limit: Yes

Range: Melee

Duration: Maintained

Action: Dice

Push: No

Power Stunt: No

Power Point Cost: 10 Power Points per Power Rating

Benefit per Power Rating: Power Point Pool

The Hero is able to imbue others with a vast array of Powers.

The Hero has a Power Point pool equal to Power Rating x10. For example, a Hero with Empower 4 has a Power Point pool of 40 Power Points.

To use Empower, the Hero must make an opposed Power roll versus the target's Vigor. If successful, the Hero is able to imbue Powers upon the target by dividing his Power Point pool among the Powers desired to be imbued. No imbued Power may have a Power Rating greater than the Power's Power Rating Limit.

The Hero can do this every round, but once he imbues Power Points he cannot use them again until they are returned, which can be done automatically by canceling a use of the Power on a target.

A target cannot be Empowered again if already under the effect of this Power.

Example: A Novice Hero with Empower 4 touches a Veteran target and gets a success on the opposed roll. He can now imbue up to 40 Power Points in Powers on the target, though no Power may have a Power Rating greater than 6.

Enhance Trait

Base Effect: Modification

Power Rating Limit: Yes

Range: Melee

Duration: Instant

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 3 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

A Hero with Enhance Trait can temporarily increase the Traits or Powers of another person, willing or unwilling.

To use Enhance Trait on a willing target, the Hero must first touch the target. Since the target is willing, no roll is needed. The Hero then makes a Power roll. On a success and for each raise, the Trait or Power is increased by +1 die step or +1 Power Rating, respectively. .

Against an unwilling target, the Hero must make a Touch Attack (+2 to Fighting roll) against the target. If successful, the Hero must make an opposed Power roll versus the target's Spirit. On a success and for each raise, the affected Trait or Power is enhanced by +1 die step or by +1 Power Rating, respectively.

The Trait and Power that can be Enhanced must be specified when the Power is purchased. Additional applications of the Power can be gained by applying certain Power Enhancements.

Enhanced Traits and Powers fade at a rate of -1 die step or Power Rating per round, beginning at the end of the round after the Trait or Power is Enhanced.

Power Enhancements

Malleable Enhancing (+1 Power Point per Power Rating): The Hero can Enhance any one Trait or Power per round, but the specific Trait or Power can change from round to round.

Trait Enhancing (+2 Power Points per Power Rating): The Hero can Enhance all Attributes and skills simultaneously.

Affects Objects (+2 Power Points per Power Rating): The Hero's Enhance Trait Power can affect the Toughness of objects. Make a Power roll. On a success and for each raise, the Toughness of the object is reduced by 2. No Touch Attack (+2 to Fighting roll) is necessary when affecting objects.

Effect Enhancing (+3 Power Points per Power Rating): The Hero can Enhance a specific group of Power Effects simultaneously (all Sensory Powers, all Attack Powers, all Modification Powers, et cetera).

Source Enhancing (+4 Power Points per Power Rating): The Hero can Enhance all Powers derived from a specific Power Source simultaneously (all Mental Powers, all Mystical Powers, all Mutation Powers, all Technological Powers, et cetera).

Omni Enhancing (+5 Power Points per Power Rating):



The Hero can Enhance all Traits and Powers simultaneously, regardless of Power Effect or Power Source.

Power Drawback

Overload (-1 Power Point per Power Rating): The Hero's ability to Enhance another person has the nasty habit of overloading and burning out the Trait or Power. Whenever the Hero enhances a Trait or Power, the target must make an immediate roll with that Trait or Power with a –2 for each +1 die step or Power Rating increase received. On a success, the Trait or Power works as normal. On a failure, it suffers a complete burnout and must be recovered normally (lost die steps and Power Ratings return at a rate of 1 per hour that the Trait or Power is not in use).

Energy Field

Base Effect: Attack

Power Rating Limit: Yes

Range: Melee

Duration: Maintained

Action: Auto

Push: Yes

Power Stunt: Yes

Power Point Cost: 6 Power Points per Power Rating

Benefit per Power Rating: Damage Dice

The Hero is surrounded by an Energy Field that does 1D6 energy damage per Power Rating to anyone coming into contact with it. The energy trappings are determined by the player.

Whenever someone touches the Energy Field, make an opposed damage roll versus the target's Toughness. On a success, the target is Shaken. For each raise, the target receives a Wound.

When making an unarmed melee attack, a Hero with Energy Field adds the Damage Dice to his Strength for determining damage.

Entangle

Base Effect: Attack

Power Rating Limit: Yes

Range: Melee

Duration: Instant

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 4 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero is able to bind his opponents, either hindering their movement or ensnaring them completely.

To Entangle a target, make an opposed Power roll versus the target's Parry.

On a success, the target is partially restrained. He suffers a –2 to Pace and all skills linked to Agility and Strength.

On a raise, the target is completely bound and cannot move or use any skills linked to Agility and Strength.

On the target's turn, and each round thereafter, an attempt to break free can be made. To do this, the target rolls an opposed Agility or Strength roll versus the Entangle Power. On a success, the target is free but has used his action this round (no other actions may be taken). On a raise, the target is free and can act normally this round. A failure means the target is still bound and may try another action at a –4 penalty.

Other Heroes may attempt to aid the target in breaking free by making a Cooperative roll (see: Savage Worlds rulebook).

Environmental Manipulation

Base Effect: Manipulation

Power Rating Limit: Yes

Range: Incremental

Duration: Maintained

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 7 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero is able to manipulate their surroundings, altering the environment to benefit them or hinder their targets.

The Hero can do one of the following effects. Each additional effect can be purchased separately at a cost of +1 Power Point per effect. All effects have the same Power Rating as the Environmental Manipulation Power.

- **Decrease Temperature**: The Hero makes a Power roll. On a success and for each raise, the Hero can drop the temperature in an area determined by the Power Rating (see: Area Value Chart) at a rate of Power Rating x5 degrees per round, causing arctic and sub-arctic temperatures (see Cold in the Savage Worlds rulebook) within the affected area.
- **Distraction**: The Hero can create heavy winds, rains, or other natural phenomenon that can distract targets in an area determined by the Power Rating (see: Area Value Chart). The Hero makes a Power roll. On a success and for each raise, all rolls within the affected area are at –2.
- **Illumination**: The Hero can increase the illumination of in an area determined by the Power Rating (see: Area Value Chart). The Hero makes a Power roll. On a success and for each raise, the penalties for Darkness (see the Savage Worlds rulebook) are decreased by –2 within the affected area.
- **Increase Temperature**: The Hero makes a Power roll. On a success and for each raise, the Hero can raise the temperature in an area determined by the Power Rating on (see: Area Value Chart) at a rate of Power Rating x5 degrees per round, causing

intense heat (see Heat in the Savage Worlds rulebook).

• **Knockdown**: The Hero can make any surface unstable in an area determined by the Power Rating (see: Area Value Chart). Any Hero standing in the affected area must make an opposed Agility roll versus the Power or fall prone. Standing up requires another opposed check, with an Agility penalty of –2.

• **Obscure**: The Hero can obscure an area determined by the Power Rating (see: Area Value Chart), creating a dense fog, smoke, darkness, or whatever other trapping that is chosen when the Power is purchased. The Hero makes a Power roll. On a success and for each raise, all combat and Notice rolls within the affected area are at –2 and Stealth rolls gain a +2.

• **Slow Movement**: The Hero makes a Power roll. On a success and for each raise, the Hero heats the ground in an area determined by the Power Rating (see: Area Value Chart), basically melting it and slowing down the Pace of anything trying to traverse the affected area by –1.

ESP

Base Effect: Sensory

Power Rating Limit: Yes

Range: Incremental

Duration: Maintained

Action: Auto

Push: No

Power Stunt: No

Power Point Cost: 3 Power Points per Power Rating

Benefit per Power Rating: Distance Value Chart

A Hero with ESP can remotely sense other locations in an area determined by the Power Rating (see: Distance Value Chart).

The Hero can use any of their senses (sight, hearing, taste, smell, touch, balance and acceleration, temperature, kinesthetic sense, pain, electroreception, echolocation, magnetoception, pressure detection, or polarized light detection) at the remote location but is completely unaware of the surroundings of his physical body.

Ethereal

Base Effect: Attack/Defense/Manipulation

Power Rating Limit: No

Range: Self

Duration: Maintained

Action: Auto

Push: Yes

Power Stunt: Yes

Power Point Cost: 8 Power Points per Power Rating

Benefit per Power Rating: See Description

The Hero can disperse his atoms and become increasingly ghost-like, able to pass through solid objects and people. While Ethereal, the Hero's Mental and Mystical Powers can affect the corporeal world, but his physical and energy Powers and attacks are useless against corporeal objects and people.

The Hero can freely pass through any solid object with a Toughness up to twice the Ethereal Power Rating. Physical and energy Powers and attacks will pass through the Hero unless the Power Rating of the Power or the attack skill die is greater than the Ethereal Power Rating, though Mental and Mystical attacks affect the Hero normally regardless of Power Rating.

Ethereal Heroes gain a +2 bonus to Stealth per Ethereal Power Rating.

An Ethereal Hero can attempt a Phase Attack by solidifying himself while inside of a solid object or person. The object or person takes damage equal to 1D6 per Ethereal Power Rating. Half the damage total (rounded up) is also applied to the Hero's Toughness.

If two Ethereal characters attack each other, the lower of the two Power Ratings is cancelled entirely (the lower-rated Ethereal character is treated as though completely physical to the higher-rated Ethereal character and receives no resistance to the attack) and the higher of the two Power Ratings is reduced by the lower Power Rating for purposes of the attack.

Example: A Hero (Ethereal 8) encounters another Hero (Ethereal 5). The Ethereal 5 Hero receives no resistance to attack from the Ethereal 8 Hero and the Ethereal 8 Hero is treated as though he had Ethereal 3.

Evasion

Base Effect: Defense

Power Rating Limit: No

Range: Self

Duration: Instant

Action: Dice

Push: Yes

Power Stunt: No

Power Point Cost: 2 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero is adept at getting out of the way of incoming Incremental range attacks.

Whenever the Hero is the target of an Incremental range attack (he must be aware of the incoming attack), he can make an Evasion Power roll. On a success and for each raise, all Incremental range attack rolls (Shooting, Throwing, or Power) against the Hero are reduced by –2 for that round.

Since Evasion is a Dice Action, it incurs the normal multiple action penalties.

If the Hero has already acted in a round and wants to Evade incoming Incremental range attacks out of initiative order, the Hero can spend a Benny to make the attempt, with the normal multiple action penalties.

Extra Limbs

Base Effect: Manipulation

Power Rating Limit: No

Range: Self

Duration: Permanent

Action: Auto

Push: No

Power Stunt: No

Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: 1 extra limb

For every Power Rating in this Power, the Hero has an extra limb of some sort. The nature of the limb is left to the player's discretion and must be chosen when this Power is purchased.

The Hero can take an extra action with the limb each round with no multiple action penalty and is considered ambidextrous when using the limb.

The limb has a Strength equal to the Hero's normal Strength.

Powers that affect only the limb are purchased at a –1 Power Point per Power Rating cost.

Force Field

Base Effect: Defense

Power Rating Limit: Yes

Range: Self

Duration: Maintained

Action: Auto

Push: Yes

Power Stunt: Yes

Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: Toughness Bonus

The Hero can create a barrier of force or energy around their person. For every Force Field Power Rating, the Hero receives a +2 bonus to Toughness.

Power Enhancements

Ranged (+1 Power Point per Power Rating): The Force Field can be projected around a single target at Incremental range. The Hero must hit the desired target using a Power roll.

Power Booster

Burst: The Force Field can cover an area equal to a Small, Medium or Large Burst Template, centered on the Hero (or centered anywhere within range if the Power has Incremental range).

Force Manipulation

Base Effect: Power Spectrum

Power Rating Limit: Yes

Range: Incremental

Duration: Maintained

Action: Auto

Push: No

Power Stunt: No

Power Point Cost: 11 Power Points per Power Rating

Benefit per Power Rating: Power Point Pool

The Hero is able to shape and manipulate kinetic (force) energy into a variety of constructs, gaining a Power Point pool equal to Power Rating x10. The Hero divides the Power Point pool among various Powers to represent the desired effects of the constructs, but no Power may have a Power Rating greater than the Power's Power Rating Limit.

Example: The Hero wants to create a giant baseball bat to take out several thugs. The Hero has Force Manipulation 5, giving him a Power Point pool of 50 Power Points. He decides the bat will be 12 feet long and hit with some force. The Hero applies his 50 Power Points to the following Powers: Melee Attack 5 (Strength +5D6 damage, Extra Reach 1, Improved Knock Back 3") (29Power Points) and Hyper Edge 1 (Sweep) (5 Power Points). The Hero has applied a total of 34 Power Points to Force Manipulation's effects.

Grafting

Base Effect: Manipulation/Trait

Power Rating Limit: No

Range: Melee

Duration: Persistent

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 8 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

A grotesque Power, Grafting is psychically augmented surgery that allows the Hero to remove body parts from one individual and Graft them onto another, thereby transplanting not only the individual parts, but also the tissue's abilities (Powers, memories for a brain, Strength for a limb, et cetera).

The Hero must first have a donor and a recipient (consent is optional for both participants). The Hero must then make a Power roll to perform the surgical procedure, with a –1 to the Power roll for each die step or Power Rating in the highest ability of the organ or limb to be Grafted. For example, if a Hero was attempting to Graft an arm with Strength D12+2, the Grafting Power roll would suffer a –7.

On a failure, the Grafting takes place but the ability or abilities do not transfer.

On a success, the Grafting is a success. If the ability die step or Power Rating is less than or equivalent to the die step or Power Rating of the Grafting Power, it transfers at its full die step or Power Rating. If the ability die step or Power Rating is greater than the die step or Power Rating of the Grafting Power, it transfers at a die step or Power Rating equal to the Grafting Power.

For each raise, the highest ability (GM chooses if there are several equivalent abilities) can transfer at a +1 step above the Grafting Power Rating. For example, if the Hero had Grafting 4 (Power Die D10) and was attempting to transfer an arm with Strength D12+2 (7 die steps) and rolled 2 raises on the Power roll, the arm would transfer with Strength D12+1 (6 die steps).

Power Drawbacks

Personality Transference (-1 Power Point per Power Rating): Whenever the Hero transfers a body part to a target, the target also gains the personality of the body part's original owner, effectively gaining the Psychologically Unstable (Major) Hindrance.

Gravity Manipulation

Base Effect: Manipulation

Power Rating Limit: Yes

Range: Incremental

Duration: Maintained

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 6 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero can increase or decrease the pull of gravity on an individual.

When increasing or decreasing gravity, the character makes a Power roll. On a success, the character increases or decreases the target's weight by a number of steps equal to the Gravity Manipulation Power Rating (see: Weight Chart). For each raise, the target's weight is increased or decreased an additional +/- 1 step (see: Weight Chart). For example, Kid Daring has Gravity Manipulation 6. He makes a Power roll (Power Die D12+1) and scores a success and 1 raise. He can increase or decrease the weight of his target by +/- 7 steps on the Weight Chart.

If the target's weight exceeds its maximum lifting capacity (-3 penalty column on the Lifting Chart), the target falls prone and cannot move. Otherwise, for each +1 step the target's weight is increased, reduce the target's Pace by –1 (minimum 1).

If a target's weight is decreased below a step value of 1 (see: Weight Chart), the target is floating in the air unable to move. The character may then propel the character at a distance determined by the number of steps below 1 the weight is lowered expressed as a positive value (see: Distance Value Chart). (see: Knock Back for possible effects should the attack cause Knock Back).

Since this power can be Maintained, the character can continue to increase or decrease the target's weight each round, with the base weight being the adjusted weight from the previous manipulation.

Example: Kid Daring (Gravity Manipulation 6) decreases the gravity for an opponent weighing 250 lbs. (Weight Rating 7). He scores a success and 2 raises on his Power roll, lowering the gravity by a total of -8 steps on the Weight Chart. Since only –7 steps are needed to negate the gravitational force on the Hero, Kid Daring uses the remaining –1 step to propel his opponent a distance 48 feet.

Growth

Base Effect: Manipulation/Modification

Power Rating Limit: No

Range: Self

Duration: Maintained

Action: Auto

Push: Yes

Power Stunt: Yes

Power Point Cost: 6 Power Points per Power Rating

Benefit per Power Rating: See Description

The Hero may increase his Size at will. Growing takes an entire round and it takes another entire round to return to normal Size (no multiple actions allowed). A Hero may choose to Grow to any Power Rating less than or equal to their Growth Power Rating. Each increase in Growth Power Rating increases the Hero's Size, Toughness, Strength, and ability to be hit by opponents, as shown on the Growth chart above.

Healing

Base Effect: Trait

Power Rating Limit: No

Range: Melee

Duration: Instant

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: Vigor Bonus to Natural Healing Rolls

The Hero may Heal a target of damage. Touching the target allows him an immediate Natural Healing Vigor roll (minus any Wound modifiers). The bonus to the Natural Healing Vigor roll is dependant on the Healing Power Rating, as shown on the following chart.

The Healer must then make a Vigor roll (minus the target's Wound modifier prior to Healing). A success is needed for each

Growth Chart

Growth Power Rating	Size/Toughness	Strength	Opponent Attack Roll Modifier
1	+1	+1 die step	+0
2	+2	+2 die step	+1
3	+3	+3 die steps	+1
4	+4	+4 die steps	+2
5	+5	+5 die steps	+2
6	+6	+6 die steps	+3
7	+7	+7 die steps	+3
8	+8	+8 die steps	+4
9	+9	+9 die steps	+4
10	+10	+10 die steps	+5
11	+11	+11 die steps	+5
12	+12	+12 die steps	+6

Wound Healed. Failure to get a success for Healing a Wound results in a level of Fatigue for the Hero for each Wound which is not Healed (these Fatigue levels are cumulative up to a maximum level of Incapacitated).

Example: The Hero (Healing 3) is attempting to Heal an injured target who is Wounded 3 (-3 Wound modifier). The Hero touches the injured target and applies the Healing Power, thus giving the injured target a +3 to his Natural Healing Vigor roll. The target rolls his Vigor with a total +/- 0 modifier (-3 for the Wounds, +3 for the Vigor bonus, addition of all modifiers equals 0). The target gets a success and he's now Wounded 2. Now the Hero makes a Vigor roll at -3, needing only a success since one Wound was healed (if two Wounds had been healed, the Hero would need a success and a raise). The Hero fails the Vigor roll and suffers a level of Fatigue.

Healing Chart

Healing Power Rating	Vigor Bonus
1	+1
2	+2
3	+3
4	+4
5	+5
6	+6
7	+7
8	+8
9	+9
10	+10
11	+11
12	+12

Hex

Base Effect: Manipulation

Power Rating Limit: No

Range: Incremental

Duration: Instant

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 6 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero can affect probability and thus the successful completion of a target's tasks.

When using Hex, the Hero makes an opposed Power roll versus the target's Spirit. On a success and for each raise, the Hero may either penalize or enhance the target's next Dice Action by +/– 2.

Example: Miss Jevious sees that Dragonfly is about to fire on Phelan Blaid. Using her Hex Power, she makes an opposed Power roll versus Dragonfly's Spirit. She scores a success and two raises and decides to penalize Dragonfly's next attack roll against her teammate by –6.

Hyper-Action

Base Effect: Movement

Power Rating Limit: Yes

Range: Self

Duration: Maintained

Action: Auto

Push: Yes

Power Stunt: No

Power Point Cost: 4 Power Points per Power Rating

Benefit per Power Rating: Faster Non-Combat Actions

The Hero can perform non-combat actions faster than Mundanes.

Determine the normal duration to complete the action. For each Hyper-Action Power Rating, subtract –1 step from the time interval on the Time Value Chart to determine how quickly the Hero can complete the task.

Hyper-Edge

Base Effect: Trait

Power Rating Limit: Yes

Range: Self



Duration: Permanent

Action: Auto

Push: No

Power Stunt: No

Power Point Cost: 4 Power Points per Power Rating

Benefit per Power Rating: Gain an Edge

The Hero can choose a new Combat Edge found in Dawn of Legends, Dawn of Legends supplements, or the Savage Worlds rulebook for each Hyper-Edge Power Rating. The Hero can ignore all Rank requirements (except Legendary Rank), but all other requirements must still be met.

Hyper-Edge is governed by the Power Rating Limit, so a Novice Hero could not have higher than Hyper-Edge 6 (equaling 6 Combat Edges).

Hyper- Movement

Base Effect: Movement

Power Rating Limit: No

Range: Self

Duration: Maintained

Action: Variable

Push: Yes

Power Stunt: Yes

Power Point Cost: Variable

Benefit per Power Rating: Variable

The Hero possesses a form of movement not normally possessed by human beings from the list below.

When using a form of Hyper-Movement, the speed is the Hero's maximum movement in a round. Such Heroes do not add a "running die" to the total.

Heroes with Hyper-Movement that attempt Withdrawing from Melee Combat follow the normal rules found in the Savage Worlds rulebook. The only exceptions are Heroes using Dimensional Travel and Teleportation.

Hyper-Movement Forms

Burrowing

Base Effect: Movement

Power Rating Limit: No

Range: Self

Duration: Maintained

Action: Auto

Push: Yes

Power Stunt: Yes

Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: Increased Pace

The Hero can Burrow through the earth as easily as walking

Hyper-Movement: Burrowing

Burrowing Power Rating	Burrowing Speed
1	Pace
2	Pace x2
3	Pace x3
4	Pace x4
5	Pace x5
6	Pace x6
7	Pace x7
8	Pace x8
9	Pace x9
10	Pace x10
11	Pace x11
12	Pace x12

on a sidewalk. The Hero's speed while Burrowing is determined by the Hyper-Movement (Burrowing) Power Rating, as shown on the following chart.

Burrowing through dense earth or clay reduces the Hero's Burrowing speed by –1 step, while Burrowing through solid rock or metal reduces the Hero's Burrowing speed by –2 steps. If Burrowing speed is reduced to less than Pace 6 (Power Rating 1), Burrowing through dense earth or clay occurs at Pace 3, while Burrowing through solid rock or metal occurs at Pace 1.

Using this Power is the same as using a normal "running" option and incurs a –2 penalty on additional Dice Actions taken in the same round as moving.

Dimensional Travel

Base Effect: Movement

Power Rating Limit: No

Range: Self

Duration: Instant

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 4 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero can travel between Dimensions. The Hero makes a Power roll with a modifier based upon which Dimension is the final destination of travel. On a success, the Hero has made it to the Dimension and can remain there for an amount of time as determined by the Power Rating (see: Time Value Chart). For example, a character with Hyper-Movement (Dimensional Travel) 8 could remain in the Dimension for 32 minutes. For each raise, the Hero's maximum time he can stay in the Dimension increases +1 step along the Time Value Chart.

The following chart list some examples of possible Dimensions and the GM and players are encouraged to create

Hyper-Movement: Dimensional Travel

Dimension	Power Roll Modifier
Material Plane	-0
Astral Plane	-2
Psychic Plane	-2
Dream Dimension	-4
Demonic Dimension	-4
Dimension of Myth	-4
Light Dimension	-6
Darkness Dimension	-6
5th Dimension	-8
Limbo	-8
Heaven	-10
Hell	-10

their own as needed to help expand and flavor their campaigns.

Extraordinary Pace

Base Effect: Movement

Power Rating Limit: No

Range: Self

Duration: Maintained

Action: Auto

Push: Yes

Power Stunt: Yes

Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: Increased Pace

The Hero isn't quite a super-speedster, but can nonetheless run at super-human speeds. The Hero's speed is determined by

Hyper-Movement: Extraordinary Pace

Power Rating	Movement Speed
1	Pace x2
2	Pace x3
3	Pace x4
4	Pace x5
5	Pace x6
6	Pace x7
7	Pace x8
8	Pace x9
9	Pace x10
10	Pace x11
11	Pace x12
12	Pace x13

the Hyper-Movement (Extraordinary Pace) Power Rating, as shown on the following chart.

Using this Power is the same as using a normal "running" option and incurs a –2 penalty on additional Dice Actions taken in the same round as moving.

Faster-Than-Light-Travel

Base Effect: Movement

Power Rating Limit: No

Range: Self

Duration: Maintained

Action: Auto

Push: Yes

Power Stunt: No

Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: Increased Pace

The Hero can travel at the speed of light or faster and may move a distance equal to Power Rating times the speed of light (6.71×108 mph) per round.

If using the Hyper-Movement (Faster-Than-Light-Travel) Power in an atmosphere, the Hero breaks the speed of sound (761 MPH) and creates a destructive sonic boom in an area (called a Mach cone) which is dragged behind the supersonic Hero and the size of which is limited to a 40 mile diameter behind the Hero. Damage from the sonic boom follows the Hero's movement in the Mach cone area and does a number of D8 Damage Dice equal to the Power Rating to anything in the affected area. So, a Hero using Hyper-Movement (Faster-Than-Light-Travel) 3 in an atmosphere does 3D8 damage from the sonic boom.

Using this Power is the same as using a normal "running" option and incurs a –2 penalty on additional Dice Actions taken in the same round as moving.

Flight

Base Effect: Movement/Defense

Power Rating Limit: No

Range: Self

Duration: Maintained

Action: Auto

Push: Yes

Power Stunt: Yes

Power Point Cost: 6 Power Points per Power Rating

Benefit per Power Rating: Increased Pace

The Hero can soar or glide through the air or hover in place. The Hyper-Movement (Flight) Power does not allow a Hero to survive in space, but does provide the ability to move through it at sub-light speeds.

Hyper-Movement: Flight

Power Rating	Flight Speed	Opponent Attack Roll Modifier
1	Pace x4 (60 MPH)	-0
2	Pace x8 (120 MPH)	-0
3	Pace x16 (240 MPH)	-1
4	800 MPH	-2
5	1,600 MPH	-3
6	3200 MPH	-4
7	6,400 MPH	-5
8	120,000 MPH	-6
9	250,000 MPH	-7
10	500,000 MPH	-8
11	1,000,000 MPH	-9
12	2,000,000 MPH	-10

The Hero's Flight speed and ability to be hit by opponents is determined by the Hyper-Movement (Flight) Power Rating, as shown on the following chart.

A Hero using Hyper-Movement (Flight) at Power Rating 4 or greater in the atmosphere breaks the speed of sound (761 MPH) and creates a destructive sonic boom in an area (called a Mach cone) which is dragged behind the supersonic Hero and the size of which is limited to a 40 mile diameter behind the Hero. Damage from the sonic boom follows the Hero's movement in the Mach cone area and does 1D8 damage for each +1 step above Power Rating 2 to anything in the affected area.

Using this Power is the same as using a normal "running" option and incurs a –2 penalty on additional Dice Actions taken in the same round as moving.

Leaping

Base Effect: Movement

Power Rating Limit: No

Range: Self

Duration: Instant

Action: Auto

Push: Yes

Power Stunt: Yes

Power Point Cost: 4 Power Points per Power Rating

Benefit per Power Rating: Increased Pace

The Hero can leap prodigious distances both vertically and horizontally. The horizontal and vertical distances the Hero can Leap is determined by the Hyper-Movement (Leaping) Power Rating, as shown on the following chart.

Using this Power is the same as using a normal "running" option and incurs a –2 penalty on additional Dice Actions taken in the same round as moving.

Hyper-Movement: Leaping

Leaping Power Rating	Horizontal	Vertical
1	4”	2”
2	8”	4”
3	16”	8”
4	32”	16”
5	64”	32”
6	256 yards	128 yards
7	512 yards	256 yards
8	1,000 yards	512 yards
9	2,000 yards	1,000 yards
10	4,000 yards	2,000 yards
11	8,000 yds	4,000 yds
12	16,000 yds	8,000 yds



Super-Speed

Base Effect: Movement/Defense/Modification

Power Rating Limit: No

Range: Self

Duration: Maintained

Action: Auto

Push: Yes

Power Stunt: Yes

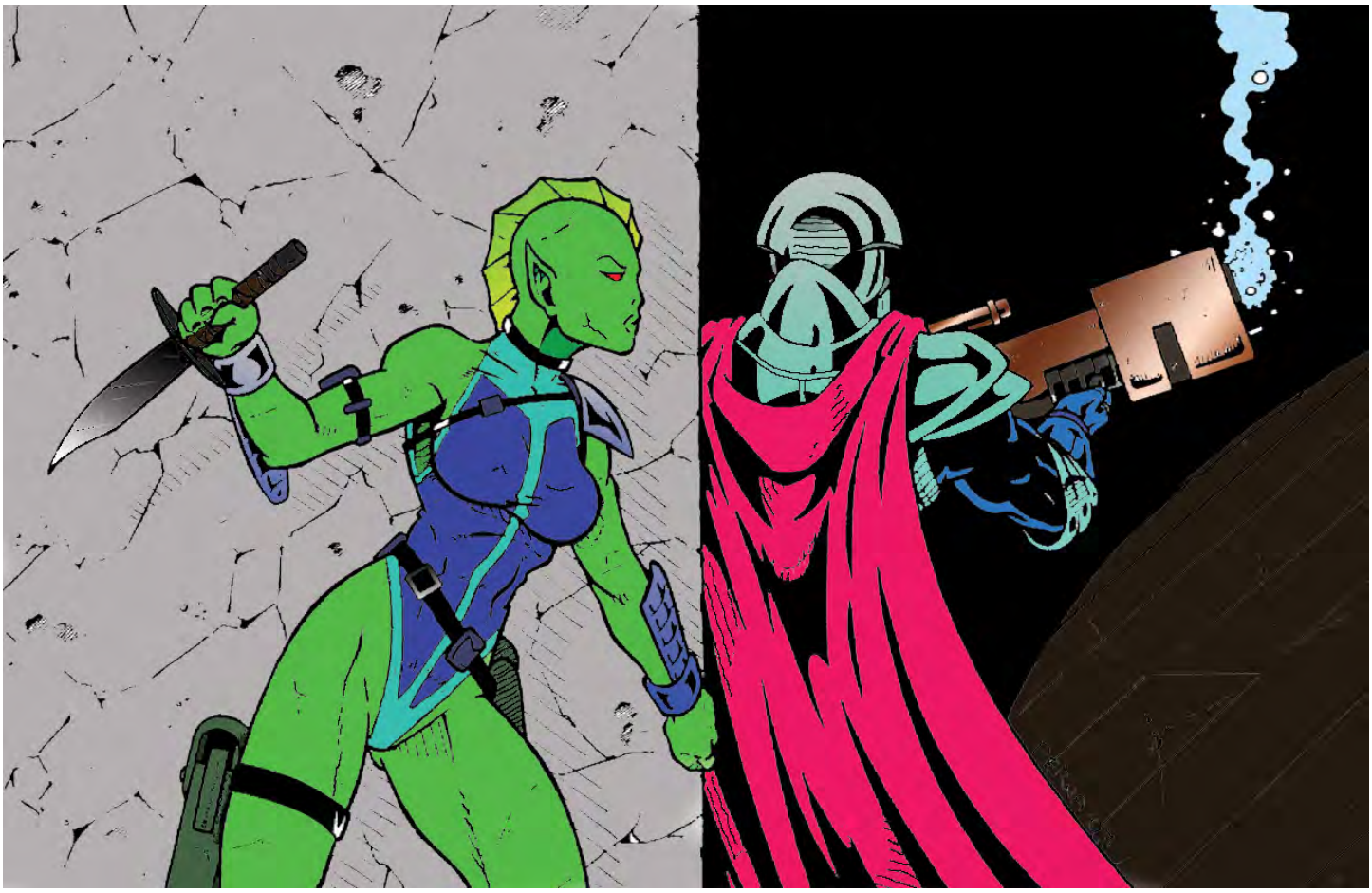
Power Point Cost: 8 Power Points per Power Rating

Benefit per Power Rating: Increased Pace, Extra Actions, Harder to Hit

The Hero can move at super-human speeds. Each Hyper-Movement (Super-Speed) Power Rating increases the Hero’s

Hyper-Movement:Super Speed

Superspeed Power Rating	Movement Speed	Opponent Attack Roll Modifier	Extra Actions
1	Pace x4 (60 MPH)	-0	+0
2	Pace x8 (120 MPH)	-0	+0
3	Pace x16 (240 MPH)	-1	+0
4	800 MPH	-2	+1
5	1,600 MPH	-3	+1
6	3200 MPH	-4	+2
7	6400 MPH	-5	+2
8	120,000 MPH	-6	+3
9	250,000 MPH	-7	+3
10	500,000 MPH	-8	+3
11	1,000,000 MPH	-9	+4
12	2,000,000 MPH	-10	+4



speed, makes the Hero harder to hit and allows extra actions at no multiple action penalty based on the Power Rating currently in use, as shown on the following chart,.

A Hero using Hyper-Movement (Super-Speed) at Power Rating 4 or greater in the atmosphere breaks the speed of sound (761 MPH) and creates a destructive sonic boom in an area (called a Mach cone) which is dragged behind the supersonic Hero and the size of which is limited to a 40 mile diameter behind the Hero. Damage from the sonic boom follows the Hero's movement in the Mach cone area and does 1D8 damage for each +1 step above Power Rating 2 to anything in the affected area.

A Hero can run up a wall up to 45 degrees with a successful Power roll at –2, up to 90 degrees at –4, or along a ceiling at –6. If the Hero fails the Power roll, or stops moving before completely running along the surface, he suffers falling damage as normal. A Hero need not cover the whole distance in one round and can continue the running with Hyper-Movement (Super-Speed) on the next round.

A Hero with Super-Speed can also run across water and other non-damaging liquids with a successful Power roll at –4.

Swimming

Base Effect: Movement

Power Rating Limit: No

Range: Self

Duration: Maintained

Action: Auto

Push: Yes

Power Stunt: Yes

Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: Increased Pace

The Hero can swim at tremendous speeds. Swimming speed is determined by the Hyper-Movement (Swimming)

Hyper-Movement: Swimming

Swimming Power Rating	Swimming Speed
1	Pace x2
2	Pace x3
3	Pace x4
4	Pace x5
5	Pace x6
6	Pace x7
7	Pace x8
8	Pace x9
9	Pace x10
10	Pace x11
11	Pace x12
12	Pace x13

Power Rating, as shown on the following chart.

Using this Power is the same as using a normal "running" option and incurs a –2 penalty on additional Dice Actions taken in the same round as moving.

Swinging

Base Effect: Movement

Power Rating Limit: No

Range: Self

Duration: Maintained

Action: Auto

Push: Yes

Power Stunt: Yes

Power Point Cost: 4 Power Points per Power Rating

Benefit per Power Rating: Increased Pace

The Hero uses webs, rope, or some other material to travel through the air by Swinging from point to point (so having a point from which to anchor the Swing line is necessary to use the Power). The Hero can safely carry up to 1,000 pounds of weight on the line (including the Hero's own weight) and can travel at a speed as shown on the following chart.

Using this Power is the same as using a normal "running" option and incurs a –2 penalty on additional Dice Actions taken in the same round as moving.

Hyper-Movement: Swinging

Swinging Power Rating	Swinging Speed
1	Pace x2
2	Pace x3
3	Pace x4
4	Pace x5
5	Pace x6
6	Pace x7
7	Pace x8
8	Pace x9
9	Pace x10
10	Pace x11
11	Pace x12
12	Pace x13

Teleportation

Base Effect: Movement

Power Rating Limit: No

Range: Incremental

Duration: Instant

Action: Auto/Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 7 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero can traverse a distance from one point to another instantaneously without traversing through the intervening space.

The Hero can automatically Teleport a distance equal to the Power Rating in inches and the maximum weight which can be teleported with the Hero is determined by the Power Rating (see: Weight Chart). Additional distance and weight can be achieved by making a Power roll. On a success and for each raise, the maximum distance is increased by +1" and the maximum weight by +1 step. If the Hero wants to increase both the weight an distance in the same round, he rolls 2 Power Dice and 1 Wild Die. The Wild Die can be used in place of either Power Die roll, but not both.

Power Enhancement

Gateway (+1 Power Point per Power Rating): The Hero opens a Gateway 1" in diameter that allows others to Teleport with the Hero, ignoring weight restrictions.

Power Drawbacks

Must See Destination (-2 Power Points per Power Rating): The Hero must see the location to which they are Teleporting. If the Hero cannot see the destination, he must make a Power roll at –4. Failure indicates the Hero has collided with an object and takes damage equal to 1D6 per Toughness of the object. If the Power roll comes up a 1 on both the Power Die and the Wild Die, the Hero has Teleported into a solid object and is killed instantaneously.

Hyper-Parry

Base Effect: Defense

Power Rating Limit: Yes

Range: Self

Duration: Persistent

Action: Auto

Push: Yes

Power Stunt: No

Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: +1 Parry

Through super-human reflexes or tireless training, the Hero is able to react faster than normal in a fight. For each Hyper-Parry Power Rating, the Hero gains an additional Parry +1.

Hyper-Sense

Base Effect: Sensory

Power Rating Limit: No

Range: Self

Duration: Persistent

Action: Auto

Push: Yes

Power Stunt: No

Power Point Cost: 6 Point per Power Rating

Benefit per Power Rating: See Description

The Hero has greater than human senses. Choose the type of Hyper-Sense from the list of options below. The Hero can purchase this Power up to 2 times per Hyper-Sense (unless otherwise noted) and must specify which Hyper-Sense is chosen each time the Power is purchased.

The Hyper-Sense Power Rating must be divided among any Hyper-Senses the Hero wishes to possess.

Hyper-Senses Types

• **Acute Direction**: The Hero is able to discern the direction in which they are moving, always knowing in which direction magnetic North is located. The Hero receives +2 to the Knowledge roll to determine what direction the Hero is traveling.

• **Awareness**: The Hero is able to detect something (energy, magnetic forces, magic, mental Powers, electricity, cosmic balance, et cetera), as determined when Hyper-Sense (Awareness) is purchased. The Hero can attempt the detection by making a Notice roll at –2. If this Hyper-Sense is purchased twice, the Hero can make the Notice roll with no penalty.

• **Danger Sense**: The Hero is able to sense impending danger. The Hero receives a +2 to Notice rolls to detect an ambush.

• **Darkvision**: The Hero is able to see in low-light environments. The Hero reduces the penalty for Darkness by -2. Hyper-Senses (Darkvision) can be purchased three times.

• **Directional Hearing**: The Hero is able to pin-point the exact direction and location of a sound. Hyper-Sense (Directional Hearing) allows the Hero to pin-point a sound's point of origin by making a Notice roll at +2.

• **Full Vision**: The Hero is able to see in 360 degrees simultaneously. Gang-Up bonuses against the Hero are reduced by 2.

• **Hyper-Hearing**: The Hero is able to hear sounds at a greater distance than normal hearing allows, as determined by the Hyper-Sense (Hyper-Hearing) Power Rating (see: Distance Value Chart).

• **Hyper-Olfactory**: The Hero is able to detect a target by scent. When following a target by scent, the Hero can make a Tracking roll at -2. If this Hyper-Sense is purchased twice, the Hero can make the Tracking roll with no penalty.

• **Hyper-Touch**: The Hero is able to sense tremors and acute details (such as fine grains of sand in an object, touching a telephone wire to hear a conversation, sensing tremors along a surface the Hero is touching, and so forth) through touch. The Hero can make a Notice roll at –2 when touching an object. If this Hyper-Sense is purchased twice, the Hero can make a Notice roll at no penalty.

• **Telescopic Vision**: The Hero can see objects which are far away as though they were closer. The range modifier to hit a target at a distance is reduced by –2.

• **Thermal Vision**: The Hero can see into the infrared radiation spectrum and detect the thermal patterns emitted by all things by making a Notice roll at –2. If this Hyper-Sense is purchased twice, the Hero can effectively "see through" objects (by distinguishing different objects which are touching through their different thermal patterns) by making a Notice roll with no penalty. If a thermal pattern is left behind by something that is no longer present (for example, a thermal imprint of a hand or foot print), the pattern is viewable by the Hero for a duration as determined by the Power Rating of Thermal Vision (see: Time Value Chart).

• **Transmission Hearing**: The Hero can receive and hear radio, television, and other forms of broadcast transmissions. The Hero receives +2 to Notice rolls to pick-up such transmissions. If the transmissions are encrypted or otherwise secure, the Hero must make an opposed Notice roll versus the transmission's Stealth (determined by the GM). On a success, the Hero picks-up the transmission, but it might fade in and out every other word or have enough static that not everything can be discerned. On a raise, the Hero hears the transmission clearly.

• **True Sight**: The Hero is able to see through illusions and other Mentally-created visual effects. The Hero receives a +2 to opposed Smarts rolls versus illusions and other Mentally-created visual effects.

• **X-Ray Vision**: The Hero can see through objects by making a Notice roll at –2. If this Hyper-Sense is purchased twice, the Hero can see through objects by making the Notice roll with no penalty.

Illusion

Base Effect: Sensory

Power Rating Limit: No

Range: Incremental

Duration: Maintained

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 7 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero can make things visually appear that aren't really there. Illusions can't create matter where there is none, but can make it appear as if it exists. A brick wall could appear within a doorway, a rickety staircase could be made to appear solid, or a pit could be made to appear as solid ground.

The Power Rating determines the volume of the Illusion which can be created (see: Volume Value Chart).

Creating an Illusion is an Automatic Action, but making it believable when subject to anything more than a cursory

examination is a Dice Action. Whenever a target comes into visual contact with an Illusion, make an opposed Power roll versus the target's Smarts. On a success, the target believes the Illusion but can make another opposed roll the next round. On a raise, the target believes the Illusion is real until something occurs to show them that it isn't (for example, falling through a pit that appeared as solid ground).

Immoveable

Base Effect: Manipulation

Power Rating Limit: Yes

Range: Self

Duration: Maintained

Action: Auto

Push: Yes

Power Stunt: Yes

Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: Knock Back and Charge Attack Resistance

The Hero is especially resistant to Knock Back and damage from Charge Attacks.

Each Immoveable Power Rating reduces the amount of Knock Back the Hero suffers by –1D4" (see: Knock Back).

Example: A Hero with Immoveable 4 is hit with an attack that causes Knock Back of 2D4". Since Immoveable subtracts –4D4" from Knock Back distance, the opponent is unable to Knock Back the Hero.

Furthermore, for every Immoveable Power Rating, the Hero suffers –1 Damage Die from a Charge Attack, while the Hero performing the Charge Attack suffers an additional +1 Damage Die.

For a Hero to use Immoveable, they cannot move more than half their normal Pace that round.

Example: A Hero with Immoveable 4 is hit with a Charge Attack from an opponent with Strength D10 and Hyper-Movement (Flight) 5. Normally, the Hero would suffer D10 + 5D6 damage and the opponent would suffer 3D6 damage. Instead, the opponent suffers 7D6 damage and the Hero suffers only D10 + 1D6 damage.

Power Drawbacks

Knock Back or Charge Attack Resistance (-1 Power Point per Power Rating): The Hero is resistant to either Knock Back or Charge Attacks, but not both. The specific option must be chosen when the Power is purchased.

Immunity

Base Effect: Defense

Power Rating Limit: No

Range: Self

Duration: Permanent

Action: Auto

Push: No

Power Stunt: No

Power Point Cost: 6 Power Points per Power Rating

Benefit per Power Rating: See Description

The Hero gains 1 type of Immunity listed below for each Immunity Power Rating. The specific Immunities must be chosen when the Power is purchased. The Hero can still take damage from attacks that use the environmental energy as the source (for example, Heat, Cold, or Radiation) as normal.

- Called Shots
- Disease
- Drowning
- Environmental Cold
- Environmental Heat
- Environmental Radiation
- Fear
- Grapple/Entangle
- Hunger
- Lack of Sleep
- Poison
- Suffocation
- Thirst

Power Enhancements

Effect Immunity: The Hero is Immune to all damage and influence from a specific group of Power Effects simultaneously (all Sensory Powers, all Attack Powers, all Modification Powers, et cetera). Each Power Effect Immunity counts as 4 Immunities.

Life Support: The Hero is Immune to the following: Environmental Cold, Disease, Drowning, Environmental Heat, Poison, Environmental Radiation, and Suffocation. This counts as 7 Immunities.

Power Immunity: The Hero is Immune to the damage and influence of a specific Power. This counts as 2 Immunities.

Sealed Systems: The Hero is Immune to the following: Drowning, Poison, Environmental Radiation, and Suffocation due to a sealed air supply. This counts as 4 Immunities.

Source Immunity: The Hero is Immune to all damage and influence from a specific Power Source simultaneously (all Mental Powers, all Mystical Powers, all Mutation Powers, all Technological Powers, et cetera). Each Power Source Immunity counts as 6 Immunities.

Mental influence is defined as powers that use Smarts in an Opposed Roll, while Mystical influence uses Spirit in an Opposed Roll. Mental Damage is damage that uses Mental Resistance as Toughness, whereas Mystical Damage is damage that uses Spiritual Resolve as Toughness.

Interface

Base Effect: Manipulation

Power Rating Limit: Yes

Range: Incremental

Duration: Maintained

Action: Auto

Push: Yes

Power Stunt: Yes

Power Point Cost: 7 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

Interface allows the Hero to mentally link with all but the simplest Gadgets and machines, controlling them as though using a form of telepathy or mind control. The Interface Power Rating acts as the Hero's necessary skill when attempting an action with machines.

A Hero could, for example, activate a vehicle by linking his mind with it, thus accelerating, steering, and braking with his thoughts, using the Interface Power Rating instead of the Driving skill. Or a Hero could link his mind with a computer system, using the Interface Power Rating instead of Investigation to sift through files and data.

Invisibility

Base Effect: Manipulation

Power Rating Limit: Yes

Range: Self

Duration: Maintained

Action: Auto

Push: Yes

Power Stunt: Yes

Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

A Hero with Invisibility becomes completely undetectable to a single sense (sight, hearing, taste, smell, touch, balance and acceleration, temperature, kinesthetic sense, pain, electroreception, echolocation, magnetoception, pressure detection, or polarized light detection). The specific sense must be chosen when the Power is purchased.

Heroes with a Hyper-Sense that would normally be blocked by Invisibility may make an opposed Notice roll versus the Hero's Invisibility Power Rating, as explained under the individual Hyper-Sense description. A target can attempt to find an Invisible Hero using a sense other than the one blocked (for example, hearing instead of sight if the Hero is visually Invisible) by making an opposed Notice roll at -2 versus the Hero's Invisibility Power Rating. On a success, the target is aware of the Hero's presence and their general vicinity and all area effect attacks against the Hero are at –4. On a raise, the target has pin-pointed the Hero's exact location. Successfully identifying the location of an Invisible Hero only lasts until the end of the round; the attempt must be made again on subsequent rounds.

Undetected Invisible Heroes attacking a target automatically get "The Drop" on the target. However, all opposed Notice rolls are at +2 for the round to detect the Invisible Hero after an attack is made against a target.

Language Comprehension

Base Effect: Sensory

Power Rating Limit: No

Range: Self

Duration: Maintained

Action: Dice

Push: Yes

Power Stunt: Yes

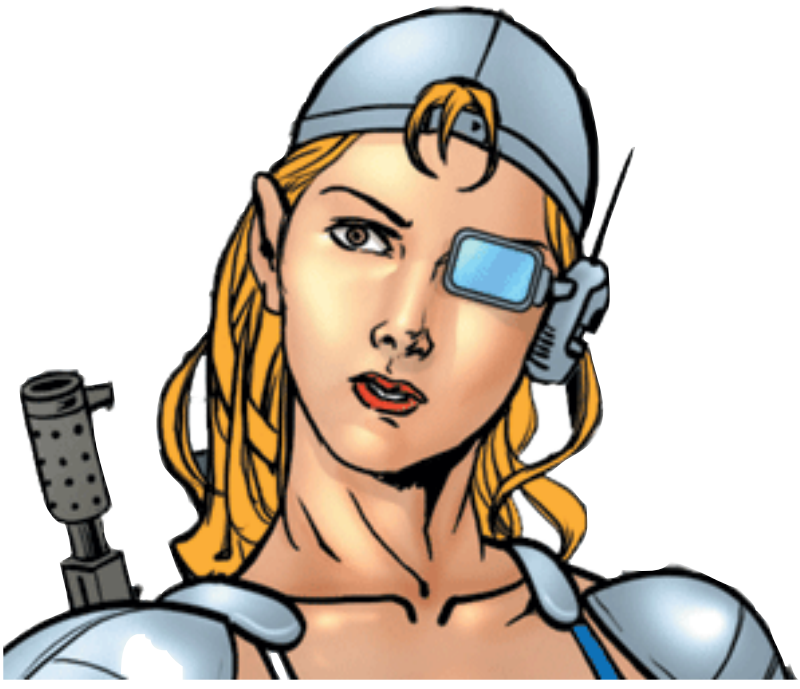
Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero can attempt to understand and communicate with a being whose language he does not normally speak. This Power does not give the Hero Knowledge of the language, but allows the Hero to communicate as though they knew the language for long as the Power is active.

The Hero makes a Power roll with a modifier based on the difference in the Hero's language and the target's language in order to communicate successfully, as shown on the following chart.

Language Differences	Modifier
Same Species	-2
Different Species, Same World	-4
Alien Language	-8



Matter Creation

Base Effect: Power Spectrum

Power Rating Limit: Yes

Range: Incremental

Duration: Maintained

Action: Auto

Push: No

Power Stunt: No

Power Point Cost: 12 Power Points per Power Rating

Benefit per Power Rating: Power Point Pool

The Hero is able to control and manipulate the very fabric of the physical universe, effectively changing the form of matter or creating matter where none exists in an area and volume determined by the Power Rating (see: Area Value Chart, Volume Value Chart). The Hero gains a Power Point pool equal to Power Rating x10, but no Power can have a Power Rating greater than the Power's Power Rating Limit.

Example: A Seasoned Hero wants to create a cage to contain Rogues that have just been captured. The Hero has Matter Creation 7 (70 Power Points). He decides the cage will be as strong as he can make it and will fill a Small Burst Template. The Hero decides to apply the maximum Super-Toughness 7 to the cage (21 Power Points) and gives the cage a Toughness 14. Next he applies the Burst (Small Template) Power Booster for 2 more Power Points. Finally, he wants the cage to stun any of the prisoners that try to escape. He applies Energy Field 4 (4D6 damage, Limited: Cannot add to melee damage, 20 Power Points). The total cost of the cage is 43 Power Points.

To transmute one object into another, the Hero uses the Matter Creation Power Point pool to mimic the Drain Power, with the Affects Objects Power Enhancement.

Example: The Hero wants to turn permanently turn a steel object into air. The GM rules that the steel in question has Toughness 12. The Hero has Matter Creation 7. He applies Power Points to Drain 7 (Affects Objects, Permanent, 56 Power Points). The Hero makes a Power roll (D12+2) and gets a success and 2 raises. The Hero has reduced the steel strength to Toughness 6, as the object starts to dissipate. The next round, the Hero tries again and Aces the Power roll, getting a success and 3 raises. The Hero has reduced the steel to Toughness 0 and the steel has been turned into air.

For Maintained and Persistent duration uses against objects, the object's Toughness returns to its baseline value at a rate of 2 points per round after the Power is ended.

Melee Attack

Base Effect: Attack

Power Rating Limit: Yes

Range: Melee

Duration: Instant

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 4 Power Points per Power Rating

Benefit per Power Rating: Damage Dice

The Hero has an enhanced form of Melee Attack. The Melee Attack can be in whatever form the Hero chooses when taking this Power (claws, horns, swords, knives, et cetera).

Each Melee Attack Power Rating adds +1D6 to the Hero's Strength damage. So, a Hero with Claws 4 would do Strength +4D6 damage.

The Hero rolls his Fighting skill to hit the target when making a Melee Attack.

A Hero with Melee Attack is always considered armed.

Metamagic

Base Effect: Power Spectrum

Power Rating Limit: Yes

Range: Incremental

Duration: Maintained

Action: Auto

Push: No

Power Stunt: No

Power Point Cost: 11 Power Points per Power Rating

Benefit per Power Rating: Power Point Pool

The Hero has control over the raw Mystical forces of the universe, allowing them a virtually limitless variation of effects.

The Hero has a Power Point pool equal to Power Rating x10. So, a Hero with Metamagic 3 has a Power Point pool of 30 Power Points. The Hero divides the Power Point pool among various Powers (called Spells), but no Spell may have a Power Rating greater than the Power's Power Rating Limit.

Example: A Hero has Metamagic 5 and has a Power Point pool of 50 Power Points. The Hero applies his 50 Power Points as follows: Force Field 2 (10 Power Points), Hyper-Movement (Flight) 2 (12 Power Points), and Range Attack 3 (12 Power Points). The next round, the Hero can reallocate any of those applied Power Points to increase one of the existing Spells or gain a new Spell entirely.

Microscopic Vision

Base Effect: Sensory

Power Rating Limit: No

Range: Self

Duration: Persistent

Action: Dice

Push: Yes

Power Stunt: No

Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: See Description

The Hero can perceive the details of a range of extremely small objects depending upon the Microscopic Vision Power Rating, as shown on the following chart.

Each Microscopic Vision Power Rating also affects a target using the Shrinking Power, reducing the penalty to hit them and their Stealth bonus by –1.

Microscopic Vision Power Rating	Object
1-2	Dust Particles
3	Fabric Weave
4	Microscopic Insects
5	Cells
6	Bacteria/Virus
7	DNA
8	Molecules
9	Atoms
10	Electrons

Mimicry

Base Effect: Power Spectrum

Power Rating Limit: Yes

Range: Melee

Duration: Maintained

Action: Dice

Push: No

Power Stunt: No

Power Point Cost: 8 Power Points per Power Rating

Benefit per Power Rating: Power Point Pool

The Hero can mimic the Attributes, skills, and Powers of anyone with whom they come into physical contact, gaining a Power Point pool equal to Power Rating x 10.

To use the Mimicry Power, the Hero must make a Touch Attack (+2 to Fighting roll) against the target. If successful, the Hero can mimic any of the Attributes, skills, and Powers of the target by dividing the Power Point pool among various Powers, but no Power may have a Power Rating greater than the Power's Power Rating Limit or the target's original ability, whichever is lower.

The Hero can only mimic the abilities of one target at a time. To mimic the abilities of another target, the Hero must drop the abilities of the current target.

Power Enhancements

Multiple Subjects (+1 Power Point per Power Rating): The Hero can split the Power Point pool to mimic the abilities of multiple targets at once. Each target requires a Touch Attack (+2 to Fighting roll) as normal.

Mind Control

Base Effect: Manipulation

Power Rating Limit: Yes

Range: Incremental

Duration: Instant (Lingering)

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 6 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero can enter and control the minds of others, effectively controlling their actions and overriding their willpower.

To use Mind Control, the Hero makes an opposed Power roll against the target's Smarts. On a success and for each raise, the Hero may implant one or more suggestions into the target's mind (the trappings of how this implantation occurs are determined by the player when the Power is purchased). However, if the target is ordered to commit an act that would otherwise go against his beliefs or motivations, he gets an immediate Opposed Roll of Spirit +2 against the Power.

Since this is a Lingering Effect, the target and the Hero continue to make opposed rolls at the beginning of each consecutive round, with Mind Control receiving a cumulative –1 Power Rating.

On a success from the target, the target is free but is unaware of the Mind Control. On a raise, the target is free and is aware that someone, or something, had entered his mind.

Example: Lord Wyverncrest has Mind Control 8 (Power Die D12+3) and is attempting to use Mind Control on Dragonfly (Smarts D12+2). Lord Wyverncrest makes an opposed Power roll against Dragonfly's Smarts. Dragonfly gets a total of 5 and Lord Wyverncrest gets a total of 14, for a success and 2 raises. Lord Wyverncrest can implant 3 suggestions into Dragonfly's mind.

For his first suggestion, Lord Wyverncrest wants Dragonfly to attack his daughter, Mega-Gnat. Unfortunately, because that would go against Dragonfly's motivations as a devoted father, he gets to make an immediate Opposed roll Spirit +2 (D10+2) against Lord Wyverncrest's Power (D12+3). Lord Wyverncrest rolls a total of 8, and Dragonfly gets a total of 10. The suggestion fails to take hold. For his second suggestion, he makes Dragonfly carry a bomb (with a remote detonator controlled by Lord Wyverncrest) into the Sentinels of Society Building. For his third suggestion, he orders Dragonfly to make sure the media knows he [Dragonfly] destroyed the Sentinels of Society Building.

At the beginning of the second round of Mind Control's effect, Dragonfly and Lord Wyverncrest make another opposed roll, with Mind Control losing –1 Power Rating for purposes of the opposed roll.

Power Enhancements

Master of Puppets (+1 Power Point per Power Rating): The controlling Hero can spend his own Bennies on behalf of the Mind Control Power's target.

Mind Probe

Base Effect: Sensory

Power Rating Limit: Yes

Range: Melee

Duration: Instant (Lingering)

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 4 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero is able to delve into another person's mind and read their thoughts and memories.

The Hero first makes a Touch Attack (+2 to Fighting roll). If successful, he then makes an opposed Power roll versus the target's Smarts. On a success, the Hero is able to read the surface thoughts and impressions of the target. On 1 raise, the Hero can read memories easily recalled by the target. On 2 or more raises, the Hero can read distant or deeply buried memories.

Since this is a Lingering Effect, the target and the Hero continue to make opposed rolls at the beginning of each consecutive round, with Mind Probe receiving a cumulative –1 Power Rating.

Mind Switch

Base Effect: Manipulation

Power Rating Limit: Yes

Range: Incremental

Duration: Instant (Lingering)

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 6 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die



The Hero is able to switch his mind with another living being, in essence trading bodies.

To Mind Switch with a target, the character makes an opposed Power roll versus the target's Smarts. On a success, the Hero is able to switch minds. On a failure, the Hero can try again the next round, but each new attempt against the target suffers a cumulative –1 to the Power roll.

Since this is a Lingering Effect, the target and the character continue to make opposed rolls at the beginning of each consecutive round, with Mind Switch receiving a cumulative –1 Power Rating.

When Mind Switched, the Hero and target retain their own Smarts, Spirit, skills, and Mental/Mystical Powers, but gain the new body's Agility, Strength, Vigor, and non-Mental/Mystical Powers.

Any damage suffered by the switched body is suffered by the Hero and target as normal while Mind Switch is in effect. If the switched body dies so does the Hero or target whose mind is occupying it, unless the character with the Mind Switch Power has switched to a new target before dying or the Mind Switch Power has been canceled before the switched body dies. If the Hero's original body dies while he is Mind Switched, the Hero cannot ever return to his original body and is trapped in his switched host body.

Molecular Chameleon

Base Effect: Power Spectrum

Power Rating Limit: Yes

Range: Melee

Duration: Maintained

Action: Auto

Push: No

Power Stunt: No

Power Point Cost: 10 Power Points per Power Rating

Benefit per Power Rating: Power Point Pool

The Hero is able to restructure his molecules into any material he can touch.

The Hero has a Power point pool equal to Power Rating x10. For example, a Hero with Molecular Chameleon 6 has a Power Point pool of 60 Power Points. A Hero can spend Power Points from the Power Point pool to mimic any feature of the material touched, up to the material's rating or the Power's Power Rating Limit, whichever is lower. If the Hero already has the ability (for example, Toughness, Strength, et cetera), the Hero's current value in that ability forms the basis from which all adjustments from Power effects are made.

Example: A Hero (Toughness 6) with Molecular Chameleon 6 touches a steel girder (Toughness 12) and wants to turn his skin into steel. He assigns Power Points to Super-Toughness 3 (Maintained Duration, Automatic Action, No Push, No Power Stunt, 9 Power Points), increasing his Toughness by 6 points to Toughness 12, effectively turning his skin into steel.

Negation

Base Effect: Modification

Power Rating Limit: Yes

Range: Incremental

Duration: Maintained

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 6 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero is able to target and nullify a specific Power.

The Power that can be nullified must be specified when the Power is purchased. Additional applications of the Power can be gained by applying certain Power Enhancements.

To use the Negation Power, the Hero makes an opposed Power roll versus the target's Power. On a success, the targeted Power is nullified. For each raise, attempts by the target to reactivate the Power (by using a Benny to attempt a Break Out) while Negation is in effect are at –1.

Example: A Hero with Negation 5 (Power Die D12) is attempting to nullify Hyper-Movement (Flight) 6 (Power Die D12+1). The Hero makes an opposed Negation Power roll versus the target's Hyper-Movement (Flight) Power. The Hero rolls a total of 11 and the target rolls a 3. The Hero gained a success and 2 raises, so any attempts by the target to reactivate the Power while Negation is in effect are at –2.

Power Enhancements

Malleable Negation (+1 Power Point per Power Rating): The Hero can nullify any one Power per round, but the specific Power can change from round to round.

Effect Negation (+3 Power Points per Power Rating): The Hero can nullify a specific group of Power Effects simultaneously (all Sensory Powers, all Attack Powers, all Modification Powers, et cetera), but each power beyond the first causes a cumulative –1 to the Negation roll. The opposed roll is made against the target's lowest Power Rating.

Source Negation (+4 Power Points per Power Rating): The Hero can nullify all Powers derived from a specific Power Source simultaneously (all Mental Powers, all Mystical Powers, all Mutation Powers, all Technological Powers, et cetera) , but each power beyond the first causes a cumulative –1 to the Negation roll. The opposed roll is made against the target's lowest Power Rating.

Omni-Negation (+5 Power Points per Power Rating): The Hero can nullify all Powers simultaneously, regardless of Power Effect or Power Source, but each power beyond the first causes a cumulative –1 to the Negation roll. The opposed roll is made against the target's lowest Power Rating.

Paralyze

Base Effect: Attack

Power Rating Limit: Yes

Range: Melee

Duration: Instant (Lingering)

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 4 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero is able to render a target immobile through touch.

To use Paralyze, the Hero makes a Touch Attack (+2 to Fighting roll) against the target. If successful, the character makes an opposed Power roll versus the target's Vigor. On a success, the target's Pace is reduced by half (round down) and is limited to one action for that round (no multiple actions allowed). On a raise, the target is completely Paralyzed and unable to speak or move.

Since this is a Lingering Effect, the Hero and target continue to make opposed rolls at the beginning of each consecutive round, with Paralyze receiving a cumulative –1 Power Rating.

Postcognition

Base Effect: Sensory

Power Rating Limit: No

Range: Melee

Duration: Instant

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 2 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero can touch an object and see into the past, viewing events that took place within the object's immediate vicinity (within sight of the object). The exact details of what the character views are determined by the GM.

The Hero makes a Power roll. On a success, the Hero can see into the past for a duration determined by the Power Rating (see: Time Value Chart). For each raise, the time the Hero can see into the past is increased by +1 step (see: Time Value Chart).

Power Control

Base Effect: Manipulation

Power Rating Limit: Yes

Range: Incremental

Duration: Instant (Lingering)

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 6 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero can take control of a target's Powers in an area determined by the Power Rating (see: Area Value Chart).

To use the Power Control Power, the Hero makes an opposed Power roll versus the target's Spirit. On a success and for each raise, the Hero gains control of 1 of the target's Powers.

Although a Hero controls the target's Powers, they do not control the target's body. So, a Hero could make another Hero use the Range Attack Power, but cannot aim or direct the Power in any way.

Since this is a Lingering Effect, the target and the Hero continues to make opposed rolls at the beginning of each consecutive round, with Power Control receiving a cumulative –1 Power Rating.

Power Reserve

Base Effect: Power Spectrum

Power Rating Limit: Yes

Range: Self

Duration: Maintained

Action: Auto

Push: No

Power Stunt: No

Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: Power Point Pool

The Hero has a reserve of energy, either due to internal abilities, willpower, or a technological source, giving them a Power Point pool equal to Power Rating x10. Power Reserve affects 2 abilities and these abilities must be specified when Power Reserve is purchased. These abilities can be abilities the Hero does not normally have.

The Hero is able to imbue new abilities upon the himself or increase existing ones by dividing his Power Point pool among the abilities desired, up to the maximum Power Points of the Power Point pool and can change the Power Point allocation each round as an Automatic Action. The total Power Rating of Powers imbued or increased through Power Reserve can exceed the Power's Power Rating Limit.

Example: A Novice Hero has Power Reserve 3, giving him 30 Power Points in his Power Point pool. He chooses his Strength Trait (D6) and Force Field Power (Power Die D8) when the Power Reserve Power is purchased. As an Automatic Action each round, he can apply the 30 Power Points from his Power Point pool to increase his Strength Trait (gaining the Super-Strength Power, which he normally does not have, giving him Super-Strength 6) or his Force Field Power (giving him Force Field 6), or divide the Power Points between the two abilities.

Power Enhancements

Additional Power Reserve (+1 Power Point per Power Rating): The Hero can affect an additional ability with the Power Reserve Power.

Precognition

Base Effect: Sensory

Power Rating Limit: No

Range: Self

Duration: Instant

Action: Dice

Push: Yes

Power Stunt: No

Power Point Cost: 3 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero can see into the future, viewing events that will happen in their immediate vicinity (within sight of the Hero). The exact details of what the character views are determined by the GM.

The Hero makes a Power roll. On a success, the Hero can see into the future for a duration determined by the Power Rating (see: Time Value Chart). For each raise, the time the Hero can see into the future is increased by +1 step (see: Time Value Chart).

Using the Precognition Power in combat takes an action and the amount of time a Hero can see into the future is limited to 1 round. Until the end of the following round, the Hero gains Parry +2 and all Ranged attacks against the Hero are at –2.

Psychic Fortitude

Base Effect: Defense

Power Rating Limit: Yes

Range: Self

Duration: Permanent

Action: Auto

Push: Yes

Power Stunt: No

Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: Bonus to Mental Resistance

The Hero's mind is especially resistant to Mental attacks and psychic influence. For every Psychic Fortitude Power Rating, the Hero receives a +2 bonus to Mental Resistance.

Range Attack

Base Effect: Attack

Power Rating Limit: Yes

Range: Incremental

Duration: Instant

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: Damage Dice

The Hero can make attacks at an Incremental range, causing 1D6 damage per Power Rating. The trappings of this Power (possibly various forms of energy [thermal, gravitational, electrical, sonic, magnetic, chemical, radiant, or nuclear], spines or spikes which are shot from the Hero's body, et cetera) are determined by the player when the Power is purchased.

The Hero rolls his Shooting skill to hit the target when making a Range Attack.

Regeneration

Base Effect: Trait

Power Rating Limit: No

Range: Self

Duration: Permanent

Action: Auto

Push: Yes

Power Stunt: No

Power Point Cost: 6 Power Points per Power Rating

Benefit per Power Rating: See Description

The Hero can heal from Wounds faster than normal. Regeneration allows a Natural Healing roll once per day with a bonus based on the Regeneration Power Rating, as shown on the following chart Additional applications of the Power can be gained by applying certain Power Enhancements.

Gadgets and Self-Repair: For a Gadget to have a self-repair function, the inventing Hero must apply the appropriate effects of Regeneration. Since Gadget's do not have a Vigor Trait, the inventing Hero must also apply the Super-Vigor Power to the Gadget to allow for self-repairing capability.

Regeneration Power Rating	Vigor Bonus
1	+1
2	+2
3	+3
4	+4
5	+5
6	+6
7	+7
8	+8
9	+9
10	+10
11	+11
12	+12

Power Enhancements

Attribute Damage (+1 Power Point per Power Rating): The Hero can attempt to heal Attribute damage once per week. The time for Regeneration of Traits can be decreased, with each –1 step (see: Time Value Chart) increasing the Regeneration Power cost by +1 Power Point per Power Rating.

Immortal (+1 Power Point per Power Rating): The Hero heals even if dead. The Hero's body must be relatively intact in order for the character to come back to life.

Limb Regrowth (+1 Power Point per Power Rating): The Hero can attempt to regenerate lost limbs once per month. The time for Regeneration of limbs can be decreased, with each –1 step (see: Time Value Chart) increasing the Regeneration Power cost by +1 Power Point per Power Rating.

Natural Healing (+1 Power Point per Power Rating): The time for Natural Healing can be decreased, with each –1 step (see: Time Value Chart) increasing the Regeneration Power cost by +1 Power Point per Power Rating.

Reconstruction (+1 Power Point per Power Rating): The character can regenerate even if disintegrated or blown apart into pieces, making a Natural Healing roll after 1 month has passed. The time for Reconstruction can be decreased, with each –1 step (see: Time Value Chart) increasing the Regeneration Power cost by +1 Power Point per Power Rating.

Serial Reincarnation (+1 Power Point per Power Rating): Whenever the Hero dies, make Vigor roll. On a success, the Hero reincarnates as a new character within 1 month with half the XP of the dead character. On a Raise, the Hero reincarnates at full XP. All Traits, Edges, Hindrances, and Powers are reset. The player is effectively making a brand new character with the memories of the dead Hero. The time to reincarnate can be decreased, with each –1 step (see: Time Value Chart) increasing the Regeneration Power cost by +1 Power Point per Power Rating.

Resolute

Base Effect: Defense

Power Rating Limit: Yes

Range: Self

Duration: Permanent

Action: Auto

Push: Yes

Power Stunt: No

Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: +1 to specific Attribute for Opposed Rolls per Power Rating

The Hero is determined and his resolve is better able to withstand certain attacks and tactics. The Hero gains a +1 to opposed rolls in a specific Attribute (which must be specified when this Power is purchased) when making opposed rolls against a Power that targets that Attribute.

Resolute can be applied to a specific Attribute more than once, but is subject to the Power's Power Rating Limit.

Example: A Novice Hero can have Resolute (Smarts) and Resolute (Spirit), but neither Attribute can have a bonus of more than +6 against Power based opposed rolls.

Self-Destruct

Base Effect: Attack

Power Rating Limit: Yes

Range: Self

Duration: Instant

Action: Auto

Push: No

Power Stunt: No

Power Point Cost: 2 Power Points per Power Rating

Benefit per Power Rating: Damage Dice

The Hero can self-destruct, doing damage equal to 1D6 per Power Rating in an area determined by the Power Rating (see: Area Value Chart).

Unfortunately, this also kills the Hero instantly, regardless of damage total or Toughness, unless the Hero also has Regeneration (Reconstruction). If the Hero has Regeneration (Reconstruction), the player can create a new Hero (at half the original Hero's XP) in the interval until this Hero's corporeal form is reformed. If the Hero with the Self-Destruct Power does not have Regeneration (Reconstruction) and is killed through the use of the Self-Destruct Power, the player can create a new Hero at the full XP of this Hero.

Sensory Overload

Base Effect: Sensory

Power Rating Limit: Yes

Range: Incremental

Duration: Instant (Lingering)

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 6 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero is able to overload a specific sense of a target (sight, hearing, taste, smell, touch, balance and acceleration, temperature, kinesthetic sense, pain, electroreception, echolocation, magnetoception, pressure detection, or polarized light detection), which must be chosen when this Power is purchased.

To use the Sensory Overload Power, the Hero makes an opposed Power roll versus the target's Vigor. On a success and for each raise, the target is at –2 for rolls involving that sense.

Since this is a Lingering Effect, the target and the Hero continue to make opposed rolls at the beginning of each consecutive round, with Sensory Overload receiving a cumulative –1 Power Rating.

Power Enhancements

Additional Sense (+1 Power Point per Power Rating): The Hero can affect an additional sense with the Sensory Overload Power.

Sensory Shield

Base Effect: Defense

Power Rating Limit: Yes

Range: Self

Duration: Persistent

Action: Auto

Push: No

Power Stunt: No

Power Point Cost: 4 Power Points per Power Rating

Benefit per Power Rating: +1 to Vigor Rolls

One of the Hero's senses is protected from sensory overload, as per the Sensory Overload Power. The sense (sight, hearing, taste, smell, touch, balance and acceleration, temperature, kinesthetic sense, pain, electroreception, echolocation, magnetoception, pressure detection, or polarized light detection) must be chosen when this Power is purchased and every Sensory Shield Power Rating gives the Hero a +1 to Vigor rolls to resist the sensory overload.

Power Enhancements

Additional Sensory Shield (+1 Power Point per Power Rating): The Hero can protect an additional sense with the Sensory Shield Power.

Shape-Shift

Base Effect: Power Spectrum

Power Rating Limit: Yes

Range: Self

Duration: Maintained

Action: Auto

Push: No

Power Stunt: No

Power Point Cost: 10 Power Points per Power Rating

Benefit per Power Rating: Power Point Pool

This Power allows a Hero to manipulate his entire body, or

just parts of it, into any form he desires.

The Hero is able to shape his manipulate his physical form, gaining a Power Point pool equal to Power Rating x10. The Hero divides the Power Point pool among various Powers to represent the desired effects of the changes to his physical form, but no Power may have a Power Rating greater than the Power's Power Rating Limit.

Example: A Novice Hero has Shape-Shift 6, giving him 60 Power Points in his Power Point pool. He decides to shape his legs into giant springs and change his arm into a giant energy weapon. He applies the 60 Power Points as follows: Leaping 5 (20 Power Points) and Range Attack 3 (3D6 Damage Dice, 20 Power Points).

Shrinking



Base Effect: Manipulation/ Modification

Power Rating Limit: No

Range: Self

Duration: Maintained

Action: Auto

Push: Yes

Power Stunt: Yes

Power Point Cost: 6 Power Points per Power Rating

Benefit per Power Rating: See Description

The Hero may decrease his Size at will, allowing him to get into areas impossible for a normal Sized person to navigate. Shrinking takes an entire round and it takes another entire round to return to normal Size (no multiple actions allowed). A Hero may choose to Shrink to any Power Rating less than or equal to their Shrinking Power Rating. Each increase in Shrinking Power Rating decreases Size, Toughness, and Strength, and makes the character harder to hit and be noticed, as shown on the following chart. (Note: Regardless of Size, a character's Toughness can never go lower than 2).

Power Enhancements

Normal Density (+1 Power Point per Power Rating): The Hero's density does not change, allowing them to maintain their normal Toughness and Strength regardless of Size.

Blindside (+1 Power Point per Power Rating): The Hero can revert to normal Size and perform multiple actions in the same round (multiple action penalties apply). By reverting to normal Size and attacking, the Hero may do additional Melee range damage as he strikes a target (suffering -2 to his Fighting roll due to the multiple action penalty). The Hero adds +1D6 Damage Dice to his Strength for each Shrinking Power Rating that was activated prior to reverting to normal Size.

Sicken

Base Effect: Attack

Power Rating Limit: Yes

Range: Melee

Duration: Instant

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 3 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero is able to make those he touches nauseated or ill.

To use the Sicken Power, the Hero must make a Touch Attack (+2 to Fighting roll) against the target. If successful, the Hero makes a Power roll versus the target's Vigor. On a success and for each raise, the target suffers a -2 penalty to all actions that round.

Shrinking Power Rating	Size/Toughness	Notice Penalty	Strength	Attack Roll Modifier
1	-1	-1	-0 step	-1
2	-2	-2	-1 step	-2
3	-3	-3	-1 step	-3
4	-4	-4	-2 steps	-4
5	-5	-5	-2 steps	-5
6	-6	-6	-3 steps	-6
7	-7	-7	-3 steps	-7
8	-8	-8	-4 steps	-8
9	-9	-9	-4 steps	-9
10	-10	-10	-5 steps	-10
11	-11	-11	-5 steps	-11
12	-12	-12	-6 steps	-12

Sonar

Base Effect: Sensory

Power Rating Limit: Yes

Range: Self

Duration: Persistent

Action: Auto

Push: Yes

Power Stunt: No

Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: See Description

The Hero can effectively see (without color) through the emission of high frequency sound pulses at a distance equal to the Sonar Power Rating in inches.

For each Sonar Power Rating, the Hero gains a +1 to all Notice rolls to notice Heroes using Stealth, Invisibility, Camouflage, and other Powers that would otherwise hide their presence. Each Sonar Power Rating also reduces the penalties for Darkness (see Savage Worlds rulebook) by –1.

High frequency sounds on the same frequency as Sonar can disrupt it. Make an opposed sound intensity roll (defined by the GM) versus the Sonar Power. On a success and for each raise, the Sonar Power Rating is reduced by –1.

Summon

Base Effect: Manipulation

Power Rating Limit: Yes

Range: Melee

Duration: Maintained

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero can call forth one or more Minions to their side from a remote location.

The number of Minions a Hero can create is equal to the Summon Power Rating. For example, a Hero with Summon 3 can create up to 3 Minions, whereas a Hero with Summon 6 can summon up to 6 Minions.

The Minions are always Ally Extras, always have an initial reaction of Helpful towards the Hero who Summoned them, and are always the same type of Minion, determined when the Power is purchased.

The Experience Rank of the Minion is determined by the Hero's Power Rating, as shown on the following chart. Minion statistics should be determined by the player.

Summon Power Rating	Minion Experience Rank	Minion Power Points
1	Novice	10
2	Novice	10
3	Seasoned	20
4	Seasoned	20
5	Veteran	30
6	Veteran	30
7	Heroic	40
8	Heroic	40
9	Legendary	50
10	Legendary	50
11	Legendary	60
12	Legendary	70

Power Enhancements

Wild Card (+3 Power Points per Power Rating): The Minions are considered Wild Cards.

Super-Human (+3 Power Points per Power Rating): The minions are super-human, possessing Power Points based upon the Summon Power Rating, as shown on the chart above.

Power Boosters

Exponential Value: The Hero can apply the Exponential Value Power Booster to Summon, increasing the number of Minions that can be summoned at one time.

Super-Agility

Base Effect: Trait

Power Rating Limit: Yes

Range: Self

Duration: Persistent

Action: Auto

Push: Yes

Power Stunt: No

Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: +1 Attribute die step

The Hero's natural coordination and reflexes are honed beyond what normal Hero creation and Advances would allow.

Each Super-Agility Power Rating increases the Hero's Agility +1 die step and is governed by the Power's Power Rating Limit.

Super-Agility is the only method of increasing Agility above D12+2.

A Hero's Agility cannot exceed D12+12, however, without applying the Paragon Edge.

Super-Skill

Base Effect: Trait

Power Rating Limit: Yes

Range: Self

Duration: Persistent

Action: Auto

Push: Yes

Power Stunt: No

Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: +1 skill die step

The Hero has a skill, or skills, enhanced beyond what normal Hero creation and Advances would allow and it can exceed the linked Attribute at no extra cost to Super-Skill.

Each Super-Skill Power Rating increases a specific skill +1 die step. Super-Skill Power Ratings are governed by the Power's Power Rating Limit (for example, a Novice Hero cannot have more than a Power Rating 6 applied to a single Super-Skill).

If a Hero applies Super-Skill to a skill that raises it above the die type of the linked Attribute, and later tries to raise the skill through a normal Advance, the standard Savage Worlds rules for increasing skills apply.

Super-Skill is the only method of increasing skills above D12+2.

No Skill can exceed D12+12 without applying the Paragon Edge.

Super-Smarts

Base Effect: Trait

Power Rating Limit: Yes

Range: Self

Duration: Persistent

Action: Auto

Push: Yes

Power Stunt: No

Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: +1 Attribute die step

Through intense training and study, or a natural ability to retain information, the Hero's intelligence has been beyond what normal Hero creation and Advances would allow.

Each Super-Smarts Power Rating increases the Hero's Smarts +1 die step and is governed by the Power's Power Rating Limit.

Super-Smarts is the only method of increasing Smarts above D12+2 without applying the Paragon Edge.

Super-Spirit

Base Effect: Trait

Power Rating Limit: Yes

Range: Self

Duration: Persistent

Action: Auto

Push: Yes

Power Stunt: No

Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: +1 Attribute die step

The Hero's strength of will and inner wisdom are unnaturally strong.

Each Super-Spirit Power Rating increases the Hero's Spirit +1 die step and is governed by the Power's Power Rating Limit.

Super-Spirit is the only method of increasing Spirit above D12+2.

A Hero's Spirit cannot exceed D12+12, however, without applying the Paragon Edge.

Super-Strength

Base Effect: Trait

Power Rating Limit: Yes

Range: Self

Duration: Persistent

Action: Auto

Push: Yes

Power Stunt: No

Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: +1 Attribute die step

The Hero's strength is beyond what normal Hero creation and Advances would allow, perhaps even putting him into the



realm of the truly mighty or divine.

Each Super-Strength Power Rating increases the Hero's Strength +1 die step and is governed by the Power's Power Rating Limit.

Super-Strength is the only method of increasing Strength above D12+2.

A Hero's Strength cannot exceed D12+12, however, without applying the Paragon Edge.

Super-Toughness

Base Effect: Defense

Power Rating Limit: Yes

Range: Self

Duration: Permanent

Action: Auto

Push: Yes

Power Stunt: No

Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: Toughness Bonus

The Hero has a greater Toughness than would be allowed by the standard Toughness calculation found in the Savage Worlds rulebook.

For every Super-Toughness Power Rating, the Hero receives a +2 bonus to Toughness.

Power Drawbacks

Armored (-2 Power Points per Power Rating): The duration is reduced to Persistent (the armor can be removed/turned-off), Super-Toughness is negated by applications of the Armor Penetrating Power Booster, and Super-Toughness now counts as armor for stacking purposes (see Savage Worlds rulebook for armor bonus stacking).

Object Only Toughness (-2 Power Points per Power Rating): The Super-Toughness that increases the Hero's overall damage mitigation is applied to an object only, not to a Hero's physical body.

Super-Vigor

Base Effect: Trait

Power Rating Limit: Yes

Range: Self

Duration: Persistent

Action: Auto

Push: Yes

Power Stunt: No

Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: +1 Attribute die step

The Hero is extremely resilient and able to continue pushing even when others have dropped from exhaustion.

Each Super-Vigor Power Rating in this increases the Hero's Vigor +1 die step and is governed by the Power's Power Rating Limit.

Super-Vigor is the only method of increasing Vigor above D12+2.

A Hero's Vigor cannot exceed D12+12, however, without applying the Paragon Edge.

Telekinesis

Base Effect: Manipulation

Power Rating Limit: Yes

Range: Incremental

Duration: Maintained

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 6 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero is able to move and manipulate objects he can see without touching them at a distance determined by the Power Rating's Incremental Range.

To use the Telekinesis Power, the Hero makes a standard Power roll. On a success, the Hero is able to lift up to his Power Rating in weight (see: Lifting Value Chart). For each raise, the Hero's maximum weight is increased +1 step (see: Lifting Value Chart).

A Hero can hurl an object at a target (using the Telekinesis Power Rating as the attack skill). If the attack hits, the Hero does damage as per Throwing Objects and People, with the Power Die acting as Strength . For a raise, add +1D6 to the damage as normal.

Example: A Hero with Telekinesis 7 lifts a car to hurl at an opponent. After striking the opponent on a Power Roll of 9 (a success and raise), the Hero rolls D12+2 + 1D6 (Raise) + the Object's Toughness +1 per inch thrown for damage.

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Telepathy

Base Effect: Sensory

Power Rating Limit: No

Range: Incremental

Duration: Maintained

Action: Auto

Push: Yes

Power Stunt: No

Power Point Cost: 4 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero can facilitate mental communication with anything with a greater than animal intellect at a distance determined by

the Power Rating (see: Distance Value Chart).

If the target is willing, then Telepathy is an Automatic Action. If the target is unwilling, then the Hero must make an opposed Power roll of versus the target's Smarts.

Time Travel

Base Effect: Movement

Power Rating Limit: Yes

Range: Self

Duration: Persistent

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero can slip through the time stream, traveling to past and future points in time.

To travel through Time, the Hero makes a Power roll. On a success, the Hero can travel anywhere in the time stream, from and to a fixed physical location. On a Raise, the Hero can travel anywhere in the time stream to any location.

A failure on the Power roll means the Hero has missed his targeted era by up to 100 years (GM determines how much). A 1 on the Power die means the Hero is lost somewhere in the time stream, and his power has burned out (reduced to Power Rating 0). It recovers 1 Power Rating per hour of non-use.

For Example: Chronotron wants to go back in time and attempt to prevent the 5th World War. He rolls his Time Travel Power die and gets a success. He can travel back in time, but appears at the location upon which he is standing, just during that time period. Had be gotten a Raise, he could have appeared in the desired time at any location he chose.

Whether or not the Hero appears in his own time stream (and thus can effect his own past or future), or appears in an alternate Earth is left to the GM based upon the time travel rules of the campaign.

Power Drawbacks

Limited Travel (-1 Power Point per Power Rating): The Hero can travel into the past or future, but not both.

Transform

Base Effect: Manipulation

Power Rating Limit: Yes

Range: Melee

Duration: Instant (lingering)

Action: Dice

Push: Yes

Power Stunt: Yes

Power Point Cost: 5 Power Points per Power Rating

Benefit per Power Rating: +1 step in Power Die

The Hero possesses the ability to transform living or inanimate objects into something different.

To affect inanimate objects, the Hero makes a Power roll with a modifier of –1 for every 2 points of the object's Toughness. On a success, the object has assumed the desired shape and features, and remains that way for a number of rounds equal to the Power Rating of Transform.

To affect a living being, the Hero must make a Touch Attack (+2 to Fighting roll) against the target. If successful, the Hero makes an opposed Power roll versus the target's Vigor. On a success, the target's shape and features have been altered as desired. For each Raise, attempts by the target to revert to his original form are at –1.

Since this is a Lingering Effect, the target and the Hero continue to make opposed rolls at the beginning of each consecutive round, with Transform receiving a cumulative –1 Power Rating.

Power Enhancements

Mental Augmentation (+1 Power Point per Power Rating): The Hero can transform the memories of the target, instead of the physical form and Traits. This requires an Opposed Roll of the Power against the target's Smarts.

Power Negation (+1 Power Point per Power Rating): The target is unable to use any Powers while in the altered form.

Trait Augmentation (+1 Power Point per Power Rating): On a Success and for Each Raise achieved on the initial Opposed Roll, the Hero can raise or lower any Trait by +1 die step or –1 die step, to a minimum of D4. Multiple die steps may be split between different Traits. Augmented Traits return to normal immediately upon the target changing back into the original form.

Total Transformation (+3 Power Point per Power Rating): The target completely assumes the new form, though they retain their own consciousness. In other words, if the target is transformed from a human into a bird, the target assumes all the Traits and Abilities of a bird, including the bird's Vigor, but retains the ability to continue to make Opposed Rolls each round against the Power (using the bird's Vigor die type).

Power Drawbacks

Limited Transformation (-1 Power Point per Power Rating): The Hero can transform targets only into specific classes forms, for example: insects, animals, minerals, plants, and so forth.

Restricted Transformation (-2 Power Point per Power Rating): The Hero can transform targets only into specific forms, for example: stone, birds, frogs, and so forth.

Transmission

Base Effect: Sensory

Power Rating Limit: No

Range: Incremental

Duration: Maintained

Action: Auto

Push: Yes

Power Stunt: No

Power Point Cost: 3 Power Points per Power Rating

Benefit per Power Rating: Distance value Chart

The Hero is able to communicate by way of transmission at a distance determined by the Power Rating (see: Distance Value Chart). The type of transmission (for example, radio, optical, tactile, ultrasonic or infrasonic, or scent [chemicals, pheromones, et cetera]) is chosen when the Power is purchased.

For the transmission to reach its intended recipient, however, the target must have some method of receiving the transmission.

Universal Gadget

Base Effect: Power Spectrum

Power Rating Limit: Yes

Range: Self

Duration: Persistent

Action: Auto

Push: No

Power Stunt: No

Power Point Cost: 10 Power Points per Power Rating

Benefit per Power Rating: See Description

The Hero has a knack for having just the right tool or Gadget on hand when the times get rough.

The Hero has a Power Point pool of Power Rating x 10. The Hero divides the Power Point pool among various Powers to represent the desired effects of the Gadgets, but no Power may have a Power Rating greater than the Power's Power Rating Limit.

All Gadgets must have the Gadget Power Drawback applied to them and must have either the Difficult to Take or Easy to Take Power Drawback assigned to the Power Network. The Gadget Power Drawback is applied to the individual Powers, not to the actual Universal Gadget, which represents various Gadgets and not a single item.

If a Hero has a Gadget taken away, the Hero loses the Power Points invested in the Power(s) from the Power Point pool until the Gadget is recovered from whomever took it (including if a Gadget is given to another target).

A Hero, can, however, make a Wealth Check to recover the lost Power Points. On a success and for each raise, the Hero recovers 10 Power Points (up to the amount of Power Points lost). The Wealth Check is considered to be a purchasing roll and can only be made once per game eek (see Purchasing Items under Wealth for more information). If the lost Power Points are recovered using a Wealth Check, the lost Gadget has permanently malfunctioned and the Power Points are no longer usable by the other person.

Power Enhancements

Power Enhancements increase the base cost per Power Rating of a Power by making it extremely more effective.

If applied to a Power after it is purchased, the Power Enhancement costs a total number of Power Points equal to the Power Point per Power Rating modifier x current Power Rating.

Example: The Area Effect Power Enhancement applied to a Power with a Power Rating 8 would cost 8 Power Points.

If for some reason a Power Enhancement is ever removed from a Power, the Hero is refunded Power Points equal to the Power Point per Power Rating modifier x current Power Rating.



Alternate Roll (+0/+1): When applied to a Power that requires a roll (a Power Roll, Opposed Roll, or Skill Roll), the Power requires a roll of a different Trait, determined when this Power Enhancement is applied. If Alternate Roll is applied to the Hero's own rolls, the modifier is a +0 increase in cost per Power Rating. If the Power Enhancement is applied to an opponent's roll (an Opposed Roll), the modifier if a +1 increase in cost per Power Rating.

Area Effect (+1 Power Point per Power Rating): The Power affects an area determined by the Power Rating of the Power (see: Area Value Chart).

Barrage (+1 Power Point per Power Rating): The Power can fire an extra shot each time this Power Enhancement is taken. The Hero rolls all Attack Dice and 1 Wild Die. The Wild Die can be used in place of any single attack die.

Cannot be Countered/Negated (+2 Power Points per Power Rating): When applied to an Instant, Maintained, or Persistent duration Power, the Power cannot be Countered or negated by other Powers.

Charge Object (+1 Power Point per Power Rating): The Hero can touch an object, charging it with Power. Whatever comes into contact with the object after it is charged triggers the release of the charged Power. If the charged Power was a Melee range Power, it affects only whatever the object came into contact with which triggered the Power's release. If the Power was an Incremental range Power, it affects everything within an area equal to a Medium Burst Template.

Contagious (+1 Power Point per Power Rating): Whenever a person or object affected by a Power with a duration of Maintained or greater comes into contact with another person or object, the new target is affected by the Power as though there were the original target. The new target then becomes contagious as well and the potential for transmission continues. The contagious Power only runs its course whenever the original Power is turned off or Countered.

Discriminating (+1 Power Point per Power Rating): A Hero with an Area Effect Power may choose specifically which targets in the area are affected by the Area Power.

Disease/Poison (+2 Power Points per Power Rating): The target of the Power makes a Vigor roll each day at–2 for each time this Power Enhancement is applied to the original Power or else the target loses a die step of Vigor. If the target's Vigor falls below D4 before the effect is healed (Healing roll at –2 or use of the Healing Power), then the target has died.

Extra Actions (+1 Power Point per Power Rating): A Hero can take multiple actions with this Power in a round against a single or multiple targets. The Hero rolls each Power use separately and incurs the normal multiple action penalties. If the Hero also has the Rapid Activation Power Enhancement, the first use of the Power does not count toward the multiple action penalties. A Hero can use the Power a maximum number of times in a round equal to ½ the Power Rating (round down).

Ghostly (+1 Power Point per Power Rating): The Power works normally on Astral, Ethereal, and Spiritual targets as well as physical targets.

Improved Distance (+1 Power Point per Power Rating): The Power's Incremental range is determined by the Power Rating in distance (see: Distance Value Chart) instead of inches.

Improved Range (+1 Power Point per Power Rating): The Power's range is increased by +1 range increment (a Melee range Power becomes an Incremental range Power, et cetera) each time this Power Enhancement is taken.

Increased Duration (+1 Power Point per Power Rating): The Power's duration is increased by +1 duration increment (Instant becomes Maintained, Maintained becomes Persistent, et cetera) each time this Power Enhancement is taken.

Indirect (+1 Power Point per Power Rating): The attack Power originates from a source other than where the Hero is physically located. The Power ignores obstacles and cover when hitting the target, but does not ignore personal protection like Force Field or Armor. The range to the target is still calculated as if the Power originated from the Hero's physical location.

Lingering (+1 Power Point per Power Rating): A Lingering Power continues to affect the target on subsequent rounds after the initial Power application, though at a reduced effectiveness. Choose an Attribute for an Opposed roll when this Power Enhancement is taken. At the beginning of each consecutive round after the initial Power application, the Power loses –1 Power Rating on opposed Power rolls versus the Attribute until it fades completely. Opposed Power rolls during a Lingering Effect do not count as a Hero's action for the round.

For a Power that adds directly to damage (Melee Attack, Range Attack, and so forth), make an Opposed roll between the Power vs Attribute. If the Lingering Power remains in effect, apply damage as normal against the target (with the reduced Power Rating as normal for consecutive rounds).

The result of a Lingering Effect opposed roll does not increase or decrease any staged effect of the original Power roll (in other words, gaining a success on the original Power roll versus the target, but a raise on a Lingering Effect Power roll, does not allow the Power to act as though it had gotten a Raise). The Lingering Effect Power roll only counts success (the Power is maintained) or failure (the target breaks free) of the Power's base effects

Linked (+1 Power Point per Power Rating): Two or more Powers are combined for a single effect on the target (see: Power Combos for rules for combining Powers).

Non-Lethal (+1 Power Point per Power Rating): The Power can do both Lethal and Non-Lethal damage at the Hero's discretion.

Persistent (+2 Power Points per Power Rating): The Power cannot be healed through the use of the Healing skill or Power and can only be healed naturally.

Poltergeist (+1 Power Point per Power Rating): When applied to physical Powers of a Hero with the Ethereal Power, the physical Powers can affect the material world even when the Hero is Ethereal.

Power Immunity (+1 Power Point per Power Rating): The Power does not affect the Hero who uses it (for example, an Area Effect Power that generates poison gas would not cause

the Hero who used it harm or getting hit by an energy beam fired by the Hero which was reflected back at them would not effect the Hero. This Power Enhancement cannot be applied to Gadgets.

Rapid Activation (+1 Power Point per Power Rating): The Power takes less effort to activate than normal. The first use of the Power does not count toward a Hero's multiple action penalties for the round and the Power can still not be used more than once in a round without the Extra Action Power Enhancement.

A Power with this Power Enhancement cannot have the Longer Activation Power Drawback.

Sniper (+1 Power Point per Power Rating): The Power is accurate even at longer ranges. Each time this modifier is applied, the range penalty is lowered by –1. A Power with this Power Enhancement cannot have the Long Range Power Drawback.

Total Fade (+1 Power Point per Power Rating): The Power does not fade over time but instead maintains the full Power effect until the duration ends, at which time the Power effects end immediately. For example, if applied to the Enhance Trait Power that received a success and a raise on the Power roll, the Hero retains the full Power or Trait increase until the end of the third round.

This Power Enhancement can be combined with the Longer Fade Power Booster.



Trans-Dimensional (+1 Power Point per Power Rating): The Power can affect targets in other dimensions as if the wielder were actually in that dimension. The Power affects one other dimension (chosen by the player) each time this Power Enhancement is taken.

Unnoticeable (+1 Power Point per Power Rating): The normally-visible Power's effects (such as a Range Attack [Energy Blast] effect) become invisible to others. For mental or mind altering powers, the subject is unaware of the power's usage.

Useable on Others (+1 Power Point per Power Rating): The Power can be given to a target to use at the full Power Rating (as though it had the Full Power Power Drawback) for as long as the Hero and target are touching. If the target is unwilling, the Hero must make a Touch Attack (+2 to Fighting roll) against the target first.

Vampiric (+2 Power Points per Power Rating): When the Power Wounds a target, the Hero can immediately make a Vigor roll (normal Wound modifiers apply). On a success and for each raise, the Hero heals a Wound on himself. The Hero cannot heal more Wounds on himself than the number of Wounds inflicted on the target.

Miscellaneous (+1 Power Point per Power Rating): The Power possesses a Power Enhancement not otherwise described.

Power Drawbacks

Power Drawbacks decrease the base Power Point per Power rating cost of a Power by making the Power less effective (or limiting it is some way) and are always in effect whenever the Power is used.

If applied to a Power after it is purchased, the Power Drawback refunds a total number of Power Points equal to the Power Point per Power Rating modifier x current Power Rating.

Example: The Abatable Power Drawback applied to a Power with a Power Rating 8 would refund 8 Power Points.

To remove a Power Drawback, the Hero must pay Power Points equal to the Power Point per Power Rating modifier x current Power Rating.

Abatable (-1 Power Point per Power Rating): Whenever the Power is used, reduce its Power Rating by 1. If the Power is a Defensive Power, it reduces its Power Rating by 1 each time it is attacked. When the Power Rating of the Power falls below 1, the Power has ceased to function. Lost Power Ratings are recovered at a rate of 1 Power Rating per consecutive hour the Power is not in use.

Always On (-1 Power Point per Power Rating): The Power is always on and cannot be turned off, though it can be Negated. If the Power is Negated, it automatically reactivates when the source of the Negation is removed. The reactivation does not count toward the Hero's Automatic Action limit per round.

Artifact (-1 Power Point per Power Rating): The Power can only be increased through the methods described in Building Artifacts and Gadgets section. A Power with the Artifact Power Drawback cannot have the Gadget Power Drawback.

Cannot be Pushed (-1 Power Point per Power Rating): The Power cannot be increased through pushing.

Cannot Use Power Stunts (-1 Power Point per Power Rating): The Power cannot be modified using Power Stunts.

Charges (-1 Power Point per Power Rating): The Power has a limited number times it can be used before it burns out. The number of charges equals the Power Rating of the Power (for example, a Power with Power Rating 10 has 10 charges). Once the Power burns out, it is considered to be at Power Rating 0 and recovers 1 Power Rating per consecutive hour the Power is not in use. If the Power is used before it is fully charged, its number of charges equals the current Power Rating at the time of use.

Damaging (-1/-2/-3 Power Points per Power Rating): Each time the Hero uses the Power, he must roll damage equal to the following and apply the damage to his Toughness as normal (normal Wound modifiers apply): 1D6 damage per Power Rating in the Power at -1 Power Point per Power Rating, 1D8 damage per Power Rating in the Power at –2 Power Points per Power Rating, and 1D10 damage per Power Rating in the Power at –3 Power Points per Power Rating.

Damage Feedback (-1 Power Point per Power Rating): If the physical manifestations of this Power cause the target damage, the same amount of damage is automatically applied against the Hero's Toughness. The damage can still be Soaked by the Hero as normal (normal Wound modifiers apply).

Decreased Duration (-1 Power Point per Power Rating): The Power has a shorter Duration Effect. The Power's cost is reduced by 1 Power Point per Rating each time the Duration Effect is made one increment shorter (Permanent becomes Persistent, Persistent becomes Maintained, and Maintained becomes Instant duration).

Decreased Range (-1 Power Point per Power Rating): The Power has a shorter Range Effect. The Power's cost is reduced by 1 Power Point per Rating each time the Range Effect is made one step shorter (Incremental becomes Melee and Melee becomes Self range).

Dice Action (-1 Power Point per Power Rating): When applied to an Automatic Action Power, the Power now requires a dice roll of some sort to use.

Difficult to Take (-1 Power Point per Power Rating): This Power Drawback is applied to a Gadget or Artifact Power Network. The Power can be taken away from the Hero, but only if the Hero is Incapacitated or otherwise helpless.

If a Hero has a Gadget or Artifact taken away, the Hero loses the Power Points invested in the Power(s) from the Power Point pool until the Gadget or Artifact is recovered from whomever took it (including if a Gadget or Artifact is given to another target). Lost Gadgets or Artifacts can be used by their new owners as normal.

Distracting (-1 Power Point per Power Rating): A Power with this drawback reduces the Hero's Parry by –2 when used.

Easy to Take (-2 Power Points per Power Rating): This Power Drawback is applied to a Gadget or Artifact Power Network. The Power can be taken away from the Hero via a Disarm maneuver.

If a Hero has a Gadget or Artifact taken away, the Hero loses the Power Points invested in the Power(s) from the Power Point pool until the Gadget or Artifact is recovered from whomever took it (including if a Gadget or Artifact is given to another target). Lost Gadgets or Artifacts can be used by their new owners as normal.

Eidolon (-1 Power Point per Power Rating): When applied to a Power that alters how things appear physically, the Power doesn't actually physically alter the object or person, but only makes them visually appear to be altered. Such Powers do not fool machines (either sentient or not).

Fatiguing (-1 Power Point per Power Rating): The Power's use causes the Hero to gain a level of Fatigue. The Hero can attempt to resist the Fatigue by spending a Benny and making a Vigor roll at –1 for each Power Rating in the Power.

Fatigue Levels are recovered at a rate of 1 every 5 minutes.

Full Power (-1 Power Point per Power Rating): The Power always works at its maximum Power Rating or Damage Dice and cannot be reduced in effect.

Gadget (-1 Power Point per Power Rating): The Power can only be increased through the methods described in Building Artifacts and Gadgets section. A Power with the Gadget Power Drawback cannot have the Artifact Power Drawback.

Grappling Attack (-1 Power Point per Power Rating): The Power requires the Hero to grapple the target successfully before he can attack him with the Power. After a successful grappling attempt, the Hero may attempt to damage his target on subsequent rounds by making an opposed Power roll versus either the target's Strength or Agility as normal. On a success, the Hero does his Power's damage (gaining the extra 1D6 damage for a raise as normal).

Limited (-1 Power Point per Power Rating): The Power is Limited in some way (for example: not effective against a certain substance, usable only on objects or only on living beings, requires an object or material to use, Hero must chant or perform gestures, et cetera). Each time a Limitation is applied to a Power, the Power Point cost of the Power is reduced by -1 per Power Rating.

Long Range (-1 Power Point per Power Rating): The Power works better a Long Range. All range modifiers are reversed. The Power suffers a -4 penalty at Short Range, a -2 penalty at Medium Range, and no penalty at Long Range. A Power with this Power Drawback cannot have the Sniper Power Enhancement.

Longer Activation (-1 Power Point per Power Rating): The Power takes longer to activate and the Hero can take no other action in the same round the Power is used.

A Power with this Power Drawback cannot have the Rapid Activation Power Enhancement.

Minor Benefit (-3 Power Point per Power Rating): The Power is of extremely minor benefit by offering no offensive or defensive bonuses, and being able to effect the outside world (a power must meet all criteria to be of Minor Benefit). Examples include: Astral Projection, ESP, Postcognition, Telepathy, and Transmission.

Negation (-1 Power Point per Power Rating): The Power may be Negated (if it is a Permanent duration Power). However, the Power will automatically reactivate at its full Power Rating the instant the source of the Negation is removed or cancelled.

One Form Only (-1 Power Point per Power Rating): The Power is available to the Hero only in one of their multiple forms.

Roborant (-1 Power Point per Power Rating): The Trait or Modification Effect Power can restore Traits to their original value but cannot raise or lower them beyond that. Such Traits do not fade.

Sense Reliant (-1): The power requires that the target be able to sense you in some manner. The target must either be able to see you, ear you, touch you. The type of sense is determined when this drawback is taken.

Set-Up (-2/Variable Power Points per Power Rating): The Power takes longer than 1 round to use (see: Longer Activation Power Drawback). For each step increase in time (see: Time Value Chart) above 12 seconds, subtract an additional -1 from the Power Point per Power Rating cost of the Power.

Side-Effect (-2 Power Points per Power Rating): The Power causes the Hero to suffer a Side-Effect when the Hero fails his Power roll to activate the Power. Roll 1D20 and consult the Side-Effect chart. When using the Power, if it requires a Dice Action to use and the Power and Wild Die rolls both come up as a 1, roll 1D20 twice and take the lower of the two rolls before consulting the Side-Effect chart.

Skill Roll (-1 Power Point per Power Rating): The Power requires the Hero to make a normal skill roll (either Fighting, Shooting, or Throwing, chosen when the Power is purchased) instead of a Power roll to activate and use the Power. Powers that only add dice to damage (for example, the Melee Attack and Range Attack Powers) cannot have this Power Drawback.

Unstable (-1 Power Point per Power Rating): The Power is Unstable and doesn't always work when the Hero desires. Whenever a Hero wants to use this Power, draw a card from the deck of playing cards used for initiative. On a face card (Ace, Jack, Queen, or King) the Power fails to activate. On a Joker, the Power burns out and must be recovered normally.

If an unstable Power fails to activate, the Hero cannot attempt to activate it again in the same round. If the Power would normally cost an action, the failed attempt still costs an action.

Visible (-1 Power Point per Power Rating): The normally-invisible Power's effects become visible to others.

Wild Power (-3 Power Points per Power Rating): The Power's functionality and magnitude are outside of the Hero's control. Such Powers are under the GMs control as to when they activate and in what way.

Miscellaneous (-1 Power Point per Power Rating): The Power possesses a Power Drawback not otherwise described.

Power Boosters

Power Boosters offer minor benefits to increase the potential effectiveness of a Power. Each Power Booster costs 2 Power Points added to the total Power Point cost of the Power. Unless specified, a Power Booster can only be applied to a given Power one time.

Power Point per Power Rating Cost of a Power =

Number of different Base Effects + Range Effect + Duration Effect + Action Type + Power Rating Limit (Yes/No) + Power Enhancements – Power Drawbacks. The cost for the number of Power Boosters is then added to the previous summation for the final Power Cost per Power Rating of the Power.

Accumulate: An attack Power can accumulate potency over time, releasing the Power simultaneously in a massive attack. Each time this Power Booster is applied to the Power, the Hero can spend a round accumulating the Power's energy. Once the allotted time has passed, the Hero makes a Power roll versus the target's Toughness as normal and the number of Damage Dice are multiplied by the number of rounds the Hero spent accumulating energy.

The Hero must then make a Vigor roll with a penalty equal to the number of rounds the Power was accumulated or suffer a level of Fatigue. Rolling 1 on the Vigor die causes the Hero to immediately become Incapacitated.

Fatigue levels are recovered at a rate of 1 per hour.

Armor Penetrating: The Power ignores 2 points of Armor each time this Power Booster is applied to the Power.

Auto Fire: The Power can fire once, or 3 times at once (roll all Attack Dice and 1 Wild Die; the Wild Die can be used in place of any single attack die), at a –2 to the Power or Shooting rolls.

Burst: The Power affects an area equal to a Cone or Small Burst Template. By applying this Booster 2x (4 Power Points), the Power can affect an area equal to a Medium Burst Template.

By applying this Booster 3x (6 Power Points), the Power can affect an area equal to a Large Burst Template.

Concealed: The Power can be concealed. A concealed Power can be drawn as if the Hero possessed the Quick Draw Edge.

Crew: Each time this Power Booster is applied to a vehicle, the vehicle can carry an additional crew member.

Exponential Value: Each time this Power Booster is applied to the Power, the Power's Area, Distance, Lifting, Time, Weight, or Volume value of the Power is multiplied by the corresponding value on the Exponential Value Chart for the number of times the Power Booster is applied.

Extra Reach: Each time this Power Booster is applied to a Melee range Power the Power's Reach is increased 1".

Heavy Armor: The Toughness of the Hero acts as Heavy Armor when applied to a Power that increases Toughness.

Heavy Weapon: The attack Power acts as a Heavy Weapon.

Homing: The attack Power receives another chance to hit the target of a missed attack on the next round on the Hero's initiative turn. The Power gets a number of attempts to hit the target equal to the number of times this Power Booster is

applied to the Power. This secondary attack attempt does not cost the Hero an action.

Improved Knock Back: Each time this Power Booster is applied to the Power, the Knock Back distance is increased +1".

Increased Value: Each time this Power Booster is applied to the Power, the Power's total Area, Distance, Lifting, Time, Weight, or Volume value of the Power is calculated as though the Power Rating of the Power was increased by +1.

When the Power Booster is applied to a Power with a Lingering Effect, the first opposed Power roll versus the target is not made until the time based on the increased time step has passed (see: Time Value Chart) and then the opposed rolls continue every subsequent round thereafter.

Invertible: For Powers where the Lingering Effects are normally uncontrollable by the Hero, the Power's Lingering Effects can now be reversed, or turned-off, automatically.

Longer Fade: The Power does not fade at the normal rate. Each time this Booster is applied to the Power, increase the time +1 step (see: Time Value Chart).

Multiple Targets: Each time this Power Booster is applied to a Power, the Power can affect 1 additional target. However, the Hero must split his Power Rating in the Power among all the targets. For example, a Hero with Range Attack 3 with the Multiple Targets Power Booster (x2) could affect up to 3 targets, doing a Power Rating 1 to each if all three targets are specified in the attack. The Hero rolls all Attack Dice and 1 Wild Die. The Wild Die can be used in place of any single attack die. In the previous example, the Hero would roll 3 Shooting Dice and 1 Wild Die.



Triggered: The Power is designed to only activate when a certain condition is met (for example: a certain time of day, when a person crosses a certain area, when a button is pressed, when a particular word or phrase is uttered, et cetera). Once the condition is met, the Hero that first established the pre-set Power makes any relevant Power rolls and applies the effects of the Power. On a failed Power roll, if the Power has an Instant duration, the Power fails to activate and the trigger (and the Power) are spent (in other words, it was a dud); if the Power has a Maintained or Persistent duration, the Power fails to activate and the Power cannot attempt to activate again until the trigger is once again tripped.

Creating Powers

Any Power found in comic books can be created in Dawn of Legends in 7 easy steps.

1) Define the Power's Effect

The Power's Base Effect(s) defines the general usefulness and versatility of a Power, as well as helping determine the base Power cost

2) What is the Power's range?

The Power's Range Effect determines how far away the Power operates and what it can affect. There are three Range Effects: Self, Melee, and Incremental. Range Effects help determine the base Power cost.

3) How long does the Power last?

The Power's Duration Effect determines how long the Power lasts. There are four Duration Effects: Instant, Maintained, Persistent, and Permanent. Duration Effects help determine the base Power cost.

4) What other benefits make the Power more effective?

Power Enhancements are modifiers that increase the base Power Point per Power Rating cost of a Power in exchange for giving it expanded uses, benefits, ranges, durations, and a host of other possibilities. Power Enhancements help determine the base Power cost.

5) What limitations does the Power possess?

Power Drawbacks limit a Power's effectiveness or usefulness in exchange for lowering the base Power Point per Power Rating cost of a Power. Power Drawbacks help determine the base Power cost.

6) Does the Power require a roll of some kind to use?

Decide whether a Power is a Dice Action or an Automatic Action. Action Type helps determine the base Power cost.

7) How much does the Power cost?

To find out the total Power cost, add the number of different Base Effects + Range + Duration + Action Type + Power Rating Limit (Yes/No) + Power Enhancements – Power Drawbacks. The number of Power Boosters is then added to the previous summation for the total Power's final Power Point per Power Rating cost.

Base Effect Type

Choose the type of Base Effect(s) that make-up the Power from the types of Base Effects listed below. For each Base Effect contained within a Power, the Power's cost is 1 Power Point per Power Rating. If a Power has multiple applications of the same Base Effect, the Base Effect is only counted once for purposes of calculating the Power's cost.

Powers with multiple Base Effects can be Countered by abilities that affect any of the Base Effects. For example, a Power with Attack/Control/Trait Base Effects can be Countered or Negated by any Power that affects Attack, Manipulation, or Trait based Powers.

- Attack Effects
- Defense Effects
- Manipulation Effects
- Movement Effects
- Sensory Effects
- Trait Effects

Range Effect

Choose the Power's Range Effect and apply the Range Effect cost to the Power Point per Power Rating cost of the Power. For Powers with multiple Base Effects that can each have a different Range Effect, only the greater of the Range Effects is used to calculate the Power Point per Power Rating cost of the Power.

- Self: +1 Power Point
- Melee: +2 Power Points
- Incremental: +3 Power Points

Duration Effect

Choose the Power's Duration Effect and apply the Power Point per Power Rating cost of the Power. For Powers with multiple Base Effects that can each have a different Duration Effect, only the greater of the Duration Effects is used to calculate the Power Point per Power Rating cost of the Power.

- Instant: +1 Power Point
- Maintained: +2 Power Points
- Persistent: +3 Power Points
- Permanent: +3 Power Points

Action Type

Powers have two types of Actions: Dice and Automatic. If a Power utilizes both types of Actions, count it as having an Automatic Action for purposes of determining the Power Point per Power Rating cost of the Power.

- Dice Action: +0 Power Points
- Automatic Action: +1 Power Point

Power Rating Limit

Determine whether the Power is governed by the maximum Power Rating allowed by the Power's Power Rating Limit.

- Yes: +0 Power Points
- No: +1 Power Point

Power Enhancements and Power Drawbacks

Apply any Power Enhancements and Power Drawbacks.

Power Boosters

Apply any Power Boosters to the total Power Point per Power Rating cost of the Power after the total Power cost is calculated from the steps listed above.



WEIGHT CHART

Weight Rating	Base Weight
1	20 lbs
2	30 lbs
3	40 lbs
4	50 lbs
5	60 lbs
6	100 lbs
7	200 lbs
8	1000 lbs
9	1 ton
10	2 tons
11	4 tons
12	8 tons
13	16 tons
14	32 tons
15	64 tons
16	128 tons
17	256 tons
18	512 tons
19	1,024 tons
20	2,048 tons
21	4,096 tons
22	8,192 tons
23	16,384 tons
24	32,768 tons
25	65,536 tons
26	131,072 tons
27	262,144 tons
28	524,288 tons
29	1,048,576 tons
30	2,097,152 tons

EXPONENTIAL VALUES CHART

Value	Exponential Multiplier
1	2
2	4
3	8
4	16
5	32
6	64
7	128
8	256
9	512
10	1,024
11	2,048
12	4,096
13	8,192
14	16,384
15	32,768
16	65,536
17	131,072
18	262,144
19	524,288
20	1,048,576

VALUES CHART

Power Rating	Die Rating	Distance	Area	Time
1	D4	48 ft	72 ft Diameter	12 seconds
2	D6	96 ft	144 ft Diameter	30 seconds
3	D8	192 ft	288 ft Diameter	1 minute
4	D10	384 ft	576 ft Diameter	2 minutes
5	D12	768 ft	1152 ft. Diameter	4 minutes
6	D12+1	1,536 ft	1152 ft. Diameter	8 minutes
7	D12+2	½ mile	1 mile Diameter	16 minutes
8	D12+3	1 mile	2 mile Diameter	32 minutes
9	D12+4	2 miles	4 mile Diameter	1 hour
10	D12+5	4 miles	8 mile Diameter	2 hours
11	D12+6	8 miles	16 mile Diameter	12 hours
12	D12+7	16 miles	32 mile Diameter	1 day
13	D12+8	32 miles	64 mile Diameter	1 week
14	D12+9	64 miles	128 mile Diameter	1 month
15	D12+10	128 miles	512 mile Diameter	2 months
16	D12+11	256 miles	1024 mile Diameter	6 months
18	D12+12	512 miles	2, 048 mile Diameter	1 year
19	D12+13	1,024 miles	4, 096 mile Diameter	2 years
20	D12+14	2, 048 miles	8,192 mile Diameter	4 years

LIFTING CHART

Strength	Load Limit	-1 Penalty	-2 Penalty	-3 Penalty
D4	20	40	60	80
D6	30	60	90	120
D8	40	80	120	160
D10	50	100	150	200
D12	60	120	180	240
D12+1	100	200	300	400
D12+2	200	400	600	800
D12+3	1000	1500	1 ton	1.5 tons
D12+4	1 ton	2 tons	3 tons	4 tons
D12+5	2 tons	4 tons	6 tons	8 tons
D12+6	4 tons	8 tons	12 tons	16 tons
D12+7	8 tons	16 tons	24 tons	32 tons
D12+8	16 tons	32 tons	48 tons	64 tons
D12+9	32 tons	64 tons	96 tons	128 tons
D12+10	64 tons	128 tons	192 tons	256 tons
D12+11	128 tons	256 tons	384 tons	512 tons
D12+12	256 tons	512 tons	768 tons	1,024 tons
D12+13	512 tons	1,024 tons	1,536 tons	2,048 tons
D12+14	1,024 tons	2,048 tons	3,072 tons	4,096 tons

Side Effects

1) Power Loss. The Hero loses the use of the Power for 1D6 hours.

2) Man Down! Place a Large Burst Template on the Hero's position. A random target within the Large Burst Template is affected. Roll 1d10 for the effect below, which lasts for 1D6 hours

1) The Glows

2) Headaches

3) Blindness

4) Deafness

5) Stench

6) Pheromones

7) Animal Bane

8) Voiceless

9) Slow

10) Sickness

3) Voiceless. The Hero loses his ability to speak for 1d6 hours.

4) Power Reduction. The Hero's Power Rating of the Power is reduced by 2 for the remainder of the encounter and can decrease to Power Rating 0 (becoming Untrained with an associated Power Die of D4-2).

5) Shaken. The Hero is Shaken. Recover as normal.

6) Knockout. Roll Vigor -2 or be knocked unconscious.

7) Slow. The Hero's Pace is halved (round down) for the remainder of the encounter.

8) Sickness. The Hero is struck with an immediate and terrible sickness. The Hero begins vomiting and suffers from body pains, causing 2 Fatigue levels (maximum level of Incapacitated) for 1D4 hours.

9) Blindness. The Hero is struck Blind for 1D6 hours (automatically fails all sight-based Notice rolls).

10) Deafness. The Hero is struck Deaf for 1D6 hours (automatically fails all hearing-based Notice rolls).

11) Headaches. The Hero suffers a Fatigue level (maximum level of Incapacitated) for 1D4 hours due to an intense headache. Medication will not help and only when the time elapses will the headache go away.

12) Stench. The Hero produces a foul stench (Large Burst Template centered on the Hero), resulting in a -2 Charisma modifier for the Hero. The effect moves with the Hero and lasts for 1d10 rounds

13) Animal Bane. All animals within a 1-block radius of the Hero become highly agitated (dogs will bark and howl, cats will hiss and growl, et cetera).

14) Cold. The temperature in the Hero's vicinity (Large Burst Template centered on the Hero) grows immediately colder by 50 degrees Fahrenheit.

15) Sonic Reverb. The Hero's Power causes an ultra-sonic wave that shatters every piece of glass and crystal in the Hero's vicinity (Large Burst Template centered on the Hero).

16) Speedy. The Hero's Pace is temporarily increased by 1D10" for the remainder of the encounter.

17) The Glows. The Hero's body glows with a green illumination for 1d4 hours (+2 to Notice rolls to locate the Hero visually).

18) Pheromones. The Hero releases powerful pheromones in his vicinity (Large Burst Template centered on the Hero). For 1D10 rounds, the Hero gains a +2 Charisma bonus for relevant rolls involving the opposite sex.

19) Super Tough. The Hero gains Super-Toughness 2 for the remainder of the encounter.

20) Surge. The Hero experiences a temporary increase in Power. The Power with the Side-Effect has its Power Rating increased by +2 for the remainder of the encounter and may exceed the Power's Power Rating Limit.

Gear in the Neo World

Neo Earth is very much our world, just with the added element of Neos. As a result of that Neo presence, sciences have been pushed forward in certain areas, mostly military and policing hardware. It became obvious early on that standard police did not stand a chance against even low-powered Neos. To prevent an over-reliance on "good" Neos and to make sure police and military are able to do their jobs, regardless of the obstacles they may face, powered armor and energy emitting hand weapons were invented. Sometimes, the heroes do not wear costumes or capes… they wear armor and they work for the NCB.

Everything presented here uses modern prices. What follows is a listing of some items inherent to Neo Earth and Dawn of Legends.

Armor

Ballista Armor

The NCB Ballista Armor is designed to go toe-to-toe with most low-level Neos. Designed with the ability to hit first, hit hard, and hit last, Ballista Armors are walking tanks sent out by the Neo Crime Bureau to take down Neo threats that the other Armors are ill-equipped to handle.

Powers:

Power Network 6 (Ballista Power Armor, Set-up [5 minutes, PNO], Gadget [EPN], Difficult to Take [EPN])

- Hyper-Senses 5 (Acute Direction, Darkvision, Full Vision, Telescopic Vision, Transmission Hearing, ES)
- Immunity 7 (Life Support, ES)
- Range Attack 4 (Energy Blast, 4D6, ES)
- Range Attack 4 (Missiles, Homing, 4D6 ES)

- Super-Toughness 6 (+12, Armored, ES)
- Transmission 8 (Exponential Increase 6, ES)

Infiltration Armor

Designed for use in situations where civilian lives are directly endangered, the NCB Infiltration Armors are able to bend surrounding light to blend in with their environment. Equipped with an array of small arms and anti-personnel capabilities, the Infiltration Armors are the NCB's primary deployment for urban warfare situations.

Powers:

Power Network 7 (Infiltration Power Armor, Set-up [5 minutes, PNO], Gadget [EPN], Difficult to Take [EPN])

- Camouflage 5 (Sight, ES)
- Hyper-Senses 5 (Acute Direction, Darkvision, Full Vision, Telescopic Vision, Transmission Hearing, ES)
- Immunity 7 (Life Support, ES)
- Range Attack 3 (Energy Blast, 3D6, ES)
- Range Attack 3 (Anti-Personnel Explosives, Triggered, Small Burst, 3D6, ES)
- Super-Toughness 4 (+8, Armored, ES)
- Transmission 8 (Exponential Increase 6, ES)

Medical Armor

Using a unique form of radiation, the NCB Medical Armors are able to administer Neo-level life-saving services directly on the battlefield. Equipped with multi-layered armor and force field projection capabilities, the Medical Armor Division serves as field medics and extraction units for injured civilians, personnel, and law enforcement agents from hostile situations.



Powers:

Power Network 6 (Medical Power Armor, Set-up [5 minutes, PNO], Gadget [EPN], Difficult to Take [EPN])

- Hyper-Senses 5 (Acute Direction, Darkvision, Full Vision, Telescopic Vision, Transmission Hearing, ES)
- Immunity 7 (Life Support, ES)
- Force Field 4 (+8, Medium Burst, ES)
- Healing 4 (ES)
- Super-Toughness 4 (+8, Armored, ES)
- Transmission 8 (Exponential Increase 6, ES)

Nullification Armor

The most publicly known division of the NCB, the Nullification Armors are used by the NCB Containment Operations Personnel (C.O.P.s). Designed to neutralize Neo abilities in the field, the primary flaw of the Nullification Armors is science's inability to effectively nullify anything except power sources. The limitation is overcome by the fact that C.O.P.s units are usually sent into extremely hostile situations with backup consisting of Infiltration and Ballista Armors.

Powers

Power Network 6 (Nullification Power Armor, Set-up [5 minutes, PNO], Gadget [EPN], Difficult to Take [EPN])

- Hyper-Senses 5 (Acute Direction, Darkvision, Full Vision, Telescopic Vision, Transmission Hearing,ES)
- Immunity 7 (Life Support, ES)
- Negation 4 (Source Negation, Medium Burst, Limited: One Source Only, ES)
- Range Attack 3 (Energy Blast, 3D6, ES)
- Super-Toughness 5 (+10, Armored, ES)
- Transmission 8 (Exponential Increase 6, ES)

Military Tactical Armor

Designed by VanCorp for the military, the MTA is the ultimate in non-powered personal armor. Using a combination of reinforced Kevlar plates and a titanium-dipped underweave, the MTA allows for ultimate protection without restricting speed or mobility. Combined with the MTA helmet, wearers are prepared for the worst.

The armor provides +8 protection against normal attacks. Due to the space between the Kevlar plates, a -6 called shot can target the titanium-dipped weave which provides only +4 protection.

The steep price has kept the military from buying mass quantities so only select Special Forces teams currently have access to the armor.

Military Tactical Helmet

The Military Tactical Helmet offers head protection along with communications and visual enhancement to soldiers in the field. The Helmet originally was designed to link wirelessly with the "Enforcer" tactical rifle and use the rifle's video relay to allow soldiers to fire around corners and in complete darkness without having to actually use the rifle's scope or screen. After field trials, it was decided to give the helmets independent night vision ability and do away with the wireless link-up. Of the soldiers who field tested the helmet with the rifle, all were disappointed that the link-up was removed. It was discovered that the link-up worked at a distance, allowing a rifle to be left at a location to serve as a "field camera". If the link-up function will ever see life again remains to be seen.

Powers:

Power Network 4 (Military Tactical Helmet, Gadget [EPN}, Difficult to Take [EPN])

- Hyper Senses 3 (Dark Vision, Transmission Hearing, ES)
- Super Toughness 3 (+6, Armored, ES)
- Transmission 8 (Exponential Increase 4, ES)

Weapons

Ranged Weapons

NCB "Big Daddy" Rifle: Designed for the non-armored back-up units in the NCB, the "Big Daddy" got its name for the massive damage it can inflict. Using a highly-focused plasma bolt, the rifle can penetrate most standard armors.

NEO Equalizer: Despite being illegal to carry without a federal permit, the NEO has found its way onto the streets and is known as a civilian option to stopping Neo criminals dead. Utilizing special, spent uranium rounds, the pistol does devastating damage and has excellent piercing ability.

"Enforcer" Rifle: The Enforcer, designed by VanCorp, was created to be a part of the Military Tactical Unit. The rifle houses the latest in light amplification technology. A 3" vid-screen on the weapon allows the user to fire in complete darkness thanks to the light amplification equipment.

The "Enforcer" also makes use of the vid-screen to allow users to fire around corners without risking themselves. The actual barrel and housing can be rotated up to 90 degrees to allow for safe firing from cover. Using the vid-screen to fire imposes a -2 to Shooting rolls.

Special Weapons

Glop Grenade: Used first for riot situations and later for Neo control, the glop grenade allows an individual to stop many people in their tracks at once. A spiky, spherical shaped object that fits easily in your hand, the glop grenade is made of a special polymer containing a dormant elastic polymer inside. Many have joked that it is similar to a chewing gum that was once popular.

The user presses a button (free action), which activates a tiny heat generator inside the grenade to heat the dormant polymer inside. The heat causes the dormant polymer to activate and expand at an incredible rate. The result is an explosion of goopy polymer that immediately goes dormant once it hits air and is cooled, trapping those caught in the explosion.

With a successful hit, targets must make an opposed Agility roll versus the attacker's Throwing result. If successful, the target managed to leap out of the blast. If the Agility roll fails, the target is caught in the hardened polymer, and are at -2 to Pace and skills linked to Strength and Agility until free. The target must make either a Strength or Agility roll -2 to break free. A Raise allows the target to break free and act that turn.



Standard Armor

Type	Armor	Weight	Cost	Notes
Flak Jacket	+2/+4	12	0	Covers Torso
Kevlar Vest	+2/+4	8	0	Negates 4AP, see SW notes
Kevlar Vest w/inserts	+4/+8	12	0	As Kevlar, but ceramic inserts are +8 vs bullets

NCB/Military Armor

Type	Armor	Weight	Cost	Notes
NCB Ballista Armor	+10	0	NA	See entry
NCB Infiltrator Armor	+8	0	NA	See Entry
NCB Medical Armor	+8	0	NA	See Entry
NCB Nullification Armor	+10	0	NA	See Entry
Military Tactical Armor	+4/+8	12	MIL	See Entry
Military Tactical Helmet	+6	1	MIL	See Entry

Hand Weapons

Old School

Type	Damage	Weight	Cost	Notes
Knife	Str+d4	1	0	
Great Sword	Str+d10	12	0	-1 Parry, 2 hands
Katana	Str+d6+2	6	0	AP 2
Long Sword	Str+d8	8	0	Includes Scimitars
Rapier	Str+d4	3	0	+1 Parry
Short Sword	Str+d6	4	0	Includes sabers
Axes/Hammers				
Axe	Str+d6	2	0	
Great Axe	Str+d10	15	0	AP1, -1 Parry, 2 Hands
Warhammer	Str+d6	6	0	AP1 vs rigid armor

Modern

Type	Damage	Weight	Cost	Notes
Baseball bat	Str+d4	2	0	
Brass Knuckles	Str+d4	1	0	See SW Notes
Combat Knife	Str+d4	1	0	

Missle Weapons

Old School

Type	Range	Damage	RoF	Cost	Weight	Shots	Min.Str.	Notes
Axe, Throwing	3/6/12	Str+d6	1	0	2			
Bow	12/24/48	2d6	1	0	3		d6	
Crossbow	15/30/60	2d6	1	0	5	1	D8	
Grenades								
Glop	5/10/20	Special		0	1			MBT, See Notes
Frag	5/10/20	3d6		0	1			MBT



Ranged Weapons

Modern

Sidearms

Type	Range	Damage	RoF	Cost	Weight	Shots	Min.Str.	Notes
Colt .45	12/24/48	2d6+1	1	0	4	7		AP1, Semi Auto
Desert Eagle .50	15/30/60	2d8	1	0	8	7		AP1, Semi Auto
Glock 9mm	12/24/48	2d6	1	0	3	17		AP1, Semi Auto
"Enforcer" .50	15/30/60	2d8+1	1	MIL	8	7		AP4, Semi Auto

Sub-machine Guns

Type	Range	Damage	RoF	Cost	Weight	Shots	Min.Str.	Notes
H&K MP5 (9mm)	12/24/48	2d6	3	0	10	30		AP1, Auto
Uzi (9mm)	12/24/48	2d6	3	0	8	32		AP1, Auto

Rifles

Type	Range	Damage	RoF	Cost	Weight	Shots	Min.Str.	Notes
Barret .50	50/100/200	2d10	1	0	35	11	D8	AP4, Snapfire, HW
M1 .30	24/48/96	2d8	1	0	10	8	D6	AP2, Semi Auto

Assault Rifles

Types	Range	Damage	RoF	Cost	Weight	Shots	Min.Str.	Notes
AK47 (7.62)	24/48/96	2d8+1	3	0	10	30	D6	AP2, Auto
H&K G3 (.308)	24/48/96	2d8	3	0	10	20	D6	AP2, Auto
M-16 (5.56)	24/48/96	2d8	3	0	8	20 or 30		AP2, Auto 3RB
NCB "Big Daddy"	24/48/96	3d6	1	MIL	12	20		AP4
Enforcer	24/48/96	2d8	3	MIL	11	20		AP2, Auto, Can fire around corners (see notes pg 102_

Machine Guns

Type	Range	Damage	RoF	Cost	Weight	Shots	Min.Str.	Notes
M2 Browning .50	50/100/200	2d10	3	0	84	200		AP4, May Not Move
M60 (7.62)	30/60/120	2d8+1	3	0	33	250	D8	AP2, Snapfire
SAW (5.56)	30/60/120	2d8	4	0	20	200	D8	AP2, Snapfire

Vehicles

Vehicle	Acc/TS	Toughness	Crew	Cost	Notes
Motorcycle	20/36	8 (2)	1+1	0	Street Bike
Dirt Bike	14/32	8 (2)	1	0	+4 Toughness vs jumps; Off Road (4WD)
Small Car	10/36	10 (3)	1+4	0	
Mid-Sized Car	20/40	11 (3)	1+4	1-3	
Sports Car	30/56	10 (3)	1+3	1-6	Camaro to Lamborghini
Semi	5/30	16 (4)	1+1	4-6	Trailer is Toughness 14 (2)
Aircraft					
Helicopter	20/50	11(2)	1+3	7	Climb 20
Learjet	25/200	14 (2)	2+10	11	Climb 25
Boening 747	20/240	16 (2)	8+416	13	Climb 20

Military Craft

M1A1 ABRAMS TANK

ACC/Top Speed: 5/24 **Toughness**: 77/58/29 (60/41/12)
Crew: 4 **Cost**: Military
Notes: The M1A1 has Night Vision sensors and Heavy Armor

Weapons:
- 120mm turrent gun (100/200/400, 4d8, AP30, HW, MBT, 30 Shells)
- M2 Browning on top pintle mount (50/100/200, 2d10, RoF 3, AP4, HW, 300 rounds)
- M60 Coax MG (30/60/120, 2d8+1, RoF 3, AP2, 2000 rounds)

AH-64 APACHE GUNSHIP

ACC/Top Speed: 20/60 **Climb** 20 **Toughness**: 16 (4)
Crew: 2 Cost: Military
Notes: The Apache has Night Vision sensors.
Weapons:
- 30mm Chaingun (50/100/200, 3d8, RoF 3, AP 8, HW, 1200 rounds)
- 16 Hellfire Missles (75/150/300, 5d8, RoF 4 MBT, AP 150, HW)

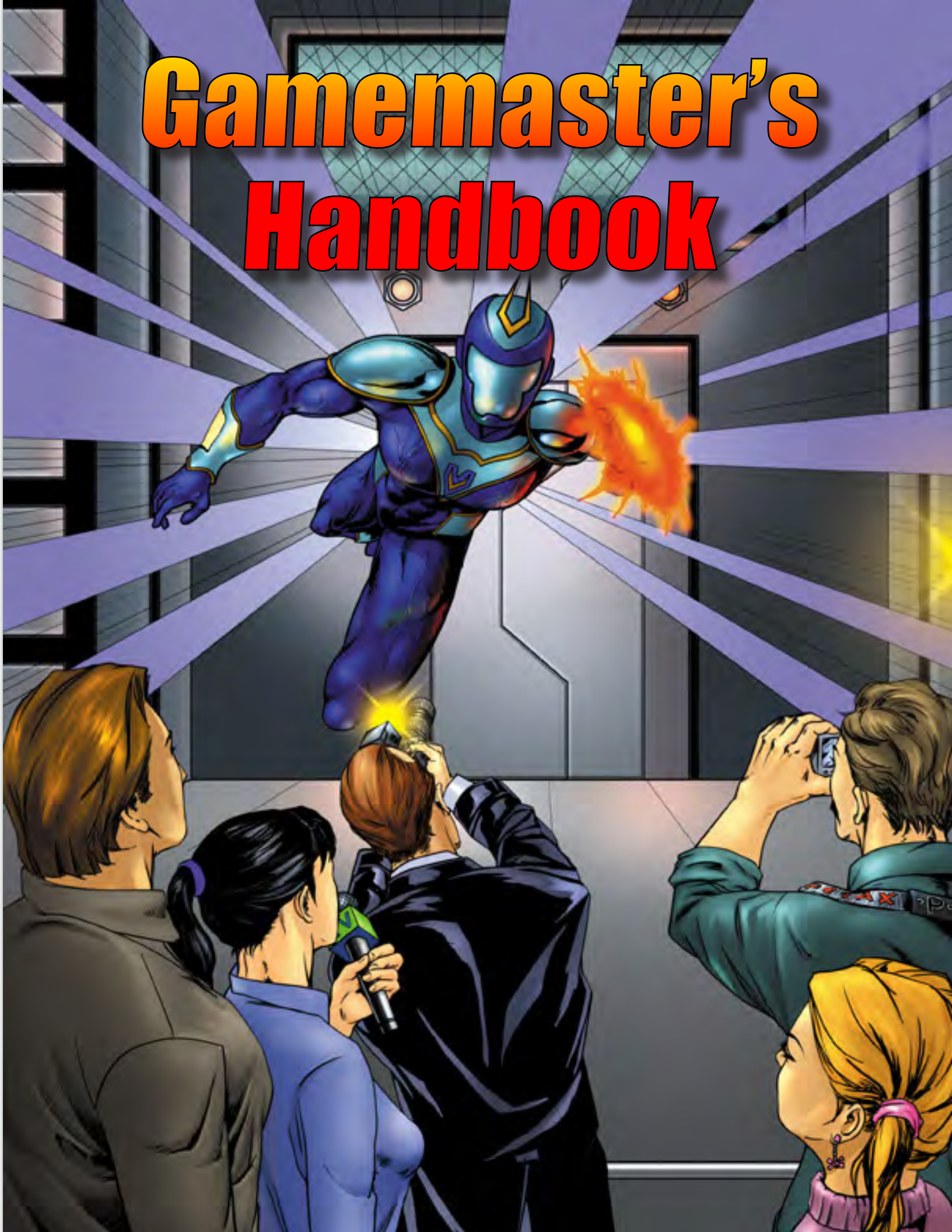
F-15 Fighter Jet

ACC/Top Speed: 50/700 **Climb**: 40 **Toughness**: 16 (4)
Crew: 1 **Cost**: Military
Notes: F-15's have Night Vision sensors

Weapons:
- 20mm Cannon (50/100/200, 3d8, RoF 3, AP4, HW, 200 rounds)
- 4 Sidewinder missles (100/200/400, 5d8, RoF 1, MBT, AP6, HW)
- 4 Sparrow missles (150/300/600, 5d8, RoF 1, MBT, AP6, HW)



Gamemaster's Handbook



THE ORIGIN OF NEOS

In The Beginning . . .

Near the end of the Cretaceous Period, a massive meteorite impacted the Earth and drove itself dozens of miles into the surface, while still leaving a large chunk of it exposed. Called the Celestial Spire in a variety of ancient tomes due its odd shape and structure, the mysterious properties of this meteorite unleashed a wave of energy across the world that formed the first Ley-Lines.

With the dinosaurs gone, Earth was primed for the coming of mankind. Among the first men was a Mystic in the Stone Tribe, whose interaction with the Celestial Spire granted him vast control over the energies of the Earth and made him immortal. Thousands of years later, he would become known as the immortal sorcerer Arkainon.

As Earth continued to follow its own course, a greater and more ancient story was continuing to unfold in another part of our galaxy.

The humanoid Versi, the oldest known race in the galaxy, had long since reached the pinnacle of their evolution and were seemingly locked at a genetic and technological stand still. With nothing to drive them, their society steadily declined until, through genetic selection and extermination, they took the final leap from telepaths into a true hive-mind. Suddenly, they saw the universe as a great living system and took it upon themselves to learn the secrets of its creation.

The Versi created a great device located at what they calculated to be the center of the galaxy. The device would part the flow of time and allow them to see the secrets of the past and future. Unfortunately, the fabric of the universe could not withstand the ripping of the space-time continuum and suddenly the end and the beginning were merged into one. The universe attempted to fold in upon itself at the time of its creation, expanding and collapsing simultaneously and threatening the existence of reality. Mysteriously, only the Versi seemed to be holding it back, somehow now positioned in the center of a great cosmic scale and existing both within the space-time continuum and outside of it. It was at that moment that they realized the folly of what they had done and also realized that should any other species attempt to further disrupt the flow of time then the balance would be tipped and reality would shatter.

Viewing themselves to be reality's protectors, the Versi were determined to keep other races from making the same mistakes. They were not bent on dominating other worlds but simply keeping the natives from revisiting the cataclysmic devastation that they had once almost brought down upon the galaxy. Their methods usually took the path of discouragement and in fact they allowed very few races to escape their ban on the development of advanced technology and interstellar travel.

One such race which ignored the Versi warnings was the Menzati who had created their own empire despite the best attempts of the Versi to stop them. An advanced civilization that understood the music of the spheres and harmonic vibrations, they established societies throughout the galaxy. After a war against the Versi that spanned hundreds of star systems and was called The Purge Campaign, the Menzati were on the verge of complete genocide.

Needing an edge against their enemies, the Menzati searched the quadrant for species whose genetic material provided a strong enough foundation for manipulation into the ultimate army with which to finally end the war. Upon discovering likely candidates, they quickly established scientific facilities upon the chosen worlds and used their advanced knowledge to alter and twist the genetic code of the natives, imbuing them with abilities far and above the normal citizens of their world.

The first Neos (as they later became known on Earth) were created.

The Versi became aware of the Menzati plan and moved the fleet to put a stop to it.

Meanwhile, on Earth, Arkainon continued to amass his power over the eons, harnessing the Celestial Spire to master the energies of the Earth and create an entire race of followers with which he founded the island nation of Atlantis.

Atlantis flourished for more than 20,000 years and developed contact with the Menzati at odd intervals. For their part, the Menzati recognized in Earth the possibility of engineering the post powerful Neos to date, never before having ever seen a world where extraordinary beings were created without their intervention. The Menzati negotiated a treaty with Arkainon that would allow them to establish a facility within the city in exchange for allowing him and his followers to have access to the technology.



For the next several hundred years, the Menzati perfected the Neos of Earth while Arkainon studied and mastered the sciences.

The Versi finally tracked the Menzati to Earth and attempted to obliterate the production facility and the Neo population.

At the end of the battle, Atlantis was destroyed, most the Menzati and Neo population on Earth were killed, and the Versi were pushed from our star system.

Arkainon was believed to have perished with the sinking of Atlantis but, unknown to even the Menzati, he had escaped through a rip in the barrier between dimensions. For the next several millennia, he would move from one dimension to another, extending his power and creating an unprecedented empire of dark sorceries and strange magic. It would not be until the 20th century that Arkainon would once again set his sights upon Earth.

Meanwhile, realizing they might finally be able to end The Purge Campaign, the Menzati attempted to mobilize the Neo populations across the galaxy into a cohesive force. Unfortunately, the amazing gifts bestowed upon the Neos from the other star systems fostered within them a sense of superiority that extended towards their creators as well. They refused to be commanded by alien masters they viewed as inferior. That dissension between the Neos and the Menzati has allowed The Purge Campaign to continue to this day.

As a result, the Menzati have kept their existence hidden from the Neos of modern day Earth, choosing instead to maintain an outpost beneath the surface of Mars from which they can observe Earth's developing Neo population and await the inevitable return of the main Versi fleet, when they hope to fight side-by-side with the Neos in what they view as the final battle for the future of the galaxy.

Given America's status as a world superpower and the media center of the planet, it is little wonder the United States has the most widely-known and celebrated Neos. The US also boasts the highest percentage of Neo-humans as a percentage of the population. This is attributable to a number of factors, including conditions favorable to triggering Neo-genes (through science accidents/experimentation), opportunities for Ultra-Normals to develop their talents, and laws in effect since the Reagan administration favorable to Neo immigration.

However, the rest of the planet is hardly devoid of Neo-human activity. While the industrialized Western nations have the largest Neo-human populations, there are only a handful nations unchanged by Neos and the phenomena associated with these extraordinary individuals. Synopses of Neo-human activity in various countries are presented in the following text.

Neo-Humans and Society: Around the World

Alaska

Although Alaska is part of America, the Neo situation could hardly be more unlike that of the lower 49 states. Well into the Cold War era of US-USSR tensions, the American government maintained a rapid response Neo-human strike force in the northernmost state. This was considered prudent given the state's closeness to the Russian border. Since the easing of tensions following the dismantling of the Soviet Union, the federal government scaled back the military presence in Alaska, all but eliminating the Neo Super-Team stationed there. The sole exception is Chinook, a native son of America's last frontier. Chinook serves as the sole bulwark against the northernmost state's Neo crime, though it is virtually non-existent.

There is a strong tradition of shamanistic magic among the Eskimo tribes. Though the modern generation of Alaskan natives do not practice the old ways in the numbers their forefathers did, the indigenous people still have a special connection to the elemental spirits of the land. Practitioners of the ancient tribal magic can glean special insight from the Mystical realms, conjure forth spirit creatures, and control the weather.

Canada

Neo activity in America's neighbor to the north is far below US levels, even on a per capita basis. Costumed Heroes and Rogues are even rarer, as most Neo super-powered Canadians either put their talents to use in mundane employment or immigrate to the United States in search of fame and fortune. Ironically, Canada can claim perhaps the greatest Champion of the past half-century, Spectacular, as a native son; his father was part Canadian Inuit Indian. Canada's most important contribution to Neo history and civil rights is the fact that the most celebrated Neo Hero in United States, even in the pre-Civil Rights era, was not purely Caucasian.

While Canada does have a government-backed "official" national Neo Super-Team (the unimaginatively named Northguard), the Super-Team is considered a bit of a joke by many Canadians. This isn't because the members are weak or poorly trained; the Super Team is fairly formidable, even if it is not the equal of Unites States Super Teams such as the Sentinels of Society. But Canada has one of the lowest rates of super-powered crime in the Western world. Although the Northguard is occasionally called upon to deal with native Neo Rogues or the rare American Rogues who cross the border (anticipating "easier pickings"), these situations are more often handled by the military, the Royal Canadian Mounted Police's (RCMP) Neo Division, or local "hometown" Canadian Heroes. Recognizing the need for a rationale for Northguard's existence aside from national pride, recent administrations have re-purposed the group toward providing assistance in case of natural disaster and emergency relief. From the Super Team's viewpoint, Canada also suffers few of these events, leaving the Super-Team members with even more downtime and their public image has been little enhanced by this new stated purpose. It does not help that the current Super Team leader, Public Citizen, , insists on the members dressing in distinctive costumes and using codenames "just like real Champions". This only further reinforces the widespread notion they are a second-rate copy of their American counterparts.

The Super Team's last widely-celebrated success came almost 13 years ago when they drove the lumbering Russian man-beast Boruta from Canadian shores, forcing the hirsute giant back into the waves of the Pacific Ocean. Though they

failed to destroy the shaggy-haired brute, Boruta has yet to again make the swim from Mother Russia to the Great White North. But the media limelight in which the Super Team basked following this triumph was short-lived, fading before the year (let alone the decade) was over. Few realized just how much death and destruction the Northguard prevented. The Russian media has always downplayed just how dangerous Boruta actually is and how many casualties the creature has caused in order to avoid "undermining public confidence",. The seemingly luckless Northguard were denied the full measure of credit even for their most important victory. Recent Canadian administrations have cut back on funding for the Super Team, while several more prominent members have severed their ties with Northguard and gone solo, hoping to reclaim their credibility as Heroes. The Happy Warrior and Max Wylde have even gone so far as to denounce their former teammates as a collection of "mascots and no-hopers". Public Citizen even privately considers disbanding the Super Team.

Near the Arctic Circle

Unfortunately, a vital Neo Super Team in the northern reaches may be needed to prevent global calamity. Not one, but two dire threats are hidden near the lower reaches of the Arctic Circle. Just across the border from Finland, a long forgotten Cold War installation houses a veritable legion of Russian super-powered Neo soldiers, slumbering in cryogenic suspension. These Soviet-era Neo-human weapons were created during the height of US-USSR tensions. They were designed using research journals seized by the Soviets following the end of World War II; the journals had notes detailing forbidden experiments on concentration camp prisoners. These sleeper super-soldiers were bio-engineered to give the Soviet Union parity with the United States in the Neo arms race of the 1950s and 1960s. They were patterned after the October Hero, the Communist Hero of Eastern Europe. The October Hero was considered the perfect embodiment of Marxism, a mental and physical paragon dedicated to official truth, state justice, and the Soviet way.

All the sleeper super-soldiers inherited their progenitor's enhanced physical characteristics and were further enhanced with individual Neo Powers as well, but they proved intellectually stunted and biologically unstable, their bodies violently breaking down after a few days of super-powered exertion. They were quietly buried underground and promptly forgotten about, though a crude A.I. was installed in the base to maintain their life support chambers and awaken the super-soldiers in the event the Soviet Union should ever fall to the West; were that to happen, the flawed super-soldiers were to rampage through the US and allied European nations, targeting military bases and major urban centers. Their suicide run mission was intended to inflict maximum casualties. The A.I. lost contact with the outside world in 1989 but has recently re-established a military communications satellite link; what this means for the world is yet to be determined.

An even greater menace exists in an underwater base in the Bering Sea. Several cadres of Purge survived their failed assault on Earth a decade ago and have since gone to ground in remote locations of the planet. One such Purge cell has established an underwater base not far from the icy coasts of Greenland. There, Purge science warriors are busy constructing several advanced weapons of mass destruction while plotting how to deploy them around the globe. Due to their location, they are strategically well-positioned to mount a "first strike" against critical US military bases in Alaska. In addition, the Purge also have contingency plans to stage an assault on Russia. By doing so, they hope to provoke a nuclear response over the Arctic Circle that would disrupt electronic communications world-wide due to a massive EMP. This communications blackout would leave the world vulnerable to a coordinated attack by the Purge cells.

Cuba / The Caribbean

After the departure of the Warsaw Pact agents in the wake of the 1962 Cuban Neo/Nuclear Crisis, Fidel Castro's "worker's island paradise" was largely without an effective countermeasure to the West's Neo military forces. The sole exception was the atomic juggernaut known as the Steel Silo ("El Acero Silo"). Still, Cuba continued to enjoy the patronage of the USSR and, along with the sheer might of the Steel Silo, this was enough to discourage overt action against the Castro regime by the United States.

But by the early 1990s, the USSR was no more. El Acero Silo, though still quite tough, was an aging, rusting hulk of his former self. Fearful of a full-blown Unites States invasion following the collapse of the old Soviet empire, the Caribbean island's Communist dictator Fidel Castro acted decisively to preserve his role as "President for life". He proclaimed Cuba would serve as a sanctuary for "those extraordinary men and women whose abilities have made them the targets of Western Imperialist persecution" (read: Neo criminals, terrorists, and Cold-War era Communist relics). As long as they swore to serve the decrepit Marxist government and did not unduly abuse the "hospitality" of the Cuban people, these Rogues were shielded from extradition so long as they remained on the island. Their ranks rapidly swelled, as wanted fugitives from across Africa, Eastern Europe and South America took Fidel up on the offer. In return, they received the best amenities (admittedly limited) the Cuban government could offer, as well as diplomatic immunity from arrest and prosecution. The concentration of a super-powered Neo paramilitary defense force indeed served as a deterrent to US military action.

Never popular with the beleaguered common people of the island, these Neo Rogue refugees from justice have nevertheless continued to enjoy the same privileges even as Fidel's brother Raul has assumed day-to-day rule. Many have quietly begun making plans for escape when the Castro regime finally succumbs to the tides of history.

Mexico

Once upon a time, Mexican Neos rivaled their American cousins in their pop culture influence. Masked Heroes battled gangsters, mad scientists, and supernatural beasties in not only Mexico's cities and countryside, but also in the nation's wrestling leagues, movies, and comic books. There was a time when nearly every Neo Hero and Rogue doubled as luchadore



wrestlers, facing off in the squared circle as often as they did outside the ring. When economic/political times were better in Mexico, the adventures of Heroes and Rogues were viewed almost as national entertainment. But the country is a more somber place now; Mexico has been hit by an economic crisis, widespread poverty, and rampant political corruption. The recent war between the federales and the "Los Zetas" mercenaries employed by the drug cartels has brought the government nearly to ruin. Mexico has grim Heroes for a grim time.

This is not to say there are no "traditional" Heroes or Rogues in Mexico today. A new generation of masked Heroes has emerged, but these Heroes take their roles more seriously than their predecessors. They now protect the people against both government oppression and gang violence. Neo Rogues more similar to their analogues in the United States also still exist, as one would expect due to the proximity of the two nations. Many of these Rogues are past their prime, however, as many started their careers in the period between 1950 and 1975, when Mexican Neos enjoyed their heyday.

Capitan Aztec Eternico remains Mexico's most infamous "master Rogue', though the notorious masked wrestling heel/occultist/scientist is long past his best days. Now in his seventies, the effects of the Capitan's immortality serum are clearly waning and there is gray in his spiked beard, a paunch hangs over the top of his tights, and lately, the Capitan rarely has the drive to launch more than two major plots per year. Capitan Aztec Eternico is actually popular with many older Mexicans. The more senior generation remember his colorful exploits of the 1950s and 1960s, when he regularly clashed with the beloved luchadores Angel Mask and Blue Mystery during the country's better days. What is largely forgotten is the havoc he visited upon many innocent victims through his abductions, blackmail schemes, and weird experiments.

Unlike the situation in the United States, where costumed Heroes are outnumbered by their equally outlandish criminal counterparts, there are far fewer costumed Rogues than Heroes south of the border. Sadly, there is no shortage of Neo banditos, mercenaries, and enforcers; they simply do not adopt colorful sobriquets or distinctive clothing. In general, they are more ruthless about their villainy than their North American equivalents. Those Heroes who fall at their hands are rarely afforded the chance to rise again; the Rogues prefer to dispatch would-be Heroes quickly and permanently. They eschew such foolish conventions as death traps or holding opponents for ransom. A quick execution style death is usually the best a defeated Hero can hope for at their hands. The widely feared Rogue Last Face (as in "Last Face You Will Ever See") is believed to have personally murdered half a dozen Heroes.

The Son of the Sun ("El Hijo Del Sol") is the greatest Neo Hero by far of Mexico. As an international Hero, the solar scion's activities extend through Central/South American countries in addition to his home soil of Mexico. Enormously strong, protected by a nigh-impregnable Force Field, and able to hurl explosive solar spheres, he has no equal among the other Hispanic Neos. The high-flying Hero is idolized by millions in the Spanish-speaking lands. The Son of the Sun has saved countless lives, prevented disasters, and provided thousands with needed supplies in areas struck by economic or environmental blight. He has assiduously avoided involvement



in political matters, but has not hesitated to intervene whenever innocent civilians were directly threatened by right-wing government death squads or Communist rebels. He has single-handedly broken the power of several drug cartels, scattering their "soldiers" and destroying their narcotics crops. Numerous comic books, cartoons, and live-action movies have been based on the exploits of "El Super-Hombre", as he is often called. The Son of the Sun never asks for royalties from these products, instead signing over his portions of all profits to various charitable causes. Many have declared him the South American equivalent to the legendary late North American Champion, Spectacular.

The Son of the Sun has sometimes come under fire from political activists who take him to task for favoring "sovereign rights" over human rights, but his popularity with common people cannot be denied. He has received numerous honors from national leaders and Catholic Church officials, even being invited to serve as the unofficial bodyguard of the Pope when the Holy Father was visiting his followers in South America.

His efforts have turned his base city of Ciudad, Mexico into a virtual utopia, free of crime and poverty. His status as a "native son" is a source of pride for many Mexicans, who too often can only look with envy to their northern cousins. People cheer and toss their hats into the air whenever they spot the solar scion flying above them.

As far as is known, he lacks any sort of "secret identity", instead existing strictly as the Son of the Sun at all times. But while his true name, face, and origins remain a mystery, his identity is not his most closely guarded secret, nor his darkest. El Hijo Del Sol is a worshipper of the ancient god Huitzilopochtli, the Aztec god of War and the Sun. He reveres his god in the old ways, practicing ritual human sacrifice upon defeated enemies. He has feasted on the hearts of drug kingpins, master assassins, werewolves, and even the odd Neo Rogue. Their remains still litter the floors of his secret mountain headquarters. Whether or not he truly derives his Powers from Huitzilopochtli, his devotion to the god is absolute. He is convinced the ritual murders grant him the Strength to save millions. The Son of the Sun knows he would be branded a monster if his secret was revealed and will ruthlessly eliminate who might expose him.

Germany

As a NATO member, Germany is also part of NAME (The Neo-Alliance Military Executive). NAME is charged with responding to national/global-level threats conventional forces cannot handle. However, like the nation's World War II Axis ally Japan, Germany is constitutionally prohibited from employing Neos with offensive Powers in their active military. These strictures were forced upon the vanquished Axis nations (with the exception of Italy) by the occupying Allied forces following the war's end and have remained in place ever since. This is actually somewhat ironic, as Nazi Germany abandoned the effort to field Neo military operatives early in the war. Adolph Hitler was persuaded by his ally Arkainon to instead opt for advanced occult-technology alternatives. Arkainon had no wish to see a powerful Neo Super-Team that might challenge his authority assembled under the Third Reich's banner. The immortal wizard knew he could ultimately command the Iron

Reich troops he convinced the Fuhrer to finance.

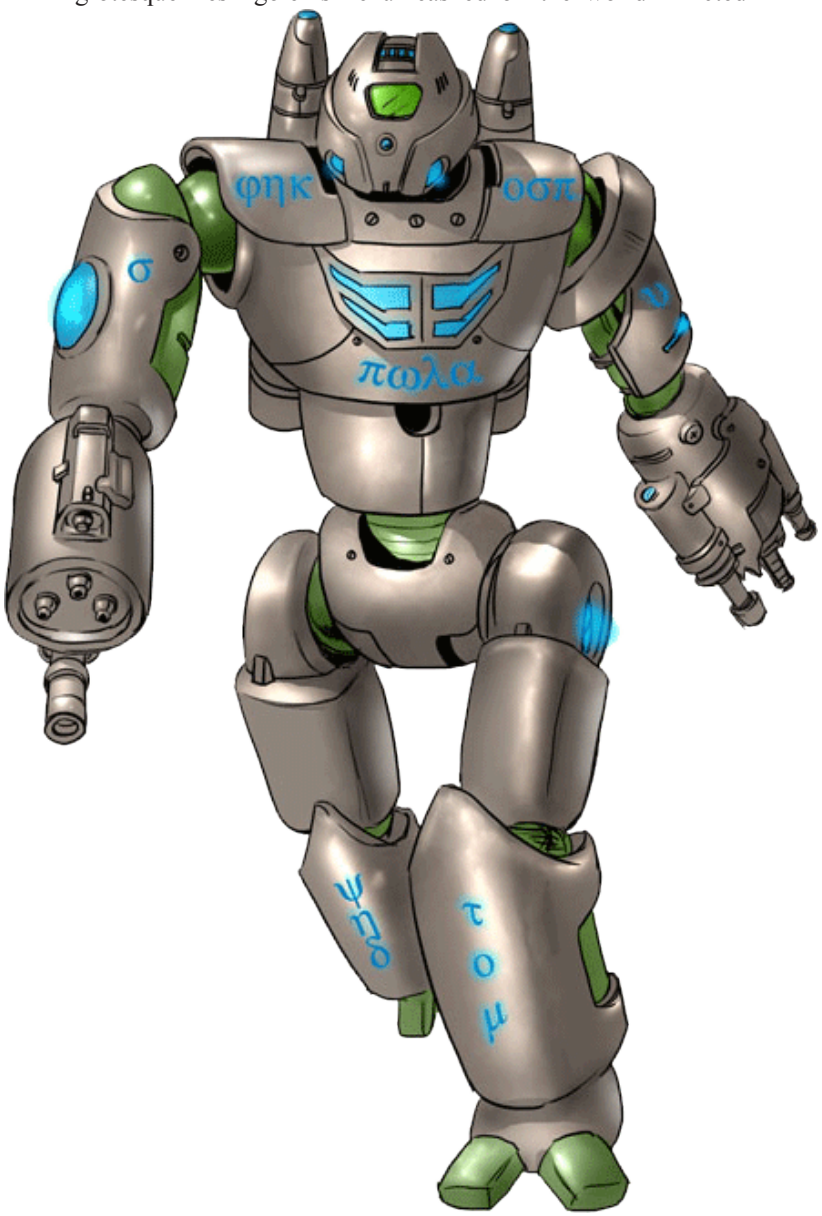
Military personnel who evidence combat-related Powers post-enlistment are offered the choice of honorable discharge or re-assignment to non-combat duties. The German government has long labored to compensate for this national security limitation. The military maintains detailed files on all potential Neo threats, cataloguing known weaknesses and suggesting the most effective tactics against them. Germany has a small but elite Special Forces unit exclusively devoted to dealing with such threats. The nation has also devoted considerable resources to Neo containment technology. Their ordnance is nearly on par with the US's Americannon units and the C.O.P.s technology.

While the Japanese have chosen to stretch the limits of the constitutional ban on military Neos by recruiting so-called "Ultra-Normals" (individuals without powers who exhibit peak-human abilities), Germany has eschewed this approach. Instead, the government has established an advanced super-soldier program in which promising candidates undergo rigorous training, drug treatments, and surgery. This regime stops short of exceeding human limits in the volunteers, but does enhance the candidates' traits to hypothetical human limits. This partly reflects the culture's attitude toward athletic/human enhancement in general (e.g., anabolic steroids are legal and readily available).

Unfortunately, the program's success rate is relatively low. The treatments carry considerable risk of disability. Several subjects previously thought successful have developed psychotic delusions. One such subject escaped from custody, killing three fellow augmented soldiers in the process. The demented Gottsreich Soldat now carries on a terrorist campaign against the government, convinced he is a noble resistance fighter trying to bring down regime controlled by a secret cabal of occultists. Coincidentally, the immortal Arkainon still does have loyal Iron Reich followers placed high up in the German government. The Soldat is not entirely misguided in his aims, but his methods are ruthless and excessively violent, particularly in his utter disregard for civilian lives. The government has dispatched their most promising super-soldier to apprehend him. The Prussian now hunts his fugitive counterpart with a single-minded resolve that matches the Soldat's fanaticism.

Servicemen and women ushered out of the armed forces due to their Neo-status are eligible for service the national police unit Neoschutzegruppe 3 (Neo Guard Group 3, or NSG 3), the group responsible for responding to criminal/terrorist Neo threats within the nation. Like outside civilian candidates for Neoschutzegruppe 3 service, ex-military must pass the group's rigorous testing before admission into the program, but they are given preferential treatment in the application process. Originally patterned after the United States' Neo Crime Bureau, the Neoschutzegruppe 3 has evolved into a rapid-response force more closely modeled after Germany's elite special ops police, the GSG 9. The NSG 3 is now among the most respected such units in the world. Fully 1% of the NSG 3 is composed of Neo-humans, though the majority of these are low-powered, often having only a single Neo trait. More formidable Neo members do exist, including the rather infamous Commander Ulrich Kriegspiel. A tactical genius as well as a strong man, Kriegspiel (who transferred from GSG 9 after his Neo-gene manifested) is known throughout Europe both for his effectiveness and reputed brutality. His commendations are nearly matched by the number of excessive force complaints against him.

Germany is also home to the Frankenstein Foundation. Perhaps exceeded only by G.O.D. (Genetic Overwrite Development) and VanCorp in Neo-related research, the Frankenstein Foundation was founded by descendants of the infamous Victor Frankenstein. Yes, the Victor Frankenstein, the same individual whose legendary work inspired Mary Shelly's fictionalized account of the events surrounding his foray into the genesis of artificial life. While Victor was cast as a tragic figure in Shelly's book, in truth he was one of Europe's worst monsters. A serial murderer and sadist, Victor treated other human beings as nothing more than fodder for his obscene experiments. While his synthetic man Adam was given to mercurial temperament and fits of rage, it was his maker who was truly evil. Victor roamed across almost the whole of the continent in search of "raw materials" for his creations. The demented scientist-surgeon visited horror upon hundreds of victims during his travels. The seemingly endless supply of grotesque flesh golems he unleashed on the world inflicted



even more carnage. He clearly enjoyed an unnaturally extended lifespan but disappeared entirely in the late 1800s. It is believed he met his final end at the hands of Adam; his first and most successful creation perhaps finally returned to end Victor's reign of terror.

The second most famous member of the clan, Heinrich Frankenstein, attempted to repair the damage done to the family name by taking up his ancestor's work. But while he (alone of all the subsequent Frankenstein descendents) succeeding in re-creating his ancestor's work, his creation was a flawed child-like creature. Boris (as the second Frankenstein "monster" came to be known) caused no end of trouble for his "father", eventually leading to Heinrich's mental breakdown and suicide. The family's reputation was further ruined and their fortunes nearly broken. Many emigrated from Europe or changed their names and identities, seeking to put the family past behind them.

While the Frankenstein clan was relegated to pariah status for nearly 150 years, the Frankenstein name was redeemed during World War II. Klaus Frankenstein led the most successful resistance cell inside Nazi Germany during the war; his inventive and strategic genius enabled him to sabotage numerous Nazi war plans. His motives were not entirely selfless given the strong Jewish heritage in the family. After the war, Klaus devoted much of the fortune gained from his inventions toward rebuilding the shattered nation. His niece Marlene traveled post-war Germany using her advanced psychotherapy techniques to help mend the psyches of those who had survived the brutality of war, as well as those who had perpetrated the violence. The Frankenstein family became national heroes.

Since then, the family has excelled in the arts, business, politics, and especially science. Five family members have won Nobel prizes in the last fifty years. Genius runs deep in the lineage. The Frankensteins have been the subjects of several studies on hereditary brilliance. A certain Promethean spirit also repeatedly expresses itself in the family and numerous members have been involved in research on human augmentation or the creation of artificial life.

Claudia, founder and CEO of the Frankenstein Foundation, is considered the best Neo biochemist in the world. Her half-brother Harold is among the foremost cyberneticists in Europe. Backed by the astounding intelligence of its founders, the Frankenstein Foundation has grown to rival the more established American counterparts in a short amount of time. The Frankenstein Foundation is on the cutting edge of multiple pathways of human enhancement, machine intelligence, and Neo medicine.

Responsible for the best Neo technology in Europe, the Frankenstein Foundation has so far managed to stave off a buy-out from the massive VanCorp organization, mainly due to the resistance of Claudia. But the Board of Directors is growing increasingly eager to accept Marcus Ramirez's multi-billion dollar offer. Meanwhile, the VanCorp CEO is getting impatient with Claudia's reluctance and Marcus Ramirez is not a man who handles impatience well. Claudia certainly realizes the danger posed in defying the elder Ramirez, let alone the man's son, Alexander. Perhaps she has too much confidence in her bodyguard, the simple but noble man-monster Boris.

In addition to running the Frankenstein Foundation, Claudia and Harold wage a private crusade against the UnSouled, the most notorious crime syndicate in Western Europe. The UnSouled is feared throughout many countries, and for good reason. Led by three of Victor Frankenstein's worst spawn, Big Karl II, the Jilted Bride, and Woe the Misbegotten Man, the UnSouled organization employs the most murderous and psychopathic Rogues in Europe as their henchmen. They would actually be more successful in their various criminal ventures, including murder for hire, kidnapping, drug-running, and prostitution, if they engaged in less wholesale mayhem. They indulge in the most unwholesome activities, such as trafficking in heroin, PCP, and even worse drugs, producing torture/death porn, gangland style executions and worse. Ironically, one of their worst enemies is Adam; though the original Frankenstein Monster is scarcely a friend of humanity, he despises Victor's other creations even more. Adam, the Frankenstein Foundation members, and the UnSouled have engaged in more than one three-way battle, but so far none of the factions have been able to destroy the others.

Scandinavia

The Scandinavian Peninsula (Sweden, Denmark, Finland, and Norway) has been plagued by elevated levels of Neo-human violence ever since the Lune Witch/Shield Goddess incident in 1986. Lune Witch and Shield Goddess were American Champions turned international terrorists. Ex-World War II era patriotic Heroes, the long-time rivals had become bitter arch-enemies over the decades. Their feud boiled over into no-holds barred clash in 1971; a battle that resulted in over six hundred civilian casualties. Due to their relentless pursuit by US authorities, the pair was forced to flee abroad, where they continued their conflict across several international boundaries. As both were highly charismatic and persuasive, the fascistic Shield Goddess and the anarchist Lune Witch gathered like-minded followers in many nations. As long as their personal war remained relatively small-scale and largely confined to hinterlands such as Montenegro, Serbia, or Ukraine, the outside world did little to intervene. But finally their enmity spilled into Northern Europe. They marshaled their armies for a conclusive battle near Stockholm, Sweden.

Shield Goddess had gathered a paramilitary force composed of far-right wing white nationalist Neos, backed up by mercenaries clad in power armor. Lune Witch was backed up by her coven of dark arts witches and a legion of feral, snarling lycanthropes. Sweden is not a member state of NAME (the Neo-Allied Military Executive) so the international peacekeeping force was slow to react. But the international law enforcement agency Neo-Pol rapidly assembled a Pax Europa Super Team of Champions to handle the brewing threat. Together with the Elegiac Avenger, national Hero of Sweden, the Pax Europa strike force prevented the conflict from spreading beyond the Stockholm area. Eventually they managed to take both Lune Witch and Shield Goddess into custody, sending them off for trial and imprisonment in the US. Despite extensive property damage and nearly three hundred civilian casualties suffered in the Swedish capitol, the worst had been averted.

Unfortunately, many of the minions commanded by

the expatriate American Rogues had escaped. They spread throughout the Peninsula, still committed to their hateful, violent ideologies. Despite promises of further aid by Neo-Pol, little actual assistance has been provided in the years to contain this situation. This was perhaps inevitable, as the trans-national police agency does not have the resources to maintain a Pax Europa Super Team in another country long term. The agency is more a clearing house that promotes training and information sharing among Champions, not a league of Neo Heroes.

The presence of these Neo extremists has rendered certain portions of Scandinavia virtually lawless, effectively controlled by Neo warlords. The region's paltry handful of Heroes is not up to the job of reigning in these Rogues. This has impacted the politics of the region, with conservative parties gaining favor by promising decisive measures to end the problem. Even liberal government factions are offering lucrative incentives for independent Neo contractors willing to come and clean up the problem.

Japan

Giving credence to the theory about Neo abilities being shaped in part by cultural expectations, Nippon enjoys an abundance of Neos whose Powers revolve around Japanese mythology, martial arts supremacy, or high-technology. The Land of the Rising Sun's consist of mainly cyborgs, power-armor suited adventurers, martial arts masters, and re-imagined folklore Heroes. This is not to say all Neos are stereotypically "Japanese" in their traits, but an inordinate number do fall into the aforementioned categories.

As is the case with Germany, Japan is constitutionally forbidden to employ Neo-humans in the military. The country has skirted this limitation by recruiting so-called Ultra-Normals into the ranks of government service. Astoundingly skilled martial artists, technological savants, and polymath detectives are almost commonplace in the elite ranks of the law enforcement and civil defense sectors. Many of these individuals are capable of astounding feats of skill, bordering on the super-human. In practice, a blind eye is often turned when Ultra-Normal agents stretch even hypothetical human limits, but this only goes so far; open demonstrations of obviously meta-normal/Mystical talents are grounds for expulsion from service. There have been several instances where agents were exposed as True Neos by opposition political operatives in order to embarrass whichever party was in power at the time. This practice is considered distasteful but not unacceptable as a tool of political warfare.



Though Japan is normally a very orderly and civil society, these special agents are vital in stemming not only organized crime and industrial spy rings but also the rash the flashy, out-of-control Neo-thugs who have come to plague Nippon. Perhaps because Japanese society is repressive in many respects, costumed villainy has become almost a fad among young Neo-humans, an emotional outlet similar to the Pachinko parlors or fetish-sex clubs that proliferate in the big cities. Despite having a violent crime rate that is only a fraction of the United States, Japan has one of the largest numbers of Neo Rogues in the industrialized world. Most of these are more gaudy thrill-seekers than hardcore criminals, but this scarcely makes them less dangerous. Sometimes completely Mundanes are overcome with this mania as well; this frequently leads to them sustaining serious or fatal injuries. Despite their best efforts, the nation's psychiatric community has not been able to halt this phenomenon. Luckily, many more responsible super-powered citizens have responded to this social malady, donning colorful outfits and codenames of their own to serve as Neo Champions. Though Japanese culture traditionally holds conformity to be a virtue, these Neo Champions are honored as the nation's defenders. Their celebration in animation, film, and comic books rivals that in the US and India.

Since 1954, Japan has been plagued by chronic rampages of Kaiju, or gigantic beasts. While the film industry has often grossly exaggerated the size of these monsters, they are indeed prodigious creatures capable of wreaking destruction on a massive scale. Fortunately these monsters have all been short-lived; they typically expire after days or at most a few weeks. Unfortunately, their deaths are often explosive, spewing forth chunks of radioactive meat or toxic sludge over several hundred meters; the resulting ecological problems have forced the creation of a whole new government response unit solely to perform clean-up duties. The Kaiju Hazard Clean-Up Team has never lacked for work in the last twenty-five years.

The source of the Kaiju plague is the Contagion Wormhole. First identified by a Noble Prize winning Japanese physicist in 1965, this phenomenon is a roaming tear in the fabric of reality. Exposure to the energies in its vicinity can result in the sudden, rapid mutation of non-humanoid organisms (amphibians, insects, invertebrates, and even plant life). This mutation causes the affected organisms to not only swell to enormous proportions, but also to grow more aggressive and territorial. While the speculated origin of the Contagion Wormhole is still a matter of intense conjecture among the scientific community, it is actually a creation of the malevolent mage, Arkainon. The Contagion Wormhole is another of the wonder-weapons created by the undying sorcerer during World War II, when he allied with the Axis powers. One of Arkainon's later projects during the war (and the only one he worked on for Imperial Japan), the Contagion Wormhole proved strategically limited and unstable. Arkainon abandoned the unfinished project shortly before the end of World War II, but it was inadvertently released upon the world when the US detonated an atomic weapon on Bikini Atoll in 1954. The infusion of nuclear radiation somehow activated the weapon, imparting enough energy to the Contagion Wormhole to allow it to "roam" across distances stretching from the islands of Japan to the Russian wilderness to the divided nation of Korea. This has not improved Japan's diplomatic relations with either neighbor.

Mighty Defense Line 7 (M-7) is the longest-running Super Team in Japan, revered for their efforts in combating the Contagion Wormhole mutations that recurrently plague the nation. While best known for their monster fighting, the M-7 has also handled their share of international Neo Rogues, natural disasters,

and instances of science-run-amok. The Super Team members are all established performers in Japanese pop culture as well, enjoying side-careers as actors (usually portraying themselves), television personalities, ad pitchmen, and pop singers. Much of the Super Team's funding derives from their lucrative anime and toy deals. They are rivaled in popularity only by the all-bionic Super Team Hard Metal Ronin. However, the cyborg super-powered group concentrates more on handling Neo Rogues, all but guaranteeing the flashier monster-fighters of M-7 a higher media profile. However, Hard Metal Ronin does sell more posters to adolescent Japanese schoolgirls.

The younger Heroes comprising Neo Sun Rising have maintained a lower profile, as they have gone about the business of battling Yakuza mobsters, oblivion-worshipping occult nihilists, the urban psychopath Bullet-Fast Killer, and Mechassiah, would-be apprentice to US Rogue, the Anarchitect. Neo Sun Rising are more somber and serious about their duties than the more established M-7, spurning the entertainment aspects of Neo Heroism which the latter group has embraced. Far more so than their flamboyant brethren, they work in the trenches of Japan's teeming metropolitan centers. They receive few book or music deals, but are respected by those they have saved.

Russia/Eastern Europe

Unlike China, the old USSR/Warsaw Pact nations had vigorous Neo development programs. During the Cold War, then-Communist Russia was determined to achieve super-powered parity, if not outright superiority, with the United States. They were stymied in this aim both by the exorbitant cost involved and the less-than-cutting-edge caliber of Soviet science. As with many other non-Western nations, the number of Neo-humans in the USSR and satellite nations was below average per capita compared to the West, due to the factors discussed elsewhere (such as little access to advanced technology for most citizens); due to the USSR's sheer size, the number of Neos remained impressive, however. All recognized Neo-humans were conscripted into government service; the only (known) Neos outside the government were outlaws or gulag inhabitants.

The USSR, Czechoslovakia, and West Germany all had very public state-sanctioned Neo Super-Teams-as well as covert meta-normal agents in the KGB, NKVD, and military.

Following the collapse of the Soviet Union, many Neo-humans escaped the region, leaving behind the instability and poverty that overtook Eastern Europe. Those who had been ardent supporters of the Communist governments had even more reason to flee, as they would otherwise have faced persecution and punishment. Many turned to mercenary work in Third World nations or became outright criminals, joining up with expatriate Russian mobsters in Western Europe.

Since the rise of Vladimir Putin and the Russian Oligarchs, a small but growing number of Neos have returned to the Motherland, mostly those formerly associated with the KGB (as was Putin) and the Russian Special Forces. They have essentially returned to their role as government enforcers, though they are forced to act with a bit more restraint. Sadly, many Russians have welcomed their return, preferring an orderly dictatorship to the chaos of democracy.

Prior to the Putin regime, several formerly outlawed Neos stepped out of the shadows and began operating openly, acting as true Heroes to the Russian people. Perhaps due to the pervasive nature of American pop culture, they emulated United States Neo Champions, adopting fanciful codenames and bright costumes. Since Putin began consolidating authority and cracking down on dissidents, these worthies have been the targets of state-sponsored harassment in the form of draconian legal restrictions, media campaigns against them, and even assassination attempts.

The problem of loose Eastern European "Neo weapons" remains a grave one for world security. The USSR conducted any number of dangerous, absurdly irresponsible experiments in their quest to develop "unconventional" military assets. These included everything from reanimating deceased soldiers through chemical means to summoning up ancient Slavic demigods and everything in between. After the Soviet collapse, not only did many of these experiments escape safekeeping, but even the records pertaining to them were irretrievably lost. The administrators and scientists involved purged the relevant data and notes to avoid accountability for their mistakes. The efforts of the West in cleaning up these lost Neo weapons have been lackluster; sadly, it may take a major incident of some sort for other world governments to understand the seriousness of the situation. Al-Queda, the Anarchitect, and outlaw states such as North Korea are all eager to acquire these deadly fruits of Russia's Cold War ambitions.

Sadly, many of the more altruistic Neos in Eastern Europe were slaughtered by Ch'uurge the Unstoppable. The seemingly indestructible alien rampaged through the area several years ago, defying attempts to stop him. Nearly a score of Slavic Champions died trying to contain the extra-dimensional brute, as did two members of the pan-national Pax Europa Super-Team. Only the intervention of Citizen Stranger finally stopped him, when the psychically Powered enigma calmed Ch'uurge and convinced the supremely powerful primitive to surrender. Ch'uurge was escorted to the US super-prison Solitaire Island Federal Prison, but the damage he inflicted could not be undone.

The towering, hirsute monster known as Boruta has roamed the steppes of Russia and Ukraine since 1979, terrorizing the rural inhabitants. A voracious beast, the man-brute devours cattle, horses, and people with equal relish. Though primitive, the creature displays native cunning and keen survival instincts. He has survived nearly thirty years despite the best attempts of Russia's military and Neo-human Champions to destroy him. The monster has been grievously wounded on numerous occasions, but quickly regenerates all injuries. Despite his immense size, the behemoth possesses super-human running speed and the uncanny ability to blend into the environment of the hills and forests where he lurks.

The exact origin of the beast remains unknown. Many believe it is a creation of the Contagion Wormhole, like the various Kaiju that have plagued Japan over the past half-century; while generally confined to the Land of the Rising Sun, the Wormhole has infrequently strayed into the airspace of other nearby nations. An argument against this hypothesis is

the Contagion Wormhole cannot mutate homo sapiens, making the humanoid Boruta difficult to explain. If Boruta was indeed born out of the Contagion Wormhole, he may have originated as an escaped circus ape or even a proto-human thawed from suspended animation in some wayward glacier. (Note: For more on the Contagion Wormhole, see Japan's entry.)

Others hold Boruta to be an artificial being, akin to the patchwork creations known as the UnSouled. Some even contend the legendary Victor Frankenstein obtained the immortality he sought and lives into the present day, continuing his terrible experiments and spawning monsters far worse than his original creation, Adam. The regenerative abilities and unnatural running speed of the beast resemble those of the UnSouled, as does the stench of rotting flesh that surrounds him. But Boruta exists on a scale not seen in any of the patchwork golems that comprise Frankenstein's legacy. (*Note: For more on the UnSouled, see Germany's entry.*)

The more cynical inhabitants of the region simply believe at least one "forgotten" Neo weapon was not lost after all.

China

Until the last quarter century, Red China did not have a national Neo development program. Under the rule of the old line Communist party rulers, Neos were persecuted in China as threats to the social order.

They were imprisoned, murdered, or driven into exile. This policy originated with Mao Tse-tung, who was the first Communist dictator of China. During the Chinese civil war, nearly all the Neos sided with General Chiang Kai-shek and the militaristic National Party; they fled along with their leader to Taiwan when it became clear mainland China was going to fall to the Red Army.

Mao turned to the Nazi model to equip his army with the means to go toe-toe with Neo enemies. He was surprisingly successful in this endeavor, despite doing without the esoteric knowledge Arkainon provided to Germany. Though even modern day China has nothing to equal the fabled Iron Reich, their mammoth Xian Tian battlesuits (so-named because of their resemblance to the headless Chinese warrior of legend) have the mobility, firepower, and resilience needed to deal with nearly any Neo combatants. While not as sophisticated as their Americannon counterparts (lacking even primitive A.I. technology), they surpass the Western units in their capacity to cause wide-scale destruction. International peace advocacy groups have lobbied to have the Xian Tian battlesuits banned as weapons of mass destruction.

China has also been vigorous in pursuing other anti-Neo technologies, including containment cells, devices to suppress Neo abilities, and sophisticated power-negating traps. They have likely equaled or exceeded the technologies employed at the Solitaire Island Federal Prison for Neos, which is considered the gold standard in Neo imprisonment in the US.

Since the Deng Xiaoping era, China has changed its policy on Neos. The more progressive Deng recognized China had to modernize to survive as a country. Reversing the Maoist policy, he welcomed loyal Neos into the government and army. China has continued this course since Deng's time and is steadily building up their unconventional military might. The strict ban on non-government sanctioned Neo activity remains in place. China does not tolerate costumed vigilantism at any level. The image of the Neo poet The Brilliant Vessel being crushed under tank treads at Tiananmen Square in 1989 remains potent in the minds of the populace.

Chinese officials strenuously deny allegations made by human rights agencies regarding the use of political prisoners in illegal Neo experimentation. They likewise state there is no truth to rumors regarding the theft of industrial secrets from American corporations G.O.D. and Quantum Mechanics Corporation. The government insists any resemblance between their scientists' work and G.O.D.'s Neo-genetic template research is purely coincidental.

The executives of the aforementioned corporate entities hold very different opinions. Neither G.O.D. nor Quantum Mechanics Corporation would mind overmuch should the Chinese research meet with sabotage.

The official government news agency strenuously denies reports of an ever-growing insurgency in the Buddhist Tibetan region. Stories suggesting the Green Wizard and Fantastic Man



(two Buddhist-trained American Heroes) are thwarting Chinese efforts to regain control of Tibet are propaganda intended to undermine the confidence of the people. Citizens spreading such unfounded reports are subject to arrest and prosecution.

India

Hooray for Bollywood! If the costumed crusaders of Japan and Mexico blur the lines between Heroism and entertainment, the Heroes of India obliterate those boundaries. The film adventures of Grand King Elephant and Night Tiger are better known than their actual crime-fighting exploits (the duo in fact worked together only briefly on a couple of missions before being paired in the movie franchise). Like the United States and Japan, India has a rich modern tradition of colorful Neo Heroes and Rogues. If anything, these Bollywood-style figures are even more flamboyant (and more gaudily dressed) than their Western counterparts. Notwithstanding the very real Rogue presence, Indian Heroes center their activities on disaster relief efforts, charitable missions for the nation's poor, and goodwill appearances on behalf of philanthropic public efforts. Many Rogues are "Robin Hood' style thieves, stealing only to bestow their ill-gotten gains upon the neediest citizens. Others participate in ridiculous "stunt' crimes simply for the publicity, such as burying an office building under a mountain of ribbons just to provoke response from Indian Heroes with whom they can then stage flashy non-lethal battles. Rogues such as the Magnificent Durga are just as popular as their Heroic counterparts, though the film and comic book studios have to pay them "off the books" for the rights to their adventures.

Despite their adherence to US Neo Hero conventions, secret identities are the exception for Indian Heroes, rather than the rule. There is an unwritten code within the costumed Neo community which forbids adversaries from going after each others' families. Even the nation's more serious Neo criminals such as the criminal genius Brahmin respect these conventions. Any Rogue (or Hero) who disregards them would become a target for both factions.

India's Neo community is so colorful, entertaining, and prominent that it is easy to forget the very formidable Indian Neo military. As is the case with China, India does not have the number of Neos one would expect from a nation with nearly a billion inhabitants. Societal conditions conspire to keep the Neo population unnaturally low; mass poverty denies most Ultra-Normals the opportunity to develop their talents, limiting them to Mundane ability levels. Drastically more limited access to science and technology means fewer Neo-gene activating accidents. Indians with Mystical potential tend to embrace the ascetic, spiritual existence dictated by Hinduism rather than seeking temporal power. But despite these factors, the sheer mass of the Indian population produces large numbers of Neos, and this is recognized by the government. As a nation often at odds with the closest neighbors in the region, India has established several remarkably potent all-Neo military units. Combined with their nuclear arsenal and growing industrial base, India is emerging as nation to be reckoned with in the new century.

Pakistan

A nation with a history of violent internal conflicts, Pakistan has suffered through a civil war (which resulted in Bangladesh breaking away to became a separate country), no fewer than three overthrows of civilian government by the Pakistani military (the last in 1999), and ongoing conflict between various political and religious factions. Since the public advent of Neo-humans, nearly every group vying for power within the nation recruited and trained these beings for their own causes. This has led to numerous lethal, internecine battles between Pakistani Neo-humans. This drove the number of native Neo-humans to abnormally low levels, as many were killed or permanently injured in the violence.

The nation has also faced long-standing enmity with close geographical neighbors India and Russia, both of which dwarf Pakistan in terms of population and military might. The Pakistani government responded by becoming a nuclear-armed state, ostensibly to deter aggression. The government also established a small but elite cadre of Neo military personnel. Despite their limited numbers, they were considered among the top ten such cadres in the world. However, the civilian government of the late Prime Minister Bhutto was always skeptical of the loyalty of her generals, given her nation's history. She created her own Presidential Guard, consisting of a relatively tiny but comparatively high-powered Super-Team of Neos. When General Musharraf did indeed lead the army in deposing the democratically elected (though corrupt) Bhutto administration, the super-powered members of both factions went to war and wiped each other out nearly to a man. This left the nation completely without an answer to the teeming ranks of India's Neo-humans.

In the decade since the coup, the military dictatorship of General Musharraf responded to the loss of Pakistan's Neo forces by pursuing technological options. The nation's close relationship with Red China allowed the Musharraf government to purchase several squadrons of the hulking Xian Tian battlesuits, the over-sized equivalents of the United States' Americannon units. While the huge, heavily armored suits are only Mark III models (the Chinese have already progressed to Mark VII), they partially counterbalance the lop-sided advantage in Neo soldiers currently enjoyed by India. (Note: For more on the Xian Tian battlesuits, see China's entry.)

In addition, the Pakistani government used the thaw in their relations with the US in the years following the 9/11 terrorist attacks to acquire C.O.P.s technology. This makes up for the tactical short-comings of the Xian Tian battlesuits, whose cumbersome size limits their effectiveness in urban warfare (at least without inflicting excessive civilian casualties). Pakistan now has a full 500-man battalion outfitted in the power-negating exo-skeletons. As the now defunct Soviet Union was never willing to share anti-Neo armament technology with India to the same extent, Pakistan has achieved near-parity with the much larger cousin nation in terms of unconventional troop strength.

Pakistan is unlikely to enjoy the same access to American resources in the near-future, as the Musharraf regime's inaction in reigning in Islamic fundamentalist extremists has soured relations between the two nations again. The incoming Obama



administration will probably not extend the same tolerance the Bush administration did. Relations have been further strained by recent revelations that Pakistan actually had long-term contacts with notorious Neo Rogue, the Anarchitect. These contacts were aimed at acquiring the Anarchitect's advances in bionics; General Musharraf apparently hoped to cybernetically enhance several army brigades. How much was gained through the government's negotiations with the Anarchitect is unknown at this time, and may even be a moot point, as Musharraf was recently pressured into resigning his office. But given the increasing instability of the region, the United States maintains a keen interest in preventing Pakistan's formidable military resources from falling into anti-Western hands. Islamic Jihadists and major-league Rogues alike are covetous of the nuclear weapons and advanced Neo technology to be had.



The History of Autumn Arbor

The Founding Of Autumn Arbor (1632-1729)

The City of Legends wasn't always the sprawling metropolis we know today. Like all things of greatness, it grew from humble beginnings.

In 1632, the Calvert family obtained a charter from King Charles I for land north of the Potomac River in what came to be known as Maryland. By 1634, the first settlers came to Maryland and formed St. Mary's near where the Potomac River flows into the Chesapeake Bay.

Although founded as a refuge for Catholics who were facing increased persecution in England, the Calverts were also interested in business and in creating profitable estates within the new settlement. As a result, they also encouraged Protestant immigration.

The royal charter granted by Charles I gave the Calvert family a mixture of feudal and modern elements. Although they had the power to create estates, they could only make laws with the consent of the property holders. In short order, they found that in order to attract settlers and make a profit from their holdings, they had to offer people farms and not just estates. As the number of farms grew, the owners demanded a voice in the affairs of the colony. And so, Maryland's first legislature met in 1635.

In 1636, Jebediah Arbor, on the run from authorities in England, arrived in St. Mary's.

Unlike the other settlers in the colony, Jebediah was neither Catholic nor Protestant. Suffering from visions into the future, and hearing voices which he categorized as the "ramblings of the dead", he was tried and convicted of witchcraft in England, but fled before his execution could be carried out with the assistance of demons, according to eye witnesses,.

For the most part, Jebediah kept to himself. He became a farm owner and married a local woman named Abby. In 1638, they gave birth to their daughter, Autumn.

Unfortunately, although Jebediah chose to remain quiet and not draw attention to himself, the higher Powers with which he had been gifted had other plans.

Jebediah's visions of a massive, nearly divine and alien city being destroyed by what he took as demons and its people enslaved became increasingly frequent. Unable to sleep or work and becoming increasingly exhausted, Jebediah took it upon himself to warn the people of St. Mary's of demons coming to claim them. The rest of the townsfolk accused him of being in league with the Devil and a violent uprising ensued. Every time the people attempted to execute Jebediah, a series of strange events would prevent his demise. In one instance, the tree upon which he was to be hanged suddenly toppled over; in another incident, as a fire raged around him, he remained unharmed.

Concerned over the state of the colony, and unsure what to do concerning Jebediah, the Calvert family granted him a section of land in what would eventually become known as Dorchester County.

As Jebediah prepared to move his family from St. Mary's, the townsfolk took it upon themselves to end his "evil" one last time.

Setting his house ablaze as he and his family slept, Jebediah was once again left unharmed by unseen forces. Abby and Autumn were not so lucky and in the winter of 1640 they were burned to death.

Jebediah fled from St. Mary's and crossed the Chesapeake Bay, settling upon its eastern shore. Starving, freezing, and near death he was found and nursed by Native Americans belonging to the Algonquian tribe. Jebediah lived with them through the winter, partaking in their rituals and learning various meditative techniques. By the early spring, he had learned to control his visions.

As spring dawned, the Native Americans helped Jebediah build the first settlement of Autumn Arbor, named after his daughter. As gratitude for their assistance, Jebediah granted them land within his sub-charter, an act that did not sit well with the British government.

Over the next 90 years, thanks to better farming techniques, richer soil, and the Native Americans' skill at fur trapping, Autumn Arbor attracted more settlers and businessmen and continued to grow and prosper.

Jebediah passed away in his sleep in the summer of 1665 at the age of 55.

Autumn Arbor Continues To Grow (1730-1899)

Between 1730 and 1760 Autumn Arbor continued its steady growth as both a financial center of the times and as an increasing colony. By 1760, it had grown to encompass over a dozen county seats and had become the foundation for the metropolis it is today. By 1770, the population of Autumn Arbor had swelled to 10,000 people, not counting slaves, and had become a major port along the middle east coast, putting it into direct competition with the newly formed Baltimore.

Captain Wyverncrest, a deposed British magistrate of a small Mediterranean colony, and a powerful psionic, began terrorizing the seas and disrupting trade between Africa and the Americas. After years fighting the British Navy, Wyverncrest returned to his home island and created a closed society which he dubbed Pax Wyvernia. He learned to swap his mind with his progeny, effectively becoming immortal, and forced his subjects under a telepathic haze, keeping them content and peaceful.

The events leading up to the Revolutionary War saw a time of sweeping change in Autumn Arbor.

In 1765, the passing of the Quartering Act, which would force the colonies to house British troops and supply them with food, was met with a violent response as the citizens of Autumn Arbor rallied and forced all British troops from the town limits.

Violence between the British and the colonies grew, with Autumn Arbor continuing to play a key role.

When the Revolutionary War finally erupted in 1775, Autumn Arbor became the sight of the first ever public Neos in the form of the mystery men Naval Jack, Liberty's Son, the Colonial, and the supernatural guardian called the Manitou by the Native Americans of Autumn Arbor.

Even as the Manitou appeared over the county of Ravenswood, which had been built on the outskirts of a Native American burial mound, and prevented British troops from crossing the sacred area to attack Autumn Arbor from the east, General Washington heard rumors of certain soldiers that appeared to have unexplainable phenomenon surrounding them.

Randolph Blaid, a mercenary and commander of the unit known as Blaid International, was contracted to help eliminate British troops along the Chesapeake.

Following the Revolutionary War, Autumn Arbor saw a sudden increase in population and business unlike anything in the past 143 years.

When the War of 1812 started, Autumn Arbor once again proved to be a strategically important city as it helped weaken the advance of British troops on their way to Baltimore after the burning of Washington D.C.

Following the War of 1812, Autumn Arbor officially incorporated and opened Autumn University. The Arbor Ledger printed its first newspaper in 1850 and shipping companies continued opening businesses throughout the city, increasing the economic tensions between Autumn Arbor and Baltimore.

When the Civil War broke out, President Lincoln used a secret force of Neos for surgical missions against the Confederacy, while the Confederacy hired the services of Blaid International, then under the command of Christof Blaid. Unfortunately, Lincoln also became more and more uncomfortable with the concept of super-powered agents. When the war was over, Lincoln ordered his Neo agents to disband. Three days later, the President was shot by John Wilkes Booth.

By the end of the 19th century, Autumn Arbor was rated as the 4th largest city in America.

But its greatest and most renowned accolade, being dubbed the City of Legends due to its incredible Neo population, was yet to come.

A New Century Dawns (1900-1929)

With the dawning of the 20th century, the world was speeding towards a series of events and catastrophes that would culminate in the wide-scale emergence of super-powered beings.

When the United States entered into World War I on April 17, 1917, a small band of American super-powered beings, unofficially dubbed the Freedom Faction, were dispatched to key locations across Europe to assist Blaid International in special surgical strikes. Although both sides in the Great War used super-powered operatives, a majority of their deployment was done through clandestine operations. Individuals reported to have extraordinary abilities were generally dismissed by a public not yet ready to accept such a paradigm shift in their everyday lives.

Back in the United States, a different, but no less lethal, threat was emerging.

For centuries untold, the mythical Order of Merlyn had been the predominant society of sorcerers around the world. A society dedicated to the balanced and positive uses of magic, they were opposed only by the Hand of Madness, a secret cabal of dark sorcerers whose founders were personal students of none other than Arkainon thousands of years ago. At the time that the United States was involved in World War I, the inner-circle of the Hand of Madness made a vital discovery in the sands of the Middle East involving an ancient, pulsating gem-like Artifact believed to posses the ability to channel a gateway through the dimensional barriers. They had unearthed the Heart of Nebecar, so named for the entity worshipped by the Hand of Madness as the supreme being of all the Dark Arts.

Upon returning to Autumn Arbor, already understood by sorcerers to be a nexus of Mystical energies, the cabal immediately began preparations to open a portal to release Nebecar upon the Earth. Fortunately, a young sorcerer in the Order of Merlyn, charged with investigating and reporting upon supernatural occurrences within Autumn Arbor, learned of the cabal's plans. Taking his findings to the Order of Merlyn's High Council, Aaron Saint-Germaine was granted the authority to assemble the Order of Merlyn's most powerful sorcerers and confront the cabal before Nebecar could be unleashed.

Following several hours of intense Mystical battles kept carefully away from the eyes of Autumn Arbor's Mundane citizens, Aaron and his sorcerers defeated the Hand of Madness and recovered the Heart of Nebecar.

With the Hand of Madness now active in Autumn Arbor, Aaron was granted command over the Autumn Arbor branch of the Order of Merlyn.

Meanwhile, thanks to the Prohibition Act and bootleg alcohol becoming an extremely profitable business, the Mafia solidified its hold on Autumn Arbor. While the various gangs fought an all out war for control of the city's black market network, eliminating themselves as well as their competition, Franklin Terenza, a rising star in the Terenza crime family, supplied alcohol at speakeasies across the city. With the Terenza family quickly becoming one of the wealthiest and most influential crime families, the Garibaldi crime family started moving in on Terenza family's territory, high-jacking shipments, making assassination attempts against key Terenza family members, and even physically threatening the citizens into coming to the Garibaldi family speakeasies instead of those operated by the Terenza family. The resulting Mafia war had a profound

effect on Autumn Arbor, spilling over into the streets and costing dozens of innocent lives. With Mafia power growing simultaneously across the United States, the FBI found itself outgunned and undermanned. By the time they could contain the escalating brutality threatening to tear Autumn Arbor apart, 35 people were already dead and the Terenza family had emerged as the top crime family in the city's underworld.

Even with the occasional emergence of the mystery men and masked vigilantes that began appearing in Autumn Arbor during Prohibition, the shear magnitude of the Mafia's growing wealth and power made a substantial victory over organized crime impossible for law enforcement. Unable to cope with the growing criminal powers, the federal government finally ended Prohibition in the early 1930's, but it was already too late. The crime families had solidified their power and resources and were viewed as saviors by many everyday people.

Throughout the rest of the 20th century and into the 21st century, organized crime in Autumn Arbor would become a fact of everyday life, having extended its influence into the deepest corners of city government and throughout the corporate business world.

A Dawn of Legends (1930-1959)

Although minor mystery men and masked vigilantes began appearing in Autumn Arbor during the 1920's, the first true generation of costumed Heroes would not be introduced until the emergence of the greatest threat to the world in the 20th century, Hitler's rise to power.

After spending the past several millennia traveling throughout the dimensions and building an empire unheard of even in the most ancient arcane records, Arkainon finally returned to Earth with plans of adding his home world to his ever-expanding power base. Unfortunately, Arkainon discovered a world that had advanced far beyond anything he remembered. Earth was no longer a world ruled by the supernatural and arcane but had become a place of cold technology and hard science. Arkainon spent the first decade of his return acclimating himself to the changes that had taken place and learning of the extraordinary beings that were operating around the world from behind masks and within the shadows. Recognizing them as descendants of the Menzati's experiments, Arkainon knew that he would need powerful allies if he was to conquer Earth and bring it under his imperial banner.

Arkainon's searching finally led him to Europe, where he discovered the Hitler's plans for world conquest. Seeing within Hitler a means of achieving his own goals, Arkainon appeared before the Nazi Party leader and easily convinced him of his Power. Accepting Arkainon as his clandestine advisor in the ensuing war, Hitler immediately followed his advice and ordered the construction of the Iron Reich, an experimental regime that would merge Germany's advanced technological theories with Arkainon's vast arcane knowledge.

It didn't take long for the United States to discover Hitler's plans for the Iron Reich project. Despite not yet being openly involved in the war, the President nonetheless refused to allow such a possible threat to go unanswered. As a result,



Project: Equalizer, a secret government initiative focusing on the locating and training of extraordinary beings for military service, was created.

Meanwhile, as the United States refused direct involvement in the war, Japanese forces would change America's stance and forever alter the future of the conflict by attacking Pearl Harbor.

With spies reporting that Blaid International had been employed by Axis forces and the completion of the first regiment of Iron Reich stormtroopers was accomplished, Project: Equalizer was immediately deployed to the European Theater. The ensuing confrontation between members of Project: Equalizer and the Iron Reich decimated a small town, resulting in the deaths of all the civilian population.

With further destruction eminent, the Allied forces proposed the pulling of Project: Equalizer from the frontlines, provided the Axis forces recalled their Iron Reich regiments. Both sides publicly agreed to the ban, but continued to use both forces in black ops strikes against the other. The resolution, though, did at least keep the extraordinary beings from combating each other in the main theaters, greatly reducing the destruction such conflicts would have perpetrated.

As the war continued across the European Theater, Japan unleashed hidden Kamikaze agents at key areas across the United States. Though the destruction was costly, even greater damage was averted due to the actions of Shadowfox, Americannon, The Bolt, Citizen Stranger, and Mr. Malleable. Seen by the public as the first gathering of extraordinary beings

into a cohesive unit, the media nearly immediately dubbed these gifted individuals as Neos, the new face of humanity. Called before the President for their valiant efforts on behalf of their country, they were officially sanctioned and charged with keeping the country safe from threats that fell beyond the ability of standard law enforcement and emergency response units.

The Sentinels of Society, America's first Champion Super-Team, was born.

Meanwhile, as a direct result of the attacks on American soil, the United States ordered the placement of all Japanese-Americans into specially constructed interment camps.

No sooner had the United States begun enacting extreme measures to protect its people than the country suddenly made its first open contact with an extraterrestrial being that the media immediately dubbed Stargoyle.

Awakening in deep space aboard a slaving vessel with no real memory of who she was, Stargoyle later combed the galaxy in search of the answers to her origins and her home world. Drawn to various planets where the Menzati had conducted their genetic experiments, she soon learned that she was the product of genetic engineering. Over the course of the next few standard decades, Stargoyle was able to piece together enough information on the Versi, Menzati, and The Purge Campaign to realize the outer planet known as Earth was a focal point of Versi attention and a world ripe with the products of the Menzati's science.

Arriving on Earth, Stargoyle made her presence known over Washington D.C. when she demanded an audience with Earth's leader. The Sentinels of Society were immediately dispatched and a fierce battle ensued. Although the Sentinels of Society were unsuccessful in capturing the extraterrestrial, they did manage to receive a vague warning before she once again returned to the stars; be careful of your creators, for they are always watching and await their time to return.

Eventually, thanks to both the military and Neo forces across the globe, Germany was defeated and Arkainon fled. Within the first year following the end of the war, Lord Wyverncrest revealed his society to the world as a model for all to follow. The Sentinels of Society paid a diplomatic visit to Pax Wyvernia and discovered that Lord Wyverncrest was mentally dominating his subjects into submission. Unfortunately, since Pax Wyvernia was an independent nation and foreign powers risked an international incident if treading unasked on Pax Wyvernia soil, the United States government ordered the Sentinels of Society to return to America, leaving Wyverncrest in power.

A year later, an alien spacecraft crash landed outside of Roswell, New Mexico. Although the government claimed it was a weather balloon, wreckage from the craft was transported to various military bases across the country, including MacKenzie Air Force Base in Autumn Arbor.

At MacKenzie Air Force Base, civilian scientists Maxwell Kwan and Marcus Ramirez were assigned with investigating the strange propulsion crystal recovered from the craft. When Marcus learned that Kwan was a Neo with minor electrical discharge abilities, he had him removed from the project. Unknown to Marcus, a piece of the crystal had already merged itself with Kwan's body.

That same year, the Senator Joseph McCarthy began his systematic investigations into organized labor, federal government, Hollywood, and the growing Neo population, particularly those whose costumed appearances had become so popular during the war.

The Sentinels of Society leader, Shadowfox, was one of the first to be called before Senator Joseph McCarthy's panel under suspicion of harboring Communist sympathies. Realizing that the inquest was nothing more than a modern day witch hunt, he openly expressed his contempt for the panel and immediately



teleported away. As a result, Senator Joseph McCarthy's panel threatened to have the Sentinels of Society's government sanctioning removed if they did not turn Shadowfox over for questioning. As could be expected, the Sentinels of Society refused to turn one of their own over to an organization they firmly believed was acting far beyond the protocols of national security. The Sentinels of Society's government sanctioning was promptly revoked.

As a result of the Senator Joseph McCarthy hearings, strict new laws were enacted to police the activities of Neos in the United States, including mandatory registration of all citizens with extraordinary abilities. To help monitor, investigate, and (when necessary) contain Neo criminals and unregistered individuals, the federal government created a new law enforcement division: The Neo Crime Bureau.

Neo Champions: No More!
(1960-1979)

The dawning of the next decade saw sweeping changes spread throughout the Neo community.

Marcus Ramirez had spent the past 13 years working for the federal government at MacKenzie Air Force Base, studying the propulsion crystal discovered in the ship at Roswell. What Marcus didn't realize was that an immortal being was watching him, interested in what the government was learning from the alien technology. That immortal was the Atlantean known as Icarus.

Icarus was born during the height of the Atlantean civilization and was one of the few to escape the Purge's destruction of the once advanced society. For millennia he watched humanity, noting the rise and fall of their societies, their wars, their triumphs, and their scientific evolution. With the sudden public rise in the Neo population, and the arrival of Stargoyle, Icarus knew it was only a matter of time before the Purge returned to Earth.

Introducing himself in secret to Marcus Ramirez, the Atlantean immortal told him of the creation of Neos and the true purpose of the crystal; it allowed matter to energy conversion and teleportation. Assisting Marcus is stealing the crystal from MacKenzie Air Force Base, Icarus then helped him found Vanguard, Ltd., a technological research and development firm focusing on government issued defense contracts. With Marcus' connections and Icarus' vast scientific knowledge, Vanguard, Ltd. grew rapidly and became a top government defense firm. For Marcus, it was the independent wealth and power of which he had always dreamed. For Icarus, it gave him access to people and information in the world's governments that were previously beyond his reach and allowed him to better prepare for the inevitable return of the Purge.

Ironically, the beginning of the 1960's would see a change in another individual associated with the Roswell crash, as well.

Since being removed from the Roswell Project by Marcus Ramirez, Maxwell Kwan's physiological make-up had been undergoing a series of steady changes due to the merging of a portion of the crystal with his body. As a result, Kwan's normally low-levels of electrical control and generation had been increasing exponentially, expanding beyond his body's ability to contain. Designing a special containment suit for his growing abilities, Kwan changed his name to Dr. Quantum and registered with the federal government.

Dr. Quantum would remain out of the public eye, however, choosing to instead seek investors for the founding of Quantum Mechanics Corporation, an advanced scientific research and development firm dedicated to the application of applied technology and Neo biological research. When Stargoyle once again returned to Earth, this time appearing as a bit insane due to her solitude and travels, Dr. Quantum finally made his existence known. Following several confrontations between the Sentinels of Society and Stargoyle, Dr. Quantum arrived on the scene as an ambassador of sorts. With the crystal having eroded its way into his brain, Dr. Quantum was able to push deep into Stargoyle's psyche and unlock her previously repressed memories. Once again in full control of her mental capacities, Stargoyle left Earth on her way back to her home world.

Dr. Quantum subsequently accepted an offer to join the Sentinels of Society. Over the next several years, the exploits of the Sentinels of Society, from stopping emerging Neo criminals to averting natural disasters, would earn them a whirlwind of public support. With faith in the Super Team at an all time high, a special Museum of Neo Champions was built in downtown Autumn Arbor with a homage to the Sentinels of Society as the premier display.

But just as all good things must come to an end, so too would the phenomenal popularity of Earth's extraordinary Champions.

With the United States' involvement in the Vietnam War, public disposition reached an all time low. Not only were sons being drafted and sent off to die but many Neos were also recruited and deployed to assist in the war. Unfortunately, due to a lack of proper training in guerilla warfare and poor leadership qualities in the commanders, both the military soldiers and Neo troops suffered high casualty rates. What hurt morale even more was the fact that the Sentinels of Society refused to participate in the war, instead remaining in the United States and using their popularity and media connections to openly protest the conflict.

In the wake of the Vietnam War and the emerging Watergate scandal, President Nixon shifted focus to the Neo Heroes, and the Sentinels of Society in particular, as scapegoats to take the public attention away from his own downward spiraling career. Before resigning from office, the President successfully enacted measures to outlaw any Neo crime fighting efforts. As a result, the Sentinels of Society were prohibited from acting on American soil and they moved overseas. Within the year, the Sentinels of Society European chapter was formed.

With Neo crime fighters outlawed, and the Sentinels of Society no longer in the country, the United States entered into a dark period of criminal Neo activity.

No single criminal exemplifies the era of outlawed Neos quite like The Anarchitect.

Dr. Lionel Flemming was a promising young scientist for Quantum Mechanics Corporation and a personal protégé to Dr.

Quantum. Tasked with designing and constructing a series of robots for Neo law enforcement, Lionel saw his hard work go up in smoke. Promising the government a faster and less costly production rate, Vanguard, Ltd. managed to pull the contract away from Quantum Mechanics Corporation, effectively bankrupting Lionel, who had invested so much of his own finances into finally seeing his designs come to fruition.

Lionel then disappeared. Within the next year, the government unveiled the Americannon Project, so named for the World War II Hero and founding member of the Sentinels of Society. This technology resulted in a series of robotic law enforcement soldiers capable of bringing down even the most powerful Neo.

When The Anarchitect first appeared in Autumn Arbor during the late 1970's using robotic servants and soldiers to wreak havoc throughout the city, the Americannons proved ineffective against him. After all, he had been their principle designer and, although Vanguard, Ltd. did alter his designs slightly, in their focus on rapid and cheap production they failed to eliminate any of the design flaws.

With the Americannons unable to stop Anarchitect, many new costumed Neo Heroes emerged from the shadows. Unfortunately, these new Heroes were not as trained or experienced as their predecessors and the Anarchitect's forces made short work of them.

It looked as if the Anarchitect was about to bring Autumn Arbor to its knees when a Super Team of Heroes emerged. Led by Major Daring, the Daring family had just returned to the United States from the Himalayas and subsequently defeated the Anarchitect in what has gone down in history as one of the most epic battles ever to take place in Autumn Arbor. Following the defeat of the Anarchitect, a press-agent coined the name the "Daring Dynasty", a name that has stuck with them ever since. Despite their efforts on behalf of the City of Legends, however, the federal government immediately activated the Neo Crime Bureau to apprehend them, claiming publicly that the Daring Dynasty orchestrated the attack on Autumn Arbor as a means of forcing the removal of Neo sanctions.

The Daring Dynasty teleported out of the area using their advanced technology but it would not be the last time they would appear when the city was in danger.

The Heroes Return (1980-1992)

The 1980's would be the decade historians refer to as the "Return of the Heroes", as a series of events took place that saw the government restriction on Neo Heroes finally lifted and Autumn Arbor once again returned to its namesake as The City of Legends.

Vanguard, Ltd. expanded its investments beyond the scope of government contracts when it began research and development into nanotechnology, Neo biology, and human cloning. Marcus, more heady with his power and wealth than



ever before, broke all ties with Icarus and officially changed the corporate name to VanCorp.

Meanwhile, Germaine Investigation, Inc. was paramount in diverting an invasion attempt by Nebecar, thanks to assistance from the demon lord's own daughter, Xzalia.

The Anarchitect once again returned to threaten Autumn Arbor. After savagely murdering Major Daring's long time companion, Charles Runningbear (aka Kodiak), the Anarchitect resurrected him into a creation he called The Xombehemoth, a malleable organism that could absorb and harness the abilities and Powers of slain Neos. The Xombehemoth would continue to attack the Daring Dynasty repeatedly over the next few years, bent on absorbing their Celestial Tear energies.

The most notable moment in the Anarchitect's and Xombehemoth's vendetta war against the Daring Dynasty, however, would also be the impetus that would once again change the flow of human history.

While addressing Congress on Neo rights, Major Daring was suddenly attacked when Xombehemoth was mysteriously teleported into Washington D.C. The Anarchitect, more than prepared for the Daring Dynasty, erected a teleportation dampening field around the area, preventing the rest of the family from arriving to assist.

Aware of the escalating situation, Shadowfox contacted the President, offering the services of the Sentinels of Society in saving Washington D.C. For the first time in almost two decades, The Sentinels of Society once again set foot on United States soil.

Together with Major Daring, they defeated Xombehemoth. As a result, the President and Congress lifted the sanctions on Neo activity in the United States. Although Neo Heroes were once again allowed to operate legally on American soil and were not required to register simply for being extraordinary, new laws were created that required them to be commissioned as law enforcement agents on the local, state, federal, or international levels in order to use their powers in a controlled fashion; these registered Heroes were called Champions. Vigilantism would not be tolerated. Any Neo seeking to use his or her abilities in a public forum (labor, entertainment, et cetera) would also be required to register with the federal government. Neos under the age of 18 were also prohibited from using their Powers in public due to child safety concerns.

With Xombehemoth defeated, the Anarchitect decided it was best to remain in hiding for awhile. With the Neo Champions once again able to operate within Autumn Arbor, the Anarchitect began recruiting and augmenting inner-city gang members with cybernetics. These outfitted and enhanced criminals would prove to be a constant threat.

A year later, the energy-being known as Stelleron suddenly appeared over Autumn Arbor, assisting the Sentinels of Society against their latest threat. Over the next several years, he would become the most powerful Neo Champion on Earth, continuing to assist in disaster areas and combating Rogues around the globe. Although the Sentinels of Society offered him full-time membership into their ranks on numerous occasions, Stelleron never officially joined them.

Alexander Ramirez, the only son of Marcus Ramirez, and Phelan Blaid, heir to the Blaid International mercenary unit, met and began what would become a very long and prosperous business relationship. Over the next decade, Alexander and Phelan manipulated various world businesses and governments into their private pockets, making them the two most influential and dangerous people on Earth.

The End of the Millennium (1993-1999)

With the end of the 20th century drawing near, Autumn Arbor would bear witness to the birth the most popular Neo Champion across the globe. Unfortunately, the city would also become the target of the greatest catastrophe to ever take place on American soil.

With the increasing Neo Champion population, and its growing popularity with the citizens, VanCorp decided it would be wise to cash in and create their own, corporate-owned Champion that could be marketed through the media and franchises.

Vanguardian made his debut.

Equipped with a suit of armor whose central control device was discovered at the Roswell crash nearly 50 years ago, Vanguardian's armor produced an energy shield upon his left arm that was capable of absorbing ambient energy, as well as energy-based attacks, and channeling that energy into offensive blasts, flight, and increased Strength. Thanks to VanCorp's marketing frenzy, Vanguardian quickly grew into a household name and became a key element in apprehending criminals and averting disaster around the world.

Meanwhile, away from the public eye, Germaine Investigations, Inc. battled Abyssian in Mayfield Square when the demon attempted to gain the Heart of Nebecar from the vault beneath Para ¬-N- Normal bookstore. The demon's son, Abyssian Jr., betrayed his father and joined Germaine Investigations, Inc..

Quantum Mechanics Corporation suffered a series of law suits resulting from radiation experimentation. The most publicized case dealt with Audrey Johansson, a young girl who was in a coma for 4 years and awakened only to find that she has been turned into a living weapon and later became known as the Sentinels of Society reservist, Neutrino Jade.

The Purge finally arrived and targeted Autumn Arbor due to its intense concentration of Neo activity. Over 22% of the city was destroyed and dozens of Neos were killed, including all but one member of the Sentinels of Society. The battle was only ended when Stelleron sacrificed himself in order to augment Vanguardian's energy shield. Using Stelleron's absorbed energy, Vanguardian was able to absorb and redirect an orbital bombardment aimed at the center of Autumn Arbor, sending it back into space and destroying the Purge's flagship.

The invading fleet became scattered.

Dragonfly, the sole surviving member of the current Sentinels of Society, became the commander-in-chief of the Super Team. Needing funding to rebuild the Super Team, he accepted VanCorp as a private investor in the world-famous

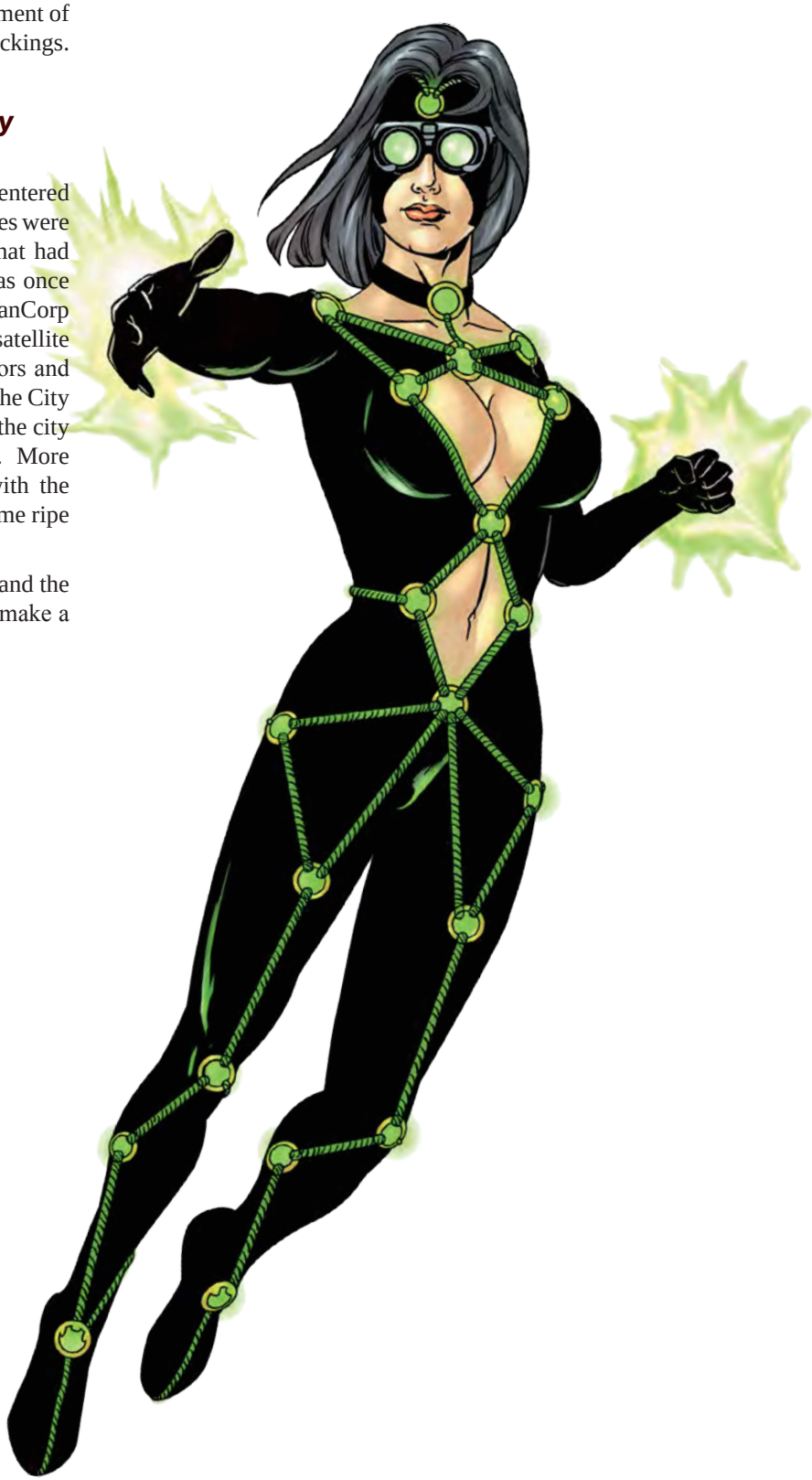
peace-keeping force. The Sentinels of Society held their first recruitment drive in over 10 years, recruiting such members as Shadowfox II, Mach-1, Neutrino Jade, Sure-Shot, as well as veteran Neos like Mech-Daddy and a returned Citizen Stranger.

Autumn Arbor was declared a national disaster area and entered into a severe recession. The reconstruction was hampered by a seemingly endless assault of self-styled intergalactic conquerors, not to mention the usual assortment of Rogues, led to Earth by the Purge and expecting easy pickings.

Dawning of the Twenty-First Century (2000-Present)

With the arrival of the 21st century, Autumn Arbor entered into a modern Golden Age. Its Neo Champions and Heroes were more popular than ever around the world and a city that had been a national disaster area just a few years before was once again a gleaming beacon for the future of humanity. VanCorp became the second largest employer in the city with satellite offices around the world. Although would-be-conquerors and Neo criminal organizations continued to operate within the City of Legends, the Neo Champions and Heroes that called the city home fought a never-ending battle for truth and justice. More and more Neos continued to register their abilities with the federal government and the city's various agencies became ripe with Neo employees.

Autumn Arbor was once again the heart of America and the place to be for Neos hoping to fight the good fight and make a name for themselves.



CALENDAR OF IMPORTANT EVENTS

December 18, 1917: The 18th Amendment, authorizing Prohibition, is proposed by Congress.

January 16, 1920: The 18th Amendment, authorizing Prohibition, goes into effect after being ratified on January 16, 1919.

March 11, 1920: The Garibaldi crime family begins their attempts to take over the growing Terenza crime family's territory. War begins between the two families.

August 18, 1920: Franklin Terenza becomes head of the family when Donald Terenza is killed by Garibaldi soldiers.

June 12, 1921: War between the two families intensifies when Terenza soldiers assassinate Anthony Garibaldi, head of the rival family.

June 13, 1921 through December 18, 1929: The Terenza and Garibaldi families continue to war throughout Autumn Arbor. Although mystery men and masked vigilantes attempt to end the conflict, the increasing Mafia power due to Prohibition makes a substantial victory impossible. The FBI sends agents into Autumn Arbor but it is already too late to stop the Terenza family from gaining control over the city's government.

Oct 31, 1924: Aaron Saint-Germaine and members of the Order of Merlyn stop the Hand of Madness from unleashing Hell on Earth.

February 20, 1933: The 21st Amendment is proposed, ending Prohibition in the United States when it was fully ratified on December 5, 1933.

February 14, 1934: Franklin Terenza is killed by federal agents, making his son, Alfonso Terenza, the new head of the family at the age of 21.

July 4, 1934: Alfonso Terenza solidifies his hold over the family when he kills the masked vigilante known as The Shadow Walker.

May 11, 1939 (through October 12, 1944): Using various ties throughout Germany, Russia, and Italy, Alfonso Terenza sets-up a series of dummy organizations and companies. Using German organizations as a front, Alfonso begins developing advanced technology for the Nazis. Although the Germans are unaware that the real mastermind behind the organizations is an Italian, Alfonso becomes wealthy by assisting the Germans in such projects as The Iron Reich. Terenza Enterprises is formed.

March 11, 1940: The United States initiates Project: Equalizer.

January 12, 1942: A confrontation between Project: Equalizer (Sgt. Strike, American Anthem, and Mr. Liberty, among others) and the Iron Reich destroys a small European village, killing all civilians.

January 19, 1942 through February 4, 1942: Japan unleashes Kamikaze sleeper agents upon American soil.

January 21, 1942: Shadowfox, Americannon, The Bolt, Citizen Stranger, and Mr. Malleable unite to stop the Kamikaze agents.

August 15, 1942: Brian Hadelburg and his son, Jeremy, are in Egypt on an archeological dig when Brian Hadelburg is killed by German soldiers. Jeremy discovers a strange talisman which activates and its Mystical Powers imbue Jeremy with control over the Earth element.

November 17, 1942: Marion O'Reilly, a Neo woman working with the USO, discovers another Neo working as a Nazi spy. Marion exposes the spy and gains international renown.

November 10, 1945: Shadowfox, Americannon, The Bolt, Citizen Stranger, and Mr. Malleable are officially government sanctioned and the Super-Team is given the name Sentinels of Society.

December 21, 1945: The Sentinels of Society liberate a remaining Nazi internment camp. The sheer power of the suffering and emotions overwhelms Citizen Stranger. Following a massive telepathic pulse that renders every living thing within a 10 mile radius unconscious, Citizen Stranger disappears and will not be seen again for over 50 years.

May, 20, 1947: Lord Wyverncrest reveals the existence of Pax Wyvernia to the world.

July 4, 1947: An alien vessel crashes in Roswell, New Mexico after suffering heavy battle damage in Earth's orbit.

June 8, 1948: Marion O'Reilly joins the Sentinels of Society and takes the codename, Silverbelle.

August 27, 1949: Senator Joseph McCarthy begins investigating the Sentinels of Society. Shadowfox refuses to cooperate and the Sentinels of Society lose their government sanction.

April 21, 1950: Horus and Everest join the Sentinels of Society.

October 1, 1951: The Neo Crime Bureau is officially formed.

September 11, 1954: James Terenza starts working for the family as a "runner". Patrick Barludi becomes a capo in the Terenza family.

November 28, 1959: James Terenza starts working as an executive in Terenza Enterprises, maintaining and expanding various Terenza "investments" throughout Autumn Arbor, including designer drug development laboratories owned by the family and operated by Nazi scientists his father brought to America at the end of World War II.

February 2, 1963: Marcus Ramirez forms Vanguard, Ltd.

April 2, 1964: James becomes the head of the Terenza family when Alfonso is indicted and convicted of various charges by federal authorities.

June 15, 1969: Selene Arnold is born to Shadowfox and Spydra (a Neo Japanese spy).

December 11, 1972: Jonathan Barludi begins working for the Terenza family at the age of 16.

July, 29, 1974: The Sentinels of Society are officially banned from United States soil by Washington D.C. Silverbelle and Everest retire from Neo Champion life, with Everest attending law school.

August 14, 1975: The Anarchitect debuts and is defeated during

the first public appearance of the Daring Dynasty.

March 20, 1981: Vanguard, Ltd. legally becomes known as VanCorp and significantly expands its operations.

Nov 23, 1982: The Anarchitect returns to Autumn Arbor and unleashes his latest creation: Xombehemoth.

April 19, 1984: Jonathan and Michelle Barludi break away from the Terenza crime family, absconding with a large portion of their resources and territory nearly overnight, and formed Barludi Shipping.

July 3, 1985: When the Xombehemoth attacks Major Daring while he's addressing Congress, the Sentinels of Society return to the United States for the first time in over a decade. The President officially lifts the ban on Neo Champions and the Neo Laws are enacted.

September 1, 1985: The Sentinels Building is constructed and the Sentinels of Society name Autumn Arbor as their official base of operations.

March 18, 1986: Stelleron debuts.

October 12, 1986: Mech-Daddy debuts as a crime fighter in the Liberty Heights district.

October 31, 1986: The Awakened first appear in Autumn Arbor.

May 16, 1991: Ramirez Enterprises is founded. The first chapter of The Masqueraders forms in Autumn Arbor.

January 3, 1992: Barludi Shipping becomes Barludi International. The Barludi family becomes the top crime family on the east coast.

January 21, 1994: Vanguardian debuts in Autumn Arbor.

April 11, 1994: Masqueraders raid a VanCorp lab and steal the prototype for Amazadrin. Within the year, they begin mass production of the drug for street sale.

Nov 13, 1998: The Purge attack Earth, leveling 22% of Autumn Arbor and killing dozens of Neo Champions, including all but one member of the Sentinels of Society.

November 8, 2000: Jeremy Hadelburg is elected to the Autumn Arbor City Council.

July 5, 2003: The Liberty Legion forms in Autumn Arbor.

May 4, 2003 through October 30, 2003: The Terenza crime family hires Neo personnel to serve as enforcers. They are all registered Neos, officially serving the family in other areas. In response, the Barludi and Garibaldi families follow suit. One of Terenza's soldiers, a man named Bone-Spur, defects to the Barludi camp. Within three months, he is the lead Barludi enforcer and Jonathan's right hand. Unknown to Barludi, Bone-Spur is a Terenza spy.

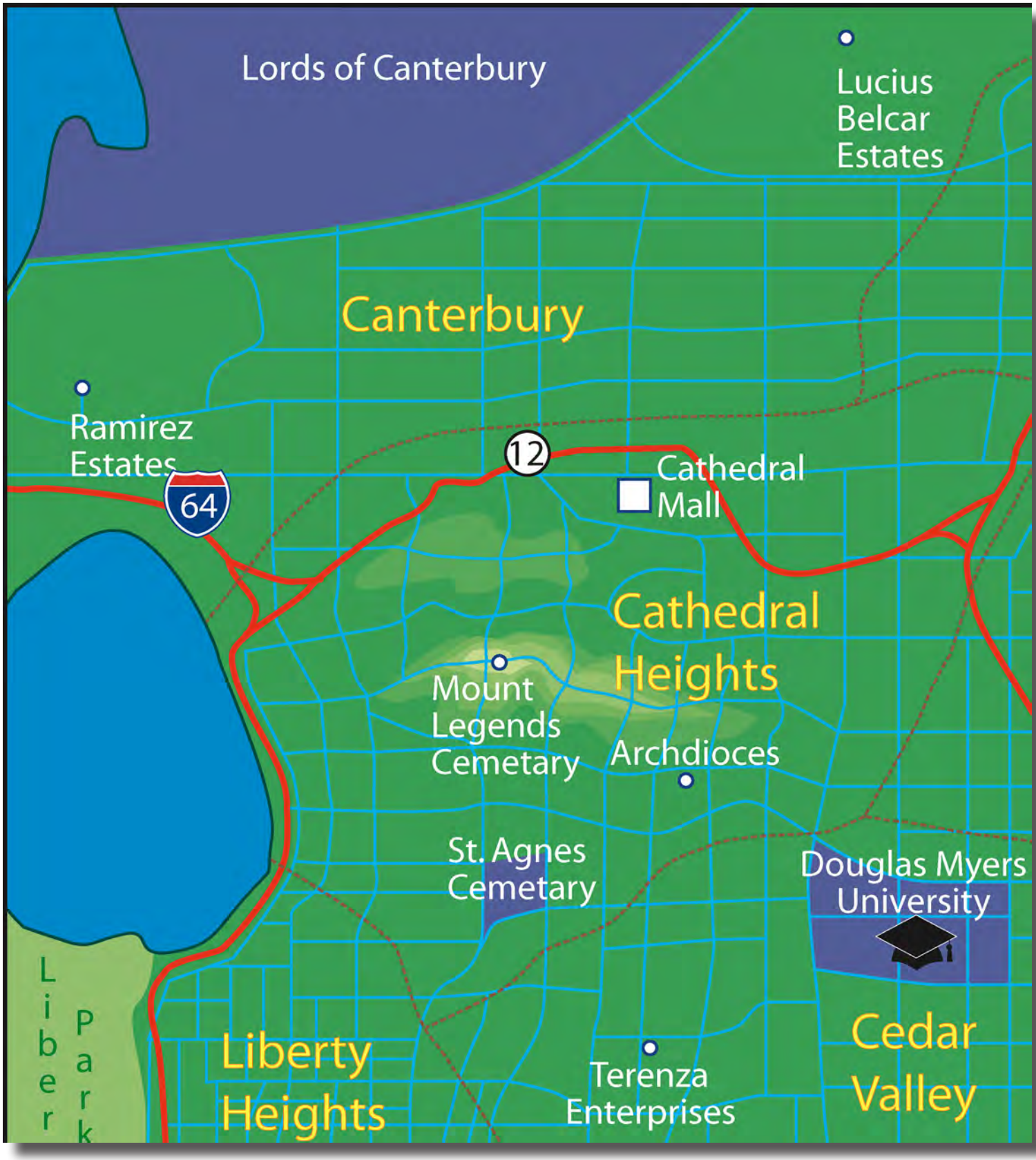


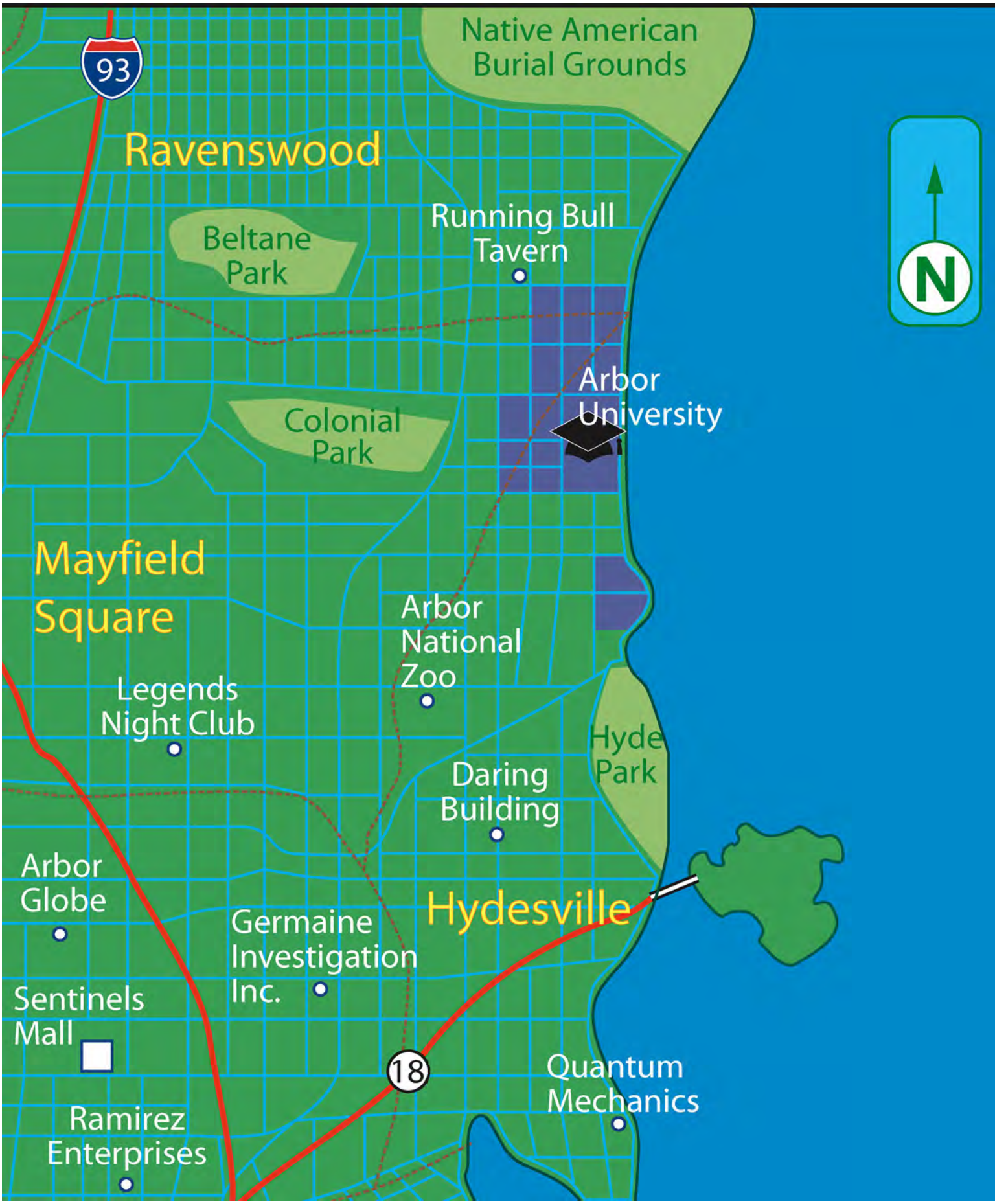


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A GUIDE TO AUTUMN ARBOR

Autumn Arbor covers approximately 91 square miles on the lower eastern shore of Maryland and is home to over 1,000,000 people. Known world-wide as the City of Legends, Autumn Arbor is also home to the highest population of Neos in any one city, making it a major tourist attraction as well as a national center for business, financial, entertainment, educational, and media concerns.

Vital Statistics

Size:	91 square miles
Climate:	Temperate
Population:	1,847,582
Work Force:	710,245
Neo Population:	1,734

Racial Background

Caucasian:	51%
African American:	37%
Latino American:	7.9%
Native American:	3.6%
Other:	0.5%

Religious Background

Catholic:	60.9%
Protestant:	22.6%
Jewish:	2.7%
Muslim:	4.5%
Wiccan:	3.4%
Buddhist:	1.8%
Other:	4.1%

Getting Around Autumn Arbor

Mass Transit System

The mass transit system provides transportation for several thousand people throughout Autumn Arbor with a nearly flawless schedule for buses traveling the city. Prices haven't increased in over 3 years: day passes are still $3.00 and one way trips are $1.65.

The mass transit trains were placed on sky rails during the 1999 city-wide rebuild. The sky rails allow the streets to be less clustered and the trains to run on a more precise schedule. Sky rails have also improved the distance that trains can travel during a trip.

Subway/ Sewer Tunnels

There are several abandoned tunnels that suffered from severe damage during the Purge Invasion, although the main tunnels were reinforced extremely well and suffered little to no damage. Those tunnels are still in use today. When the new subway tunnels were built, they included a larger drainage system and additional reinforcement. Along with adding larger drainage systems in the subway line, larger gates were added into the sewage system. Meanwhile, within the abandoned tunnels live many gang members, escaped experiments of G.O.D., and other outcast Neos.

Railroads

Only 2 railway lines passing through Autumn Arbor still provide service, providing on average 28 stops a week to pick up goods and ship them to other nearby cities and states.

Ferry System

There are 15 ferries that travel back and forth between the islands and Autumn Arbor. Each of the ferries has a special purpose. Park Carriers contain 3 levels and can carry about 150 people, transporting people to and from Centennial Island Theme Park. The charter ferries, which generally do not make stops, give a short tour of the islands, serve as back-up transportation for Park Carriers, and as emergency evacuation boats.

The smaller armored ferries are for prison transport to Solitaire Island Federal Prison. These boats are specially designed to neutralize and contain Neos, while the slightly larger Visitor Transporters allow visitors to get to the prison safely.

Taxi

Taxi services are massive when in downtown Autumn Arbor. Most residents of the city refuse to drive in the area due to the overflow of travelers and lack of sufficient parking areas. There are 5 different companies competing area.

Outside of the downtown area about 6 other cab companies operate. The cabs generally stay within in a specific district or zone. Very few cabbies will take fairs that lead them into Ravenswood.

Bridges and Highways

The various bridges and highways have all been reinforced to help prevent damage that may result during any Neo battles. Centennial Island has a special highway and 2 bridges that lead from Autumn Arbor. Each bridge is 2 lanes wide, with one is used as an exit and the other an entrance bridge. The other 2 major highways lead in, out, and around Autumn Arbor. The highways are 3 lanes in each direction.

A Glance at Autumn Arbor's Local Chains

Aahnix Electronics

The newly remodeled store now carries the top-of-the-line electronics. Several VanCorp agents make visits to the various locations to make sure nothing slips out to the public that was meant to remain under wraps.

A-Plus Stop

A-Plus is a chain of convenience stores open 24 hours a day. The stores carry the most essential snacking needs such as chips, sodas, and candy. About half the stores have their own gas pumps with which they try to undersell the competition.

Back Ally Comics, Collectibles, and Pawn Shop

A new store competing with Underground Reptilian Records and Comics, it occupies a 2 story building, with the store on the first floor and an apartment on the second floor. The shop sells current and past comics, trading cards, real and imitation souvenirs of famous Neos, as well as all the typical items usually found in pawn shops. The owner, Damnation Allie, is a Neo with emotion control abilities known by some to have strong connections to a sewer dwelling group of Neo outcasts called the Street Urchins.

Crystals

Crystals is one of the more popular department stores within Autumn Arbor. Mostly catering to the middle and upper class communities, Crystals is located in the downtown area as well as having a smaller store located within Cedar Valley.

Food Garden

Food Garden is a major chain of supermarkets, with approximately 24 stores throughout the city. Within the market you will find a pharmacy, an extension of the local bank, an in-store bakery and deli, and can conveniently pay bills and buy stamps at the customer service desk.

Jamison Department Store

This department store tends to cater to low and middle income families of Autumn Arbor, and is known for its constant sales and price decreases.

Pop Records

Pop Records is a small, very well known music shop. The store employs 5 people and each and every one of them is known by the expanding customer base. Pop Records is popular with the younger generation thanks to the provided discount rates for new and used DVDs and CDs.

The Toy Chest

The Toy Chest is a local chain that makes you want to be a kid all over again. Products range from targeting ages ranges from toddlers to adults. During the holiday season, when you need to buy gifts for the kids but you can't leave them home, the store provides a center where they can play and socialize with one another.

Underground Reptilian Records and Comics

This quaint little shop carries comics, CDs, role-playing games, videos games, and collectables. Though the store is normally over flowing with customers, Underground Reptilian Records and Comics provides a policy to treat all customers with the utmost respect.

Bars, Clubs and Restaurants

The Basement

The Basement is a place where teenagers can hangout, party, and have fun. This 16 to 20 club doesn't allow alcohol on the premises. The spaciousness of the club is remarkable, holding 2 large dance floors, a small café seating area, a large stage for concerts, and several wall bench seating areas. Throughout the club there are no closed rooms for the teens to go into and the lighting is done to make sure there are no dark corners in which to hide.

Divine Drive-In

This is a restaurant that simulates the old time drive-in fast food diners. Dine in your car or within the restaurant. Divine Drive-Ins can be found throughout the city; some districts even have several locations.

Kountry Citchen

Kountry Citchen is rated as the best all you can eat buffet place, with approximately 5 locations throughout the city. Prices are: Kids 12 and under are $3.75 (Lunch) and $4.25 (Dinner), while adults are $6.25 (Lunch) and $8.00 (Dinner).

The Hole

The Hole is the perfect name for this rundown bar. Very few lights or bathroom fixtures work. Known as the place where the scum conduct their business. The Autumn Arbor Police Department makes monthly raids on the bar.

Sports

Arbor Aces

Arbor Aces is one of the top National League baseball teams. Currently fighting to hold on to the 4th spot in the League, the Aces continue to train hard and recruit new members annually. The team colors are black and red.

Arbor Arrows

The premier hockey team of Autumn Arbor is the Arbor Arrows, who have won over 20 championships. Their uniforms are blue with the large double white arrows that overlap in the center of the chest.

Arbor Razors

The Arbor Razors is not the best team in the National Football League, but it has made major progress in the past year. Although new to Autumn Arbor, replacing the sold Arbor Argonauts, the team has been part of the NFL since 2002. The team colors are black and green.

Downtown

The heart of Autumn Arbor is the Downtown district. Easily the most important district in the city, it's the place where the movers-and-shakers handle their business and where the most important decisions that affect the greater metropolitan area are made.

A testament to the most advanced and cutting-edge architectural designs and building techniques, Downtown is a glistening array of wide, glass skyscrapers and plazas. Home to the major corporations that maintain offices in the city, visitors and residents will find such conglomerates as Global Media Corp, VanCorp, Barludi Industries, and the headquarters for the world-famous Sentinels of Society.

In the center of Downtown is the area known as Arbor Square, which contains both the District and Circuit Court Houses, Central Police Precinct, City Hall, the Federal Building, and the Wyverncrest Embassy. Although Autumn Arbor originally considered it a great political coup when they convinced Lord Wyverncrest to place his embassy within the City of Legends as opposed to New York, Washington D.C., or Baltimore, city officials have had plenty of opportunity to rethink that assessment over the years as enemies of Wyverncrest have had little problem attacking the embassy and significantly damaging the surrounding area.

Thirty-foot statues stand eternal vigilance around Arbor Square, one on each of the four sides, as a testament to the brave Champions that gave their lives to save the city from the Purge Invasion. Telika can be found on the northern face, with Beetleman on the southern face, F-5 on the eastern face, and Bolt facing towards the west.

Other statues of Champions that have fallen during the long legacy of the City of Legends are spaced throughout the Downtown area, but none are as large or prominent as those around Arbor Square.

Getting around Downtown can be somewhat of a hassle at times. Although the city maintains a state-of-the-art subway system that links regularly with normal mass transportation, traffic is still congested. Parking can also be a problem, despite the dozen or so parking garages throughout the district, as well as the various underground private parking facilities maintained by the various corporations.

In spite of all issues, Downtown remains the heart of the City of Legends and the place where most tourists gather in hopes of catching a glimpse of the beings that make the city world famous.

Arbor Grand Hotel

This large luxurious hotel is in the midst of it all. Conveniently located in the heart of Downtown, the 510 room Arbor Grand Hotel provides the ideal setting for vacationers and business travelers. The Arbor Grand Hotel is the perfect venue for meetings and events, as it is home to 16 meeting rooms and can host groups of up to 1000.

Rates:

Sunday-Thursday: $190.00 (generally)

Friday-Saturday (and all holidays): $175.00

Arbor Historical Museum

Founded over 175 years ago, this museum hosts the world's second largest American silver collection in addition to thousands of portraits, maps, prints and decorative arts items. With 7.4 million books on the premises, this is a great place to do research on any aspect of Maryland's history. The museum focuses on showcasing the art that portrays the historical events of Autumn Arbor and the surrounding cities.

A wing was added in late 1998 for the newer history of the Neos. This wing contains photographs, laws, paintings, and news articles of the spectacular Champions of Autumn Arbor.

Arbor Square

Arbor Square is known as the political hub of the City of Legends. During the city-wide rebuild in 1999, Arbor Square became a monument to Champions and the main site for political offices. Located on the southeastern corner, City Hall is the center of all the political hustle. The court house locations were moved to the northeast corner, with the stairways of these large, white prestige buildings marked with statues of lions that sit atop neo-classical pillars.

Originally, in 1927, the Police Precinct was built on the western edge of Downtown. As the precinct expanded, however, a large building was obtained on the southeastern side of Downtown. During the Purge Invasion, the building was leveled. Keeping with the plans of the city-wide rebuild, the new Central Police Precinct is located on the western side of Arbor Square.

Arbor Tribune

The Arbor Tribune is the daily newspaper printed in the tabloid format, where the main focus is Autumn Arbor's society and crime. The Arbor Tribune is run by Harold Everstien, who is more worried about making a story interesting than informing people of the truth.

Most people dismiss the paper as purely superficial fluff and

the only aspect that is taken seriously is the business reviews. Several writers have been denied positions at other media-based companies due to their time at the Arbor Tribune because of their frugal stories that lack substance.

Barludi International

Formed in 1981 by Jonathan Barludi and Michelle Terenza, Barludi Shipping started as a small shipping company operating out of the Terenza-controlled Beauman Straights.

By 1985, it had expanded into illegal arms trafficking and within its first decade had siphoned off over 35% of the Terenza territory in Autumn Arbor, becoming a multi-million dollar industry. Eventually, the company name was changed from Barludi Shipping to Barludi International to suit the other investments such as real estate and legal imports/exports.

Throughout the 1990's, Barludi International contributed millions of dollars to Autumn Arbor, including funding part of the restoration in 1999, city expansion and renovation, and the opening several Barludi Foundation centers for abused women and children. The newly renovated corporate offices are located in the 47 story Barludi International Building, which is protected by Barludi's private security firm, Mafia enforcers, and state-of-the-art technology.

Federal Building

Until 1998, the Federal Building was located in Cedar Valley. During the city-wide rebuild, a 25 story skyscraper was erected to serve as the new location for the federal agencies. Several undercover Neo agents, an advanced electronic security system, and a high powered Force Field projector donated by the Daring Dynasty, protect the building. The top 3 floors are Alpha-Level security clearance Neo Crime Bureau offices, while the subbasement contains 4 levels of Alpha-Level Security Neo Crime Bureau research labs and temporary Neo incarceration holding facilities. The incarceration facilities are vital holding areas for criminals with super-powers awaiting transportation to the Solitaire Island Federal Prison.

First Arbor Arena

Like most of Autumn Arbor, the reconstruction on the First Arbor Arena began in 1999. The reconstruction took approximately 3 years to finish and the First Arbor Arena contains many new changes from the original Autumn Arbor Civics Center thanks to the expanding visitor's list. The First Arbor Arena is currently host to over 1,000,000 guests annually and has 13,000 permanent seats. Temporary seating is used on the floor and/or the stage area for various event configurations. In general, concert and meeting capacities range from 13,000 to 15,000 guests, while other shows and sporting event capacities range from 12,000 to 16,000 guests. The First Arbor Arena was uniquely built to allow it to be curtained down to a 6,000 person capacity with a portable house stage center.

Global Media Corp

Global Media Corp, a subsidiary of VanCorp, is the nation's media giant. Led by Mitchell Hawrath, Global Media Corp has its main offices located within the 35 story GMC Tower, known for the its rooftop spinning globe with lightning strikes. Smaller offices are scattered throughout Cedar Valley, Hydesville, and Mayfield Square. The Global Media Corp owns over 35 television, cable, and radio stations nationwide, as well as the Centennial Island Theme Park.

In Autumn Arbor, Global Media Corp owns the following stations:

Television: WJAA Channel 7, WAAT Channel 4, WJXT Channel 14, WAAR Channel 5 and WNEC Channel 2

Radio: WJRZ 97.6 (rock), WGCR 92.4 (jazz), WORR 105.3 (pop), WAAR 101.1 (news), WLAX 106.7 (country) WALT 99.4 (alternative) and WNDC 103.7 (easy listening).

Golden Age Café

The Golden Age Café is a newer attraction to the tourist hub of Autumn Arbor. First opened in 2003 by Joshua Harris, the Golden Age Café was designed with a 1960s feel and an interior theme honoring the lost Champions of Autumn Arbor. All employees are required to dress in costumes representing the Champions that have fallen over the ages. A second level was opened in 2005 to honor the present day Champions, a way to thank them for all that they do on behalf of the city. When a present day Champion falls, their costume replicas are sent to the first floor for induction along with a small memorial ceremony in their honor. Joshua Harris saw an opportunity to attract more customers when the Champion known as Silverbelle applied for a job. Knowing she would be more then just an employee in a costume, Joshua placed Silverbelle at the front door to greet all of the customers and seat them in either the Memorial or Honored Champion areas.

Memorial Hospital

Memorial Hospital is the top research development hospital in the city and was the first medical building opened to the public back in 1916. Since 1978, Memorial Hospital is the only known public hospital that can provide care for Neos as well as Mundanes. Many of the top students from Douglas Myers University take residence within the halls of Memorial Hospital, hoping to have just one chance to help the many Heroes of Autumn Arbor.

Sentinels of Society Building

The original Sentinels of Society Building was located 4 blocks from the original Federal Building in Cedar Valley. As with many other building throughout Autumn Arbor, the Sentinels of Society Building suffered major damage during the Purge Invasion. With the assistance of VanCorp's funding, the new 32 story Sentinels of Society Building, with a private and highly secure parking garage, was constructed in Downtown. Though most of the building is rented out as office space for the high-end corporations, the Sentinels of Society maintain the top 12 floors, accessible only through special elevators located in the subbasement and behind the security desk on the main floor

and requiring extremely advanced security protocols in order to gain access. Floor 19 remains empty and serves as a Force Field-reinforced buffer between the general population and the Sentinels of Society; only the special elevators can pass through the secure area.

Within the top 12 floors of the Sentinels of Society Building, the Sentinels of Society maintain complete living quarters, state-of-the-art laboratories with technology several generations ahead of anything the general public would understand, and complete holographic and virtual reality training facilities. Sophisticated computer arrays link with every major database around the globe. The special areas built in the subbasement are designed for maintaining water vehicles with access to the Chesapeake Bay and an aircraft runway that emerges just south of the Autumn Arbor city limits.

St. Dominic Church

St. Dominic Church is one of the largest and most prominent churches within the city limits. The cathedral is built in the Gothic architectural styles, similar to those in Europe. The mason cut stone exterior shows off the large stained glass windows that depict saints and other religious figures. Many of the more important figures of Autumn Arbor attend Sunday Mass at this church and additional Masses are held every Wednesday and Friday nights.

Stelleron Park

Built in the aftermath of the Purge Invasion, Stelleron Park is a small grassy area in Downtown that commemorates where Stelleron sacrificed his life. Various benches and picnic tables are spaced throughout the area serving as a regular spot for a peaceful spring or summer lunch. In the center of the park, at the exact spot of Stelleron's sacrifice, a 30 foot tall statue has been erected. Within the base of the statue rests his sarcophagus, which contains his cape. A plaque reads…

HERE LIES THE ONLY THING LEFT OF THE COURAGEOUS HERO STELLERON.

STELLERON SACRIFICED HIMSELF, ALLOWING HIS ENERGY-BASED FORM TO ENHANCE THE SHIELD OF ANOTHER BRAVE HERO, THUS ALLOWING VANGUARDIAN TO SURVIVE AND DEFLECT THE ENERGY ATTACK FROM THE PURGE'S FLAGSHIP AND SAVING AUTUMN ARBOR.

SUCH A GREAT HERO WILL BE MISSED.



VanCorp

In 1962, Marcus Ramirez, with the help of Icarus, formed a company called Vanguard, Ltd., which focused on government defense contracts. In 1965, the corporation gained the Americannon contract which Marcus orchestrated to have pulled from Quantum Mechanics Corporation, serving as the largest deal the fledgling corporation had seen to date. By the 1970's, it had become the top government contract firm in the country and had entered the international arms market.

By the 1980's, Vanguard, Ltd. began researching nanotechnology, Neo biology, and cloning. When the research began showing results, Marcus broke away from Icarus, changing the corporation name to VanCorp.

By the 1990's, VanCorp owned over 40 subsidiaries world-wide and employed over 1 million people around the world.

In 1993, the release VanCorp's greatest public success to date, Vanguardian, caused company assets to sky-rocket in value. Secretly using Vanguardian to further their plans for expansion throughout the City of Legends, the company regularly employed Rogues to attack Autumn Arbor and destroy property, then bought the real estate below market value and redeveloped it.

After the Purge Invasion, VanCorp rebuilt their offices as an 86 story V-shaped building made of glass and steel. The building is protected by state-of-the-art electronic and Mystical defenses, patrolled by the most highly trained, and often ex-covert military, personnel of the Vanguard Security Agency.

By 2000, VanCorp was the financial backer of a majority of commissioned Neos. By 2001, VanCorp owned approximately 42% of the land within Autumn Arbor.

VanCorp Neo Training Complex

The VanCorp Neo Training Complex was first constructed during the city-wide rebuild. The sky scrapper is 30 stories high, with the main floor open to the public as a tourist center complete with a small Neo museum, I-Max theater, and a gift shop.

The remaining 29 floors operate as a government sanctioned training school for Neos, teaching them not only to control and cope with their extraordinary abilities, but also teaching a full state-certified curriculum. The school is home to about 100 hand-picked students and is run by Headmaster Bruce Thompson, a Neo with a full range of elemental control abilities. Though there are a few teachers who have no special abilities, the school generally recruits other Neos to make it easier for the students to accept their teachers. Cloudburst, a former member of the Sentinels of Society, accepted a teaching position at the VanCorp Neo Training Complex shortly after retiring in 2004.

Wyverncrest Embassy

The Wyverncrest Embassy was first built in 1976 by Maximillian Wyverncrest IV and gave Autumn Arbor a huge political coup. This 5 story building covers 2 city blocks and contains complete living and visiting quarters for foreign diplomats. The Wyverncrest Embassy is equipped with the latest state-of-the-art security measures provided by VanCorp, along with the best Mystical defenses provided by Germaine Investigations, Ltd.

Cedar Valley

Cedar Valley is a scaled-down version of the hustle and bustle found in the central district, offering its share of major corporations, with the addition of museums, universities, and upscale corporate housing without quite as much congestion as Downtown.

Once the business and political center of the city, housing the court houses, City Hall, and many more corporations, Cedar Valley took the brunt of the damage during the Purge Invasion.

As the massive alien ships appeared in the skies over Autumn Arbor, Stelleron and the Sentinels of Society rallied the city's defenders to action. Despite their best efforts, though, the City of Legends was nearly destroyed. A Purge atmospheric combat craft rammed into the side of the massive VanCorp building, bringing it to the ground in what has been called the precursor to the tactics used by terrorists on September 11, 2001. The original Global Media Corp building was nearly brought to the ground when Beetleman's armor overloaded due to the energy weapons of the Purge and he was sent spiraling into the lower floors, where he exploded. City Hall was annihilated by orbital bombardment.

Following the defeat of the Purge, The City Council voted to move into the Downtown district, a decision brought about by VanCorp's announcement that their new corporate building would be built there, thus significantly shifting the financial focus of the city.

Since that time, Cedar Valley has become a sort of overflow to the Downtown district, with the addition of corporate condominium complexes in place of many of the corporate businesses.

Still, with its abundance of museums and theaters left all but untouched by the Purge Invasion, not to mention the Arbor National Aquarium, Cedar Valley is a thriving district with a bright future.

Arbor Globe

The Arbor Globe's history, like the Baltimore Sun, is among the longest and most distinguished in American journalism. Founded in 1850 by Chester Brigham and originally known as the Arbor Ledger, Brigham believed in the concept of a news source that was devoted to its readers.

The first three years of printing were the hardest on this small growing company and the paper was published out of an inadequate building that was barely big enough to house the equipment required for printing. The first edition consisted of 4 pages which expressed the issues of land growth, outlaws, and the government. From 1854 until the early part of 1858, the company relocated into a larger building which was already nearing its capacity due to the rate of growth in advertising and circulation.

Henry Eldwin bought real estate in the southern part of Autumn Arbor and decided it would be the new home for the 2 story building which would house the Arbor Ledger. During the move, one machine stayed in the old building to allow the Arbor Ledger to still be printed while in transition. Finally, in October of 1859, the first edition printed from the new location featured Eldwin writing the front page article about the raid on the federal arsenal down in Harper's Ferry, Virginia. The first Sunday edition hit the streets on April 21st 1861, bringing news about the bombardment and surrender of Fort Sumter. Early in 1862, the first illustrations hit the pages of the Arbor Ledger.

By September 1882, sixty-seven of Edison's bulbs lit the Arbor Ledger building. Before regular use of color in general circulation, the Arbor Ledger purchased color presses in 1891.

In 1928, during the midst of World War II, the Arbor Ledger became known as the Arbor Globe, under the direction of Clyde Eldwin.

The Arbor Globe is currently headed by Regina Hamilton, a descendant of the founder, Chester Brigham. Ms. Hamilton believes that the readers should be informed honestly about the issues, whether or not the story is action packed.

Arbor National Aquarium

Built in the early 1990's, the Arbor National Aquarium grew to become a popular tourist attraction. The Arbor National Aquarium seeks to stimulate interest in, and develop knowledge about, aquatic environments by blending naturalistic exhibit elements with the most modern interpretive techniques.

An expansion built in 1996 allowed for a more interactive learning center with which students of the local schools could actively participate, making the aquarium a major educational tool. Exciting individual opportunities abound with scholarships, internships, summer work opportunities, summer camps, and Boy Scout programs.

Admission prices range from $7-$18 (the dolphin and seal shows factor into the actual price of admission).

Autumn Arbor School for the Arts

The Autumn Arbor School for the Arts is a national leader in preparing students for industry careers. The school provides qualified students with intensive training in one of four arts disciplines: the visual arts, music, theatre, or dance. Several of the students have been featured in national concert halls and museums; others have performed in front of millions.

The school grounds cover a 2 block radius, which includes a small outdoor stage, an auditorium for plays and recitals, several dance and music studios, and classrooms. Due to limited space, the school only accepts 250 students a year.

Douglas Myers University

Douglas Myers University first opened in 1898 as a university dedicated to advancing human knowledge through research and scholarship.

Douglas Myers, a former student of Johns Hopkins University, agreed with the philosophy of his alma mater that teaching and research are separate endeavors but depended upon each other. The realization of that philosophy helped revolutionized the research university system as it exists today.

Douglas Myers University is one of the best schools of medicine anywhere in the world. In 1962, the university received special federal government funding to open the Neo Biological Research Facility in Autumn Arbor, the first of its kind in the country, and over the past 40 years has become the leader in medical research and treatment of Neos world-wide.

In all, the university has five academic divisions: The Paris Stracuzzi School of Arts and Sciences, the Raymond Greenberg School of Neo Studies, and the schools of Medicine, Public Health, and Nursing.

Douglas Myers also has campuses in Baltimore, New York, and Tampa, as well as facilities in Germany, China, France, and Italy.

Germaine Investigations, Inc.

Germaine Investigations, Inc. was formed as a cover for paranormal investigations by Stefan Saint-Germaine, with help from the Order of Merlyn.

In the mid-1980s, agents from the company investigated and diverted an attempted dimensional invasion by Nebecar. Although the demon lord nearly defeated the investigative group and entered the Earthly dimension, a woman from the shadows, known as Xzalia, turned the tide. With her reputation then known throughout the city, Xzalia was quickly offered a position within the firm.

Stefan Saint-Germaine currently heads a group of the world's most gifted psychics and Mystics. The firm has thus far stopped four invasion attempts from Nebecar while continuing to seek out and employ talented Mystics and psychics. Germaine Investigations, Ltd. operates out of a corner brownstone on the western border of the Cedar Valley district. Although the offices contain no advanced electronic security measures, they are intensely protected by a variety of Mystical and psychic defenses.

The Metropolitan Opera House

The Metropolitan Opera House was originally built in 1881, but within eight years an immense fire destroyed everything and the restoration repairs from the fire took 5 years to complete. During World War II, the Metropolitan Opera House was converted into a dance hall and was expected to remain that way. However, in 1995, Allen J. Perdy acquired the lease and once again filled the hall with music. Since then, The Metropolitan Opera House has played host to 165 of the most talented musicians.

Oak Hills General Hospital

Before the Purge Invasion, Oak Hills General Hospital was the leading medical facility in Autumn Arbor. Following the sudden movement of the city's business center from Cedar

Valley to Downtown, though, the hospital soon found itself overshadowed by the state-of-art and newly erected Memorial Hospital.

One of the focal hospitals outside of the Downtown area for Neo treatment, Oak Hills General Hospital still receives a wide array of graduates from the Douglas Myers University. The hospital has 487 acute beds and 47 newborn bassinets.

Ramsden Museum of the Arts

In 1836, Walter Ramsden began collecting art work from the local talent of every place he traveled. In 1849, when he finally settled in Autumn Arbor, Ramsden decide he wanted a house large enough for his collection; which already consisted of over 200 pieces of artwork.

After receiving word in 1857 that his mother was ill, Ramsden traveled back to England. While in England, he purchased several more pieces of art, along with the inherited pieces from his mother's personal collection. Upon returning home in 1861, Ramsden had a hall built adjacent to his residence to house his painting collection.

After the hall was complete, Ramsden threw a grand ball to display his collection. For several months following the ball, people would come just to admire the magnificent paintings. Walter Ramsden died in August of 1872 after a mysterious illness. Having no family in which to leave the land, the city took ownership.

The city evaluated the amount of art that was located within hall and decided to connect the house and hall to create a large art gallery, later known as the Ramsden Museum of the Arts.

Ramirez Enterprises

Ramirez Enterprises was formed in 1991 as a subsidiary of VanCorp by 19 year old Alexander Ramirez. Alexander's life was saved the year before by Icarus, who saw in the young man a way to gain back what Marcus Ramirez had stolen from him. The modern 27 story building is guarded by state-of-the-art security measures and a top of the line Neo security team.

Ramirez Enterprises employs approximately 2500 people and deals primarily in the manufacturing of computers and state-of-the-art electronics. Behind the scenes, this subsidiary has large investments in designer drugs and weapons.

Sentinels Mall

Sentinels Mall was constructed during the city-wide rebuild, after VanCorp purchased land far below market value due to their ability to manipulate the insurance companies and federal government to not pay premiums to the former owners. The mall encompasses over 11 square blocks, which includes the original site of the Sentinels of Society Building, and contains over 200 stores. Parking is extremely difficult despite the extensive parking lot and the four 5-story parking garages.

All of the major chain stores can be found within the mall and the food court boasts 3 levels with over 40 dining choices. The food court is illuminated during the day by various skylights and holographic projectors work at night to create the illusion of eating beneath a star-filled sky with a full moon. Mall management maintains a positive working relationship with the Sentinels of Society and the Daring Dynasty, who often make public appearances at the mall to sign autographs and mingle with the people they have sworn to protect. As a result, the mall has also become the site of various Neo battles and has suffered its share of damage over the course of its 4 years of business.

Sidekicks

This 18 and older nightclub features Sidekicks as the main attraction. Most of the drinks are named after Champion Sidekicks even if their career goes beyond the Sidekick status to become a full-fledge Champion. Traditionally, the club throws an honorary celebration on the first Friday night after a Neo has been announced as a Sidekick.

The club has both indoor and outdoor dance areas, 3 bars posted throughout the establishment, and one strictly non-alcoholic bar posted in the center. Everyone entering the club who is under 21 receives a stamp and if an underage person is caught trying to order alcohol they are banned until their 21st birthday.

Hours: Thursday-Saturday, 8pm-2am.

Admission is $15 until 9pm, $25 after 9pm, and non-alcoholic drinks are free.

St. Ann Church

St. Ann Church was built in the late 1970's. The community strives to help the church in every way possible to provide a safe environment for the children. In 1987, the congregation pulled together and cleaned the empty lot next to the church in order to build a large playground which makes the church appear to be more of a children's center from the exterior.

Terenza Enterprises

Terenza Enterprises was formed 1938 by Alfonso Terenza as a legitimate business to cover the illegal operations of the Terenza crime family. It began as an investment firm and quickly expanded into real estate holdings by 1941. The real estate purchased by Terenza Enterprises was used for secret German research facilities, allowing them to operate on American soil. At the end of the war, Terenza Enterprises began using the scientists to design and manufacture a vast array of designer drugs, while continuing its front as one of the most successful and fastest growing investment firms on the east coast.

Today, Terenza Enterprises is the umbrella corporation for various investments throughout the information technology, financial investment, media, and pharmaceutical industries. They employ over 35,000 workers and maintain offices in Autumn Arbor, New York, Tampa, and Houston. The current CEO is James "Jimmy" Terenza, a suspected underworld kingpin. The Autumn Arbor office is the main headquarters and is located on the top 6 floors of the Mason Building, guarded by state-of-the-art security measures.

Beauman Straights

Beauman Straights is one of the busiest international ports within the US. The port serves more than 50 ocean carriers, with over 1,900 annual port visits. Other characteristics of the ports are the advanced modern storage facilities and special bulk facilities for steel, pulp, paper, ore, and coal. Seven public and 10 private terminals handle the port's traffic.

Although Beauman Straights is one of the busiest places within the city during the day, the nightlife at the ports has dwindled. Something unidentified has been lurking within the area; several people believe it to be a werewolf due to the occasional howling during nights of a full moon. Bodies have been found mutilated and decapitated several days after the mysterious noises have been heard. Despite that the killings, most people refuse to believe that something unnatural lurks within the port area and tend to believe that this may be the dumping grounds for notorious criminals.

Liberty Heights

Within Liberty Heights, the streets are lined with row homes and corner stores. Liquor stores started dominating the neighborhood in the early 1990's as the district became more and more over-crowded. Many of the local corner stores are now owned by foreigners, typically of Asian decent. The crime rate has increased dramatically since the late 1980's as low-income families increasingly began populating the area

The Barludi Foundation for Abused Women and Children

In 1996, Michelle and Jonathan Barludi opened a non-profit outreach center located within Liberty Heights; constructed within an old apartment complex, the outreach center maintains over 150 apartments for women and children needing to get away from a domestic abuse situation. The center is open about its on-premise Neo security force, which discourages enraged husbands from coming to the center in search of those seeking asylum. The Barludi Foundation for Abused Women and Children is well supported by the city government and provides basic self-defense training through an association with Master Xin's School for Self-Defense and Discipline. In the past two years, smaller centers have been opened in Cedar Valley, Hydesville, and Cathedral Heights.



Drake Motel

The Drake Motel is known for it intense prostitution and drug distribution rings and is owned and operated by a psychic Neo who uses his mind manipulation to keep the motel from being shut down. Several of the current prostitutes that work there can't remember when or why they started working at the motel and some believe that their minds and memories have been altered. The notorious Drake Motel is to blame for approximately 25% of the Liberty Heights district's homicide rate.

Iron Horse Tavern

Established in 1986 as a "Biker Bar", the Iron Horse Tavern has seen a decline in its clientele since the Purge Invasion and the devastation the surrounding community suffered as a result. The tavern has been a regular location for illegal drug and arms trafficking, as well as serving as a source of illegal networks and prostitutes. It is not uncommon for fights to breakout between patrons as a starting point for getting work from the movers and shakers of the Autumn Arbor underworld, as each of the Mafia families have low-level people positioned within the place. Though the FBI has been investigating them for over 2 years, thus far authorities have been unable to make any concrete connections between the Tavern and significant underworld figures.

Liberty Park

Liberty Park is 800 acres of lakes, woodland, trails, lawns, and various sculptures and works of art. Founded in 1855, it is the second landscaped public park in the United States. On even the sunniest of days, the park is masked in shadows. Eighty-percent of the artwork that is scattered throughout the park has been donated by various artists, sculptors, and museums throughout the city's history.

Liberty Park is known for the high crime rate; the AAPD, as well as the Vanguard Security Agency, regularly patrol the grounds. Two well-known gangs have a prominent presence within the park. The Masqueraders gang uses it as a drug distribution and murder location, while The Awakened regularly uses the cover the park provides to mask their Mystical rituals.

Silver Eagle Public High School

Silver Eagle Public High School was named after one of the first known Champions in Autumn Arbor. Despite the over-crowding of classrooms and the school being located in one of the worst neighborhoods, there is still a high ratio of students with above average test scores. Generally, 40 students are assigned to one teacher. Metal detectors line the inside of the doorways and police roam the halls trying to prevent violence.

St. Patrick Church

The typical brick building was built in 1905 and used as toy maker's workshop. In 1947, it was renovated and used as a small church, and can hold about 200 people at the maximum. The small congregation holds about 6 to 10 fund raising events a year, but still struggles regularly with financial depression.

Ballensville

A majority of the pollution that is within Autumn Arbor comes from the factories located in Ballensville. Towards the north, where the low income housing is located, the neighborhood is peppered with abandoned and run down row homes. An abundance of factories, many of whose original construction dates back to the turn of the 20th century, dominate a majority of the district.

Master Xin's School for Self-Defense and Discipline

Master Xin's School for Self-Defense and Discipline was founded in 1983 by Master Tao Xin, a Chinese immigrant and a member of the exclusive Order of the Whispering Wind as well as an expert in the martial arts discipline of Xon.

Xon, created over 1500 years ago by the Order of the Whispering Wind, trains its practitioners to move at super-human speeds, perform super-human feats of Strength, change one's appearance, blend seamlessly into the surrounding environment, and dodge high velocity projectiles, including bullets.

Master Xin teaches students how to develop their Chi, leading to advanced martial arts techniques that involve the physical aspects of Xon; the abilities of limited shape-shifting and blending are reserved only for those who are initiated into the Order of the Whispering Wind.

Master Xin also serves as an unofficial trainer at the VanCorp Neo Training Complex and has provided self-defense instruction to both the Autumn Arbor police department and the women staying at the Barludi Foundation for Abused Women and Children. In these cases, such training is in basic martial arts only and not the advanced Xon techniques.

The Raven

The Raven is a club unlike any other in the city. Opened nightly, with the busiest nights being Thursday, Friday and Saturday, the drinks are believed to contain at least one drop of human blood.

This rumor may not be far from the truth since the owner is a vampire known as Sebastian Shaw. Although Shaw regularly mingles within the general area of the club, he can usually be found with others of his own kind on the specially constructed sub-level club where dark rituals, blood letting feasts, and S&M shows occur.

Cathedral Heights

Driven by their faith, the residents within Cathedral Heights live conservative lives based upon the views and teachings of the Roman Catholic Church; the Archdiocese serves as the center-piece to the district.

The neighborhood is dominated by churches and quaint row homes, with streets and gutters regularly cleaned by the neighborhood association.

Archdiocese

Catholicism was brought to Maryland in 1634 when Jesuit Father Andrew White celebrated the first Mass held in the original 13 colonies, on the shores of St. Clement's Island. Founded as a haven for Catholics and a place for religious toleration, Maryland was the site of the Religious Act of 1649, the first legislation a representative body ever enacted for religious freedom.

Although Autumn Arbor was originally part of the Archdiocese of Baltimore, the city of Autumn Arbor was named a separate Archdiocese in 1869. Cardinal Christopher Blackwell leads the Autumn Arbor Archdiocese, which includes more than 26,000 Catholics.

Cathedral Mall

The Cathedral Mall is a outdoor strip-mall which contains 47 individual stores, 3 department stores, 8 restaurants, and a movie theater. The mall receives a lot of business, and unlike the more luxurious enclosed malls, each of the stores has their own hours of operations. The movie theater can show up to 8 movies at once and each theater can seat up to 75 people.

Cloister Medical Center

First started in 1870 as a Catholic-run public hospital, Cloister Medical Center has endured some major changes in the past few decades. After refusing to treat Neo patients in the 1960s and 1970s, Cloister Medical Center found itself in and out of federal court throughout the two decades. When the Archdiocese suffered major financial trouble by the end of the 1980's, Cloister Medical Center was purchased by Humanitarian Medical, a subsidiary of VanCorp. Since that time, Cloister Medical Center's technology has been upgraded and the hospital now supports a very advanced computer network and triage unit. Still only a small hospital with 289 acute beds and 23 newborn bassinets, the Cloister Medical Center has expanded to include Neo patients since the invasion of the Purge.

DiAngelo Residence

The DiAngelo Residence is located approximately 4 blocks from St. Michael's Cathedral. This blue, single family home has 4 bedrooms, 1.5 baths, and a fully finished basement. The residents include Tori, Dominick, George, and Vincent DiAngelo. Both children, 7 year old George and 5 year old


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Vincent, have their own rooms. In the yard is a large wooden play set, which includes a tower slide, swings, gymnastic rings, and monkey bars.

Mount Legend Cemetery

Situated atop a large hill within the heart of Cathedral Heights, Mount Legend Cemetery is exclusively for the Neo Champions of Autumn Arbor.

In the early 1990s, massive amounts of break-ins and unauthorized exhumations called for an increase in security. Large iron gates, along with several members from the VanCorp Security Agency, protect the cemetery and all those who rest there. Times are regulated to allow the public to visit their Champions, though family members are allowed to visit at anytime. Family members of Champions who rest within the cemetery receive an identification card which allows them to enter after the gates are closed to the public.

Hours of Operations: Monday – Friday,

10a.m.-6 p.m.

St. Agnes Cemetery

St. Agnes Cemetery is for the Mundanes of Autumn Arbor. The grounds are open around the clock for people to visit their lost loved-ones. The police are known to check the grounds every hour from 10 p.m. until 6 a.m. to deter vandals.

St. Mary's Park

St. Mary's Park is over 16 acres of land and is known for being the home of the oldest church in Autumn Arbor. Blessed Sacrament Church is located in the heart of St. Mary's Park and still boasts over 150 parishioners. The church is shaded by thick trees and contains various statues and plaques to saints and angels. Many believe the park is the safest place in Autumn Arbor. Throughout the park are several picnic areas, walking paths, and playgrounds. St. Mary's Park and Blessed Sacrament Church are maintained by the Archdiocese.

St. Michael's Cathedral

Founded in 1889, St Michael's Cathedral is the second oldest existing church in Autumn Arbor. Constructed in the Romanesque architectural style, St. Michael's Cathedral is a sprawling structure that occupies just over a full city block; complete with cloisters, Sunday school facilities, and lush green courtyards. A small cemetery extends from the eastern side of the cathedral but no graves have been placed since 1974. The church can seat well over 300 parishioners and holds Masses on Wednesday and Friday nights, as well as 3 times on Saturday and Sunday. Currently, St. Michael's Cathedral is overseen by Bishop Jacob Tomaszo, a vampire over 700 years old that was a priest during the 14th century. Bishop Tomaszo also has an extremely high influence in the vampire community of Autumn Arbor.

Ravenswood

It is believed that half of the district of Ravenswood is built on the edge of the Indian burial grounds that lay off to the east of the district and is protected by the Native American entity known as the Manitou. The elders of Ravenswood believe that the Manitou has mighty Powers that keep them safe. These elders have long since suspected the existence of one or more parallel universes, resulting in the doorways that allow spiritual entities like the Manitou to travel into our dimension.

Many other citizens of Autumn Arbor tend to stray away from this particular district more than others, due the well-known hauntings that have occurred. When anything strange happens in the lives of those who live outside of the district, the blame tends to fall on the shoulders of Ravenswood's residents; many outsiders claim the Ravenswood individuals have dabbled in one too many things that should be left alone.

Ravenswood contains both row homes and single homes, many of which were constructed in the early 20th century. There is an almost palpable aura of Mystical energy throughout the district which tends to put visitors on edge, although the local residents have become acclimated to the aura.

Beltane Park

Autumn Arbor's first large municipal park, Beltane Park is commonly known for its shady lawns, rolling hills, picturesque water features, and majestic forest. Listed on the National Register of Historic Places, the park has a history that began over 2 centuries ago when the Algonquian Indians ceded land that included the park's area in their holdings. It is believed that the park was desired and cherished by American Indians because of its access to multiple springs.

Beltane Park is primarily used for strolling, driving, riding, and ball games. Its numerous water features included natural springs, streams, and lakes that also functioned as drinking water reservoirs for the citizens of Autumn Arbor until 1962. Beltane Lake began construction in 1893 and remains one of the largest earthen dammed lakes in the country.

In the past several decades, the park has become something of an enigma. Lady D'yre began appearing within the park and its environs in the middle 1970's and various experts in the field of Mysticism have claimed to sense a strong flow of energy cutting through the area. In the past 15 years, Beltane Park has become the site for various rituals performed by the Hand of Madness, as well as the street gang known as The Awakened. It is not uncommon for the bodies of mutilated women to be found in the park near dawn and, although police have been unable to arrest any suspects in the murders over the past 10 years, the media has already dubbed the killer as Spring-Heeled Jack, based on eye-witness reports of a man in a top-hat and cloak seen running through the park in great strides, leaping trees without effort, and disappearing into the thick shadows that cloak the park at night.

Native American Burial Ground

The Native American burial ground dates back to the 17th century and extends along the eastern edge of Ravenswood. Considered by many experts as a locus of Mystical energies, it is protected by the Native American spirit known as the Manitou.

From the War for Independence to the Purge Invasion, the Manitou has appeared in times of crisis to protect Ravenswood and the burial ground from harm and desecration. On the few times that the burial ground has been desecrated, the Manitou has relentlessly hunted down and punished the transgressors. What sort of punishment this entails is unknown, as the culprits are never seen again. Some believe that their spirits have been merged either with the Manitou itself, where they strengthen the spirit and increase his ability to guard Ravenswood, or that they have somehow been merged with sections of the district.

Running Bull Tavern

The Running Bull Tavern is run by an old American Indian shaman who believes his remedies are the only cure for illnesses. Within the tavern, the wooden beams of the ceiling and walls can be seen as if it were a log cabin. The tables are made of old time wagon wheels and large wooden beer barrels. In the very back of the tavern is a little shop hidden by a large wall covering where the shaman sells his remedies and herbal supplies. Only those trusted by the shaman know about his hidden sanctuary of remedies.

Canterbury

Canterbury is known for its extraordinary mansions and exclusive clubs. Unlike other districts throughout Autumn Arbor, Canterbury doesn't have streets lined with houses or a high community base. Most of the housing in Canterbury is reserved for the socially elite residents of Autumn Arbor, the ones who can afford to live life to the fullest.

The most prominent mansion is owned by Lucius Belcar, which consists of a total of 42 rooms and 38 acres of gardens, stables, and a quaint guesthouse. At the edge of the Belcar Estate lie the grounds for the Lords of Canterbury, one of the most exclusive clubs within Autumn Arbor.

A majority of the mansions are typically small compared to the Belcar Estate and usually consist of an average of 20 rooms and 17 to 20 acres of land. The first mansion built dates back to the early 1800's.

Lords of Canterbury

Lords of Canterbury is a highly exclusive club for the wealthy, open day and night for its members. Activities available include going to the day-spa for rest and relaxation, going to the stables to take a peaceful ride through the woods, having lunch with friends, or just socializing. A membership is required to even enter the gates without an appointment.

Lucius Belcar's Estate

Originally built in 1905 as a hospital, the grounds soon went up for sale in 1914 when funding was no longer available. Shortly before the building was to be razed, a man by the name of Franklin Centura, an alias used by Lucius Belcar, bought it at twice the property value.

Beneath the large estate, numerous tunnels twist and turn. Within these tunnels, Lucius conducts his dark magic experiments and creates the works of art that can be found in his personal museum.

The large estate ends at the edge of the grounds for the club, Lords of Canterbury.

Ramirez Estates

In 1967, Marcus Ramirez purchased an estate from the Justine family which contained a 30 room mansion and 17 acres of land. The property was actually part of a larger estate built back in 1952 but the main house burned down and was never rebuilt. The original owners moved into the secondary house and sold the land piece by piece.

Mayfield Square

Maintaining a sense of community is important to the residents of Mayfield Square. They have an active neighborhood association and an area security patrol. Chamberlain Street, a major thoroughfare lined with a variety of shops and businesses, marks the neighborhood's southern border. All of the architectural revivals, many of which were professionally



designed, are present in this exclusive neighborhood in their highest form, including Colonial, Georgian, Dutch, Tudor, and Spanish. The brick, tree-lined streets add a special ambience to this locally designated historic district.

Mayfield Square is the first district within Autumn Arbor to be designated by local ordinance as an area of historical significance. The ordinance establishing the Historical Preservation Commission was adopted by the City Council of Autumn Arbor in March of 1967. The earliest home was built in 1898, but most of the area was built between 1900 and 1936.

Bell, Book, and Candle

Bell, Book, and Candle is full of want-to-be potions and cures, books with simple rhymes thought to be spells, figurines, candles with labels designating their purpose, and good-luck charms. The store also contains a computer that supposedly tells you what your aura looks like and if it is good or evil.

The store is run by 2 women who have always been fascinated with the witchcraft of the big screen. One of the women dresses in Renaissance garb, including a long velvet dresses with a white peasant shirt. The other woman dresses completely in black. Every now and then, Germaine Investigations, Inc. conducts an undercover investigation to make sure no real potions or spell books pass through the shop and fall into the wrong hands.

Colonial Park

Colonial Park is one of the oldest parks in Autumn Arbor, having first been named in 1749. On Liberty Ridge, where a massive statue of a militia soldier now stands, Autumn Arbor rallied on September 12, 1814 to protect the city from the threat of a British invasion. From this vantage point the glow from the fire at the Capitol and the White House could be seen as the opposition marched through the nation's capital. As the British marched on Autumn Arbor, soldiers on Liberty Ridge met them with 220 cannons and 35,000 troops and sent them into a retreat back to their ships. With its historic significance and fine view of the harbor, this area became a popular place for citizens to promenade and picnic.

Spanning over 42 acres of land, Colonial Park is a very peaceful place in the heart of Mayfield Square. It possesses 3 ponds, one of which rents paddle boats from March through October, an indoor skating rink, various baseball diamonds and other sports fields, a gift shop and ice-cream parlor, and over a dozen hiking and biking trails. Colonial Park is unlike any other park in Autumn Arbor because it has so many facets. It possesses a rich history spanning 200 years spotlighting major historical events, relaxing surroundings and facilities for exercise and community gatherings, and offers great diversity while preserving architectural and historical themes.

Legends

Legends is a typical 21 and over nightclub, though some nights you may find some of the city's Champions hanging out and catching up on old times.

Legends has 2 floors. On the first floor is a dance floor and bar, while the second floor is more of a club house with a bar, pool tables, slot machines, karaoke, and a small dance floor.

Para-N-Normal Bookstore

The Para-N-Normal bookstore first opened its doors in 1993 and quickly became the most popular Wiccan shop in Autumn Arbor. The bookstore contains a variety of books on Wicca of all disciplines, as well as a various array of Tarot Cards, Stone, Runes, Crystals, Wands, Chalices, Altars, Apparel, and other assorted tools.

The owner, Desire O'Toole, is a third rank witch who often works as a freelance investigator for Germaine Investigations, Inc., Desire lives in an apartment that occupies the upper two floors of the building above the shop. Both the apartment and the shop are protected by various defensive spells and astral guardians.

In a sub-basement of the shop stands a vault which contains a vast array of potent, and often dangerous, Mystical Artifacts.

St. Benedict Parish

A large pristine chapel with colorful stained-glass windows, St. Benedict Parish has about 280 parishioners. Many children attend the famous bible school and the doors are always open for confession.

Hydesville

Founded by Isaac Hyde in 1796, Hydesville became an official part of Autumn Arbor during the city's incorporation following the War of 1812, serving as the home for Autumn University and the original location of the Arbor Ledger.

By the early 1900's, businesses were flocking to Hydesville and the district quickly grew into the scientific and technological research hub of the city. The depression of the early 20th century, unfortunately, saw the decline and departure of many of the corporations that had built the district during the previous decades, but even that didn't slow Hydesville down. Becoming a focal point for the Mafia's illegal operations during the height of Prohibition, Hydesville continued to grow as the various crime lords funneled money into the future development of the district.

By the 1960's, Hydesville became the home of Quantum Mechanics Corporation, the world's leading design firm for cybernetics and advanced nanotechnology applications.

By the 1970's, the Daring Building was opened and the Arbor National Zoo was founded.

Today, Hydesville is the educational and technological development hub of Autumn Arbor, with sprawling campuses and high-rise buildings, all spaced throughout a district known for its wide parks and thoroughfares.

Academy of Extraordinary Studies

When the federal ban on Neo Champions was finally lifted



and the revised Neo Laws were enacted, a proposition to establish centers where Neos could be trained in the responsible use of their abilities was established. With funding supplied by many different sources ranging from federal grants, private companies like VanCorp and Quantum Mechanics Corporation, and donations from private citizens, the schools would be able to teach young Neos all the standard courses offered in regular schools, but in a safe and highly monitored atmosphere in order to protect themselves and others from accidental Power displays.

The original campus was founded in Autumn Arbor in 1986; by 1995 additional campuses were built around the country. The faculties are comprised of both Neo and Mundane teachers in order to further show that Mundanes and Neos can live and prosper side by side. The Autumn Arbor branch of AOES is also overseen by Headmaster Sgt. Gauntlet, a cybernetic drill sergeant who had distinguished himself in the Army's Neo training program.

The campuses are all designed along similar lines. Faculty and teaching facilities are located in the above ground buildings and are specially designed to withstand direct assaults from all but cosmic level Neo abilities. Below ground are found the research facilities, state of the art Neo training facilities, and the most advanced medical facilities found anywhere in the world.

Besides the standard education ranging from grade school through college level courses, AOES offers training in the use of Powers for careers outside of crime fighting.

The Practical Power Application (PPA) courses teach enhanced individuals how to use their Powers to pursue careers that suit their unique abilities, covering applied Power usage for over 200 possible careers.

Additionally, the schools also offer courses in Neo crime fighting. These advanced courses are offered to any Neo with the desire to use their Powers to protect their fellow man, as long as they have passed their PPA courses and shown an acceptable amount of control over their abilities. Special guest teachers are often brought in to assist with theses courses, such as members of the Sentinels of Society and Daring Dynasty.

Upon graduation from AOES, all students receive their Neo Registration License, which designates how they are legally able to use their Powers. Neo Registration Licenses range from simply being registered as a Neo, to job placement licenses (such as for a telekinetic Neo being sanctioned to work in construction), to official crime fighting commissions.

While it is not mandatory for people with Neo abilities to attend AOES, most do at least long enough to receive their Neo Registration License to use their Powers in self defense. This is usually a one week course in the responsible use and control of Neo abilities. This license is the equivalent of registering a firearm.

Many graduates also apply for teaching positions at the school, wishing to pass on their knowledge to others.

Arbor National Zoo

The Arbor National Zoo is home to several endangered animals. The zoo encourages natural interaction between predator and prey in recreated habitats, though the animals are still fed a specific diet to help them live longer. Though

animals are allowed to interact as if being in a natural habitat, a close eye is kept on pregnant animals. Surprisingly, very few accidents have occurred between animals and only one death has resulted.

At the heart of the Arbor National Zoo is the animal nursery where visitors get to see the newborns who were abandoned or that were born with medical difficulties. The most popular section in the zoo for children is the Walk in Our World activity area, where the Neo known as Beatrice Summers uses her wonderful Power to talk with animals to share the feelings of animals with the children.

Autumn University

The premier school of Autumn Arbor, Autumn University, was founded in 1836 and is largest public research university in the city, attracting high-achieving students to its undergraduate and graduate programs in the liberal arts and sciences, engineering, and Neo studies.

The College of Arts & Sciences and the College of Engineering degree programs include 26 majors, 31 minors, 26 areas of concentration, 14 pre-professional and allied health programs, and 9 certificate programs. The College of Neo Studies degree programs include 13 majors, 14 minors, 10 areas of concentration, 8 pre-professional and allied health programs, and 6 certificate programs.

Autumn University occupies 57 acres of land with nine major buildings, seven tennis courts, athletic fields, and several acres of woodland. Its 10,103 undergraduates and 2,781 graduate students come from 46 states and 81 foreign countries. There are over 178,000 Autumn University alumni worldwide.

The campus itself has undergone several renovations over the past 170 years and now features ultra modern landscaping and state-of-the art technology in all of its buildings and dormitories. The computer network is considered to be one of the best in the city, second only to the network maintained at the various VanCorp offices.

Autumn University is most noted for its Neo studies program, which involves medical training second only to the Douglas Myers University, psychological profiling and study of those with extraordinary abilities, and political avocation of Neo rights. Its science programs are considered some of the best in the country and graduates of Autumn University have gone on to assume prominent roles at such corporations as VanCorp, Quantum Mechanics Corporation, and the Daring Dynamics.

Likewise, its business programs have produced some of the most successful movers and shakers in Autumn Arbor's business and financial districts.

The Daring Building

The 5 story building, occupying 2 city blocks and situated within a walled courtyard partitioning it off from the rest of the street, was originally constructed in 1971 and has been constantly updated over the years.

While the 8 foot wall surrounding it appears to be made of stone, micro-circuitry within the stone creates a woven Force Field capable of withstanding small rockets. The concrete and mirrored glass building is reinforced with a secondary Force Field. The two overlap when full defenses are initiated. Speakers at the gate are voice activated and connected to the central mainframe which logs and schedules all visitors. The Daring Building is overseen by a vast array of A.I. Human Replica Robots (HHR), indistinguishable from Mundanes, created by the family and overseen by the butler HHR named Isaac.

The ground floor of the building is the public reception area. It includes a waiting area, a museum dedicated to the adventures of the Daring Dynasty, complete with holographic replicas of their discovered treasures, a gift shop, and the office for Daring Dynamics. The second floor contains the working area, including general laboratories, a board room, library, infirmary, gym, and a computer center linked to all world-wide databases. The third floor contains the various living quarters, the recreation room, an indoor pool and spa, and a smaller library. The mechanics garage is located on the fourth floor, while the fifth floor is the hangar bay, complete with a working lift to and from the fourth floor and a lift that raises the vehicles through the opening roof for vertical take-off and landing (VTOL).

There are 2 sub-basements located in the building which are highly important to the Daring Dynasty. Sub-basement 1 contains the more advanced laboratories, including a trans-dimensional gateway and virtual-reality training facilities, as well as the actual trophy room for the Daring Dynasty. There are also holding cells for dangerous individuals until they can be turned over to the proper authorities or returned to their home dimension/planet. Sub-basement 2 contains redundant power supply and back-ups, as well as back-up computer mainframes.



Greater Arbor Medical Center

For more than 50 years, Greater Arbor Medical Center has served the healthcare needs of the greater Autumn Arbor area.

The all-private room hospital includes 188 acute care beds, 41 sub-acute care beds, and 17 psychiatric care beds. Smaller 30-bed units and single occupancy rooms, the elimination of nursing stations, the placement of supplies, medications and charts in close proximity to patients, and the use of a highly sophisticated communication system all enhance the level of responsiveness and the quality of care for patients and their families.

In addition to its vast array of medical services, Greater Arbor Medical Center has also recently opened a new wing dedicated to the research and treatment of Neos.

Hyde Park

By 1951 Autumn Arbor's water engineers had created Hyde Park from over 120 acres of farm and woodland at the city's southern edge, as the first step toward a modern reservoir system. Previously, Autumn Arbor's water supply had been governed by Beltane Park, but by 1962 the state-of-the-art water filtration system of Hyde Park replaced the aging technology. Today, thanks to upgrades following the destruction during The Purge Invasion, Hyde Park boasts the most advanced water filtration system in the United States. In addition to the reservoir, Hyde Park also houses several bike and jogging trails, two small lakes with various water foul and wildlife, and various areas for families to picnic.

Quantum Mechanics Corporation

Dr. Maxwell Kwan, former assistant to Marcus Ramirez on the Roswell crash technology at MacKenzie Air Force Base, started Quantum Mechanics Corporation in 1955. Alfonso Terenza was Kwan's main financial investor, hoping to gain access to the technology for his Russian and German allies. Quantum Mechanics Corporation focuses on the fields of genetics, physics, and robotics; specialties include expertise primarily in mutations, matter-to-energy transference and energy control, and special robotic exoskeletons and prosthesis for the disabled.

In the 1990's, Quantum Mechanics Corporation suffered a series of law suits resulting from radiation experimentation. The case became very well publicized since Audrey Johanson's life was turned completely upside down due to the severity of the radiation exposure. Audrey is now known as Neutrino Jade, reservist for the Sentinels of Society.

Surrounding Locations

Centennial Island Theme Park

Having celebrated its 20th anniversary in 2006, Centennial Island Theme Park is Autumn Arbor's second largest tourist attraction, ranking second behind the Neo population itself. Situated on Centennial Island south of the City of Legends, the theme park is owned by Global Media Corp., a subsidiary of VanCorp.

First built after the reinstatement of Neo Law enforcement agents in order to profit from their sudden explosion in popularity, Centennial Island Theme Park's main focus is attractions themed around the various Neo Champions and Rogues that have called the City of Legends home. From attractions as varied as the Mach-1, a 180 foot tall roller coaster with a top speed of 65 miles per hour, the D'yre, a roller coaster that also contains a fully holographic haunted house display, the zero-gravity air-launch attraction themed after Vanguardian, and the children's discovery center called the Anarchitect's Laboratory, the park contains rides designed for thrill-seeking to family entertainment. On scheduled dates during the summer months, barring being needed to stop a crisis elsewhere, members of the Sentinels of Society and Vanguardian appear at the park to interact with the attendees and sign autographs. Although such visits could potentially place the attendees in danger of being caught in a Rogue attacks, NCB C.O.P.s spaced throughout the park during such visits add a level of security that has, thus far, deterred any attempted threats.

The theme park boasts over 40 rides, a water park, and hourly live shows. Seasonal and group discounts are available.

MacKenzie Air Force Base

Established in 1943, MacKenzie Air Force base has served the nation's capitol for over 60 years and remains one of the top military air fields on the east coast.

In addition to military training and housing, MacKenzie Air Force Base also serves as one of the government's top research facilities, with all scientific and research laboratories occupying a reinforced, 10 story, underground facility. Originally constructed in 1946 for the study of advanced technology recovered from the Germans at the end of World War II, the heavily guarded research facility was also one of the primary facilities that investigated the various components recovered from the Roswell, New Mexico crash site.

Although the assassination of President John F. Kennedy saw Andrews Air Force Base take over as the primary military air field for the Washington, D.C. area, the importance of the MacKenzie Air Force Base has never diminished over the years.

Currently home to the 169th Airlift Wing and over 45 other organizations with over 15,000 personnel living and working at the facility, MacKenzie Air Force Base remains one of the nation's top military installations.

Solitaire Island Federal Prison

The nation's most advanced penitentiary for Neo Rogues, Solitaire Island Federal Prison is located south of Autumn Arbor and is only approachable by aircraft or boat.

The bulk of Solitaire Island is divided into two separate prisons. The first is the specially designed area that houses those Rogues whose Powers derive from some internal sources of Power, for example those born with their abilities or in some way mutated to possess them. The other part of the island is

dedicated to the incarceration of those Rogues whose Powers were derived from external Power sources, for example technological or Mystical devices, and who are basically powerless without them.

The super-powered wing of the prison is where the island truly gets its name, as the prisoners are kept in solitary confinement within cells specifically designated to nullify the individual's Neo Powers. These cells' manufacturing ranges from reinforced steel and concrete for the super-strong criminals, to Force Field containment pens, to magically warded cells, to self contained environments specifically designed to neutralize the Powers of their respective occupants. All of cells have advanced monitoring equipment which will release countermeasures to subdue the occupant in the event that they try to use their Powers. Knockout gas dispensers and electroshock surfaces are standard, with customized restraining devices for more unique Rogues.

Another unique aspect of Solitaire Island, and one that has caused numerous debates on capitol hill in regards to the moral implications of its use, is Null Therapy. Thus far, the only merit that has stopped lawmakers from ruling Null Therapy as unconstitutional is the simple fact that recipients are volunteers and no prisoner can be forced to participate in the program.

The Null Therapy program was designed as a means for convicted Rogues to have their sentences reduced in exchange for a chance to learn to adapt to a life without their extraordinary abilities or to adapt to using their abilities in law-abiding ways, for those whose Powers are permanent.

Null Therapy treatments can range from a combination of drugs designed to neutralize Powers to high-tech containment harnesses. Each treatment is specifically tailored to the individual Neo. Most Null Therapy treatments are temporary, requiring a daily maintenance of drugs, although there have been some cases where permanent nullification has been deemed necessary when such measures can be attained, though they are very rare.

The goal is that, by the time the individual has completed the Null Therapy program, they will feel a greater level of comfort with living their daily lives without relying heavily upon their Neo abilities.

DAWN OF LEGENDS



CITY GOVERNMENT AND LAW ENFORCEMENT

Maintaining the day to-day operations of a city known for its extraordinary Neo population is not an easy task. Whereas every city faces the daily difficulties of maintaining adequate facilities, operating within a budget, and maintaining the necessary services for its citizens, Autumn Arbor also finds itself in the position of balancing operations to maintain a cohesive existence between its Mundane citizens and the Neo population.

Because the city is a regular target of Neo Rogue criminal masterminds, alien invaders, and organized crime, the government of Autumn Arbor has found itself leading the way in bringing governmental resources to bear to protect its citizens and make the City of Legends a safe and prosperous place to live.

Mayor's Office

The mayor of Autumn Arbor has always been in a precarious situation, catering to both the Mundane citizens and the intense Neo population. Prior to the Purge Invasion of 1999, the mayor's office had been known for a strong stance against Neo Champions within the city limits, despite being forced to allow them to operate in Autumn Arbor due to federal mandates.

Following the Purge Invasion, however, and the election of Mayor Edward Foley, the world renowned City of Legends has finally started to live up to its namesake, becoming a beacon of the future for solidified and friendly relations between Neos and Mundanes.

Mayor Edward Foley

Prior to the Purge Invasion, Autumn Arbor's Mayor William Tanumn had maintained a firm platform against Neo Champions within the city limits. Despite the nickname City of Legends, Mayor Tanumn was immensely popular with the people of the city, but all that was to change following the near total destruction of Autumn Arbor.

Edward Foley was raised in a blue-collar family in the Mayfield Square district of the city. He attended the public schooling system through high school, his grades had always been exceptional, and he graduated from Autumn University with a 3.5 GPA.

Following college, Foley attended law school in Pennsylvania before returning to Autumn Arbor to begin his career in the District Attorneys office. Throughout an exceptional career, he received the highest conviction rate of anyone in the office in the past 25 years.

After 12 years as a District Attorney, Foley was elected to the City Council, where he served as the councilman for Cedar Valley. Always a strong advocate for Neo rights, he rapidly built a career against anti-Neo opponents by playing devil's advocate and using his natural charisma to gain increasing public support. After witnessing first-hand Stelleron's sacrifice during the Purge Invasion, Councilman Foley risked his life assisting rescue workers and Neo Champions in finding survivors trapped beneath the miles of rubble throughout the city.

In 2000, he won the Mayoral election in a very close race against William Tanumn, whose anti-Neo stance was beginning to alienate supporters in the face of the Purge Invasion.

Mayor Foley is in his early forties with thick black hair and piercing blue eyes. Usually very easy going and quick with a joke, he can be very curt and abrupt when pressed on an issue. A father of three children and devoted husband, Foley also has a nephew enrolled at AOES, so he knows the difficulties in raising a Neo child, even if it is second hand.

Autumn Arbor City Council

The Autumn Arbor City Council is the law-making body of the City of Legends, working equally with the Mayor, and consisting of 10 members from the city's 10 districts. The City Council is responsible for monitoring the operation and performance of city agencies, making land use decisions, and having sole responsibility for approving the city's budget.

Benjamin Sraylin (Cedar Valley)

Councilman Sraylin believes that the Neos of the city should be controlled, not given control. He maintains a firm stance that Neos are the major reason behind the Purge Invasion and the damage the city suffered and that had Neos been under tighter government control, their super-powers would have been better utilized. While in direct contrast to Mayor Foley's pro-Neo stance, Sraylin nonetheless has many supporters throughout the city's government and has already dropped hints of wanting a shot at the Mayor's seat in the near future.

Bernard Goldstein (Beauman Straights)

Councilman Goldstein is a man of strong values that has suffered a series of personal tragedies in recent years. After losing his son and daughter-in-law during the Purge Invasion, he recently lost his wife to breast cancer. Lately, he has been overwhelmed with numerous propositions from both of the major crime families, since he directly influences the present and future of Autumn Arbor's port district. Although the councilman has refused to cooperate with them thus far, some of the crime families' more recent offerings of wealth have started to chip away at his defenses since his wife's death.

Jeremy Hadelburg (Downtown)

Councilman Hadelburg is perhaps the most controversial member of the City Council. Openly supported by Mayor Foley

for the position in 2000, Hadelburg had been a councilman in Chicago since the late 1980's, where he was elected in a landslide vote due to the rise in Neo popularity following the reestablishment of the Sentinels of Society. Unfortunately, his natural charisma and his reputation as a ladies man have made him an easy target for his enemies. During his first year in Autumn Arbor, he was forced to defend himself against allegations of cocaine addiction when the Terenza crime family decided he was too much of a threat to their growing hold over certain other council members. Since that time, Jeremy's public image has been precarious at best, as a majority of the public seems unwilling to completely believe his innocence. With Jeremy up for re-election, recent sex allegations against him involving the wife and minor daughter of his electoral opponent have further diminished his public image. As a result, his lawyer has suggested he rejoin the Sentinels of Society as Everest in an attempt to regain the public's support. A piece of advice Jeremy has taken to heart, albeit begrudgingly.

Blane Barludi (Ballensville)

Councilman Barludi is the younger second-cousin of famed Mafia boss and entrepreneur, Jonathan Barludi. Although the ties go no deeper than last name, the fact that there are any connections between him and Jonathan is a fact that the councilman works hard to make others forget. He has taken a strong stance against organized crime in Autumn Arbor and has even gone as far as to push for stricter laws against prostitution and gambling.

William Cutler (Liberty Heights)

Councilman Cutler's district is perhaps the most infamous in Autumn Arbor due to its low-income population and high crime rate. With the street gangs running rampant and welfare recipients at an all-time high, Cutler has been fighting for more funding for the Neo Urban Renewal League for several years now, realizing that the best and most efficient way to improve Liberty Heights is through the Neo labor union. Unfortunately, this has brought him no end of opposition from Councilmen Sraylin and Portson, both of whom have managed to slow his efforts in favor of the more traditional Mundane labor organizations.

Joshua Baglan (Cathedral Heights)

Raised in a strong Roman Catholic family, Councilman Baglan's term as City Councilman has been greatly influenced by the Archdiocese. While he believes the Neos are good for the city, he quietly chaffs at the near idol-worship the citizens and many of his constituents place upon them as if they were gods. Still, Councilman Baglan has made a lot of progress for Autumn Arbor by helping the Archdiocese get funding from the city to repair many churches and was tantamount in the reconstruction of the Downtown district.

Chyral Owatta (Ravenswood)

Relatively new to the City Council, Councilwoman Owatta was raised as a Native American in the city's Ravenswood district. Only in her first term, she has been focusing more on getting Ravenswood some much needed urban renewal, while at the same time working hard to see that the Native American sanctity of the district is left untouched. Some of the other councilmen think she is the wrong person for the job, especially with her strong beliefs in the more supernatural and mythical legends of the district.

Judy Carlow (Canterbury)

Councilwoman Carlow is most likely the most dangerous of all the City Council. A resident of the Canterbury district, she has been under the influence of Lucius Belcar for the past 5 years. As a result, many of the changes she has brought to Autumn Arbor have been to the twisted benefit of the Earth-bound demon. Many of the other councilmen and city politicians are careful to oppose her views, as those that move against her always wind up disappearing. Though her constituents suspect organized crime, the truth is far more dangerous.

Roger Dentrel (Mayfield Square)

Councilman Dentrel is a strong advocate of Neos and Mundanes working together for a brighter future. A strong supporter of Mayor Foley, he has had to move against Councilmen Sraylin and Portson on numerous occasions.

Issac Portson (Hydesville)

Councilman Portson's campaign promises tend to be the exact opposite of what he delivers. He promises support of Neos rights, while secretly attempting to wrest control of multiple city facilities that deal with Neos. Unfortunately, this is his third term, and his hooks are pretty well set into a majority of city government. Issac is known, however, for hosting various charity events for the Neo Champions. What many do not realize is that he uses such events to get to know the Champions of Autumn Arbor better and learn their vital weaknesses.

City Commissions

The various city agencies responsible for the day-to-day operations and maintenance of Autumn Arbor are a wide and varied listing. Each agency is overseen by a special commissioner, who answers directly to the City Council and the Mayor's office.

Office of Employment Development

The Mayor's Office of Employment Development (MOED) is responsible for coordinating and developing Autumn Arbor's work force. It works with employers by placing job-seeking candidates into vacant positions and using a state of the art job placement assistance program. The MOED is also responsible for regulating Neo employees in the work force and assuring

that all employment candidates have registered with the necessary federal agencies.

Robert Finnegan, Employment Commissioner

The city's Employment Commissioner is an old fashioned man working hard to keep the rising tensions between the various labor unions and Neos from escalating into an all out war. Lately, this struggle has taken the form of delaying the various Neo laborers throughout the city from uniting under a union of their own. With the regular labor unions of the opinion that Neo laborers have been "stealing" their jobs, Finnegan knows full well that the emergence of a united Neo work force would only result in disaster.

A fair man, however, he is in complete favor of allowing Neos in the work force and maintains a firm stance on protecting Neo employment rights.

Robert Finnegan is a man in his early 50's of African-American descent with a thick beard and a bald head. He regularly finds himself at odds with the Humanity Labor Union.

John "the Bat" Battingham, Head of the Humanity Labor Union

The head of the Humanity Labor Union, Autumn Arbor's largest and most influential labor union, John Battingham is strongly against allowing Neos in the work force, believing that the "super-powered freaks" are taking jobs away from the people who built the city and made it into the success it is today.

A vehement opponent of both Robert Finnegan and Jason Dempsey, Battingham is known for his public opposition to the recently formed Neo Urban Renewal League (NURL), a new city-wide organization that utilizes registered Neos for the demolition and reconstruction of city-owned property. He blames the NURL for the amount of low income families that have begun overflowing the Ballensville and Liberty Heights districts.

A bear of a man, standing at 6'6" and weighing 350 pounds, John is always seen carrying his signature baseball bat. Although he has yet to assault anyone with it, the sight of the bat in the hands of a man his size is usually enough to get his point across.

Department of Finance

The Department of Finance is responsible for the fiscal integrity of Autumn Arbor. Overseen by Finance Commissioner William Waverly, the department is responsible for billing and collection of all funds owed the city, investment and management of the city's surplus cash and funds, allocation of funds and expenditures, disbursement of funds for services and goods rendered to the city, accounting for all funds, debt management, and procuring supplies, services and equipment for city agencies.

William Waverly, Finance Commissioner

Autumn Arbor's Finance Commissioner is secretly an unregistered Neo with telepathic Powers. Over the past 5 years, he has used those Powers to maintain his position in the city's finance department and to carefully siphon money from the city's fiscal budget and into his off-shore bank accounts.

Appearing to be in his early 40s, William always has a quick joke and a kind word. His attire is always of high quality and design.

Autumn Arbor Health Department

The Autumn Arbor Health Department (AAHD) is responsible for protecting and promoting the health of the city's citizens. Through various divisions and organizations, the AAHD strives to meet the various public health needs of the city, ranging from services, programs, and initiatives to Neo health risks due to the use of harmful abilities.

Margaret Helmsley, Health Commissioner

Before obtaining her position as Autumn Arbor's Health Commissioner, Margaret Helmsley's only son passed away as the result of a car accident. Unfortunately, her son could have been saved by a Neo on the scene had the city's laws not prevented him as an unlicensed medical professional from administering care via his abilities.

Since that day, Margaret has dedicated her life to lobbying for Neo rights. She was a strong supporter of a new bill that would allow Neos with healing abilities to administer care to individuals in immediate life or death situations, as well as to individuals that traditional medicine could not assist.

The new bill failed to pass on two occasions and Margaret turned her attentions to running for office in the city's Health Department, a position she won thanks to the open support of Mayor Foley.

Margaret Helmsley is in her mid-thirties with a very motherly, down-to-Earth appearance. She is a strong advocate of Neo rights and is regularly pleading for more Neos with life-saving abilities to step forward and assume registered positions in health care professions.

Autumn Arbor Housing Authority

The Autumn Arbor Housing Authority (AAHA) provides affordable housing in a safe and secure environment for low to moderate income residents throughout the city. The AAHA also oversees the remodeling of the city's aging homes and the development of new, more modernized apartment complexes. While continuing that effort, the AAHA also works to enhance the quality of life for the city's residents through social services programs that give them opportunities to participate in community, educational and recreational programs, as well as job readiness and training classes.

Jason Dempsey, Housing Commissioner

Jason Dempsey represents another city employee that understands the necessity of a balance in the work force between Neos and Mundanes. He has been trying to get the city to contract the NURL to assist in the demolition and remodeling of the lower income housing in the Ballensville and Liberty Heights districts for well over a year. Unfortunately, his attempts have been mired in red tape thanks to the multitude of anti-Neo figures in power, like Councilmen Sraylin and Portson and the Humanity Labor Union.

Still, Jason Dempsey is not a man afraid to take a few risks and he has purposefully contracted various Mundane construction companies that have either caused injury or required too much money to effectively make the changes that the areas need. His beliefs are that if the politicians and labor unions can be shown that Neo enhanced labor is cheaper and more effective, he can relieve some of the rising tensions throughout the city's various employment sectors.

CITY DEPARTMENTS

The city departments of Autumn Arbor consist of several agencies whose sole responsibility is keeping the citizens of the city safe. With over a combined staff of 30,000 employees, the police department, fire department, Chief Medical Examiner's Office, and Public Works Department are the true heart and soul of the City of Legends.

Autumn Arbor Police Department

While every city has its share of crime versus an overworked police force, Autumn Arbor's police department (AAPD) exists in an even more stress-induced environment. In addition to the more typical murders, burglaries, assaults, and organized crime cases, the City of Legends is also home to the most dense Neo population in the United States and is therefore a center of super-powered crime and corruption.

The first recorded police encounter with a Neo was in response to a domestic disturbance call and resulted in the death of 15 officers and 7 civilians. Although conflicts between Neos and the police department resulted in numerous line-of-duty injuries and deaths prior to the establishment of the Neo Crime Bureau, since the NCB's inception, local police officer deaths have been reduced by 63%.

The Autumn Arbor police department, as it stands today, is rapidly becoming the national standard in local law enforcement.

Scientific Investigations Division

The forensic arm of the police department, the Scientific Investigations Division (SID) is comprised of the top forensic scientists. Overseen by Sergeant Robert MacIntyre, also a doctor and leading world expert on Neo genetics, the SID is outfitted with state of the art crime scene analysis equipment capable of analyzing and determining the effects and origins of



Neo abilities.

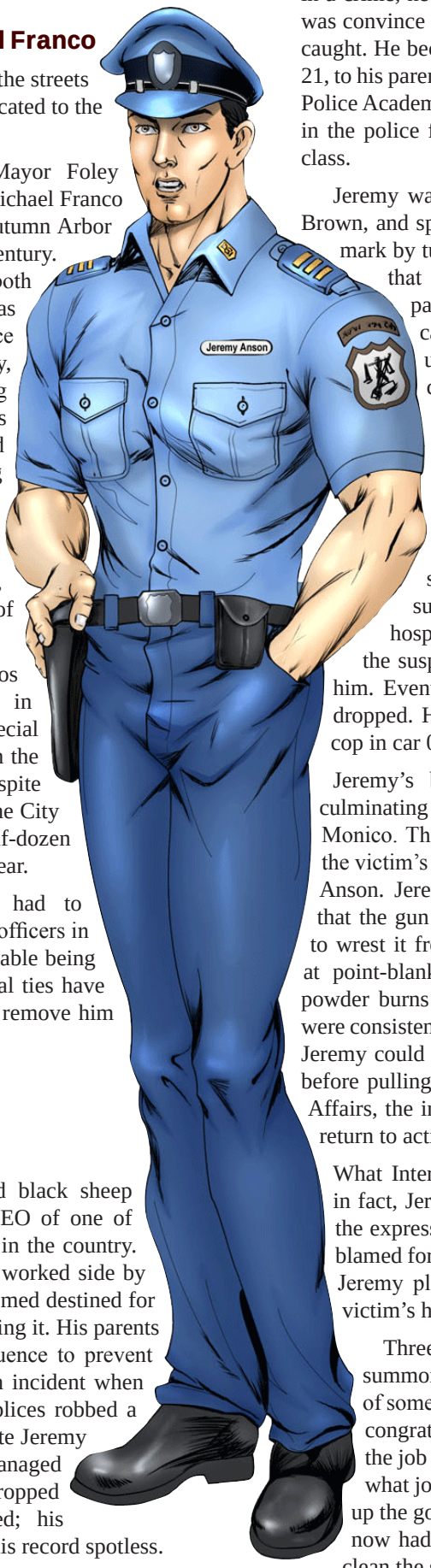
Police Commissioner Michael Franco

When it comes down to protecting the streets of Autumn Arbor, no man is more dedicated to the job than Michael Franco.

Appointed to his position by Mayor Foley immediately after the 2000 election, Michael Franco has wasted no time in bringing the Autumn Arbor police department into the 21st century. Thanks to his firm speeches before both the Mayor and City Council, Franco has seen a significant upgrade to the police department's equipment and technology, making it more efficient in assisting the NCB in investigating Neo crimes throughout the city. He requested and was granted additional funding for the police department's Scientific Investigations Division. He also personally promoted world renowned Neo-geneticist, Dr. Robert MacIntyre, also an AAPD Detective, to the head of SID.

Franco also believes that Neos should be used more prominently in law enforcement, not only in the special commissions they can hold, but within the police department itself. As a result, despite grumbling from various members of the City Council, Franco has hired nearly a half-dozen Neos into the police force in the past year.

Unfortunately, Franco has also had to contend with numerous corrupt police officers in his department as of late, the most notable being Jeremy Anson, whose family's political ties have made it nearly impossible to arrest or remove him from the job.



Jeremy Anson, Corrupt Police Officer

Jeremy Anson was the privileged black sheep son of a forensic scientist and the CEO of one of the most respected private crime labs in the country. Despite being born into a family that worked side by side with law enforcement, Jeremy seemed destined for a career causing crime rather than solving it. His parents repeatedly used their money and influence to prevent him from being charged, including an incident when 16 year old Jeremy and three accomplices robbed a convenience store of over $500. Despite Jeremy being caught on camera, his parents managed to have all charges against their son dropped while his accomplices were charged; his involvement was suppressed, leaving his record spotless.

This was the last straw for his father, who made it clear that his patience was at an end; the next time Jeremy was involved in a crime, he would be on his own. All this proclamation did was convince Jeremy that he needed to be better at not getting caught. He became a master at getting what he wanted. At age 21, to his parent's delight, Jeremy enrolled in the Autumn Arbor Police Academy. Somewhere along the line, he came to believe in the police force. He went on to graduate at the top of his class.

Jeremy was initially paired with a veteran, Sergeant Dan Brown, and spent 18 months as his partner. He then made his mark by turning evidence over to Internal Affairs showing that his senior officer and partner had been taking payoffs from local drug dealers. After this, his career was mostly uneventful for several years, until reports from concerned citizens, and in some cases suspects, began coming in to the police department. Two cases ended up as lawsuits against the department. In the first, Jeremy responded to a domestic dispute when, after handcuffing the suspect, he allegedly proceeded to smash the man's head into a doorframe and then pushed him down a flight of steps. The second charge alleged that he had beaten a suspected child molester so badly that he required hospitalization. In both cases, Jeremy insisted that the suspects had resisted arrest and attempted to attack him. Eventually, the cases were quietly and mysteriously dropped. However, word had spread: don't mess with the cop in car 0957.

Jeremy's brutality against suspects began to escalate, culminating in the shooting death of known drug-dealer, Carl Monico. The unregistered handgun that fired the bullet had the victim's own fingerprints on it, as well as those of Officer Anson. Jeremy was taken before Internal Affairs. He claimed that the gun was Carl Monico's and that he was attempting to wrest it from Carl's hand when it went off, shooting him at point-blank range. Forensic evidence was inconclusive; powder burns on Jeremy and the entry angle of the weapon were consistent with Jeremy's story, but it was also possible that Jeremy could have surprised Carl Monico and gotten in close before pulling the trigger. In light of his past help to Internal Affairs, the investigation was closed and Jeremy was able to return to active duty.

What Internal Affairs didn't know was that the gun was, in fact, Jeremy's. He had obtained an unregistered gun for the express purpose of killing Carl Monico, whom Jeremy blamed for the death of several children. After the shooting, Jeremy planted the gun on the victim, firing it with the victim's hands so that the evidence would match his story.

Three months after he was cleared, Jeremy was summoned into a closed-door meeting. There, a collection of some of Autumn Arbor's most prominent city officials congratulated him on his acquittal and praised him for the job he had been doing. In case it wasn't clear exactly what job was meant, one judge bluntly stated "You keep up the good work and let us take care of the rest." Jeremy now had the sanctioning to do what he wanted to do to clean the streets of Autumn Arbor

Feeling untouchable, Jeremy Anson is acting as a one-man judicial system and sanctioned vigilante. Criminals may be able to beat the system, but when they see car 0957, they know that they're in trouble.

Autumn Arbor Fire Department

The Autumn Arbor Fire Department consists of more than 14,400 fire fighters. In addition, the department includes 3,200 emergency medical technicians and paramedics assigned to Emergency Medical Service (EMS), as well as 1510 civilian employees.

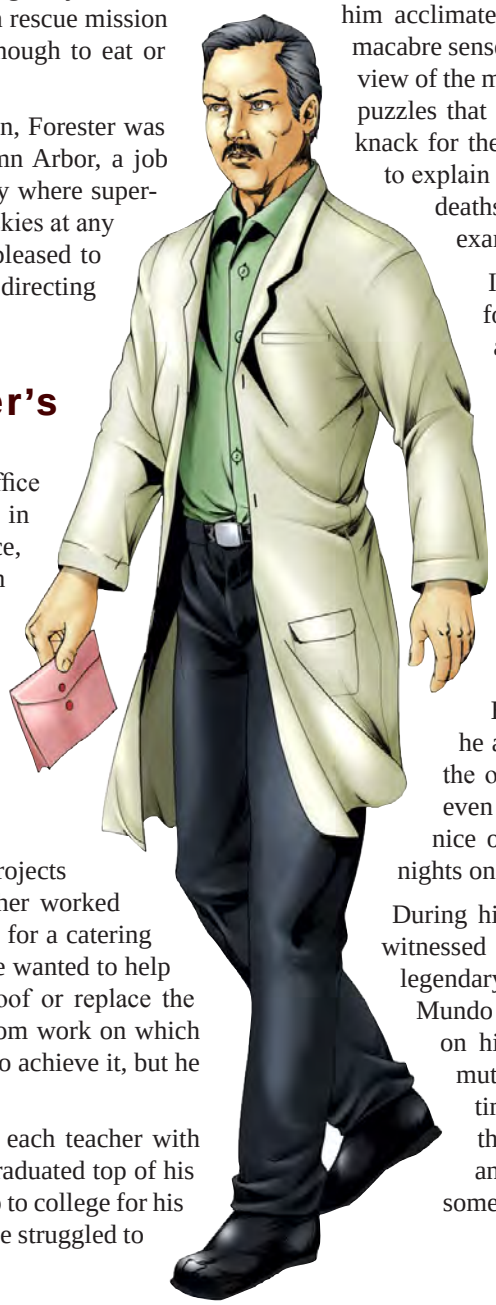
Gary Forester, Fire Chief

Chief Forester was a fire fighter with over 20 years of experience and over a dozen commendations when the alien race known as the Purge suddenly attacked Autumn Arbor. With dozens of Neo Champions killed and thousands trapped beneath the rubble of the partially demolished city, Gary Forester was a man that would not stop doing his job. For the next 10 days, he worked around the clock in rescue mission after rescue mission, stopping only long enough to eat or grab three to four hours sleep.

Within two months of the initial invasion, Forester was appointed as the new Fire Chief for Autumn Arbor, a job he takes with extreme seriousness. In a city where super-powered beings could begin fighting in the skies at any moment, the people of Autumn Arbor are pleased to know that there is a man like Chief Forester directing the rescue and relief efforts.

Chief Medical Examiner's Office

The Chief Medical Examiner's Office investigates cases of persons who die in Autumn Arbor from criminal violence, by casualty or by suicide, from sudden unexplained occurrences, when unattended by a physician, when in a correctional facility, or in any suspicious or unusual manner.



Mundo Kay, Chief Medical Examiner

Mundo Kay was a young child in the projects when he made a fateful decision. His father worked as a restaurant cook and his mother worked for a catering company. They were a caring family, but he wanted to help his father earn enough money to fix the roof or replace the cracked dishes his mother brought home from work on which to serve dinner. He didn't know quite how to achieve it, but he wanted more for himself and his family.

Mundo went to public schools, sharing each teacher with 35 or more kids. He focused himself and graduated top of his class from high school, earning a scholarship to college for his efforts. College was more of a challenge. He struggled to maintain a 4.0 GPA, though his scholarship only required him to maintain 3.0 in all his classes. To make end's meet while finishing college, Mundo worked as a staff nurse at a local nursing home. It also gave him a hands-on experience to go alongside the lectures and books on anatomy and physiology.

While some of his classmates planned breaks from classes, or vacations after graduation, Mundo got his B.A. degree and headed straight into medical school. His parents were thrilled by their son's hard-earned good fortune. He knew he had gotten his chance and gave it his all.

At the age of 25, Mundo graduated from medical school and collected his MD. During medical school, forensics in all its aspects had caught his interest, from forensic medicine and psychology to the basic scientific principles which formed the basis of forensic studies. Once again, he dove into schoolwork, learning all he could about law and investigative techniques.

Instead of a residency, he signed on for a part-time job with the local coroner's office. The first night he stepped foot in the morgue, Mundo nearly fainted due to the smell of a recent body found in a nearby lake. His coworkers quickly helped him acclimate to the unusual aspects of the job and its macabre sense of routine. Mundo came to take a detached view of the more curious deaths, looking at them as grisly puzzles that needed to be solved. He proved to have a knack for the job and over the years Mundo has helped to explain the most difficult incidents leading up to the deaths of the deceased that crossed the coroner's examination table.

It took another seven years before all his forensic studies were complete. And at the age of 32, he applied for the Chief Medical Examiner's position but was denied. All of his coworkers respected him and his opinions, but there were not many of those positions available. One woman in his office caught his eye, Janice Granes. Their relationship was strictly professional for years, but he eventually got to know her better and considered her a close friend.

At the age of 48 he was finally granted the position of Chief Medical Examiner. Having accomplished that goal, he asked Janice to go out with him. No one in the office was greatly surprised, as by this time even the cleaning lady had commented on how nice of a couple they looked when working late nights on important cases.

During his 6th year as Chief Medical Examiner, he witnessed something that nearly broke even his own legendary stoicism. Coming into work one evening, Mundo saw the body of his beloved Janice resting on his steel autopsy table. It had been found mutilated in the woods. Mundo had a rough time working on this particular case and, even though he knew it would be better to call in another examiner, he couldn't bear to allow someone else to handle her corpse.

Since that day, the staff of the Chief Medical Examiner's office has noticed a quieter, grimmer doctor than the Mundo Kay they used to know. His smile appears less frequently than before, and the shine in his eyes when speaking of Janice has been replaced by a faint tear. His dedication to his work had gotten him many things that no one could take away from him, but he couldn't keep the one thing he learned to value even more.

Department of Public Works

The Department of Public Works provides public services for Autumn Arbor by guaranteeing a clean and safe environment as well as sustaining a high quality of life. The department is divided into three bureaus: General Services, Solid Waste, and Water and Wastewater. The department sees to it that facilities and equipment for city agencies are maintained, that high quality water is available to Autumn Arbor, and that residential refuse is collected and public areas are kept clean.

Kyle Lewis, Public Works Director

Kyle Lewis has supported the use of Neos in everything from rebuilding projects and urban renewal to waste management. His pro-Neo stance, combined with his habits of regularly hiring Neos with the necessary abilities into the department, has made Robert Finnegan's job that much more difficult in maintaining a sense of peace between the labor unions and the Neo work force.

LAW ENFORCEMENT AGENCIES

In addition to the police department, Autumn Arbor's law enforcement division also includes the District Attorney's and Public Defender's Offices, the Neo Crime Bureau Field Offices, and various specially commissioned Neo agencies.

Autumn Arbor Office of the District Attorney

The Autumn Arbor District Attorney's Office investigates and prosecutes all criminal cases within the city's limits. The office employs close to 600 Assistant District Attorneys and approximately 850 support staff, making it one of the largest law firms in the nation.

Joseph Vandome, District Attorney

District Attorney Vandome is seen by many as a hard-nosed politician dedicated to the future of the City of Legends. He has a strict no tolerance stance and sees the job of the District Attorney's Office as that of enforcing the law and keeping Autumn Arbor safe, not of getting convictions like notches in a belt. In the 12 years he has been in office, his stance on Neo crime fighters is a simple one: if a Neo is not commissioned to fight crime or use their Powers, they will be prosecuted. No exceptions. Furthermore, having no family outside of his deceased wife, he feels no pressure to fall under the briberies or threats from the organized crime families and regularly works in conjunction with the Federal Bureau of Investigation and the Neo Crime Bureau to bring the top families to justice.

Vandome appears to be in his mid-fifties with thick gray hair and a few wrinkles around his eyes. With a sharp nose and firm expression, his image as a man of no nonsense is constantly conveyed.

Autumn Arbor Public Defender's Office

The Autumn Arbor Public Defender's Office (PDO) provides the highest level of representation possible to each client in order to preserve the rights of the client and to advocate for positive change within the justice system. Although the PDO does not typically represent Neo clients, as such crimes fall under federal jurisdiction, all of its attorneys are still well educated in the federal Neo Laws and Neo rights.

Neo Crime Bureau

Formed in 1951 as a direct result of the McCarthy hearings on Neo activity, the Neo Crime Bureau is the federal law enforcement agency assigned with the investigation of all Neo crimes.

While Neo crimes fall under federal jurisdiction, the NCB works in close conjunction with local and state authorities in the apprehension and arrest of Neo Rogues, ranging from individuals to entire organizations. To assist local law enforcement, NCB offices are established in all major cities and each local police precinct maintains a NCB Liaison Officer on its payroll. In the case of a Neo crime, the NCB Liaison Officer contacts the local field office and a specially outfitted unit of Containment Operations Personnel (better known as C.O.P.s) is dispatched to the scene. C.O.P.s are outfitted with the latest technology and battle-armors capable of neutralizing most Neo abilities and of withstanding a direct hit from the equivalent of a military tank in the case of combat.



Douglas Harris, Autumn Arbor NCB Field Office Director

Appointed to his position by the NCB Director, Douglas Harris is assigned with coordinating and dispatching the NCB operatives within Autumn Arbor.

A well educated man with a deep understanding of Neo Powers and tactics after over 20 years in the field as a special agent, Field Office Director Harris has been responsible for the significant expansion the Autumn Arbor Field Office has seen since the Purge Invasion, increasing the number of active agents from 100 to 210.

Highly respected throughout the Autumn Arbor City government and law enforcement communities, Field Office Director Harris maintains close working relationships with Mayor Foley, District Attorney Vandome, and Police Commissioner Franco, as well as with the Sentinels of Society.

Containment Operations Personnel

Highly trained and specially equipped operatives within the Neo Crime Bureau, the C.O.P.s are dispatched to locations where Neo Rogues are either resisting arrest or are beyond the capabilities of more traditional law enforcement units to handle.

Donned in their state-of-the-art battle armor and equipped with a vast array of offensive capabilities ranging from energy weapons to Neo Power dampeners, C.O.P.s are the last and best line of defense in a world populated by extraordinary beings.

Sentinels of Society

The Sentinels of Society are the oldest and most prominent Neo Super Team in the world, having first been officially sanctioned and formed during World War II. In recent decades, the Sentinels of Society has opened divisions around the globe, most notably in Europe, as a means of better mobilizing their forces in response to emergencies. (For more on the Sentinels of Society, see the Handbook to Autumn Arbor.)

The Daring Dynasty

Called “First Neo Family of Autumn Arbor” by the media, the Daring Dynasty is a unique Super Team of family and friends dedicated to exploration of Earth’s deepest secrets and protecting the world from extraordinary threats. After first debuting publicly in the 1970’s, the Daring Dynasty has since gained world recognition and respect and regularly works alongside the Sentinels of Society. (For more on the Daring Dynasty, see the Handbook to Autumn Arbor.)

Neo Urban Renewal League

First formed in the aftermath of the Purge Invasion, the Neo Urban Renewal League (NURL) is a city-wide task force whose duty is to use their Powers to repair the city after mass destruction from other Neos, alien threats, or natural disasters. Composed of Neos with such Powers as Telekinesis, Environmental Manipulation, Super-Strength, Hyper-Movement (Super-Speed), et cetera, the NURL uses its extraordinary gifts to make repairs and clean-up debris in a fraction of the time it would take more traditional unions and organizations. Although they are licensed to only attend to sites where Neo battles, alien invasions, or natural disasters have struck, Public Works Commissioner Kyle Lewis works closely with them to secure other work contracts.



UNDERWORLD OF AUTUMN ARBOR

General Crime in Autumn Arbor

Although Autumn Arbor is home to a variety of organized crime families, street gangs, and Neo masterminds, like all American cities it also has its share of the more traditional crimes: murder, assault, robbery, burglary, drug distribution, et cetera. Despite the number of Neo Champions and what the city's government would like many to believe, Autumn Arbor possesses one of the highest crime rates among American cities. Whether this is due to law enforcement's constant focus on the more extraordinary crimes and criminals or the average thug's macho desire to get one over on the Neos is irrelevant. What remains fact is that the citizens of Autumn Arbor are not as safe as the city's government would lead the country to believe.

Organized Crime in Autumn Arbor

Although crime has always existed in Autumn Arbor throughout the centuries, the criminal underworld did not emerge as a unified society within its own right until the early 1920's when the federal government passed a series of laws that enacted Prohibition.

Thanks to the Prohibition Act and bootleg alcohol becoming an extremely profitable business, the Mafia solidified its hold on Autumn Arbor. While the various gangs fought an all out war for control of the city's black market network, eliminating themselves as well as their competition, Franklin Terenza, a rising star in the Terenza crime family, supplied alcohol at speakeasies across the city. With the Terenza family quickly becoming one of the wealthiest and most influential crime families, the Garibaldi crime family started moving in on Terenza family's territory, high-jacking shipments, making assassination attempts against key Terenza family members, and even physically threatening the citizens into coming to the Garibaldi family speakeasies instead of those operated by the Terenza family. The resulting Mafia war had a profound effect on Autumn Arbor, spilling over into the streets and costing dozens of innocent lives. With Mafia power growing simultaneously across the United States, the FBI found itself outgunned and undermanned. By the time they could contain the escalating brutality threatening to tear Autumn Arbor apart, 35 people were already dead and the Terenza family had emerged as the top crime family in the city's underworld.

Even with the occasional emergence of the mystery men and masked vigilantes that began appearing in Autumn Arbor during Prohibition, the shear magnitude of the Mafia's growing wealth and power made a substantial victory over organized crime impossible for law enforcement. Unable to cope with the growing criminal powers, the federal government finally ended Prohibition in the early 1930's, but it was already too late. The crime families had solidified their power and resources and were viewed as saviors by many everyday people.

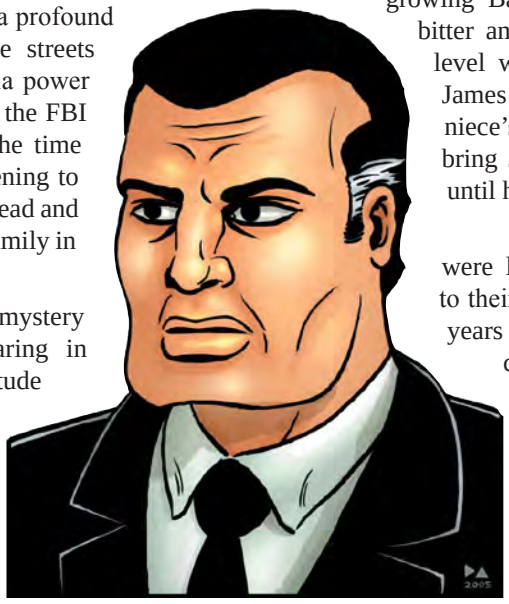
Throughout the rest of the 20th century and into the 21st century, organized crime in Autumn Arbor would become a fact of everyday life, having extended its influence into the deepest corners of city government and throughout the corporate business world.

Jonathan Barludi

Born to Patrick Barludi, a capo in the Terenza crime family, and his wife, Carol, Jonathan grew-up in a family deeply dedicated to the underworld development of Autumn Arbor. Unfortunately, Jonathan also watched his parents fight on nearly a nightly basis and, when he was 10 years old, Patrick and Carol filed for divorce. Although Jonathan had wanted to live with his mother and had even stated so to the family courts, Patrick's money and deep political connections were too much for Carol to overcome. By the time Jonathan was 12 years old, he was under the full custodial control of his father.

Jonathan knew early on in his life that a career in the Terenza family was not for him. He had no desire to be someone else's lackey, to have wizened old Italian men telling him what to do, where to go, and how to live.

For the next 15 years, Jonathan grew up in the Terenza family under his father's guidance, learning the business and using the money he made to put himself through college, eventually earning his MBA. Just after college, Jonathan met the beautiful Michelle Terenza, the niece of James Terenza. When his father was killed, he bequeathed a rather large inheritance to his son. Jonathan used the money and his own business training, coupled with Michelle's keen business sense and access to international shipping contracts, to form Barludi International and absconded with a huge chunk of legitimate and illegal territory from the Terenza family, making himself one of the top three crime families on the east coast.



Jonathan and Michelle, now the de facto heads of the growing Barludi crime family, entered into a bitter and heated underworld and corporate level war with the Terenza crime family. James Terenza was not pleased with his niece's betrayal of the family and vowed to bring Jonathan down, even if it took him until his dying breath.

Soon after Jonathan and Michelle were legally married, the two gave birth to their first child, Rachael Barludi. A few years later, they gave birth to their second child, Lucas. However, soon after Lucas' birth, Michelle's heart started deteriorating. Jonathan hired some of the best doctors in the country to treat his wife, but despite two surgeries Michelle was forced to be fitted with a pace-

maker.

With Jonathan's legitimate business extremely profitable, his investments in various illegal operations taking up his time, and his concern for his wife and the raising of his two children on his mind, Jonathan took a drastic step.

Learning that the Garibaldi and Terenza families were hiring various Neos to act as enforcers and bodyguards, Jonathan hired Bone-Spur to oversee his operations. Barludi, however, was deathly afraid of having Neos in his organization. He knew with their power levels, it was impossible to control them and knew, like a cancer, it would be a matter of time before they spread from the inside and destroyed everything he built. Unfortunately, with a war on the near horizon against the Terenza and Garibaldi families, and with their ranks filled with Neo soldiers, Barludi also knew he had little choice but to follow suit.

Jonathan Barludi is in his late 40's with thick black hair that has turned gray at the temples. He always dresses in the finest suits and never wears the same tie twice. Due to Jonathan's business acumen and his position as the top crime lord along the east coast, Barludi International is second only to VanCorp in scope and power.

But with the Neo involvement in a Mafia war on the horizon, the future is in serious doubt not only for Barludi and his empire, but the safety of Autumn Arbor as well.

James Terenza

James Terenza was the first son of Alfonso Terenza, the head of the Terenza crime family, with underworld ties throughout Italy, Germany, and Russia.

Raised almost as royalty within the Autumn Arbor underworld, James started working for The Family at the age of 13, serving as a runner and look-out for the Terenza family's operations around the city.

By the time he was 18 years old, James' dedication to learning the family business, combined with his shrewd and analytical mind, saw him enter into the corporate world as an executive at Terenza Enterprises. Over the next several years, James managed the company's current operations and expanded investments throughout Autumn Arbor, including implementing designer drug development laboratories owned by the family and operated by German scientists his father brought to America at the end of World War II.

When James was 23 years old, after his father was arrested and convicted on a series of tax evasion charges, James became the head of the Terenza family. Since that time, he has taken the Terenza family and its legitimate businesses and turned them into multi-billion dollar holdings.

Over the years, the Terenza family has had its share of difficulties. After narrowly avoiding federal investigation and prosecution in the 1980's, James watched his own niece turn her back on the family and marry Jonathan Barludi, whom she then spear-headed into siphoning off millions of dollars in Terenza corporate and underworld business. Since then, the Terenza family has been reduced to the number two spot amongst the east coast crime families and James has initiated a bitter war with the Barludi family that could result in the end of both their empires. Despite the war, James is grooming his only son, Sonny Terenza, to one day assume his position as the head of the family.

Currently the 64 year old James Terenza is a tall man with very broad shoulders and pure white hair. With the exception of formal gatherings, he tends to dress relaxed and comfortable. As the head of the second largest crime family, James is considered a mastermind even amongst Neo Rogues. He is a shrewd businessman who never forgets a slight against him and his family and forgives them even more rarely.

Bernard Garibaldi, IV

The great-grandson of Bernard Garibaldi, Sr., the founding father of the American Garibaldi crime family, Bernard







Garibaldi, IV, is an imposing man standing 6'6" tall and weighing in at 320 pounds, most of which is muscle.

Having grown-up learning the business from his father, Bernard was always a bit of a gifted child for mayhem and crime. By the age of 16, he had assumed control of the Torez gang and controlled drug-trafficking throughout Autumn Arbor.

After his father's untimely death at the hands of Terenza soldiers, Bernard dissolved the Torez gang and assumed control of the Garibaldi family's underworld and legitimate business empires. Unfortunately, the Garibaldi family has never been able to surpass the Terenza family as far as control over Autumn Arbor is concerned. And with the emergence of the Barludi crime family in the past 20 years and Terenza's decline in power, the Garibaldi family seems forever destined to live off the scraps of the top two families.

Recently, Bernard has begun outfitting the family with Neo soldiers, planning an upcoming Mafia war to eliminate the rival families and assume control the underworld in the City of Legends.

Street Gangs in Autumn Arbor

While the organized crime Families control the inner-most workings of the City of Legends, various gangs and factions vie for control of the street level underworld. Ranging from normal teenagers banding together for mayhem, to cybernetic thugs, to mystical or Neo powered groups, the gangs of Autumn Arbor are a serious threat to the safety of the city, and a regular target of both the traditional and Neo law enforcement agencies.

The Vignette Gang

The Inklings were the top Saturday Morning Cartoon throughout the 1980's. Unfortunately, as the 1990's dawned and the regular viewing audience aged and demanded more thought provoking or action oriented television programming, the Inklings failed to capture a new wave of viewers. Ratings dropped steadily until, two seasons later, the show was cancelled.

Furious over the loss of his most beloved creations, Kenneth Umbridge, a Neo with the ability to turn regular drawings into fully living creatures, disappeared from Hollywood. Within the year, he resurfaced as the Anartist, having been inspired by the rebellious actions of the Anarchitect against the Daring Dynasty. Using his unique Neo abilities, he brought his Inklings to life, giving them a new chance at fame within the City of Legends, where ratings and an aging audience could never again bring about their demise. Although the new Inklings were relatively harmless, the Anartist paraded them throughout Autumn Arbor, running live shows throughout the city.

Unfortunately for the Anartist, newspapers around the country easily picked-up on the inspiration behind his name and began running articles and comic strips comparing him to the Anarchitect, often times merging the two into a humorous amalgam. Finally, infuriated with what the new upstart Neo Rogue was doing to his public image, The Anarchitect

dedicated several months and many resources to hunting down the Anartist. Upon capturing him, the Anarchitect installed cybernetic implants into the Anartist's cranium, forcing him to use his telepathic control over the Inklings to commit a series of heists. The Anartist, not being able to mentally deal with the way his beloved creations were being used, suffered a brain aneurysm and died. The Inklings continued to exist, though, now freed from the being in thrall to their creator and with a will of their own. All they wanted was to return to their former position as a beloved children's cartoon show. Rebuffed by their old production company because of the image the group had gained while under the control of their manipulated creator, and after months of trying unsuccessfully to get a new deal with other studios, they became infuriated with no longer being the idols of millions of children. Renaming themselves the Vignette Gang, they decided to instead to live up to their new reputation and become a powerful force in the organized crime underworld.

If they couldn't be famous and adored, then they would be infamous and feared.

The Vignette Gang is currently one of the most feared gangs in the Autumn Arbor underworld, using their unique abilities to commit extortion, theft, and blackmail. Having clashed with both the Daring Dynasty and the Sentinels of Society on several occasions, the cartoon-like abilities of the gang always provide them an avenue of escape.

Doodle

The leader of the gang, Doodle is ridiculously well-proportioned. With very broad shoulders, a thin waist, large chin, and dashing smile, he possesses a natural charisma impossible in normal world individuals. Easily the most dangerous member of the gang in combat, Doodle can become a tornado of swirling ink that shape-changes various parts of his anatomy. The most common uses of his powers is changing his legs into giant springs for rapid travel, and altering his arms to become high-end plasma cannons.



Anna Mae

The gratuitous female character of the team, Anna Mae appears to have been created in the stroke and style of Anime. Wearing short, tight fitting shorts and a flannel shirt tied just beneath her breasts, she looks like a Japanese version of a typical, American country girl. With the ability to animate objects around her, Anna Mae regularly supplies the distractions the team needs to carry out its plans.



Toon

Possessing an exaggerated body with short legs and a massive torso and arms, Toon acts as the muscle of the group. With a deep, rumbling voice and strength on par with some of Autumn Arbor's strongest Neos, Toon is not a Vignette member to cross lightly, as his ability to effortlessly punch through solid steel makes his point-of-view on matters very difficult to argue against.



Smudge

With the ability to open teleportation gateways, Smudge acts as the team's getaway. Short and rather dumpy, he has small eyes, full lips, and a bulbous nose.



Sketch



The team's infiltrator and spy, Sketch has the ability to assume the shape and likeness of any living being he comes into contact with. Normally of average height, with blurry, shifting lines comprising his "inked" outline, Sketch regularly uses his abilities to scope out the Vignette Gang's next target.

Etch



Tall and thin, with arms that end in razor sharp blades, Etch is easily the most viscous member of the gang. Appearing as a black and white, three-dimensional drawing, Etch is all hard angles. Taking particular glee in using his blades to carve into anyone that opposes the gang, he is also obsessed with leaving an engraved "etching" at the crime scenes, so all know the Vignette Gang had been there.

Mimes with Attitude (M.W.A.)

The Mimes with Attitude (M.W.A.) are more of a law enforcement annoyance than anything else. Formed in the middle 1990's by Slap Stick, the M.W.A. is a gang of Neos dedicated to a life as petty thieves and practical pranksters, while also working diligently producing their own underground rap music label.

Though most of their pranks are directed at simply embarrassing the victim, they have no remorse for anyone who may be injured, whether it is the target of their jest or an innocent bystander. As long as they can savor the thrill of the prank and have plenty of time to leave behind their spray-painted MWA tag, the M.W.A. is generally harmless.

While the gang is considered to be generally teetering on the brink of insanity, one member in particular, Funny Bone, is considered by many (including his fellow gang members) to have long ago crossed that particular line.



The gang is known for their stylized, mime face paint and outlandish clown costumes; except for Funny Bone, since he has no skin on which to apply the makeup.

Slap Stick:

The leader of the M.W.A., Slap Stick takes his name from his signature jester's cane with it's clown-like puppet head mounted onto the handle. The cane is actually a semi-sentient demonic creation of Arkainon's infernal familiar, Incindari. In his quest to instigate chaos and discord, the imp created the wand to further his ends. Incindari gifted the magic wand to a faltering, mentally unstable stage comedian, who was more than happy to use the newfound power to enact sadistic pranks. He gathered together a group of like-minded individuals and the M.W.A. was born. The demonic rod allows Slap Stick to telekinetically manipulate objects from a distance; fly; and deliver a force blast, striking with the force of a battering ram. The head of the wand cackles manically as Slap Stick and the M.W.A. express their depraved sense of humor.

Funny Bone



Years ago, before the dreaded Neo known as Voodoo Guru was betrayed and killed by Anarchitect during the original creation of the Xombehemoth, Funny Bone was one of his rare, Neo victims that was brutally murdered and resurrected from the dead.

Now nothing more than a living skeleton kept alive by the lingering magic of Voodoo Guru and his own Neo morphing abilities, Funny Bone's sense of humor has become the definition of grotesque. Able to separate and transform his skeletal body in to a variety of forms, Funny Bone can also control each individual segment, such as removing and tossing his skull to bite adversaries, or releasing a skeletal hand to scurry across the floor to retrieve an item. More often, though, he pulls two ribs from his torso and wields them as deadly daggers capable of slicing through flesh.

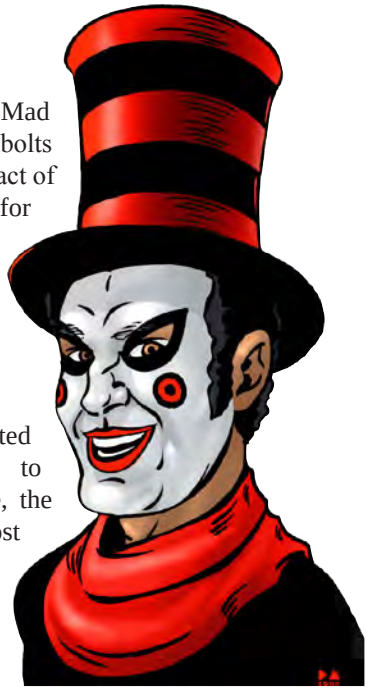
Due to his ability to regenerate and reconstruct himself, Funny Bone is nearly impossible to keep out of commission for any serious length of time..

April Fool

The only female in the gang, April Fool is extremely attractive despite the gang's signature jester appearance. With the ability to telepathically control anyone she can make contact with, April Fool is regularly used for crowd control and to help the M.W.A. put their victims into embarrassing situations.



Mad Capper



Of African-American descent, Mad Capper can fire a barrage of force bolts from his finger tips equal to the impact of a small caliber hand gun. Known for mimicking a gun with his hand, his signature "Bang! Bang!" is always yelled just before he fires.

The Masqueraders

A widespread and well connected gang that will hire itself out to anyone willing to meet their price, the Masqueraders have chapters in most major cities across the United States.

In Autumn Arbor, where the gang originally formed, they are one of the oldest active gangs and have been a constant problem for both traditional and Neo law enforcement over the years.

Known for their obsessive worship of Neos, Masqueraders across the United States typically style their gang colors after popular Neos while wearing cheap imitations of their favorite Neo's outfit.

During the 1990's, the Masqueraders raided a top-secret VanCorp laboratory and recovered an unstable experimental drug known as Amazadrin. Developed by VanCorp as part of a government contract, Amazadrin gave its user a sense of wild euphoria and, in some cases, seemed to stimulate and activate a random Neo gene, giving the user an unpredictable Power for a limited time.

Unfortunately for VanCorp, not only did the Masqueraders steal the prototype of the drug but they also managed to hack into the corporate databases and steal the research and development files. Within a year, the Masqueraders had established hidden labs around the city and began producing additional units of Amazadrin for sale.

Before undertaking a job, the gang takes a dose of Amazadrin and, upon discovering what random Power is invoked, raid their costume depot and throw together outfits resembling any known Neo that also possesses their new Power. The outfits consist of anything from spray painted sweatshirts to store bought Halloween costumes to actual scraps of a Neo Champion's costume. The rest of the members then adorn themselves with the leftovers, many appearing as an amalgam of different Neos.

Membership in the Masqueraders consists predominately of Mundanes, with a few Neos. Usually, any Neo members have Powers with relatively low potency.

It is also not uncommon during one of their operations to see the Masqueraders dressed as parodies of Vanguardian, Dragonfly, and Daring Man (sometimes one of them even being in drag), calling themselves such ridiculous names as "Van-goof-ian", "Dung Beetle", and "Daring Dude"

Just for laughs, in the past when a member exhibited a Power that closely mimicked a popular Neo's Power, the Masqueraders put together a very realistic outfit and embarked on a plot to disgrace the Neo and frame him for their crimes.

Recently, they have been forced into a bloody turf war against the Liberty Legion.

The Riggers

When The Anarchitect began cybernetically augmenting many of Autumn Arbor's street gangs following his defeat in Washington D.C., his primary group of volunteers were from a street gang that had been operating for many years, The Riggers.

Now composed entirely of cybernetically enhanced members, the new Riggers have terrorized Autumn Arbor for nearly 15 years, continuously replenishing their members with homeless people and runaways upon whom they have experimented with new implant procedures.

Known for their viciousness in combat, The Riggers have controlled Liberty Heights off and on for over 2 decades. Currently trying to expand, they are involved in a bloody turf war against The Awakened.

The Awakened

A street gang known for its dark magic and twisted blood rituals, The Awakened are the predominant gang in the Ravenswood district (though they also have an extensive presence in Liberty Park, as well), where the Mystical energies that flow through Autumn Arbor seem to be strongest.

Led by the ghost of a sorcerer known only as Brother Exodus, a former Archmage in the Hand of Madness cult, The Awakened members are all versed in the art of Mystic rituals and spellcasting.

Often conducting their rituals in the shadows of Beltane Park, many citizens of Autumn Arbor believe The Awakened are somehow responsible for the existence of Spring-Heeled Jack. What they don't realize, however, is that deep beneath Autumn Arbor exists a trans-dimensional school founded by Brother Exodus and dedicated to the training and education of young sorcerers in the dark magical arts.

Due to The Riggers attempt to gain territory in Ravenswood, Brother Exodus and The Awakened have been forced into a violent territorial feud.

Liberty Legion

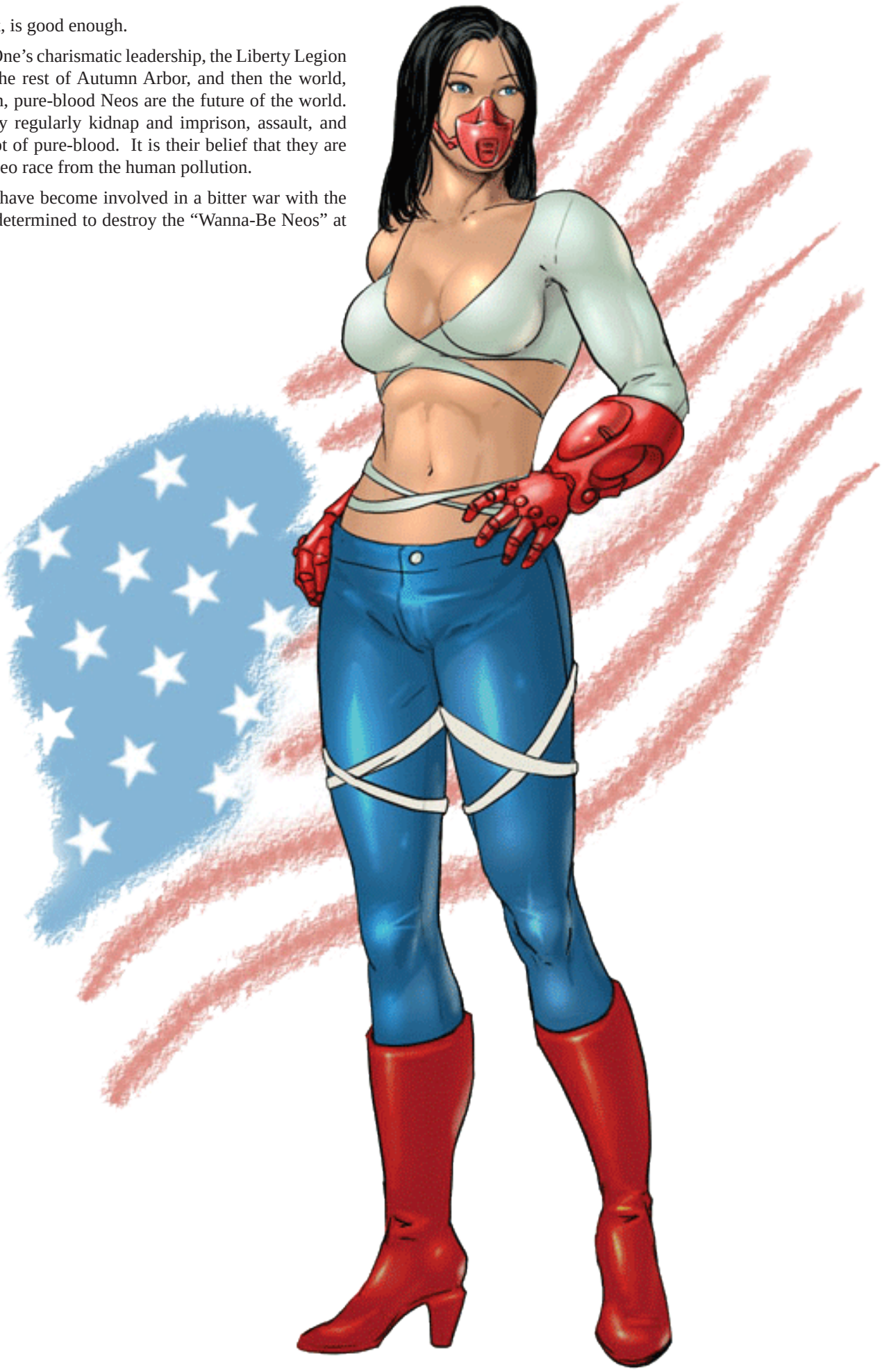
The most recent edition to the Autumn Arbor underworld, the Liberty Legion is a gang whose entire membership is composed of Neos. Operating under the banner of the self-styled protectors of Liberty Heights, their brand of protection leaves much to be desired by the citizens of the district.

Led by Neo One, who claims he can trace his bloodline back to the very first Neo to ever appear on Earth, he considers the Liberty Legion to be almost a noble caste and allows only those Neos into its ranks who are the offspring of Neo parents. For Neo One, no Neo born of Mundane parents, or even one

Mundane parent, is good enough.

Under Neo One's charismatic leadership, the Liberty Legion seeks to show the rest of Autumn Arbor, and then the world, that natural born, pure-blood Neos are the future of the world. As a result, they regularly kidnap and imprison, assault, and murder those not of pure-blood. It is their belief that they are protecting the Neo race from the human pollution.

Lately, they have become involved in a bitter war with the Masqueraders, determined to destroy the "Wanna-Be Neos" at all costs.



MYSTICISM IN AUTUMN ARBOR

Millennia ago, a vast meteorite struck the Earth and wiped out the dominant race on the planet: the dinosaurs. However, deep within the center of the meteorite was a spiral rock composed of various unique energies dating back to the original creation of the universe. Eventually dubbed the Celestial Spire by Mystics around the world, this massive meteorite struck the Earth upon a small island somewhere in the Mediterranean. Although it embedded itself deep into the Earth, more than a mile was still left protruding from the surface. The island would one day become the nation of Atlantis, the most technologically and magically advanced civilization to ever exist on Earth.

As the Celestial Spire's energies combined with those of the Earth, great lines of Mystical power were created around the world. This web would eventually become known as Ley Lines and would be the primary source of Mystical power for those able to harness its ebb and flow.

The Celestial Spire also shattered several outer layers of itself upon impact and scattering into shards around the world. While each shard is a vessel of extraordinary power, only a few have been discovered, including the Celestial Tear harnessed by the Daring Dynasty and the Heart of Nebecar sought by the Hand of Madness.

Although Atlantis was eventually submerged by the Purge, and with it the Celestial Spire, the Ley Lines of Earth continued to prosper. Over the millennia, many men and women would be born with the ability to tap into the various lines of energy and shape that energy into powerful spells and rituals.

Thanks to the Celestial Spire's effect upon our world, still others would be born with the ability to tap the natural energy found within all living things, the energy known as Chi. While the sorcerers of Earth were able to weave powerful external spells to achieve their goals, the masters of Chi would instead use their abilities to shape their own bodies into great vessels of power, thus becoming capable of feats many would consider super-human.

Scholars have many theories as to why Autumn Arbor has become a focus point for the Mystic Ley Lines and an incredible nexus of arcane power. Some believe it is because of this nexus that so many Neos are subconsciously drawn to the City of Legends like moths to a flame. Others believe that anyone born in Autumn Arbor naturally possesses the ability to tap into the planet's Mystic forces and requires only the proper guidance and training to be able to accomplish this feat.

Whatever the truth, no one can deny that the City of Legends is indeed deserving of its namesake, for nowhere on Earth is there a stronger concentration of super-human and Mystic phenomenon.



Mystic Organizations and Cults

Just as Autumn Arbor is filled with a variety of Neo Champions, organized crime personalities, and unique street criminals, so too is it the home to several organizations of Earth's Mystic community. As a focal point of arcane energies, the City of Legends regularly finds itself as the chosen battleground between the forces of good and evil and remains a hotbed of supernatural activity.

Hand of Madness

Founded during the Dark Ages by a trinity of sorcerers who claimed to have been descendants of the original students of Arkainon, the Hand of Madness is a secret and extremely powerful cult of dark sorcerers and darker magic.

Dedicated to the bridging of our world with Nebecar's realm of Hell, the Hand of Madness has spent untold centuries gathering ancient Artifacts from hidden recesses around the world. Fortunately for Earth, all of their attempts of thus far been halted by agents of the Order of Merlyn.

Led by former Order of Merlyn member Melchior the Magi, the Hand of Madness remains very active in Autumn Arbor. Specifically, they have centered themselves within the confines of Beltane Park in the Ravenswood district, which in turn seems to be a focal point for the energies that course like a river through the City of Legends.

With their dedication to the dark arts and their connection to Brother Exodus and The Awakened, it would seem the Hand of Madness is never short of fresh blood and new recruits. Given enough time, it is inevitable that the cult will eventually succeed in freeing Nebecar and bringing Armageddon to our world.

Melchior the Magi

Melchior's true origins are as lost in the annals of time as his counterpart in the Order of Merlyn. Many believe that he is one of the three, original wise men that came to visit Yeshua of Nazareth at the time of his birth. Others believe he is simply an immortal Magi from ancient times that assumed the name to hide his true beginnings.

Regardless of his origins, one thing that is certain is that he is the greatest betrayer the Order of Merlyn has ever known. After earning his place within the High Council, Melchior was seduced by the temptations of Nebecar and

betrayed his brothers to become the Grand Master of the Hand of Madness. With his knowledge of the innermost workings of the Order of Merlyn, coupled with his extensive knowledge of the Dark Arts, Melchior has proven himself to be the most dangerous opponent the Order has ever faced, and makes the Cult's eventual victory a certainty to many.

Order of Merlyn

Formed during the Dark Ages as a counter-balance to the developing Hand of Madness, the Order of Merlyn was founded by the Archmage and prophet, Merlyn Ambrosius. Although little is known of the true history of Merlyn, what is known is that he assembled around him the greatest sorcerers and seers of his era as a means to combat the ever growing influence of the followers of Nebecar. Despite the Order's early success against the growing cult, their battles would continue throughout the centuries and into the present day.

Now focused mostly in Autumn Arbor, the Order of Merlyn continues to safeguard humanity against the Hand of Madness and all other supernatural threats. Still composed of the era's greatest sorcerers, the Order is divided into a hierarchy of three castes. The highest caste, known as the High Council, consists of 12 appointed individuals who preside over the decision making and serve as the judicial body of the Order of Merlyn. The middle caste, known as the Magi, consists of those sorcerers and sorceresses that have completed their training and been accepted as full members of the Order of Merlyn. It is the duty of the Magi to patrol our world and combat the forces that would seek to cause it harm. The final caste, called the Journeymen, consists of those that are currently being trained in the Mystic arts and still developing their power. Each Journeyman, once they complete their apprentice testing, is paired with a Magi. At that point, the Journeyman/Magi are a constant pair until such time as the Magi deems the Journeyman is ready for his or her final test, which would elevate them to the status of full member of the Order of Merlyn and the ranks of the Magi.

Archmage Merlyn

The individual known as Merlyn Ambrosius is an enigma, even to his own Order. While rumors abound, no one but Merlyn knows the true origins of his presence on Earth, and he isn't talking. Some scholars believe that Merlyn is the offspring of a confessor's daughter and a demon from ancient times, and thus has always had a natural capacity for manipulating Earth's mystical energies. Others believe he is an orphan who was taken under the tutelage of a powerful sorcerer and taught the mystic arts. Still others believe that he came to our world from the Fae Realms, and has a close tie to the myth of Oberon.

Whatever the truth, none can deny that Merlyn has been the single, most influential Magi in human history; and if not for his founding of the Order, our world would have long since been plunged into darkness.

Order of the Whispering Wind

Founded in 500 A.D. in Japan, the Order of the Whispering Wind was a secret order of Mystics who developed the art of



nonuse (the art of stealth) as a religious practice. Over the next century, the art was further perfected as the Mystics became increasingly harassed by Japan's central government. This perfected art, which combined the art of nonuse with advanced combat training, became secretly known as the art of Xon. In the 8th century, as the wealthy families began controlling more and more of the country and as a result regularly fought political wars among each other, the employment of spies and assassins became necessary. With the practitioners of Xon in high demand, a new breed of warrior was created within the Order of the Whispering Wind. The ninja was born.

Throughout the centuries, the Order of the Whispering Wind has trained individuals from all over the world, including numerous Champions, members of Blaid International, and various Special Forces military personnel.

The Order of the Whispering Wind is currently represented in Autumn Arbor by Master Xin, who has taught self-defense to the Autumn Arbor police department, VanCorp's own Neo Training Complex, and females at various women's shelters. However, the secret art of Xon, which includes Mystic training in blending into one's environment, limited shape-changing for disguise, Hyper-Movement (Super-Speed), and enhanced Strength through the use of Chi, remains exclusive to true members of the Order of the Whispering Wind.

Master Xiang

The current Master of the Order of the Whispering Wind, Master Xiang is considered one of the most lethal and potent fighters in the world. A reclusive individual usually remaining at his private dojo high in the



Himalayas, Master Xiang has traveled to Autumn Arbor twice in the past few years. His first visit to the City of Legends was immediately following The Purge Invasion, where he assisted Master Xin in protecting the citizens from the criminals seeking to exploit the distracted law enforcement. The second time was when Master Xin sought permission to allow Raven Akura into the Order of the Whispering Wind, which Master Xiang granted, thus allowing Akura to begin training in the art of Xon.

Master Xiang is a small man, standing just over 5'2" with long gray hair and a manchu. His presence, however, bellies his size. Many a group have attempted to assault Master Xiang thinking him easy prey, but one look into his face, and the Chi contained within his eyes, has caused even the toughest man to seek other prey.

The Night-Risers

Less of a gang or a cult and more of a political body to govern the actions and behavior of Vampires throughout the City of Legends, the Night-Risers are not generally known to the public at large.

Founded over 100 years ago to maintain a balance necessary to keep the Vampire's activities in Autumn Arbor in-line, the Night-Risers maintain their own court system, disciplinary system, and overseer division to sustain the general secrecy of their existence.

The Night-Riser organization also maintains property throughout Autumn Arbor, including The Raven nightclub, which it designates as safe feeding grounds maintained through careful moderation.

Maximillian Van Volkoff

Originally from Russia, Maximillian came to America during the latter half of the 19th century to escape the witch hunts being conducted against his kind. The founding father of the Night-Risers, Maximillian formed the organization to better control the Vampires throughout Autumn Arbor and prevent an unnecessary war with the Order of Merlyn. Though Maximillian maintains contacts within the Order, including Stefan Saint-Germaine, he is well aware that should the Vampires ever begin to reign out of control, the Magi of the Order would dedicated the necessary resources to destroying them without remorse.

Maximillian is responsible for the acquisition of dedicated feed-grounds, like The Raven nightclub, throughout Autumn Arbor, and struggles valiantly to maintain a careful balance between survival and secrecy.



THE SAGA

Creating the Saga

In comic books, individual tales may thrill us, but it is the saga, the deeper stories that cannot be told in a single issue, that stays with us. In Dawn of Legends, a single night of gaming is generally the equivalent of a single issue of a comic. A saga, then, is a string of games in which a single or multiple stories are told. In normal role-playing parlance, the saga is called a campaign.

Comic books cover the gamut of different genres and tones that are found in other media, but they have a genre unto themselves as well- the superhero genre. While any sort of tale can be told in comics and superhero role-playing games, it is often the Powers possessed by the protagonists and antagonists that set them apart. Action, horror, sci-fi, and suspense are nice on their own and often better when combined, but add in super-powers and you open the stories up to a whole new level of dramatic possibility. Just because you can lift a car over your head does not mean you have an easier time solving a murder or paying the rent. While the super-hero genre can handle any sort of tale, it is the action/adventure sub-genre that is most commonly associated with it. After all, what good are Powers if you do not use them, right?

While genre determines the "look" of a comic or game, it is the tone that determines the "feel". Tone is something that can, and should, change periodically. A dark tone can represent a seriousness situation and lend a sense of gravity to things while a light-hearted tone leans more toward the action than the consequence and the reader/player knows that things will end on a positive note. Tone in comics can be boiled down to two styles: Four Color and Grim Realism. Four Color is more light-hearted, where Heroes are good, Villains are evil and there is no real "in-between". Grim Realism is far darker in tone. Heroes do whatever is necessary to get the job done, even if it means killing. Villains are not intrinsically evil and readers may find themselves identifying with the Villain more than the Hero. Where Four Color deals with blacks and whites, Grim Realism deals with the various shades of gray that fall in-between. The super-hero genre, if you look at the history of comic books, can be categorized into three basic eras: The Golden Age, The Silver Age, and The Modern Age. For Neo Earth, we sub-divide The Modern Age even further to better detail the tumultuous events faced in the last 20+ years:, The Heroes Return, The End of the Millennium, and The Dawn of Legends

The Golden Age (Emergence Era)

The Golden Age of comics began in the late 1930's with Action Comics #1 and the first appearance of Superman. Before this, comics had existed but the protagonists were just normal men and women and the tales were geared toward adults. Suddenly, there was this brightly costumed individual on the cover of Action Comics #1 and he was lifting a car over his head! This proved very popular with younger readers and publishers took notice. More costumed heroes were quick to follow, each with amazing Powers and abilities. The tales in these comics were simple and the action was fierce. Because there was no Comics Code Authority at the time, the Heroes were more like super-powered vigilantes than the icons we know today.

A real world, historical event took place during the Golden Age of comics: World War II. Comics telling the tales of Heroes fighting the war were popular and sales boomed thanks to soldiers who took to reading them. Soldiers and civilians alike cheered on the actions of Heroes taking the fight to the Axis powers. The time of the super-hero had begun.

On Neo Earth, the Golden Age is referred to as the Emergence Era. The Emergence Era (1930-1959) represents a time when Neos begin to reveal themselves to the public, especially toward the end of World War II. During this time, the public is still in awe of Neos as they appear on the front pages of newspapers, on radio broadcasts and soaring through the skies of cities. The German war machine is a major threat and their explorations into the occult and alien technology to augment their power has the rest of the world casting fearful glances at Germany.

It is during this time that the original Sentinels of Society first appear, fighting the good fight both on the battlefront and back home. Their appearance serves to boost public opinion of Neos in America and among America's allies. Following the war, Neos continue to emerge and there is a sudden boom in the discovery of lost or alien technology, especially following the Roswell incident. However, by the 1950's the government begins creating firm laws to govern and control the existence of Neos, par¬ticularly in the public and law enforcement arenas.

The Emergence Era on Neo Earth is a time of patriotism and campaigns set during this time tend to be Four Color in feel, with slugfests amid battlefields with clear-cut enemies. This can be the open battles of World War II or the secret fights during the Cold War. Characters in this age sow the seeds for generations yet to come.

The Silver Age (Twilight Era)

The Silver Age of comics is, perhaps, one of the most memorable. Beginning in the late 1950's, unlike the grim warriors of the Golden Age, these Heroes are shining examples of the best of mankind. Heroes of the Silver Age do not kill. They are Heroes in the truest sense of the word, supporting "Truth, Justice and the American Way". Heroes are good and Villains are bad. Because of this, Four Color and Silver Age are often synonymous.

The Silver Age is light-hearted to the point of being campy. The realism of costumed Heroes and Villains is never addressed and the consequences of Powers are generally ignored. No one wonders why the building that was destroyed yesterday is suddenly back to normal today or why the genius scientist who

can create a robotic body to house a brain does not find a cure for cancer. There were exceptions, but generally, such things were ignored in favor of grand stories.

The Silver Age of Neo Earth is known as the Twilight Era. The Twilight Era (1960-1979) differs from that of comic books in that this is the first dark period in the setting's Neo history. Following the Neo Laws enacted in the 1950's to better govern Neos, the federal government continues its attempts to either have all Neos under its firm control or to see them outlawed.

As man finally reaches the stars and the first astronauts set foot upon the moon, humanity is poised to decide its own future and not have it molded for them by men and women with extraordinary powers. Towards the end of the Nixon Administration, the use of Powers in public, especially law enforcement, is outlawed. Neos take the brunt of the blame for Vietnam and the re¬sulting backlash forces the disbandment of the Sentinels of Society.

Though not welcome by the government in any sort of law enforcement capacity, many Neos still continue to fight crime and battle super-powered threats, albeit from the shadows and through careful hit-and-run crusades.

Meanwhile, the government initiates several programs, including the formation of highly trained paramilitary units and the creation of robots specifically designed to apprehend Neo criminals to fill the void left by the outlawed Neo crime fighting community. For most everyday citizens, it is finally a time to take the future into their own hands.

Stories told during Neo Earth's Twilight Era are slightly darker than those set in its Emergence Era. Heroes are no longer the darlings of the public and the government seeks to control them. Forming a Super Team is actually against the law. Heroes continue to fight the good fight, but when apprehending a Rogue or other criminal, they may find themselves in as much trouble as the Rogue or criminal they have captured.

The Modern Age (New Dawn Era)

The Modern Age in comics began by taking a different route than the Silver Age before it. Times had changed and comic books changed with them. Gone were the days of acting without consequence and white-hat Heroes always doing the right thing. A new breed of hero was born, and some would question if they were heroes at all. This new breed of Hero did away with flashy costumes and masks in favor of black leather or paramilitary attire. Guns were the new weapon of choice and their use meant that the old rule of not killing was no longer applicable as far as they were concerned.

The Heroes of this early portion of The Modern Age brought with them real world issues, complex personalities, and consequences for every action. While some thrilled to these dark tales, others pined for a return to the simpler, more innocent Silver Age. Little by little, publishers brought back the sensibilities of the Silver Age but also kept the complexities of the early Modern Age and even brought back some of the devil-may-care attitudes of The Golden Age. The Modern Age now represents the best of both the Golden Age and the Silver Age. Stories are engaging and complex, the Heroes are good through and through, and there are consequences to their actions. We refer to The Modern Age of Neo Earth as the New Dawn Era. Because of the number of changes that have occurred in this era, we have subdivided the New Dawn Era up into three time periods: The Heroes Return, The End of the Millennium, and The Dawn of Legends

The Heroes Return (1980-1992)

It is in the 1980's that things begin to change for Neos. Although the first half of the decade is nothing more than a carryover from the 1970's, the emergence of the Anarchitect and his Xombehemoth prove to be the turning point.

Created out of the DNA of fallen Heroes and able to harness their vast array of Powers, Xombehemoth proves all but unstoppable as it attacks Washington D.C. Only the arrival of Heroes such as Beetleman, F-5, Cloudburst, Citizen Stranger, and others turns out to be enough to finally defeat the beast.

The Reagan Administration recognizes the Heroes for their rapid response, despite the possible repercussions they could have suffered, and the Neo Laws enacted by the Nixon Administration are lifted. As a result, the Sentinels of Society are officially re-formed and return to the United States. Autumn Arbor once again becomes a City of Legends as Neos return to the public light and their is much rejoicing by the people.

Stories told during Autumn Arbor's this time tend to be high-action ones and peppered with a lot of character drama. Heroes regularly battle side-by-side as friends while at the same time being romantically involved behind closed doors. Alien invad¬ers and wayward gods attack Earth nearly every month and supernatural threats are a regular occurrence.

The End of the Millennium

A majority of the 1990's is a time most people in Autumn Arbor would rather forget. The constant battles, invasions, and threats of the past decade finally take their toll. The city enters a severe financial depression as businesses are unable to constantly rebuild. VanCorp begins buying real estate at an alarming rate, expanding its already considerable hold over the city. Many Heroes who were popular since the first defeat of the Xombehemoth are finally feeling the wear and tear and start reconsidering their Heroic careers. Some Heroes decide a tougher stance is needed if crime is ever going to be stemmed and overstep the law (and their authority); it is no longer a matter of arresting the perpetrators but of stopping their criminal careers permanently.

By the end of the decade, the sudden arrival of the Purge finally reunites the Heroes together under a common cause. Although much of Autumn Arbor is destroyed or heavily damaged and many Heroes die, the ultimate defeat of the invaders once again reunites the Heroes and gives them a renewed sense of vigor and purpose.

Stories told during this time in Autumn Arbor tend to be dark and foreboding. Hero/Rogue battles tend to be fatal more



times than not and the entire city seems to be shrouded un¬der a massive shadow. Romantic and social relationships are strained, city government and law enforcement are corrupt on many levels, and the supernatural is even more prevalent.

Dawn of Legends (Beginning of the 21st Century)

Following the defeat of the Purge and the rebuilding of Autumn Arbor, the city enters into a modern Golden Age. Though the media is still critical of the Neo community if it will get them ratings, and VanCorp now secretly controls a majority of the city, the election of Mayor Foley into City Hall finally sees an end to much of the corruption of the last decade. The City of Legends now seems to benefit from a new sense of unity, not only among the people of Autumn Arbor, but also within the Neo community, though underly¬ing tensions still sometimes exist.

Stories told during this time represent a true emergence from the dark times of the past decade. Autumn Arbor is a place where the Neos of yesterday battle side-by-side with the Neos of today. Heroes and Rogues do battle with a dazzling array of Powers and any number of cosmic or supernatural threats loom just over the horizon.

ADVENTURE BASICS

Adventures are the comic book tales for your Heroes in Dawn of Legends. Creating an adventure from scratch can be a daunting venture. The first thing to remember is that you do not have to create every element of an adventure from nothing. Published adventures are a great place to start if you are a beginning Game Master or do not have a lot of preparation time. Seeing how plots and ideas are structured in published adventures can go a long way toward helping you create your own. A number of free adventures are available at our website to help get you going.

Published adventures are great but if you are playing Dawn of Legends, it is probably because you have a love of super-heroes. A terrific place to get ideas is straight from the source: comic books. The possibilities open up from there. Super-hero tales that you can pull ideas from exist in comic books, novels, cartoons, and movies. Non-super-hero media, including the news, is also ripe for adventure usage. Just take a plot from any source and ask yourself the following question: how would the inclusion of super-powers affect this plot? Answer that question and you are off and running.

When creating an adventure from scratch, a 5 basic questions need to be answered: Who or What, When, Where, Why, and How. First, you need to decide what is happening, happened or is going to happen. Second, when did it happen? Is it happening now, later, or did it occur sometime in the distant past. Third, decide who or what is involved and/or responsible. Fourth, Why is this happening? Lastly, How did this happen?

If you can answer all of those questions, you have yourself an the basis for an adventure.

Example: Lee knows he wants to run a murder mystery adventure, so he begins thinking about the five questions. What happened is easy: murder. He knows he wants it to be a high profile murder, so his Who is a US Senator. Now, being a murder mystery, he needs a second Who to commit the crime. He decides on a Mafia-employed Neo. When did the murder occur? He decides it happened two hours prior to the Heroes being notified. Why it happened is because the Senator was about to go before the Senate and blow the whistle on the Mafia's activities. Finally, How did the murder occur? The Senator was burnt alive in his hotel room. No accelerant was found, so this points to a possible Neo connection. With his 5 questions answered, Lee can now fill in the details and fully flesh out his adventure.

Drama and Morality

Drama and morality are two things that are sometimes overlooked in super-hero role-playing games. With so much emphasis on Powers and abilities beyond the human norm, it can be easy to lose sight of the whole picture. Drama and morality add substance to what would otherwise be a two-dimensional tale. In Dawn of Legends, who a Hero is comes first and what the Hero can do comes second. The wants, needs and desires of the Player Characters (PCs) are things that should be considered when crafting an adventure, as well as how their actions are viewed by those around them. Being a Hero is not all flashy Powers and beating up bad guys. A failure to complete an assignment at work because the Hero was preventing a Rogue from robbing an armored truck might get him fired. If he skips out on more than a couple of dates to save the city, the Hero's fiancée will probably leave him. Even if the Hero is physically invincible, his enemies can still destroy everything he loves. By adding real world concerns in with the business of being a Neo, the GM can create drama.

Morality, defined as knowing "right" from "wrong", can be an integral part of a great adventure. Heroes are always expected to do the "right" thing, but what if there is no real "right" or "wrong"? What is defined as "right" can depend on the point of view. If a killer has immunity and cannot be charged for his crimes, what does your Hero do? The families of the killer's victims cry out for justice and expect the Hero to do something, but according to the law, there is nothing the Hero can do. By taking action, the Hero is breaking the law; doing nothing may cause the Hero to be publicly hated. Having situations in an adventure where Heroes have to choose between options, where neither of the options are simply black or white in nature, forces players to think beyond their Hero's flashy Powers and focus on their Hero's beliefs.

Getting the Group Together

One of the hardest things about starting any role-playing game is getting the Heroes together as a group. With its detailed history and the number of Neos already in existence, it might be difficult to imagine where the players Heroes exist in the scheme of things. There are a number of ways for the GM to go about creating the rationales to bring the player's Heroes together. Ideally, this is something the GM should talk about with his players during Hero creation. This way, the GM can give the players his ideas and they can give the GM theirs, hopefully coming to a compromise. The following are some recommended starting concepts for bringing together the player's Heroes to start an adventure.

The Heroes Begin. This concept begins with the Heroes just discovering their abilities or just deciding to become masked Heroes. An excellent method of starting this sort of concept is by having the Heroes present at some sort of catastrophe where they must all use their Power and abilities to thwart the Rogues or other criminals, save innocents, or save themselves. Seeing other new Neos, like themselves, and thwarting a disaster together can act as an ice-breaker or a bonding moment. Many a Super Team has been created in such a manner.

Another option for such Heroes is to have them temporarily recruited by established Neos to aid in an important task or mission. Afterwards, seeing how well the new Heroes work together, the elder Neos might suggest the group continue to work together, maybe starting their own Super Team. Another variation on this concept is to have the Heroes invited to join an already established Super Team, like the Sentinels of Society, after proving themselves. Maybe the Sentinels of Society have suffered some losses recently and need new members or feel

that the threats facing the city require more Neos to handle them all.

Something to keep in mind is that it is illegal for Neos under the age of 18 to use their Powers in a public forum, especially for law enforcement. This could provide an excellent concept for situations involving teen Heroes. Not only are they Heroes, but they are also criminals in the eyes of the law. They may face the wrath of elder Neos who fear the teen Heroes are putting all Neos at risk by flaunting the laws.

Established Heroes. This concept begins by assuming the Heroes have been around the block and have some experience under their belt. If using this concept, it might be easiest to simply assume the Heroes are already a Super Team, though not necessarily a well known one. Another possibility is to use the catastrophe idea from The Heroes Begin, having the separate Heroes be conveniently be present simultaneously to thwart some Rogue's scheme and come to realize that they work well, perhaps deciding to join together create a Super Team.

A final concept using established Heroes is that the Heroes are all part of an already established and world-famous Super Team, such as the Sentinels of Society or the Daring Dynasty. This concept is a bit of a double-edged sword. On the one hand, the Heroes will have tremendous resources at their disposal, but on the other hand, they could feel overshadowed by the more recognized members of the Super Team. Allowing the PCs to be part of an established Super Team can place more weight on the shoulders of the GM as well, as he will have to control Non-Player Character (NPC) Heroes or explain why the other members of the Super Team area never around. One way around this issue is to simply have the players play established Heroes like Dragonfly and Vanguardian, rather than make Heroes of their own.

Creating Memorable NPCs

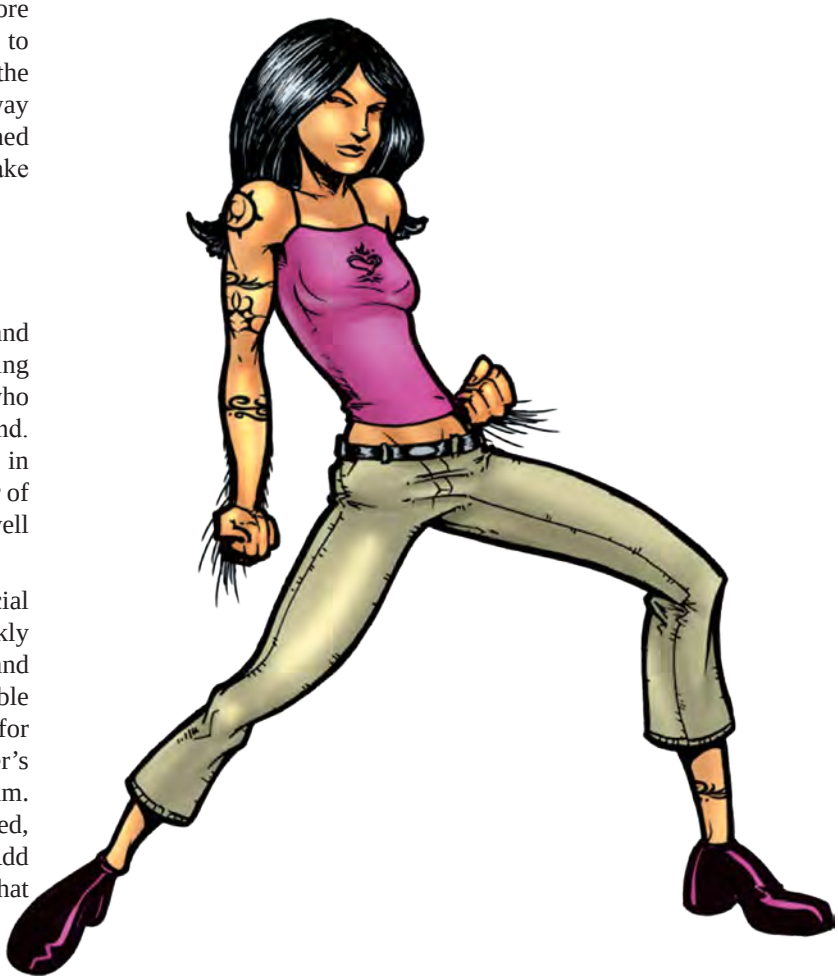
Flat, two-dimensional NPCs will not interest the players and could cause them to want their Heroes to avoid communicating with them. NPCs, just like PCs, subscribe to the idea that who a Hero is comes first and what the Hero can do comes second. The key to making great NPCs is to make them memorable in some way. This could be through their attitude, their manner of speaking, the way they dress, or the crazy catchphrase they yell every time they use their Powers.

Attitudes are fairly easy to get across to people. Facial expressions, body language, and tone of voice can quickly give someone an idea of a NPCs emotional state. Accents and speech styles are a great way to make a NPC easily memorable as well. If the GM describes a NPC as slouching and speaks for him using a slurred voice, the image will stick in the player's heads and give them a general idea of what to expect from him. A NPC who stands rigidly straight and speaks with a clipped, British accent will stand out in the player's minds as well. Add in distinctive phrases like "Ya know?" or "Sweet!" and that adds another layer of reality to the NPC.

A NPCs appearance, like hair style, clothing, or costume choices can go a long way toward creating the NPCs image that the GM wants to represent and that players will remember. A civilian with dirty matted hair represents a totally different type of character than one with close cropped hair. Those details will stand out to players. The same goes for style of clothing. Costumes, with their distinctive colors and styles, make the Neos who wear them easy to identify and remember.

Motivation is something the GM should have in mind, particularly for Rogue or other criminal NPCs. They may do what they do to get rich or may have a vendetta against someone or something and simply want revenge. A NPC's motives can give the GM a strong base from which to portray them.

Some people are terrible when it comes to remembering names. Remembering names becomes particularly difficult in situations where a large number of NPCs are introduced into the game in a short amount of time. Creating memorable NPCs makes it far easier for the GM's players to remember individual NPC names and motivations.



ADVENTURE GENERATOR

WHO d10	WHAT d10	WHERE d12	WHY d6
1 Neo Rogue	1 Assault	1 Canterbury	1 Greed
2 Group of Minor Criminals	2 Burglary	2 Cathedral Heights	2 Desire for Power
3 Gang Members	3 Drug Buy	3 Cedar Valley	3 Mind Control
4 Mafia	4 Ambush	4 Liberty Heights	4 Curiosity
5 Family Member(s)	5 Neo Test	5 Ravenswood	5 Accident
6 Friend(s)	6 Law	6 Mayfield Square	6 Revenge
7 Police	7 Smuggling	7 Hydesville	
8 News Reporter(s)	8 Streetfight	8 Ballensville	
9 Children	9 Supernatural Occurance	9 Downtown	
10 Neo Hero	10 Vehicular Crime	10 Beauman Straights	
		11 Chesapeake Bay	
		12 Atlantic Waters	

Dramatic Tales at your Fingertips

Coming up with adventures is not easy, especially if you are pressed for time. Or maybe you had planned on the PCs investigating the happenings on the docks but instead they decide to patrol Cathedral Heights. Fear not! The Dawn of Legends adventure generator allows you, the GM, to create the bare bones outline of an adventure with only a few die rolls.

The adventure generator creates adventures by answering 4 of the 5 questions mentioned earlier at the beginning of Adventure Basics, plus it includes a randomizer: Who, What, Where, Why, and Random Element. Simply roll the die type listed under each column in the following chart. Together, those elements determined by the rolls give the GM an adventure outline. Roll multiple times under the different columns if you like or do not roll at all and just pick what looks appealing. It is your choice.

WHO

Neo Rogue: This is a Wild Card of a Rank and power level equal to or better than the PCs. He or she can easily take on the entire group.

Group of Minor Criminals: This is a group of Rogues of a Rank and power level equal to or below the PCs.

Gang Members, Mafia, Family, Friends, Police, News Reporters, and Children: These characters are all Extras unless it suits your adventure otherwise.

Neo Hero: This is a Wild Card Neo of a Rank and power level roughly equal to the PCs.

Randomness d4
1 Artifact
2 Alien Tech
3 Mundane Tech
4 Powers

WHAT

Assault: One or more individuals are making an attack on a single victim. This could be a simple purse snatching, a personal attack, or a kidnapping.

Burglary: A robbery of a commercial business or residential home. If the location is a place of great wealth or importance, the burglars could be henchmen for a greater criminal. If the location is industrial, the goal could be something beyond money, like espionage or sabotage.

Drug Buy: An illegal drug transaction is taking place. Depending on the location, this could be a small-time buy or an entire shipment coming into the city. The result can also decide if small time gang members are involved or if it is a major Mafia operation.

Ambush: The PCs find themselves under attack by a group of minor Rogues or thugs with the intent to either capture or kill the Heroes. In some cases, the attack could simply be a warning from an overconfident Rogue to the PCs, letting them know about an upcoming crime.

Neo Challenge: This is a situation that tests the PCs, forcing them to use all of their Powers and abilities to succeed. Possibilities include natural disasters like earthquakes, fires or hurricanes and man-made events by a powerful Rogue with sorcery, science or some other Power.

Law: A law enforcement action is taking place. This could

be a drug raid, a hostage situation, a shootout, or a prisoner transfer.

Smuggling/Trafficking: Similar to a Drug Buy, a transaction of illegal, non-drug related items is taking place. This could include weapons, technology, slaves, or any other illegal commodity.

Streetfight: A fight is in process between differing individuals. Depending on the location, this could be the result of a domestic dispute, rowdy club attendees, rival gangs, disagreeing businessmen, or rival Mafia families.

Supernatural Strangeness: The supernatural is as much a part of Neo Earth as anything else. The PCs encounter something mysterious or dangerous that they cannot explain. They may witness a ghostly shadow flitting away from the scene of a crime or stop an assault and realize that the assailant is a Vampire. Anything is possible.

Vehicular Crime: One or more persons are seen stealing a vehicle(s) or using a vehicle(s) in some other criminal manner. This could be a drive-by shooting, a get-a-way vehicle escaping pursuit, vehicular assault, et cetera.

Where

See appropriate area.

WHY

Greed: The person(s) in question is driven by greed.

Desire for Power: The desire for power can drive a person to do strange and terrible things.

Mind Controlled: The person(s) are not in control of themselves but are being mentally manipulated by some heinous Rogue for reasons unknown.

Challenge: The whole purpose is to challenge oneself. Proving oneself superior to others is the goal.

Accident: The entire event is an accident, but things may quickly get out of control.

Revenge: Revenge for some wrong, real or perceived, is the reason.

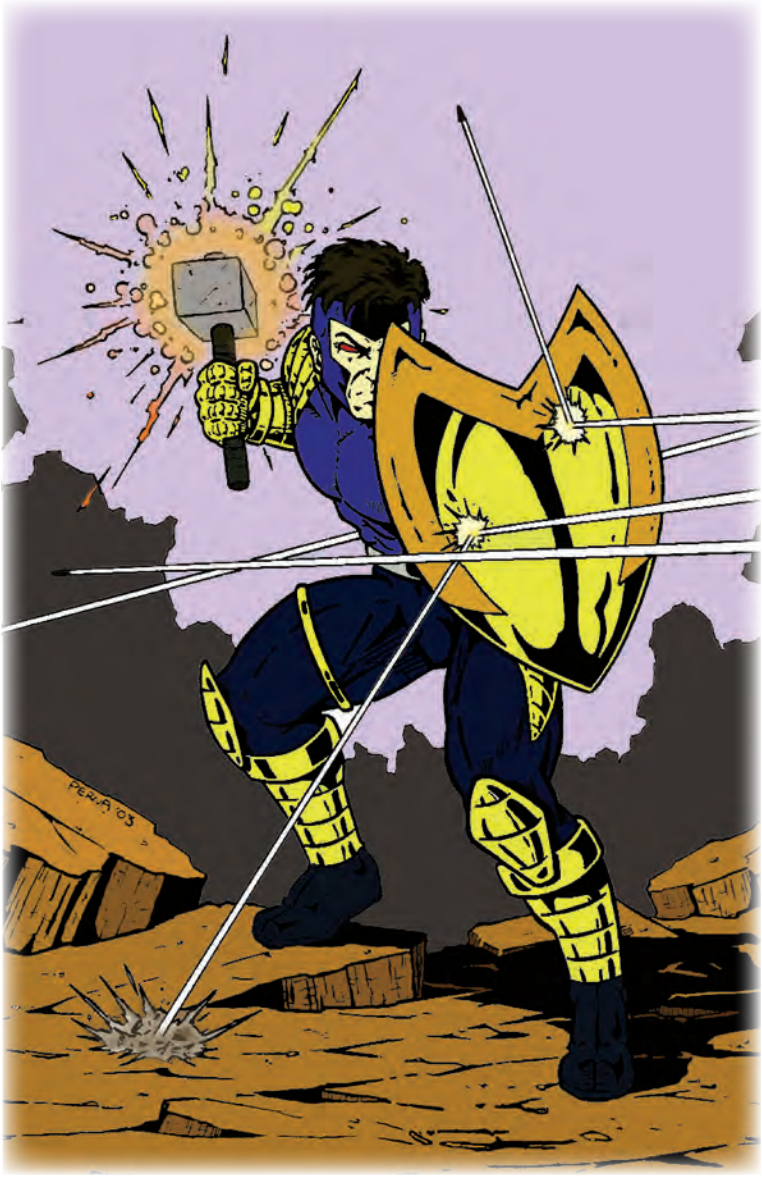
RANDOMNESS

Alien Tech: Some piece of alien technology is involved. This can be beneficial or harmful, attack or defensive oriented, or something else entirely.

Artifact: A Mystic Artifact of unknown power. Beware, such things are often rare and sought after. Someone may come looking for it.

Mundane Tech: This can be any current standard technology for the setting, regardless of price or availability.

Powers: Powers of some sort are involved, and not from the obvious targets.



RUNNING A SAGA

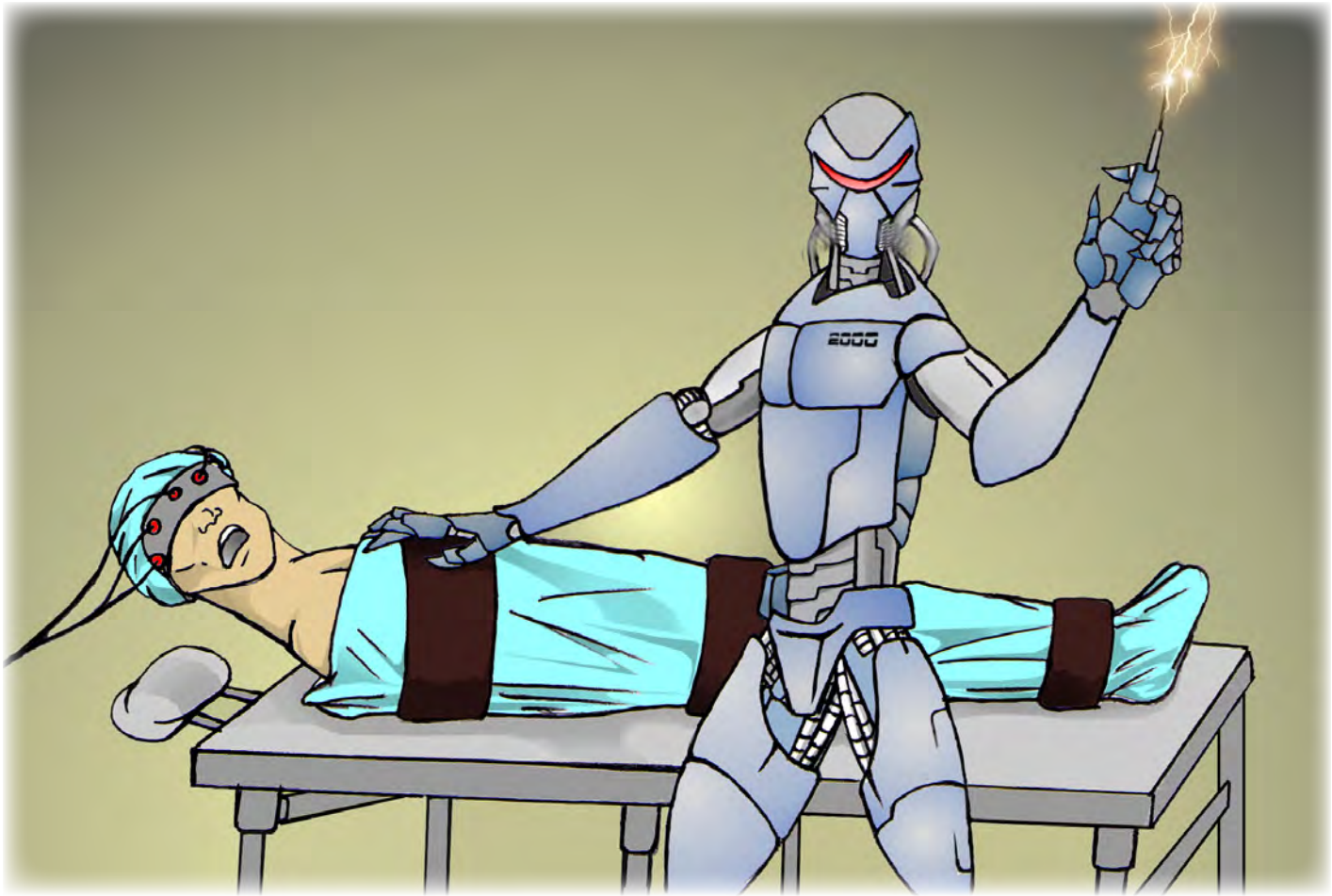
Now you have all that you need to create adventures on the fly, but what about the sagas like those seen in the comics? Generally, single issues of a comic book deals with a single, simple problem which is solved by the end of the issue. A saga, on the other hand, is a storyline which may run though multiple issues and possibly through multiple comics. In normal role-playing parlance, the saga is called a campaign.

One difference between a saga and a single issue or small story arc, is that sagas are usually of a personal nature related to the characters involved and great adversity or change must be faced before the saga reaches its conclusion. In this way, sagas are very much like modern tales of mythology. The Hero faces loss, suffering, and great adversity, both physically and morally, before battling their way to their goal, when life can then return to normal. This fits in perfectly with Dawn of Legends, where the question of who a character is trumps all else

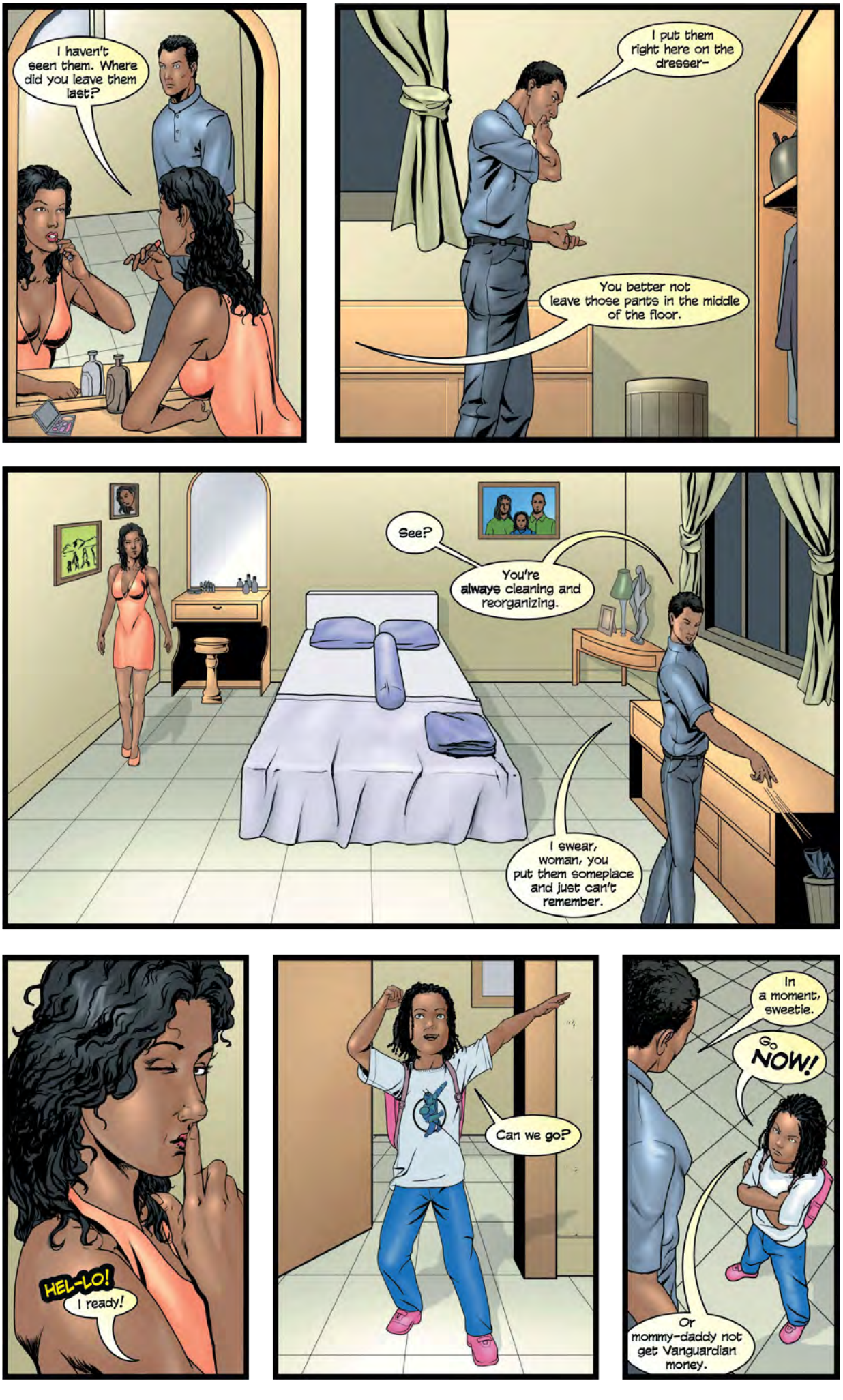
The first step to creating and running a saga is to remember that you, the GM, are not writing a comic. Unlike a comic where the writer decides what each character does or says, the players in a role-playing game each control a Hero in the saga and odds are good they will not act in the manner in which you envision or plan. To combat this randomness, the key is to simply not go into too much detail. Come up with your general idea first and then add small details as you go. As stated before, players rarely do what you plan for them to do, so let them do as they please, making sure they touch upon the necessary spots in your outline, letting them help you flesh out the tale with their words and actions.

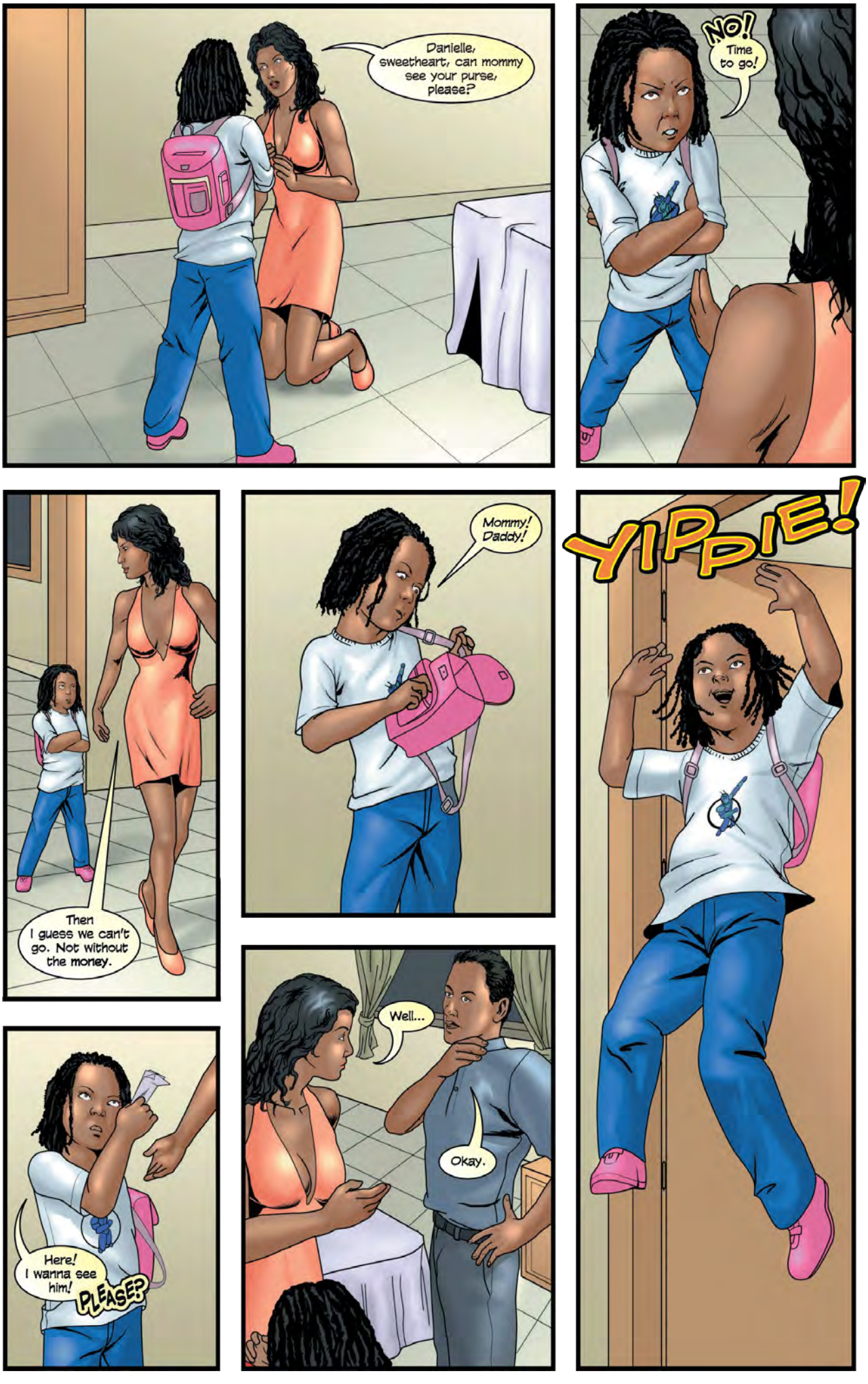
Once you have your basic idea, create an outline with various items that need to occur. You can add various details from there, but this is basically all you need to do. For each point in your outline, create an adventure surrounding what must occur. Make sure you have determined ahead of time what will happen if the PCs succeed and if they fail. Step-by-step, you move through the points of your outline until the end (and the big revelation) is reached. This is the basis of a Plot Point Campaign.

Dawn of Legends has a number of Plot Point Campaigns planned, which will be available for free on our website, along with smaller adventures. These will cover various elements of the setting, at different power levels. With the planned online support, printed sourcebooks, and your own imagination, you have all you need for years of comic book role-playing in the Neo Earth universe.

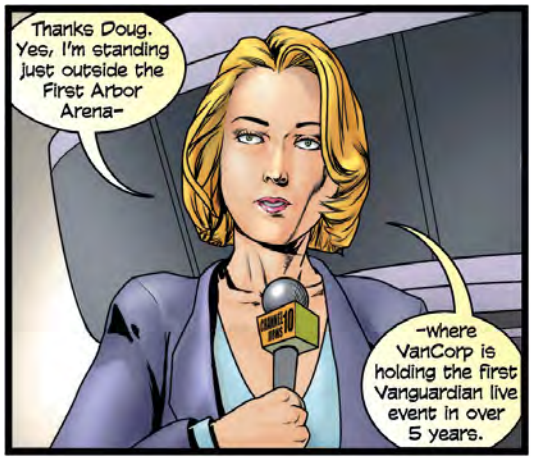



The Austen Residence. Autumn Arbor...
Honey, where are the tickets? I can't find them anywhere!
Did you check your jeans? I think they're in the hamper.
I don't remember having the tickets on me yesterday.
Did you check your briefcase?
I've checked **everywhere**. Are you **sure** you didn't move them?


I haven't seen them. Where did you leave them last?
I put them right here on the dresser-
You better not leave those pants in the middle of the floor.
See?
You're always cleaning and reorganizing.
I swear, woman, you put them someplace and just can't remember.
HEL-LO!
I ready!
Can we go?
In a moment, sweetie.
Go NOW!
Or mommy-daddy not get Vanguardian money.

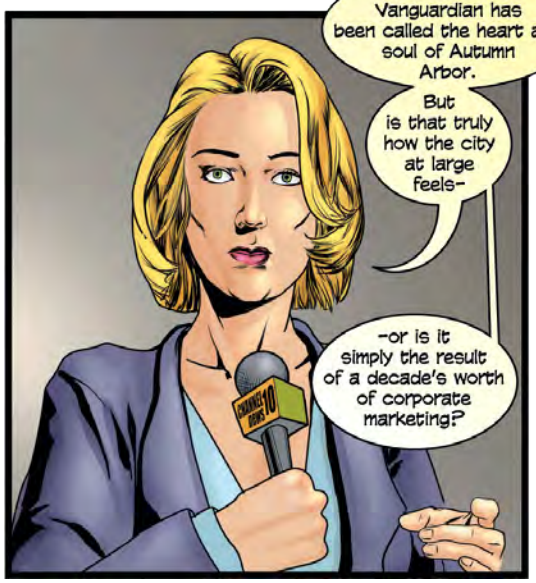

Danielle, sweetheart, can mommy see your purse, please?
NO! Time to go!
Then I guess we can't go. Not without the money.
Mommy! Daddy!
YIPPIE!
Here! I wanna see him! PLEASE?
Well...
Okay.


Downtown, Autumn Arbor...
First Arbor Arena
BROUGHT TO YOU BY VANCORP.
TONIGHT ONLY!!


Thanks Doug. Yes, I'm standing just outside the First Arbor Arena-
-where VanCorp is holding the first Vanguardian live event in over 5 years.


And you are?
Damon Dukes.
And what brought you out to see Vanguardian tonight?


Are you kidding? He's the heart and soul of this city.
Autumn Arbor! The City of Legends.
YEAH!


And indeed, Vanguardian has been called the heart and soul of Autumn Arbor.
But is that truly how the city at large feels-
-or is it simply the result of a decade's worth of corporate marketing?


Could you give your names for the viewers, please.
I'm David Austen. This is my wife, Gina. And this here is Danielle.


Obviously you and your family, like the millions in Autumn Arbor-
-are here tonight to show your support for Vanguardian.


But something that has become a national question lately is-
Are these Neos more of a danger to society than an asset?


Danielle!
Oooffff!
Doug, back to you.
Good.
We off?
Find out who that little brat was. I'm going to sue her family so hard that--!
Danielle, you can't hit people like that.
That was a bad girl!
Hussy no talk bad 'bout Vanguardian!
Hussy? Where'd she learn that?
Probably from your mother.


When alien invaders attacked the City of Legends without warning--
--Vanguardian was there!
Using the unique energy absorbing capabilities of his Shield--
--to draw the heat away from rescue workers dedicated to saving the lives of those trapped in the rubble.
Vanguardian-- the premier hero of not only Autumn Arbor, but of the ENTIRE WORLD!
Vanguardian is a registered trademark of VanCorp, all rights reserved.

Handbook to Autumn Arbor



Daring Dynasty

Considered the First Neo Family of Autumn Arbor, the Daring Dynasty is a world respected team of explorers and Champions.

Although the Champion known as Daring Man would appear several years before the actual team made their public debut, it would be a plot created by the Anarchitect to siphon the Celestial Tear Energies from Mark, Darla, and Diane Daring that would see Major Daring finally pull his estranged relatives together into a single unit.

Despite Anarchitect's defeat that day, he would return soon thereafter in an assault against the very City of Legends, using the government's own Neo Law Enforcement robots, the Americannons, against them. It was on that day that the Daring Dynasty, despite strict laws prohibiting Neo Champions within the United States, appeared and battled the Anarchitect in what is today still considered one of the most epic Neo battles in Autumn Arbor. With the Anarchitect's defeat, the Daring Dynasty revealed themselves to the media before teleporting from the area just moments ahead of the arrival of Neo Crime Bureau operatives.

Though Champions for the citizens of Autumn Arbor during an era when such actions would mean life imprisonment, the Daring Dynasty was still forced to struggle through personal tragedies. Not only was Darla Daring gunned down in cold blood, thus eliminating the Champion known as Duo that she formed with her sister, but Kodiak was brutally murdered by Anarchitect and used as the basis for the monster that would come to be called Xombehemoth. Daring Man would come to fall in love and marry the professional assassin known as Silver Sai. Kid Daring would be caught by Neo Crime Bureau agents acting as a Champion even though well under the legal age.

Despite the family problems and personal tragedies, however, the Daring Dynasty has never lost their thirst for exploring the unknown and their unyielding drive to protect not only the people of Autumn Arbor, but the entire world.

Major Daring

Real Name: Michael William Daring

Age: 117

Height: 6'5"

Weight: 290lbs

Hair: Gray

Eye: Blue

Registration Number: RT5L-8A-KD4

Affiliation: Daring Dynasty

Nationality: American, no known criminal record

Status: Active

Biography

Major Michael Daring was born near the end of the 19th century and is descended from a long line of adventurers. His ancestor, Lord William Daring, immigrated to the American Colonies to fight in the American Revolution in 1776. Branded a traitor to the Crown, his family disowned him and he was stripped of his title and his fortune. After the war, he amassed a second fortune as a trapper and furrier. Michael's other ancestors followed the path of adventure as well. His great grandfather was an accomplished bounty hunter in the old west. During the American Civil War, two of William Daring's grandchildren enlisted in opposite sides of the conflict.

The son of famed archeologist Donavan Daring, Michael accompanied his father on many of his excavation projects throughout the 1890's. Donavan met his end in 1899, when an inner chamber of the pyramid that he and his crew were investigating collapsed. His final act was to throw his son clear of the chamber just before the cave-in. Michael was 12 at the time.

Michael returned to America, bouncing from one foster family to another. He excelled in his studies, but his wild ways were too much for any family to put up with for very long.

Fascinated by the world that his father had shown him, Michael became an explorer. He ventured around the globe, exploring many exotic locals. While on an expedition in the Himalayans, in 1913, a deadly avalanche struck the party he was leading. Michael survived by wedging himself between a rocky outcropping and the lethal downpour of stone that claimed the lives of his entire group. He kept himself alive for weeks, foraging for food and seeking shelter from the inhospitable environment. As his hope of ever returning to civilization dwindled, Michael came upon a most extraordinary find: a kingdom, hidden away from the rest of the world, deep in the treacherous mountains. Even more incredible were the residents, who appeared to be some type of animal/human hybrids living alongside a few Mundanes.

Not knowing what to make of the isolated community,



Michael observed the inhabitants, keeping himself well secluded. During his second week of gathering information on this bizarre society, he witnessed one of the human members, a beautiful young Mundane human woman, being stalked by a mountain lion. Throwing caution, and his concealed presence, to the wind, Michael came to the woman's rescue, driving off the lion and saving her life. After a muddled conversation as the two endeavored to cross the language barrier, Michael found that her name was Rochelle and the kingdom called was Hybreedoia. Accompanying Rochelle to her home, Michael was taken before the High Council and related to them the journey that had brought him before them. The Queen, Lady Lynxanna, in turn informed him of the kingdom's history. It was an isolated community composed of direct descendants of fabled Atlantis, hidden from the rest of the world for millennia. He was also told that, according to their laws, he could never leave, but that because of the valor that he had shown, he would be welcome to join them. Surrounded by a guard of ferocious beast-men, and beyond them, hundreds of miles of trackless wilderness, Michael saw no choice but to agree.

He spent the next 3 years among the Hybreed Society, learning their ways and even falling in love, exchanging life vows, and having a daughter with the very woman whom he had rescued. Their child was named Isabella, after Michael's mother, and Michael thought that he had finally found happiness.

Unfortunately, political upheaval and betrayal brought his dreams to an end.

Kainus, an exiled Hybreed, had forged a deal with another isolationist Atlantean offshoot of humanity, the Magnobes, which lived and thrived beneath the surface of the Earth in its molten core. Kainus manipulated the reclusive Magnobes into staging an attack on the Hybreed Society. During the conflict, Rochelle was killed. Michael rallied the disorganized Hybreed to repel the invasion, but the damage to Hybreedoia was extensive. The survivors of the High Council, fearful of another attack, voted to move their community elsewhere. They gave Michael the option of journeying with them to find a new home or returning to his world. Having lost his love, Michael decided to return to his old life and take his daughter with him to be raised there. In gratitude for his valiant defense of their home, the High Council awarded Michael with an odd glowing gem known as the Celestial Tear, a relic from Atlantis. Although it had been damaged during the attack, it was an incredible gift. Michael humbly accepted the Tear, thanked the High Council for their gratitude, and vowed to keep their society's existence a secret.

Upon returning to the States, Michael discovered that the world was on the brink of war. He left young Isabella to be raised by a trusted friend, made arrangements for his daughter to attend boarding school, and set up a significant trust fund for her. He also left her with a shard of the Celestial Tear that he had fashioned into a necklace, taking the remaining part of the Celestial Tear with him. He then enlisted in the United States Armed Forces to fight in World War I. His bravery and valor in the European theatre quickly earned him the rank of Major.

Major Daring's name became synonymous with his deeds.

During his tour of duty, he made a close friend of Captain Charles "Kodiak" Runningbear, an American Indian reconnaissance expert who was the inheritor of a shamanistic Power which allowed him to assume the form of a powerful bear-like creature. When they were demobilized, the two men traveled the world once again. During this time, Major Michael Daring and Kodiak discovered that proximity to Celestial Tear had slowed their aging process and significantly increased their Strength.

On one of his infrequent visits with Isabella, Major Daring finally realized the extent of the damage that his parental neglect had caused his daughter. She let him know in no uncertain terms that because he was away for so long, he might as well continue staying away and that she wanted nothing more to do with him. Saddened by the emotional turmoil he had caused her, he agreed to her wishes and left, although he did keep tabs on his daughter and clandestinely attempted to assist her over the years.

Following the attack on Pearl Harbor in 1941, the two men once again enlisted during World War II to help stop Germany, the atrocities of which they had witnessed first hand in their travels. They fought overseas for the majority of the war in a special black ops division known as the Crimson Berets. By the end of the war, they were the only surviving members.

Over the next few decades, Major Daring and Kodiak traveled the world as explorers, guides, and mercenaries. They crossed paths with the Russian super-powered agents Bogatyr and the Siberian Machine, the English Heroine, Lance-a-lass, and her fellow countryman, the Imperial Lion, and the Japanese shape changer, Mrs. Origami. They also managed to disrupt plots by the Iron Reich (a special unit armed with highly advanced and Mystical weaponry created by Hitler during World War II), Lord Wyverncrest, Blaid International, and the Russian madman, the Red Scare. While fighting tyranny and injustice all over the globe, Major Daring also had many romantic encounters with women throughout the world and fathered several illegitimate children.

One of these illegitimate children, Mark, caught up with Major Daring in Singapore and was saved from a knife fight by the Major and Kodiak. Immediately recognizing his father, Mark pleaded with the Major to let him join him on his adventures. Impressed with the boy's courage and the way he handled himself, Major Daring agreed.

Mark proved to be worthy of the Major's faith in him and showed himself to be a brave and loyal young man. The Major, who had never given much thought to being a parent, found a new sense of pride in his son and began to really enjoy being a father. He even arranged a special father-son vacation, chartering a plane and island hopping across the Caribbean.

They were only a few days into their trip when disaster struck.

One of the Major's enemies had been informed of their journey and had sabotaged the plane. Both the engines sputtered and died, sending the aircraft in to a wild tail spin, and only Major Daring's exceptional piloting skills allowed them to crash land on a nearby shore. Although the Major was thrown from the plane upon impact, protected for the most part by his augmented Strength, Mark was trapped inside, unconscious and severely injured. To save his son, Major Daring attempted


Daring
Dynasty

to harness the power of the Celestial Tear. When his attempts met with failure, he threw the Celestial Tear against the wall with tremendous force. The ancient stone shattered and the energies within were released and absorbed into Mark's body, transforming the young man into a powerful energy-wielding dynamo, the Neo Champion that would eventually be known as Daring Man.

Daring Man began gaining a positive reputation and becoming a popular Neo Champion, despite the federal crackdown and implementation of Neo Law Enforcement. Major Daring and Kodiak assisted him as his mentors..

His greatest test, however, would finally come when his rising popularity brought the young Champion to the attention of the Anarchitect.

After a series of minor skirmishes with Daring Man, the villainous engineer succeeded in kidnapping him, as well as his own twin granddaughters, all of whom had a connection to the Celestial Tear energy with which the Anarchitect was so obsessed. To save his son and his granddaughters, Major Daring turned to the twins' mother, his estranged daughter, Isabella, who had developed a successful career as a high-tech research engineer. They tracked down the Anarchitect's lair and rescued the captives before the machine in which they were encased was able to finish siphoning off their Celestial Tear energies. During the course of the battle, the twins' Neo Powers activated, transforming the two girls into a singular gestalt energy being, just in time to help turn the tide against the Anarchitect and forcing him to flee. The impromptu family reunion prompted Daring Man to suggest that they begin working together to uncover the secrets of the Celestial Tear energy they possessed, use their abilities to assist and protect their fellow man, and establish themselves as a true family. The media later coined the name the Daring Dynasty and the Super Team became the premier Neo Champions of the era. Major Daring named Daring Man as the official Super Team leader and spokesman for the family but continued to direct his son's growing leadership abilities.

The Major remains an active member of the Dynasty, though he does take off on extended sabbaticals from time to time to continue his explorations.

Personality Profile

Major Daring possesses strong leadership skills and has a no-nonsense, take charge attitude. He can come across as gruff and impersonal at times, but since reuniting with his family his mood has mellowed. He was not much of a father figure for most of his life until he assembled the Daring Dynasty. Since then, Major Daring has taken on the role of patriarch and mentor of the Super Team. He is extremely proud of how his family has grown and of what they have accomplished together.

Major Daring had been quite the male chauvinist and womanizer before the forming of the Daring Dynasty. His outlook and treatment of women has vastly improved since that time.

Known Tactics

The Celestial Tear granted Major Daring super-Strength and durability as well as slowing his aging process. Major Daring is able to press approximately 5 tons and shrug off small caliber ammunition with ease. He can also channel the Celestial Tear energies absorbed by his body into his hands to deliver devastating blows capable of punching holes in tank armor.

He carries a huge antipersonnel rifle developed by his daughter, Doc Daring (Isabella), that he affectionately refers to as "Babs". "Babs" has a multi-changeable ammo clip system which allows Major Daring to change ammunition (consisting of flash, concussion, or gas grenades; heat seeking mini missiles; and various types of bullets) with a simple flip of a switch on the weapon.

Major Daring will usually attempt to subdue foes with non-lethal force but will not hesitate to kill if he deems it necessary.

Daring Man

Real Name: Mark Donavan Daring

Age: 49

Height: 6'3"

Weight: 245lbs

Hair: Brown

Eye: Brown, Glowing Blue

Registration Number: BS8G-1P-FA2

Affiliation: Daring Dynasty

Nationality: American, no known criminal record

Status: Active

Biography

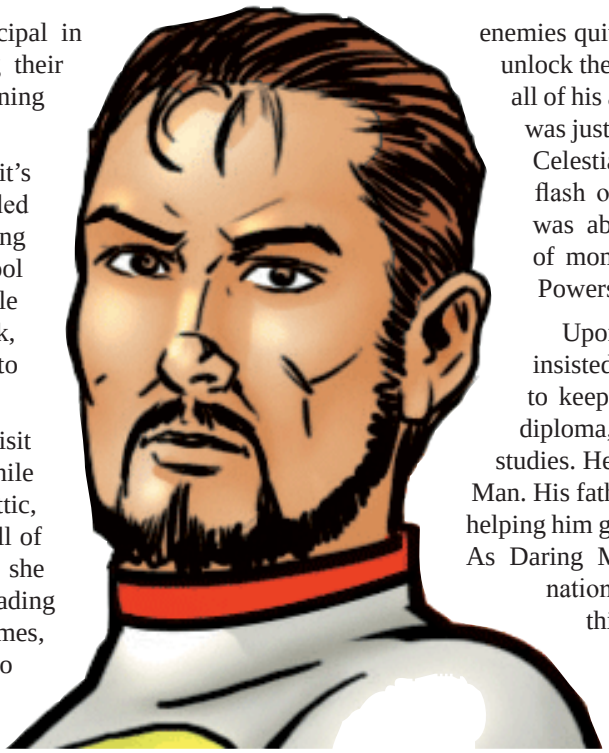
Mark was born to the legendary Major Michael Daring and Leslie Galvin, one of the Major's many romantic liaisons. His mother never had much to say about Mark's father as he was never around but he did at least financially support her and the boy.

The young boy spent his childhood dreaming about the wonderful adventures in which his father must have been participating. He had no contact with his father, except for occasional letters; nonetheless, Mark grew to idolize him.

Unfortunately, Mark's mother passed away from Leukemia when he was 10 and he was raised by her sister, Lilly, a widow with 2 younger boys. His aunt possessed no love for his wayward father or for Mark, even going so far as withholding letters from his father in the belief that, without the influence of his globe trotting father, she could raise Mark to be a respectable young man. She worked him hard and treated him more like an indentured servant than family, forcing him to do all the chores and attend to her and her own children's needs. Mark grew accustomed to the extra workload and learned to take care of himself.

Mark led quite a wild youth, getting expelled from school after school because of his "daring deeds" and practical jokes

(such as catching his principal in an affair and then stealing their discarded clothes and running them up a flag pole).



Frustrated and at her wit's end, his aunt finally enrolled Mark in a strict boarding school during his high school years. Though this did little to curb his rebellious streak, Mark's aunt was happy to have him out of her hair.

On a rare holiday visit to his aunt's home, while rummaging through the attic, Mark discovered the box full of letters from his father that she had kept from him. After reading through the stack several times, Mark decided that he had to find his biological father, meet the man who had participated in so many great adventures, and hear from his mouth why he had abandoned his son. He saved every dollar he could in preparation for his quest. Finally, during his senior year of high school, Mark escaped from the boarding school, purchased a plane ticket to the last place a letter from his dad had originated, and set out to find his estranged father.

Asking questions and following leads, his perseverance paid off. Mark managed to track down his father in Singapore, after only 5 months of searching. Unfortunately, their first meeting would see Mark drawn into a knife fight against 4 drunken locals who had run afoul of the Major at some point and decided to take their revenge against the young man claiming to be his son. Mark held his own until a barmaid brought a bottle alongside his head, knocking Mark out cold. In a turn of amazing fortune, Major Michael Daring and his long time partner, Charles Runningbear, happened to walk into the establishment as the fight was in progress. Impressed with the kid's moxie, the two war veterans came to Mark's aid before any permanent harm could befall him.

Upon coming to consciousness, Mark immediately recognized his father and pleaded with him to join him on his adventures. The Major was understandably shocked, but found himself very proud of this gutsy young man. He decided it was time to take the duties of father seriously and took Mark under his wing.

Their adventures began, and very nearly ended, with a plane trip across the Caribbean.

An old enemy of Major Daring's had his plane sabotaged before take off and while they were in flight both engines went dead. Major Daring managed to glide the plane to a crash landing and, though his own abilities protected him from too much damage, Mark was not so lucky.

Mark's body was partially crushed and he was suffering from internal injuries. Being stranded in a hostile environment with enemies quite possibly closing in, Major Daring attempted to unlock the power of the Celestial Tear to heal his son. When all of his attempts failed, and on the verge of losing a son he was just beginning to get to know, Major Daring threw the Celestial Tear against the plane's bulkhead. In a brilliant flash of blue energy, the gem shattered and its energy was absorbed into Mark's crippled body. In a matter of moments, the energy healed Mark and granted him Powers surpassing even his father's amazing abilities.

Upon their return to the United States, Major Daring insisted that Mark continue his schooling if he wanted to keep traveling with them. Mark got his high school diploma, enrolled in college, and did quite well in his studies. He also created the masked super identity of Daring Man. His father and Charles Runningbear became his mentors, helping him get registered through Major Daring's connections. As Daring Man, Mark began making headlines across the nation for his selfless acts of Heroism. Unfortunately, this notoriety brought a wholly unexpected form of attention to the fledgling Neo Champion.

A reclusive mad scientist, calling himself the Anarchitect, discovered that the Powers controlled by Daring Man were derived from the Celestial Tear energies that he had become obsessed with over the years. the Anarchitect sent his bizarre mechanical minions, the Servos, to capture Mark, planning to examine and experiment on the young Champion and study his Powers derived from the Celestial Tear. After thwarting several attacks by the minute mechanical monstrosities, Daring Man, never realizing the Servos agenda, finally succumbed to the Anarchitect's machinations. The mad scientist attached Daring Man, along with a set of twins that also seemed to possess Powers derived from the Celestial Tear, to a large energy transference device and started draining their Celestial Tear energies.

Upon realizing the fate of his son, Major Daring recruited some of his wayward family to mount a rescue and succeeded in saving Mark. The Anarchitect was revealed to be none other than Lionel Fleming, the man who had an affair with Major Daring's daughter, Isabella, and the father of the twin girls, Darla and Diane.

The Anarchitect managed to escape but would make his return soon after by turning Autumn Arbor's own mechanized protectors, the Americannons, against the city. The timely arrival of the Daring family led to an epic confrontation resulting in the defeat of the Anarchitect and his minions. Despite the laws prohibiting Neo involvement in law enforcement, the media coverage of the conflict earned the family a tidal wave of public support. A reporter interviewing them after the battle labeled them the Daring Dynasty.

With his family reunited, Daring Man proposed that they continue working together. Daring Man later met the love of his life in a rather bizarre set of circumstances. A deadly assassin, the Silver Sai, had made a number of attempts on Major Daring's life during the initial years of the Daring Dynasty's formation. Seeing the love and camaraderie shared by the family, as well as having fallen in love with Daring Man, she eventually reneged on the assassination contract on Major Daring. Silver

Sai approached the Daring Dynasty and confessed her crimes, putting herself at their mercy. They agreed to take her at her word and she has proven to be a valuable addition to the team. Over the course of her trial membership, Daring Man grew to share the feelings that she had for him and they were married within a year. A few years later, they had a son of their own named Thomas. Becoming a father curbed some of Daring Man's adventurous nature and helped him become a more focused and responsible leader.

Presently, Mark is frustrated because his son, who has taken the moniker of Kid Daring, has inherited his reckless streak and Mark hopes that the training his son is receiving at the Academy of Extraordinary Studies (AOES) will temper the boy's behavior.

Personality Profile

Daring Man, as his name implies, is brave and adventurous and ready to lay his life on the line for the greater good of humanity. He takes his role as leader very seriously.

Mark possesses a real gung-ho attitude that has been tempered with caution since becoming a father. As a young man, Mark never had the intimate family connections he now enjoys and places his family ties above all else.

Known Tactics

The Celestial Tear energies that his body absorbed activated his latent Neo genes, giving him similar abilities to his father, Major Daring, but at a magnified level.

Daring Man is able to Press about 20 tons and is highly resistant to injury, able withstand high caliber projectiles. He can fly at amazing speed and project powerful concussive blasts from his hands. He has honed his leadership skills over the years and acts as the Daring Dynasty's field commander in combat situations.

Diane Daring

Real Name: Diane Rachel Daring

Age: 40

Height: 5'7"

Weight: 132 lbs

Hair: Blond

Eye: Green

Registration Number: BL6M-9Q-KP1

Affiliation: Daring Dynasty

Nationality: American, no known criminal record

Status: Active

Biography

Diane and her twin sister, Darla, were born to Isabella Daring but were immediately put into separate foster homes and grew up with no knowledge of their mother or each other. She led a relatively normal and loving childhood and was well cared for by her foster family: a blue collar working man, his wife, and their other 3 children. When Diane was 10 years old, a tragic event would change the life she knew.

As she returned from school one day, Diane found herself surrounded by a multitude of bizarre little robots. The robots swarmed over her, quickly rendering her unconscious. Diane awoke to find herself shackled to a large machine beside another young girl that was her mirror image and the popular new Neo Champion, Daring Man. Before she could even begin to comprehend what was occurring, agony filled her young body as the machine began draining the life from her. The next thing she remembered was seeing a group of Neo Champions battling both a wild haired, older man wearing a strange mechanical harness and the diminutive robots that had abducted her. During the conflict, the restraints that held her prisoner were damaged and she managed to free herself. Diane reached over to assist the young girl that so closely resembled her and felt a rush of power pass between them as soon as their flesh made contact. The bodies of the two girls blazed with energy and merged together to form a powerful being composed entirely of Celestial Tear energy. The girls, in their gestalt form, joined alongside the Neo Champions and helped destroy the machine and drive off the mad scientist and his robotic minions. Totally spent after battle, the two girls separated and returned to their normal forms, unconscious. Upon awakening, they were greeted by a kindly faced older woman, who explained to them what had happened. She introduced herself as Isabella Daring and claimed to be their mother. They were twins and the man who had abducted them and killed both of their foster families was Lionel Fleming, also known as the Anarchitect, and he was their father. Due to their mother's exposure to the Celestial Tear energy, the twins possessed the ability to join together and form a powerful energy being. Diane was surprised to learn that she had a twin sister and even more shocked to discover that they were both Neos and their own biological father had tried to kill them by draining their Celestial Tear energies.



Isabella and Major Daring took the children under their care. Diane and Darla were both caught up in the fan fair as the Daring Dynasty's fame and celebrity grew. They reveled in their abilities and quickly grew very close to their reunited family,

becoming competent additions to the Super Team and taking the codename Duo.

Diane was as shocked as the rest of the family when the lesbian relationship between her sister and Chain Lightning was revealed and she found it difficult to accept. She found comfort in the arms of Rolling Thunder and eventually grew to accept her sister's alternative life style. Diane and Rolling Thunder married in the 1980's. A few years later, Darla was gunned down during a mugging and Chain Lightning had to be stopped from murdering the killer once he had been captured and was in police custody. The death of her sister caused the loss of her Powers as well as a near emotional breakdown. She leaned heavily on her husband and the rest of the Daring Dynasty for support. With her sister dead, Chain Lightning in jail for attempted murder, and no access to her Powers, Diane fell into a severe depression for quite sometime. Having always thought of herself and her sister as a team, Diane struggled with how she fit into the family and Super Team dynamics. With her mother's encouragement and her husband's support, found her place as she developed a talent for public relations and a surprising technological aptitude.

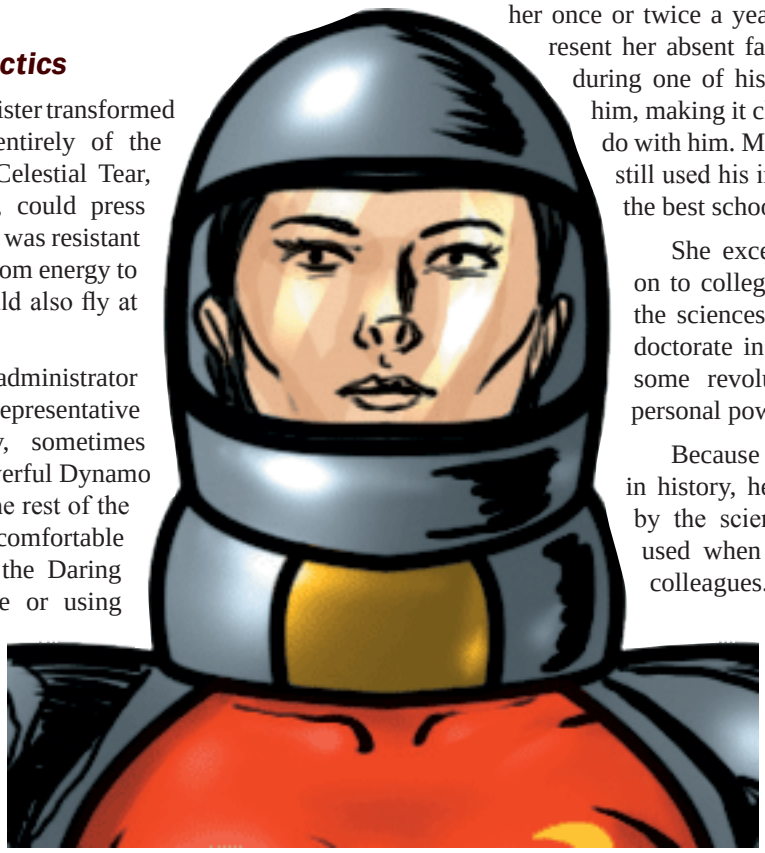
Personality Profile

Diane is a tough, business-minded woman with growing leadership skills. She has developed strong family feelings since being reunited with her mother and the rest of the Daring clan. Since her sister's death, she has really leaned on the family for support and has emerged a stronger and more confident person. When she could merge with Darla into Duo, she had a daredevil attitude to Neo combat, since she was all but invulnerable. Since the death of her sister, she has developed more respect for the dangers of being a Neo Champion.

Known Tactics

As Duo, Diane and her sister transformed into a being composed entirely of the energy possessed by the Celestial Tear, was 8' tall, super strong, could press approximately 50 tons, and was resistant to most forms of damage from energy to kinetic to psionic. She could also fly at close to 250 mph.

Now she works as an administrator and Public Relations Representative for the Daring Dynasty, sometimes utilizing Doc Daring's powerful Dynamo Armor to fight alongside the rest of the family. Diane is equally comfortable addressing the public on the Daring Dynasty's latest adventure or using the Dynamo Armor on the battlefield in a more active supporting roll.



Doc Daring

Real Name: Isabella Rose Daring

Age: 90

Height: 5' 7"

Weight: 175lbs

Hair: Brown, Graying

Eye: Blue

Registration Number: P7SU-2G-VR9

Affiliation: Daring Dynasty

Nationality: American, no known criminal record

Status: Active

Biography

Isabella Daring, daughter of Major Daring and a Mundane human native of the Hybreed Society named Rochelle, spent the first 2 years of her life living with her parents in the hidden Hybreed kingdom of Hybreedoia in the Himalayas. She left there with her father after her mother perished and Hybreedoia was destroyed in an invasion by the underground dwelling race known as the Magnobes. The Hybreed survivors rewarded Major Daring with the Celestial Tear, an ancient Mystical crystal, for his efforts in defending Hybreedoia. Distraught over the loss of his wife, Major Daring returned to his adventurous lifestyle, leaving his daughter to be raised by a trusted female friend until she was old enough to attend boarding school. He also left her with a small shard of the Celestial Tear, which she wore as a charm around her neck.

Isabella had minimal contact with her father, who visited her once or twice a year between adventures. She grew to resent her absent father and his adventurous ways and during one of his infrequent visits verbally attacked him, making it clear that she wanted nothing more to do with him. Major Daring respected her wishes but still used his influence and contacts to get her into the best schools.

She excelled in her school work and went on to college with scholarships and a focus on the sciences. She graduated with honors and a doctorate in physics and proceeded to develop some revolutionary theories in robotics and personal power-armor.

Because of women's social status at this time in history, her ideas were generally overlooked by the scientific community but were readily used when stolen and proposed by her male colleagues. Eventually, her talents were noticed and Isabella was recruited by the highly innovative Quantum Mechanics Corporation. Alongside Dr. Lionel Fleming, she worked on the government contract for refining the Americannon Armor for mass production and use by the military, utilizing the energy

contained within the Celestial Tear as a new power source. While working on the contract, she also began a romance with Fleming.

Dr. Fleming redesigned the Americannons to be remote controlled robots, but poor field testing in front of the government contractors forced the government to pull the contract from Quantum Mechanics Corporation and award it to Vanguard, Ltd. Simultaneously, Isabella realized she was pregnant. Deciding not to tell Dr. Fleming, she instead accepted a proposal from Vanguard, Ltd. to transfer to their facilities and continue work on the project. Dr. Fleming, enraged by what he considered her betrayal, disappeared.

Isabella gave birth to twin girls, Diane and Darla, in secret and had them put into separate foster families with the aid of her father's longtime friend, Charles "Kodiak" Runningbear.

Besides her work on the Americannon project, Isabella also developed the Dynamo Armor, a technological marvel which employed Celestial Tear energies to create a protective field allowing the wearer to survive extremely hostile environments, from deep space to the molten core of the planet. However, despite successful field tests, the Dynamo Armor design proved too costly to be put into mass production.

After completing the Americannon Armor at Vanguard, Ltd., she left the company and accepted a government grant from investors to start own research company, Daring Designs. The investor funding was provided in secret by her father, through various contacts, knowing she would never have accepted it from him outright.

Isabella was happy being her own boss and threw herself into her research, making Daring Designs a very successful company over the years.

She was very surprised to receive a visit from her father and Kodiak during the fall of 1975. While Major Daring maintained a distance from the withering stare of his daughter, Kodiak informed her that a mad scientist calling himself the Anarchitect had captured both her twin daughters and the fledgling Neo Champion, Daring Man. Kodiak also informed Isabella that Daring Man was her step brother and asked for her assistance in rescuing the victims. Though she still harbored resentment towards her father and thought she had come to terms with giving up her children to pursue her career, the family ties struck a chord and she agreed to accompany them. Donning her Dynamo armor, she set off with Major Daring and Kodiak to enable a rescue.

They succeeded in liberating Daring Man, as well as the twins, and revealed the Anarchitect to be none other than Lionel Fleming. Isabella decided to stay with the Daring Dynasty, as the media had christened them, and bury the hatchet with her father; as well as get to know her daughters. The twins christened their mother with the handle Doc Daring.

Isabella and Kodiak grew closer over time, eventually starting a romantic relationship. Isabella was devastated when Kodiak was killed and remade into the Xombehemoth by the vengeful the Anarchitect. She withdrew from the family for a few months, throwing herself into her work. When her nephew, Thomas, was born to Daring Man and Silver Sai, she emerged from her self imposed exile in the lab and returned to the family. Isabella accepted a position at AOES as a teacher when Kid Daring was enrolled in order to keep an eye on his progress.

Personality Profile

Isabella is a very strong, independent woman. She never saw herself as a Champion, just a scientist. The Neo Champion life just lent itself to her research, allowing her to examine all kinds of extraordinary phenomenon first hand. She has always been more at home in the lab than on the battlefield but enjoys the hands-on experience that the Daring Dynasty's adventures provide, as opposed to simply theoretical science. Recently, since taking the position at AOES, she has also discovered a new passion in teaching.

Known Tactics

Doc Daring usually works behind the scenes, researching and developing new technologies. She is quite adept at jury rigging just the right piece of equipment that the Daring Dynasty might need in the field. The tools and equipment contained within her armor, combined with her razor sharp intellect, make her a virtual mobile design facility.

While wearing her Dynamo Armor, she is a powerful juggernaut. The Dynamo Armor provides a personal Force Field and a variety of weapon systems. The Force Field looks like a transparent blocky formation of energy boxes.

Kid Daring

Real Name: Thomas Michael Daring

Age: 16

Height: 5'7"

Weight: 134lbs

Hair: Light Brown

Eye: Dark Brown, Glowing Blue

Registration Number: N/A

Affiliation: Daring Dynasty, AOES

Nationality: American, no known criminal record

Status: Active, unlicensed minor

Biography

Thomas Michael Daring is the son of Mark Daring, the Daring Man, and Li Anoki, the Silver Sai.

His Powers first emerged when he was 5 years old (an extremely early age for a Neo to manifest) when his parents discovered him playing with his toys by floating them around the room using his developing gravitational Powers. The Daring family immediately began training him in the use of his Powers, in addition to more traditional forms of home schooling. He did exceptionally well in his academic studies and was tutored by various family members (especially by his Aunt Isabella). Thomas's mastery over his growing Neo Powers also progressed



remarkably.

When he was 11 years old, Thomas dug up his father's original costume that had been packed away years ago and began to sneak out at night, reveling in his amazing Powers and stopping minor crimes around the city. He broke up muggings, thwarted a few break-ins, and even handed the living cartoon band of malcontents, the Vignette Gang, a sound beating.

After a few months of his escapades, his activities came to the attention of the Neo Crime Bureau. Reports had been coming in of a Neo with energy Powers who wore Daring Man's old outfit, but the subject was much too young to be the famous Champion. The NCB realized that they had a vigilante Neo on their hands and set up a sting. Thomas blundered into their trap but used his gravity manipulation Powers to delay the NCB agents long enough to make his escape.

Fleeing home to escape the attempted apprehension, he confessed to his family about his late night activities just as NCB agents came pounding on the Daring's front door. Thanks in large part to Major Daring's political pull, the whole episode was covered up, with the understanding that young Thomas would enroll at the AOES to further train with his developing Powers.

Thomas is currently a student at the Autumn Arbor AOES campus under the watchful eye of his aunt, Doc Daring. Though not yet of age to register for a Neo crime fighting license, Thomas has already decided Kid Daring will be his codename. He and a clique of his Neo schoolmates have embarked upon a campaign of pranks against the faculty and other students, broken curfew multiple times, and have racked up a record breaking number of hours in detention for their transgressions.

Personality Profile

Kid Daring is a rebellious teen that loves being a Neo and part of the world famous Daring Dynasty. He flaunts his abilities, often using them for inane reasons and for practical jokes. Thomas is very impulsive and doesn't always think through the ramifications of his actions.

Known Tactics

Thomas' Powers derive from the Celestial Tear energies that seem to be his family's legacy. He is able to control gravity, creating localized gravity fields and essentially giving him telekinetic abilities. Kid Daring can render most objects or opponents weightless by reducing gravity's effect upon them or making them immovable by increasing the gravitational pull. The same tricks he uses performing his practical jokes, such as hovering a stack of books over an unsuspecting victim's head, serve just as effectively when employed on a truck or dumpster against a Neo adversary. He can also focus the gravitational forces into a powerful force blast.

Kid Daring often uses a skate board, manipulated with his gravity manipulating abilities, to fly. He doesn't need such a gimmick but, to him, it's just so cool.

Rolling Thunder

Real Name: Richard "Rick" Evans

Age: 45

Height: 6'7"

Weight: 345lbs

Hair: Blond

Eye: Green

Registration Number: MG4Y-4C-RD2

Affiliation: Daring Dynasty

Nationality: American, no known criminal record

Status: Active

Biography

Richard "Rick" Evans grew up in New York City, the child of second generation Irish immigrants. He played and excelled in football since the age of 7, was named captain of his high school football team, and had been scouted by colleges since his freshman year. All he ever wanted was to be a football player.

Rick skated through school on his athletic ability and received special treatment because of his outstanding football prowess. Although he was not unintelligent, he never really had a need to apply himself academically. His outstanding performances on the football field earned him multiple sports scholarship offers to a variety of prestigious colleges. He decided to attend Duke University, majoring in physical fitness, and led their football team to a national championship during his tenure. He was a first string draft pick for the professional football team the Arbor Argonauts, taking them to the Super

Bowl his rookie year, and was dubbed the "Rolling Thunder" by the sports writers due to his devastating rushing record.

Disaster struck the following year when his Neo Powers first emerged. Manifestation of his Powers occurred during a televised football game and he nearly killed another player on national TV. Rick was immediately thrown out of the league and charges were filed. Since the jury believed that he had no prior knowledge of his abilities, he was cleared of all charges, but his football career was ruined. The ban on Neo participation in athletic competitions dashed his dreams of a lucrative football career.

Not knowing what to do with his life, Rick floundered from job to job until he was approached by the Angler, who had followed Rick's fall from grace on the grid iron. The Angler offered Rick a place in the Might Brigade, a Super Team of Neo Champions that operated in the New England area. Taking the nickname he had earned in college as his codename, Rick accepted the Angler's offer, and Rolling Thunder became a welcome addition to the Super Team. While a part of the Might Brigade, Rick met a kindred spirit in Chain Lightning, a Neo with electrical generation Powers who had been kicked off the U.S. Olympic gymnastic team when her own Neo Powers were revealed.

The Might Brigade became an immensely popular Super Team in the late 70's, with flamboyant public appearances and a number of lucrative endorsement contracts.

Rick attempted to pursue a romantic relationship with Chain Lightning but his feelings towards her were not reciprocated. After he got over her indifference to his advances and he figured out that she just did not feel the same way towards him, the two formed a strong bond of friendship. Rolling Thunder and Chain Lightning served with distinction until financial difficulties and an IRS audit caused the Might Brigade to disband. The two former athletes continued operating together as a team and moved to Autumn Arbor.

Rolling Thunder and Chain Lightning became closely associated with the Daring Dynasty when the two joined forces with the Super Team to put down an army of super-powered zombies,created by the Voodoo Guru from the remains of fallen World War II era Heroes.

Rick eventually became very close to Diane Daring when her sister and Chain Lightning's alternative lifestyle came to light. Diane didn't respond well to learning that her twin was a lesbian, but Rick's compassion helped her to deal with it. The two developed strong feelings for each other, eventually married, and Rick joined the Daring Dynasty.

A few years later, Darla was gunned down and Chain Lightning was sent to Solitaire Island Federal Prison for nearly murdering her killer. These events put a terrible strain on the Daring Dynasty and almost caused them to disband. Rolling Thunder convinced the family that throwing in the towel was not the answer and that they all had to be there for each other to get through this tragedy. His influential words of wisdom helped the Daring family through the ordeal.

Rolling Thunder has continued to be the rock of the Super Team, settling squabbles between teammates and always ready with a few words of encouragement.

He and Diane have recently begun talking about starting a family of their own.



Personality Profile

Rolling Thunder comes across as a good natured jock and his time spent in college and professional football have ingrained in him the importance of teamwork. Though he has no ambitions of leadership, he takes to the roll naturally when put in the position and is always ready to support his Super Team and family.

Unfortunately, Rick can be oblivious to the obvious (for example, not realizing Chain Lightning's sexual preferences despite years of friendship). He takes everything at face value and believes in the best in people. Rolling Thunder believes in traditional family values, often acting as the peace maker between various members of the Daring family. He is also very competitive and can be lured into making rash decisions when challenged.

Rolling Thunder makes it a point to never miss the Arbor Argonauts' games and he has them recorded if he is on a mission.

Known Tactics

Rolling Thunder can transform his body into a 5' diameter ball of kinetic energy. While in this form, he is practically invulnerable and will usually perform Charging attacks on his enemies in combat, knocking them around with the force of a freight train.

Rolling Thunder can also travel at great speeds while in this form.

In human form, he can deliver a very powerful short range blast of kinetic energy from his hands.

Silver Sai

Real Name: Li Anoki

Age: 46

Height: 5'5"

Weight: 115 lbs

Hair: Black

Eye: Black

Registration Number: GE723-89-652

Affiliation: Daring Dynasty

Nationality: Japanese, no known criminal record

Status: Active

Biography

Li Anoki was born in Tokyo, Japan to a traditional family. Her father was the original Silver Sai, a Yakuza assassin who performed many untraceable eliminations during World War II and throughout the Cold War. She grew to womanhood unaware of her father's clandestine endeavors, believing that he was simply a businessman and his long absences were the price of doing business. She was tutored by the best educators and driven to perfect her mind and body by masters of the martial arts, all recruited by her father to prepare her for her future.

When her father disappeared and was presumed dead, Li was visited by the secret ninja cabal, the Tsung, which had trained her father. Despite her mother's protests, the Tsung representatives told young Li of the great deeds her father had accomplished and that they saw in her the potential to become his equal, if not his better. Believing that it would be a dishonor to her father not to accept the offer, Li agreed to leave home and learn all that the Tsung had to offer.



Quickly distinguishing herself above all others with her incredible skill and indomitable will, she rose through the ranks, becoming known as one of the most dangerous women in the world. Honored with her father's title, Silver Sai, she worked as an enforcer for the Yakuza. Simply hinting that the Silver Sai may be sent to deal with a situation was enough to keep most dissidents in line.

The Silver Sai's first venture to the West was an assignment by the Tsung to kill Major Daring. Li had been led by the Tsung to believe that he was responsible for her father's death. After numerous attempts on Major Daring's life, she came to realize that he was an honorable man and that the information she had been given about his involvement in her father's death was false. Li also saw the close relationship the Daring family shared and in the process fell in love with Major Daring's son, Mark (Daring Man). She confessed her past to the Daring family and convinced them of her sincerity to change her ways. They soon invited her into the Daring Dynasty, believing that they could keep a better eye on her if she were part of the Super Team. Over the course of her probationary membership the Silver Sai proved true to her word. Impressed with her loyalty, not to mention her beauty, Daring Man soon began to reciprocate Li's feelings towards him. They married soon after.

The Tsung, none too pleased with the Silver Sai's defection, made it clear to her that if she did not continue to work for them, they would stop at nothing to make her, and her new family, regret it. Knowing the lengths the Tsung would go to enact their vengeance, she reluctantly agreed. The Silver Sai has kept the deal she made with the Tsung a secret from the rest of the Daring Dynasty, including her husband. She desperately wants to sever her ties to the Tsung, especially after giving birth to Thomas, but has been unable to get out from under their control.

Personality Profile

Li presents herself as very quiet and mysterious to all but those that are closest to her, namely the rest of the Daring family. She is not prone to small talk and only says as much as she must to convey her point. She secretly enjoys the discomfort that her demeanor causes those around her.

Keeping her association with the Tsung secret from the Daring family, especially her husband is a point of great stress for her. Only Silver Sai's ninja training and the fact that she always lived a secretive life have allowed her to keep the secret from the Daring Dynasty thus far.

Known Tactics

Though she is not a Neo, the intensive training and meditative techniques taught to her by the Tsung make her a formidable adversary. She can enter a meditative battle trance, increasing her speed, Strength, and reaction time.

In combat, the Silver Sai employs a mixture of martial arts disciplines and her weapons of choice include her specially designed sais, throwing stars, poisoned dart-like needles, bolas, and explosive flash and smoke grenades. She concentrates on distracting and confusing the Super Team's adversaries while the rest of the Daring Dynasty takes them out with their formidable firepower.

Her ninja training has provided her with remarkable Stealth

abilities that she employs to maneuver herself to the most advantageous position before attacking.

She only employs her lethal assassination techniques when performing jobs for the Tsung, never in front of the family.

Sentinels of Society

Forged in the crucible of World War II, the original members of the Sentinels of Society (SOS) banded together to protect American soil from the insurgence of Axis operatives. With the endorsement of the President of the United States for their gallant efforts on behalf of the country, Shadowfox, Americannon, The Bolt, Citizen Stranger, and Mr. Malleable officially formed the first incarnation of the Sentinels of Society, a Super Team that would go on to become synonymous with the values of integrity, honor, and commitment.

Although the roster saw many shifts in the following decade, with the inclusion of such famed Neos as Silverbelle, Everest, and Horus, the Super Team's greatest change would come when, during the Senator Joseph McCarthy years in the early 1950s, the government revoked their government sanctioning following Shadowfox's refusal to cooperate with their political inquisition and this issue was compounded further when the Nixon Administration outlawed the SOS from operating on American soil. Shifting their base of operations to Europe, the Sentinels of Society continued to serve as world protectors.

With the attack against Washington D.C. by the Anarchitect and his Xombehemoth in the 1980's, which resulted in the Reagan Administration's lifting of the laws banning Neos from operating as law enforcement operatives in the United States, the Sentinels of Society once again returned to their home in Autumn Arbor.

Over the next decade, their roster would swell to include Champions such as Beetleman, Cloudburst, F-5, Dragonfly, and many others.

When the Purge invaded Earth in 1998, they focused the brunt of their attack upon the heavily Neo-populated Autumn Arbor and the Sentinels of Society were all but completely destroyed in the ensuing war; only Dragonfly survived the carnage.

Faced with a future that was uncertain, Dragonfly turned to VanCorp for funding in reforming the S.O.S. and reestablishing a base of operations within the city. With the private financial backing of one of the most powerful conglomerates in the world, Dragonfly assembled a new generation of Sentinels of Society Champions, composed of the best Champions of the past and present.

Currently commanded by Dragonfly, the Sentinels of Society contains such Champions and legends as Citizen Stranger, Mech-Daddy, Neutrino Jade, Mach-1, Shadowfox II, Everest, Silverbelle, and even Vanguardian (on reserve status).

Citizen Stranger

Real Name: Unknown

Age: Unknown

Height: 6'2

Weight: 212 lbs.

Hair: N/A

Eye: Ice Blue

Registration Number: 4096-DE-K5R

Affiliation: Sentinels of Society

Nationality: Unknown, no known criminal record

Status: Active

Biography

The true origin of Citizen Stranger is a mystery that may never be solved. Stories of an unidentified Hero matching his description started appearing in Autumn Arbor newspapers during World War I. Though unverifiable, these stateside activities during the war were possibly the first pieces of the legacy of Citizen Stranger.

At the beginning of World War II, a group of extraordinary beings was assembled in the United States and became the original Sentinels of Society. Americannon distributed invitations from the desk of the President to The Bolt, Mr. Malleable, and Shadowfox to come to the nation's capital to be officially rewarded for their Heroic efforts and to publicly unite as a Super Team and use their Powers to benefit the country. Unlike Project: Equalizer, the SOS would have the sanction of the President instead of being under the direct control of the military. Even without an invitation, Citizen Stranger was at that first meeting in Washington, D.C. and the other four Champions found it difficult to prevent him from joining.

While the battle raged in Europe and the Pacific, much of the work for the Sentinels of Society involved the maintenance of tranquility on the home front. Their combined efforts to protect the American homeland led to great media attention and were a catalyst in the first coining of the term Neo by the American Media.

The devastation that occurred in the conflicts between Project: Equalizer and the Axis' Iron Reich led to both sides agreeing to remove their forces from the field of battle. Still, there were a few occasions where Neos were used for specific operations. One such mission to liberate a German concentration camp was the last time Citizen Stranger was seen for several decades. When the Sentinels of Society infiltrated the camp, his teammates noticed he was going nearly catatonic and mumbling about horrible visions. Suddenly, the whole Super Team blacked out, only to awaken hours later to discover all the Nazi guards were subdued or slain and Citizen Stranger was nowhere to be found. A full search of the camp proved futile and eventually they had to give up the hunt for their comrade-in-arms.

Citizen Stranger was not heard from again until 2001 when a man walked into the Sentinels of Society headquarters claiming

to be the lost Hero, even wearing a costume reminiscent of the man who vanished decades earlier. It was updated, fitting in better with the Champions of modern times, but still concealed his identity behind a high-collared trench coat and mask. His bearing and speech suggested that he was indeed the same man but, because he had been missing since the war, no one was certain.

The modern day Sentinels of Society were reluctant to invite him back into their ranks, but like the founders of the original SOS, they found it impossible to turn him away. Their trust in the "new" Citizen Stranger has been well-placed so far and he has fought tirelessly alongside them as a worthy ally.

Personality Profile

Citizen Stranger is distant and never shows emotion. Based on the events that happened on the day of his disappearance, some wonder if perhaps showing emotion would cause Citizen Stranger to lose control over himself and his Powers.

Citizen Stranger rarely speaks and, on the occasions that he does, he never uses contractions. In conversations, he will find ways to politely avoid questions about himself and turn the conversation back onto the other person.

Though he speaks so little about himself, Citizen Stranger has always impressed his teammates with a knack for saying just the right thing to help them through their problems. It is believed he studied psychology, or perhaps had been a psychologist or psychiatrist, at one point in his shrouded past.

Known Tactics

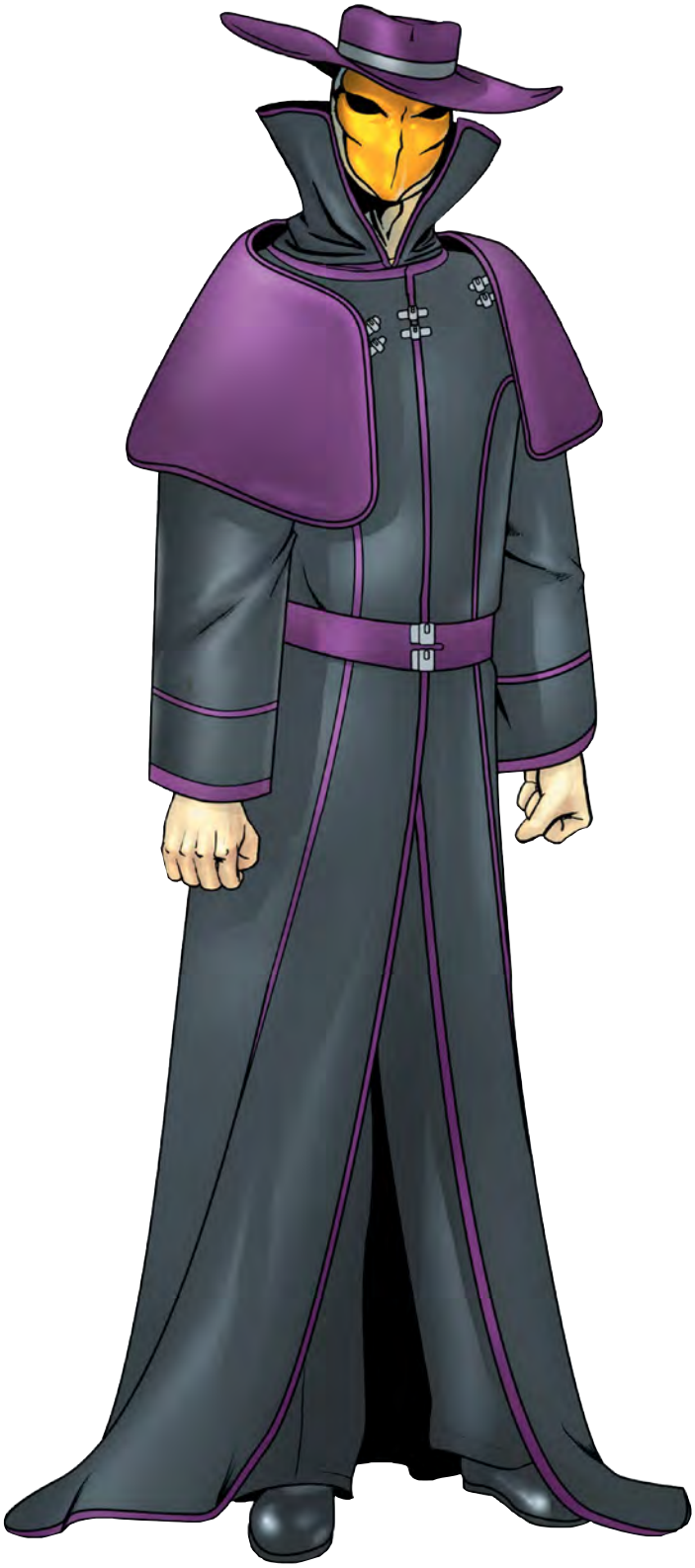
Citizen Stranger is a very powerful telepath. He does not get in hand-to-hand confrontations and remains protected by a telekinetic Force Field.

Citizen Stranger often manipulates his opponents, taking control of a body much more capable than his own and allowing one of his enemies to do his dirty work by taking out another. He has been known to make a person's fears manifest before them, making them cower, flee, or even fight with an opponent who isn't there. In more dire situations, Citizen Stranger attacks an opponent's mind directly, stressing the brain. He does this rarely, for it can cause permanent and perhaps irreparable damage.

Citizen Stranger is the ultimate interrogator, able to get information straight from the psyche of all but the well-guarded of minds. Interestingly, he can obtain this information oftentimes both with and without his Powers. He can read surface thoughts as easily as a person takes in the sights around them. This ability gives him great insight into his foes' way of thinking and state of mind.

Citizen Stranger uses his telekinetic abilities mainly to protect others, getting innocents out of the way of Rogue attacks or catching heavy objects launched or thrown in the direction of a bystander. If they panic, he will use his telepathy to calm them and get them to leave the area.

Since his return, Citizen Stranger has been particularly sensitive to intense emotions in people near him. Should anyone around him grow too emotional, he will politely request they remain calm. If they do not get themselves under control, he will force them to calm down using his Powers and then walk away from the scene.




Sentinels of Society

Dragonfly

Real Name: Carl W. Freeman

Age: 43

Weight: 180 lbs

Hair: Black

Eye: Brown

Registration Number: A286-92-61D

Affiliation: Sentinels of Society, Commander-in-Chief

Nationality: African-American, no known criminal record

Status: Active

Biography

The day Carl Freeman was born in a military hospital was like many other days in his childhood in that he was on the base where his father was stationed. As he grew, he saw several different parts of the world, but to young Carl his home was whichever military base Major Freeman was currently assigned. His father was a good role model and taught him that you could accomplish anything with hard work and perseverance. That philosophy proved true when Carl excelled in high school, earning numerous awards and receiving several scholarships upon his graduation.

Carl chose to enter military service and enlisted in the US Army, choosing to follow in his father's footsteps. For one of his first assignments, Carl was ordered to protect Dr. Henry Vladimir, a military scientist who quickly recognized the young man's intellect and work ethic. He pulled some strings to have Carl's assignment made permanent and arranged for him to begin studying towards an advanced science degree.

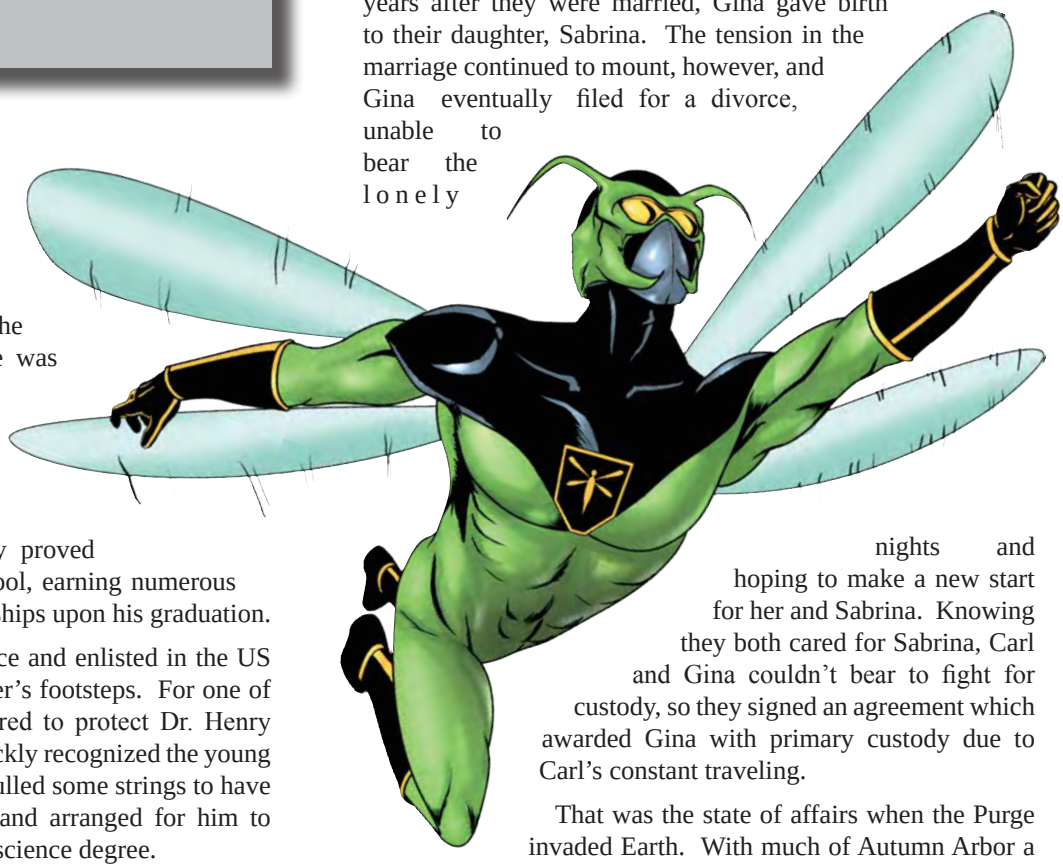
Once Carl earned his doctoral degree, he resigned from the military and began a career beside Dr. Vladimir as a research assistant at the government-contracted technological development and patenting conglomerate, VanCorp. His primary assignment was to combine the alien technology that the government had been sitting on since the 1940's with the newly designed Vanguardian Armor of VanCorp.

Carl's father was extremely disappointed by his son's resignation from the military, but Carl was also frustrated. He was unable to reveal to his father that he was working on this top secret project for the government. The rift that formed between them never healed and, since his father's death, it has haunted Carl to this day with restless dreams of the arguments and what might have been.

The research team was unable to duplicate the alien technology but did develop a device that would come to be named the Nano-Field Generator; a device capable of reducing the size and weight of anything contained within the field by releasing and containing the shunted mass as an incredible build-up of energy. Specially designed containment armor based on the original Vanguardian Armor were created to control and refine the field generation process.

Carl wanted to do something with his research, something that would have made his father proud. Inspired by the Sentinels of Society, when the prototype containment armor was finished in the mid 1980's, he signed up with them and became known as Dragonfly. He started out as the Sidekick to Beetleman, the original leader of the Super Team.

In 1985, Carl and his girlfriend, Gina Davis, got married. Unfortunately, his life in the Sentinels of Society caused undue strain on their marriage. Despite the strain, five years after they were married, Gina gave birth to their daughter, Sabrina. The tension in the marriage continued to mount, however, and Gina eventually filed for a divorce, unable to bear the lonely nights and hoping to make a new start for her and Sabrina. Knowing they both cared for Sabrina, Carl and Gina couldn't bear to fight for custody, so they signed an agreement which awarded Gina with primary custody due to Carl's constant traveling.



That was the state of affairs when the Purge invaded Earth. With much of Autumn Arbor a battleground between the Purge and Neos, Dragonfly was narrowly able to rescue Sabrina when he found out their neighborhood was under siege. Gina was mortally wounded and she died a few days later. Dragonfly now found himself with a child to raise, the Sentinels of Society to lead, and Autumn Arbor to save; all of which weighs heavily upon him. Every argument Dragonfly has with his now-teenage daughter brings to mind the intense arguments he had with his father. Though he is working on a suit for Sabrina, they constantly clash over whether she is old enough to help the Sentinels of Society in an active role.

Personality Profile

Dragonfly is both a scientist and a Champion but prefers to spend his time logically thinking through his problems rather than delivering fast solutions. So many people rely on him that it has made him start to fear failure.

It is a constant struggle for Dragonfly to be a Champion, a father, a leader, and a longing son. All of these different

responsibilities make life a difficult juggle for him but he tries to do the best he can.

Dragonfly's father meant the world to him and he is haunted by his father's death nearly every waking moment of his life. His reoccurring nightmares also cause him issues while dealing with his daughter. Though he is only trying to protect her, he isn't allowing her to grow without smothering her at the same time.

Known Tactics

Dragonfly is the leader of the Sentinels of Society. He uses his comlink to direct the Super Team and knows all their Powers and what strategies will work best in a variety of situations.

The Dragonfly Armor allows him to fly above ground skirmishes and use his strongest attack, an energy blast. The blast erupts from his suit in small strands about a foot long and two feet wide, as opposed to a continuous beam. The suit also allows him to shrink to approximately 2 inches in size without reducing his Strength or the intensity of his attacks.

In addition to the night vision built into the helmet, his armor grants immunity to poisons, diseases, and suffocation. These armor enhancements help Dragonfly serve as a one man rescue team in potentially dangerous situations.

Everest

Real Name: Jeremy Hadelburg

Age: 74

Height: 6'2" (in Everest form: 8'+)

Weight: 240lbs (in Everest form: 500lbs)

Hair: Graying Brown with White streaks (in **Neo form**: None)

Eye: Brown (in Neo form: Glowing Green)

Registration Number: R537-9J-G3A

Affiliation: Sentinels of Society

Nationality: American, no known criminal record

Status: Active

Biography

Jeremy Hadelburg is the only son of Brian Hadelburg, the famous archeologist. After his mother passed away under mysterious circumstances when he was 10 years old, his father saw no choice but to bring Jeremy along on his adventures.

The duo circled the globe, chasing rumors of lost civilizations and uncovering some amazing finds. His father's reputation for unearthing ancient, supposedly mythical Artifacts brought him to the attention of Adolf Hitler, who was obsessed with the Powers of the occult.

During the height of World War II, Jeremy and his father were excavating a site in Tibet at the base of Mt. Everest. The pair had uncovered an ancient temple of unknown origins filled with mysterious relics of a lost age. While chronicling their finds, they were ambushed by German agents who had been following their progress and determined to bring back the spoils of this unprecedented discovery.

The elder Hadelburg was cut down in the first volley of machine gun fire but Jeremy managed to find refuge in the ancient temple, at least for a short while. As the soldiers of the Third Reich moved in to finish him off, Jeremy felt a call in his mind, compelling him to pick up a plate-sized plaque engraved with runes and displaying an image of a mountain.

Just as the Germans burst into his temporary sanctuary, the magic of the talisman filled the young boy and the earth rose up around him, encasing Jeremy in a massive body of dirt and rock. The earthen behemoth then raised its massive arms and, with a devastating rumble of power, brought the side of the mountain crashing down on the uncovered temple, burying the assassins and Jeremy under thousands of tons of rock. As the dust settled, a small mound of dirt formed on top of the devastated site, then slowly crumbled away to reveal the shaking, sobbing form of young Jeremy.

The psychic disturbance of such a powerful release of ancient magic was noticed by Citizen Stranger, the mysterious Mentalist assisting Allied forces. He appeared beside the distraught youth and offered him comfort. Using his formidable psychic Powers, he discovered that Jeremy had been bonded to an ancient earth elemental that had resided within the talisman. The mountain image shown on the plaque now appeared on Jeremy's left breast and all of the power of the Earth was now his to command.

Citizen Stranger offered Jeremy the chance to join the war effort and assist in bringing an end to the Third Reich's quest for world dominance. Jeremy accepted and, as the mighty Everest, helped bring the war to an end alongside Citizen Stranger, the Americannon, Mr. Malleable, and other Golden Age Neos. When the Sentinels of Society were formed, Citizen Stranger told the group to keep an eye out for the young man and that he had a lot of potential. Citizen Stranger disappeared soon thereafter and it was the golden-armored Horus who became Jeremy's mentor. The Atlantean saw something in the boy and didn't want him to feel so alone in the world.

Everest went on to become a full-fledged member of the Sentinels of Society a few years after the war, serving with distinction until the Super Team was barred from acting on American soil in the 1970's. During this time, Jeremy had his first brush with romance with another member of the team, Silverbelle. While it was just a fling for the Shining Diva, it was the beginning of a long term friendship between the two Champions.

With the remaining Sentinels of Society forced to move their base of operations overseas due to the restriction on Neo involvement in law enforcement enacted by the Nixon administration, Jeremy turned his attention to the political theatre. He made a lot of headway for Neo rights, eventually landing a position as a City Councilman in Chicago in the late 1970's.

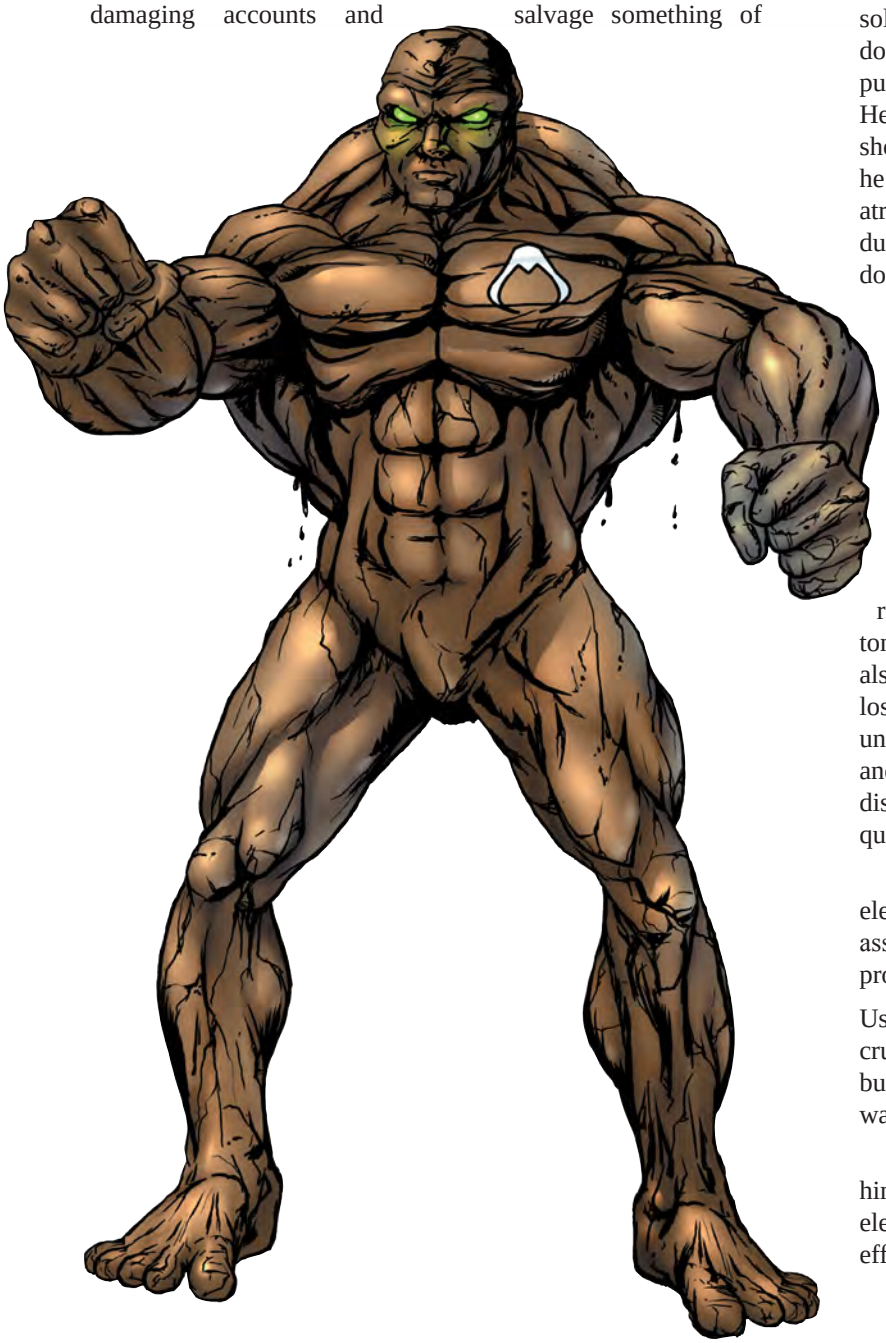
Jeremy retired from the Neo Champion life, focusing on his political career. Though his heart was in the right place, he was still a man and fell victim to some of the vices of men of power. The womanizing was covered up easily enough, though his reputation as a "player" still follows him today. However, it

was the allegations of drug use and accepting bribes that were not so easily brushed under the rug. Though no charges were ever filed, it was enough controversy to damage his public image and trust with the people.

Everest occasionally appeared to help combat the various Rogues over the next 2 decades, including the rampage of the Xombehemoth in 1985, and assisted the soldiers in Iraq during Operation: Desert Storm in 1991. These appearances started to turn the tide of popular opinion and restored some of his lost credibility.

With his popularity on the rise, Jeremy once again focused his efforts in the political ring, most recently as a member of the City Council in Autumn Arbor. Unfortunately, his libido got him in trouble again. He was photographed in bed with a political opponent's daughter, which just added fuel to the fire after allegations had surfaced of an affair with the man's wife.

His lawyer, Owen Alistair Kendriss, the famed Neo litigator known as OAK, advised Jeremy to rejoin the Sentinels of Society in an attempt to spin control the backlash of these damaging accounts and salvage something of his political career.



Jeremy reluctantly agreed and went to meet with the Sentinels of Society's leader, an old friend, Dr. Carl Freeman, also known as the Dragonfly. Though Dragonfly has serious misgivings about the reasons for Jeremy's desire to return to the Super Team, he is more than happy to have the power of Everest back with the Sentinels of Society.

Personality Profile

Jeremy comes across as a rock, a façade that masks very deep-seated insecurities. He presents a very charismatic personality and a take-charge attitude, which has garnered him great success in politics.

He is very vain about his appearance and Jeremy is all too aware of the extra pounds he has put on over the years. One reason he wears tailored suits and makes sure his hair is perfect is to compensate for his weight.

Though he has often fallen victim to his insecurities, finding solace in women and even drugs for a time, Jeremy believes in doing all he can for his fellow man. Whether using his political pull or his abilities as Everest, he desperately strives to be the Hero and the man that he thinks he should be; he often falls short of his expectations. Despite all of the hardships and trials he has endured, from his father's murder to dealing with the atrocities of war to the drug and sexual scandals he endured during his political career, Jeremy still does all in his power to do the right thing when it really matters.

Known Tactics

When Jeremy transforms the Earth around him seems to rise up and envelop his human body. In actuality, though, he trades bodies with the Earth spirit to which he is bound. During this time, his human form is held safe in suspended animation in the extra dimensional realm of elemental Earth.

Everest's elemental form can incorporate nearby dirt and rock, growing up to 30 feet high, weighing several hundred tons, and greatly increasing his Strength and durability. He can also regenerate damaged portions of his form, even regrowing lost limbs, by drawing mass directly from the ground. It is unknown exactly how much punishment Everest could take and still regenerate or what would happen to his dimensionally displaced body if his elemental form was destroyed and it is a question that Jeremy hopes he will never need to answer.

Everest is a powerhouse and virtually invulnerable in his elemental form. He will take the point on highly dangerous assignments, engaging enemy forces and drawing their fire to protect his teammates.

Using his mastery of Earth, he can create localized tremors, crushing waves of soil, and even cause great pillars of rock to burst from the ground to strike his foes. He can also create walls or domes to protect his allies and innocent bystanders.

By allowing the ground to rise up and seemingly swallow him, Everest becomes one with the planet itself, dispersing his elemental form. He can then reform at another destination, effectively allowing him a means of teleportation.

Mach-1

Real Name: Gene Ryan

Age: 23

Weight: None

Hair: None

Eye: Unknown

Registration Number: 8506-KL-847

Affiliation: Sentinels of Society

Nationality: American, no known criminal record

Status: Active

Biography

Both of Gene Ryan's parents were in the military. His mother was stationed in Georgia as an officer in military intelligence while his father was shipped overseas constantly to lead the U.S. troops in various wars. When the wars quieted down and Lieutenant Ryan was stationed in a safe country, he would send for Gene so that he could also travel the world.

Having gone to nothing but military academies since his first day of school, Gene knew that fighting for the ones he loved was what he wanted to do for the rest of his life. His parents also instilled in him a deep respect for the armed services. At the age of 17, he joined the Air Force with the approval from his parents and soon began his training as a pilot.



His first real assignment in the Air Force was as a test pilot. On one of these test flights, latent Neo Powers emerged when his plane broke the sound barrier and Gene was instantly transformed into a form of living sound waves. Although scared and confused by what was happening, he was able to gain sufficient control to force enough of his body back into solid matter and bring the plane down safely. Even after landing, portions of his body were still moving and shifting from solid substance to sound wave.

Dragonfly, a known scientist and trusted member of the crime fighting community, received word of these events and set to work on a special pair of boots designed to help stabilize Gene's molecules. With the boots, Gene is able to maintain control over his Power, though he is still never 100% solid. Once he learned how to properly use the boots, he was sent to AOES to receive training in using his Powers and took the codename, Mach-1.

Having had the attention of the leader of the Sentinels of Society since his Powers manifested, he was immediately accepted into the Super Team upon graduation from the school.

Personality Profile

It's not a stretch to say that Mach-1 is a military brat that follows everything by the book. When his teammates stray away from the rules and guidelines set, he tends to set them straight. He's been accused of having a narrow interpretation of regulations but he fully believes that there is always a reason behind such rules in the first place.

Mach-1 is a very lonely person because of the Powers he obtained. They never fully turn off and he can feel the stares when people look at him because of the constant blurring effect. He knows that his life will never be normal. He quietly resents never being able to have a relationship or have kids and long discussions about families or relatives make him uneasy.

Known Tactics

Mach-1 has many Area Effect Powers that are strong and fierce, such as sonic blasts at high frequencies for incapacitating people or low frequencies for shaking structures. When in melee combat, he prefers to use tactics or fighting styles that take full advantage of his unmatchable speed. Due to his swiftness, Mach-1 can attack several opponents almost simultaneously.

Mach-1 is also the perfect tracker. By changing completely into invisible sound waves, he can go unnoticed and keep up with targets traveling at remarkable speeds.

Mega-Gnat

Real Name: Sabrina Elizabeth Freeman

Age: 16

Weight: 113lbs

Hair: Black

Eye: Brown

Registration Number: N/A

Affiliation: Sentinels of Society

Nationality: African-American, no known criminal record

Status: Active, unlicensed minor

Biography

Sabrina is the only child of Carl Freeman, also known as Dragonfly and leader of the Sentinels of Society, and civilian Gina Davis Freeman. Her mother changed her name back to Gina Davis after she and Carl divorced when Sabrina was 4 years old. Custody was awarded to her mother due to the traveling and dangers of her father's life. Her parents never fought or argued about visitation. Even though Sabrina spent a majority of her time with her mother, she was still a daddy's girl.



In the 1999 Purge Invasion, Sabrina and her mother were caught in the middle of a brutal attack. Dragonfly tried desperately to save them both but unfortunately Sabrina watched as her mother was battered by falling debris. Her mother survived long enough to make it to the hospital but died in intensive care a few days later.

Sabrina was then placed in the care of the courts. The dangers of her father's job engendered a family situation that the courts thought was too risky for a young child. After failing to find a willing family member to assume guardianship, custody was awarded to Carl on a temporary basis. He was able to prove himself a fit and stable father and the arrangement became permanent.

Ever since she learned what her father does, Sabrina has always wanted to be a Champion. She decided that she didn't want to be a victim like her mother but wanted to save the lives of others like her father did for her. Still, she does hold some resentment towards him over being unable to save her mother. Part of that resentment is stimulated by repeated nightmares about the incident.

Sabrina continues attending the same city school where she remains at the top of her class. Currently, the schools are questioning whether they should allow her to graduate earlier because of Sabrina's high testing scores.

In 2002, Sabrina and her father began designing a suit that she could use, with the agreement that she was only to use it in the training room until she was of legal age to register and fight with the Super Team. Only age 13, Sabrina agreed and thought of nothing other than that she was working at the side of the man she admired. The suit they were creating emulated Dragonfly's suit with some small differences for uniqueness as well as some advances in technology.

During an attack on the Sentinels of Society headquarters, Sabrina went against her father's wishes. Unwilling to stand idly by while danger threatened, she put on her suit and was about to unplug the cords when a bolt of electricity went through the building. The charge pulse zapped the circuitry and initiated the shrinking feature.

She has been unable to return to full size since.

Personality Profile

Sabrina is a highly intelligent teen with the naiveté and desire for respect and responsibility that all teenagers possess. She prefers to dress conservatively but with a little bit of teenage flair.

Her intense attitude makes up for her size. No matter if she is big or small, Sabrina's "never give up" state of mind will always remain at the forefront. Her father's words of wisdom remain with her always, as well, even though she can't seem to admit it to him most of the time.

Sabrina wants to be an adult so she can avenge her mother's death and save the lives of others but there are times she is tempted to seek revenge on all women who are not her mother and that show an interest in her father.

Whenever she proves her elders wrong, she has a quiet dignity about how she throws it back at them. Even though she enjoys those moments privately, she tries to remain calm and cool and not act too childishly.

Sabrina feels misunderstood by her peers and when around other teenagers, whether it is at school or the mall, she feels no real connection to them. Assuming this lack of connection has to do with the way she was raised leads her to resent her father more.

Known Tactics

Being young, Mega-Gnat is a hands-on type of Champion (albeit, an illegal one). She has to be at the forefront of the action and wherever the fighting is thickest. Often she is ready to charge into the fray and has to be held back to prevent any unnecessary injury to her or civilians.

Since she was permanently reduced in size she can actually use her small size to her advantage and infiltrate into places with less chance of being detected.

In terms of combat, her favorite attack is launching a highly charged bolt of energy from the palms of the suit's gloves. Mega-Gnat is still learning the full extent of the suit's capabilities and as she gains more experience she will pick up new moves and techniques

Mech-Daddy

Real Name: Darren Tyler

Age: 44

Height: 6'6"

Weight: 375 lbs

Hair: Bald

Eye: Brown

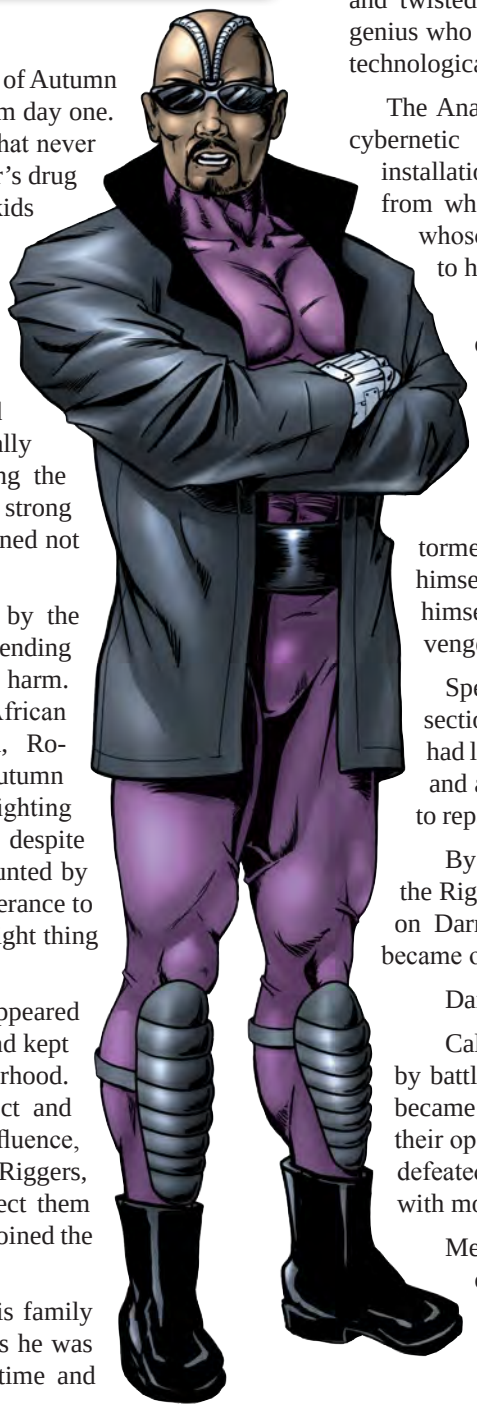
Registration Number: C602-7M-W1T

Affiliation: Sentinels of Society

Nationality: African-American, no known criminal record

Status: Active

Biography



Born and raised in the roughest area of Autumn Arbor, Darren Tyler had a hard life from day one. The eldest of five children in a house that never had a father around for long, his mother's drug addiction kept her from giving her kids the love they deserved and she focused more on her next fix or boyfriend than her family. ,Darren learned at an early age to fend for himself and look after his younger siblings.

He was a bright child who picked up new concepts easily and was especially adept with electronics. Far from being the typical electronics nerd, Darren was a strong boy for his age and his peers soon learned not to mess with him or his family.

Darren had always been inspired by the stories of Heroic Neos, valiant souls defending those weaker then themselves from harm. He was especially influenced by the African American cyber-enhanced Champion, Ro-Bro, who fought street crime in Autumn Arbor even after the Neo ban on crime fighting was enacted in the 1970's. Ro-Bro, despite being condemned as a vigilante and hunted by the authorities, was a symbol of perseverance to young Darren, a symbol of doing the right thing despite the consequences.

In the summer of 1977, Ro-Bro disappeared without a trace and the gangs that he had kept at bay took over Darren's neighborhood. Though Darren did his best to protect and shelter his siblings from the gangs' influence, two of his younger brothers joined the Riggers, a local gang of street thugs. To protect them and simply for survival's sake, Darren joined the gang as well.

Darren did his best to look after his family but he became more and more jaded as he was forced to compromise his principles time and again working for the gang. He rose in the ranks and became close friends with the gang's leader, Terrell Howard, a young man that Darren knew on the streets as Big Whup.

A few brushes with the law earned Darren occasional nights in jail but the gang's connections always got the charges dropped before going to trial. The night after the third case was dismissed Darren took stock of his situation. He could see he was on his way to becoming the exact problem he had always wanted to protect his family and neighborhood against.

After a disastrous raid, many of the gang members were apprehended, including Big Whup. Darren, who had escaped capture, found himself in the arms of the gang leader's woman. Word of their affair reached Big Whup, who arranged for an "accident" to befall Darren. The gang beat him to with in an inch of his life and turned what was left over to the warped and twisted mercies of the Anarchitect, the insane criminal genius who had recently begun employing the Riggers to steal technological research for him.

The Anarchitect rebuilt Darren's body using experimental cybernetic technology pilfered from various research installations across the country. Some of the parts came from what was left of Darren's childhood Hero, Ro-Bro, whose fate Darren was to finally able to discover, much to his dismay.

The Anarchitect refined his cyber-technology on Darren for more than a year, exposing him to unbelievable pain and torture. Upon attaining the level of enhancement he desired, the Anarchitect discarded Darren's augmented body in the bay of the Beauman Straits.

But Darren had never given up. After all the torment he had endured, he found the Strength to drag himself from the murky waters, fueled by his anger at himself for compromising his beliefs and in his thirst for vengeance against those who had done this to him.

Spending a few months hiding out in the seedier sections of town, Darren used his keen intellect, what he had learned from being the Anarchitect's pet experiment, and any pieces of technology he could lay his hands on to repair himself and make amends for his past decisions.

By this time, the Anarchitect had started to enhance the Riggers with the same technology that had been tested on Darren. With their cyber augmentation, the Riggers became one of the fiercest street gangs in the nation.

Darren knew the time was right to step forward.

Calling himself Mech-Daddy, Darren began his crusade by battling his old gang. Over the next several years, he became a major thorn in their side and put a serious dent in their operations. In a climactic battle, Mech-Daddy finally defeated Big Whup, who had by this point been outfitted with monstrously huge cybernetic arms.

Mech-Daddy became an unlicensed Neo protector of the downtrodden in Autumn Arbor, following the legacy of Ro-Bro and keeping gangs at bay in neighborhoods across the city. When the Purge Invasion came to Autumn Arbor, he was among the

many Neos that allied against the invaders and was one of the few survivors.

When Dragonfly, the only surviving member of the Sentinels of Society after the Purge Invasion, began reforming the SOS, he approached Mech-Daddy with an offer to get him registered as a Neo Champion and become part of the new Super Team. Darren agreed to join, but only as a reserve member since he still felt that it was important to continue doing what he could for the neighborhoods.

With the resources of the Sentinels of Society and Dragonfly's technological expertise, Mech-Daddy has improved and upgraded his cybernetics.

Since allying himself with the Sentinels of Society, Mech-Daddy has become quite popular with the female Neo population due to his muscular build and rugged good looks. He has been romantically linked to no less than 7 Neo Heroes and 4 Hollywood starlets in the last 3 years and his liaisons are often at the top of the gossip rags.

He continues to patrol and protect the city's neighborhoods from the gangs that still threaten to overrun them but is always available if the Sentinels of Society need him.

Personality Profile

Mech-Daddy is a rough, gruff, street tough with a heart of gold. He regrets the poor decisions he made earlier in his life and now lives to make up for them.

Due to having to look out for his younger brothers and sisters while growing up, Mech-Daddy has a soft spot for children and will look to rescue a child in danger before going after the Rogue that is responsible. Criminals beware, because once the child is safe, he'll be twice as angry and half as merciful.

He is a "player" through and through, racking up the notches on his belt through his romantic exploits. He is especially fond of celebrities and Neo women.

Though he has never given an interview to one of the tabloids that seem to love to print the rumors of his love affairs, he secretly enjoys seeing reading about himself in the gossip rags.

Known Tactics

His robotic augmentations have increased his Strength ten-fold and, while he's not in the same league as powerhouses like Everest or the Xombehemoth, he can hold his own against much stronger opponents with his enhanced reflexes and his down and dirty street fighting techniques. Experience is the main reason he prefers hand-to-hand combat.

His left eye has been replaced with an installed sensor that allows him to see various wavelengths of energy, from infrared to x-ray. His cybernetic hands can be launched from his wrists and remotely controlled to pummel foes from a distance or used to grab and retrieve items from afar. Rocket boosters in his mechanized legs and an internal gyroscope allow him to make extraordinary leaps across town with amazing precision and agility. Subdermal armor plates afford him a modest amount of protection from injury.

Mech-Daddy can remotely control most computerized systems using his built in cybernetic relay transponder.

Neutrino Jade

Real Name: Audrey Johansson

Age: 37

Weight: 184 lbs

Hair: Black

Eye: Greenish Yellow

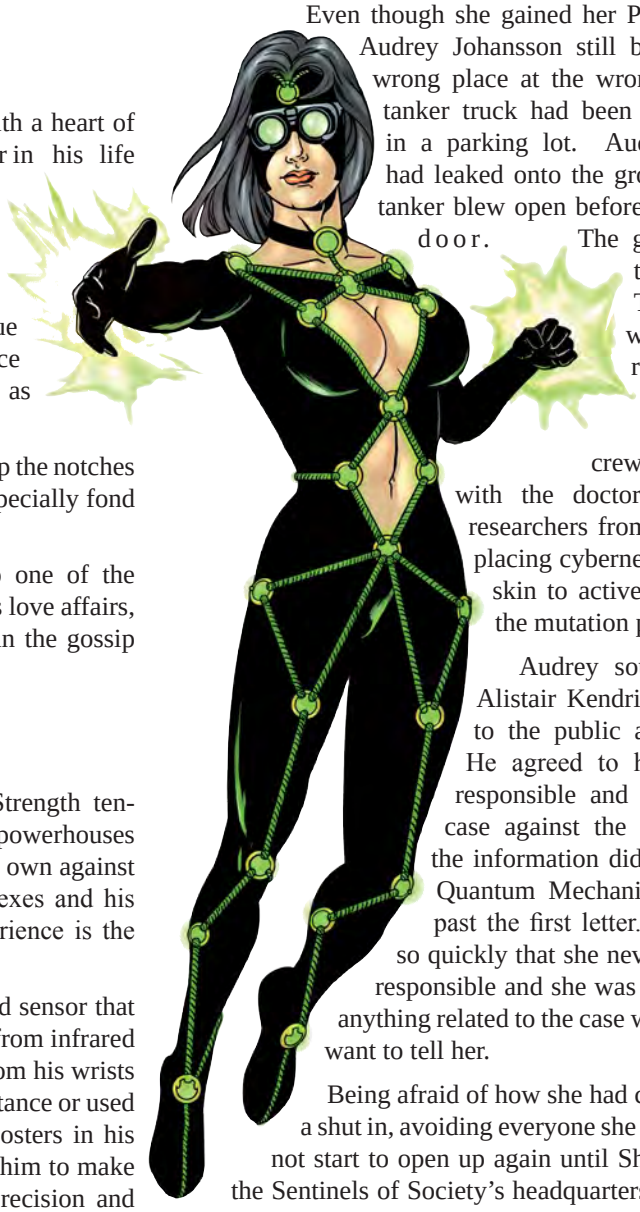
Registration Number: N857-J9-253

Affiliation: Sentinels of Society

Nationality: American, no known criminal record

Status: Active

Biography



Even though she gained her Powers by happenstance, Audrey Johansson still believes she was in the wrong place at the wrong time. An unmarked tanker truck had been parked next to her car in a parking lot. Audrey noticed something had leaked onto the ground but a valve on the tanker blew open before she could open her car door. The glowing contents of the tanker spilled over her. The dose of radiation was so severe that the rescue units would not go near the scene until emergency containment crews had arrived. Working with the doctors at the hospital, the researchers from VanCorp saved her by placing cybernetic control units into her skin to actively monitor and regulate the mutation process.

Audrey sought out lawyer Owen Alistair Kendris, who was also known to the public as a Neo named OAK. He agreed to help find out who was responsible and to represent her in the case against the company. Finding out the information did not take very long and Quantum Mechanics settled before it got past the first letter. The process was over so quickly that she never really knew who was responsible and she was so hesitant to talk about anything related to the case with him that OAK didn't want to tell her.

Being afraid of how she had changed, Audrey became a shut in, avoiding everyone she loved in her life. She did not start to open up again until Shadowfox brought her to the Sentinels of Society's headquarters. After meeting several

Neos with obvious mutations they could not hide, Audrey realized that she was not alone in how she felt. Her spirits were uplifted by the discovery and soon Shadowfox talked her into joining the Super Team.

Eventually, Audrey revealed herself to family and friends but she still worried about how her fiancé was going to take the shocking news of what had happened to her. After being with the Sentinels of Society for 4 months and having no contact with him, she just hoped he still cared and didn't move on.

When Audrey called him to set up a meeting at the Golden Age Café the only things for which he showed concern were her health and spirits. Relieved that he wasn't upset, Audrey told him the whole story and their relationship started over again but it proved to be too difficult and awkward. Even though it became clear things would not work out, he was very supportive and helped her develop into the new and, as he put it, improved Audrey, now known as Neutrino Jade.

Neutrino Jade has stopped using the name Audrey even out of costume and always goes by Neutrino Jade, or Jade for short. Now that she has served a little more than 4 years with the Sentinels of Society, she has grown to understand her Powers and has gone back to becoming her outgoing self again. She also recently made the happy discovery that the radiation caused a reverse effect on her aging.

Personality Profile

While working the streets, Neutrino Jade is very focused on stopping crime. She has been one of the most dedicated crime fighters on the Super Team since she joined the SOS.

Neutrino Jade still maintains a reserved guard in public but when in the presence of just her teammates, family, and friends she becomes the major goofball everyone knows her to be.

No longer ashamed to show the world the permanent cybernetic implants, she has also become quite the flirt, especially when she saves the life of an attractive man.

Known Tactics

With practice, Neutrino Jade has learned how to mentally access her implants and use them to manipulate the radiation that still emanates from within her body. She is able to shape and mold her radiation and containment field and is able to absorb and project radiation from external sources. Somehow the radiation has also made Jade much physically stronger than she used to be, as well.

Because Jade knows how deadly her Powers can be, she takes extreme precautions not to endanger civilians. She prefers to stick to open spaces or places where she can get a clear view of her targets.

Shadow Fox II

Real Name: Selene Arnold

Age: 32

Weight: 125 lbs

Hair: Auburn

Eye: Light Blue

Registration Number: Q837-89-84F

Affiliation: Sentinels of Society

Nationality: American, no known criminal record

Status: Active

Biography



Selene Arnold assumed the name Shadowfox II (though she is normally just called Shadowfox) in honor of her father, a Neo who was one of the founding members of the Sentinels of Society. He worked for the federal government even before that the SOS and her mother was a top international Japanese spy known as Spydra. Even after serving their country through several wars and hundreds of missions, they were not able to take much time off to look after their daughter when she was born in the 1970's. Selene never knew her mother except through stories and her father has been missing from her life since her early childhood.

The government had a hand in raising Selene in her parent's stead. Once she reached school age, she was placed into AOES. Though she possessed no true Powers, Selene had a knack for machinery and creating new Gadgets. She started by making her own toys to entertain herself when she was young and over the years the technology she worked with grew more complex and the applications more creative. By the time she was 16, her inventions had drawn the attention of the Sentinels of Society, particularly the "portable foxhole" teleportation technology she created that was inspired by her father's Powers. They were another way to escape from the monotony of her everyday life, but to those who knew of the technology knew the foxholes were a sign of her technical genius.

Unfortunately, that attention has not been completely welcomed by Selene; she feels like she has been unable to escape her father's shadow. She respects her father which is why she chose to take his registered Neo codename of Shadowfox as her own when signing on with the Sentinels of Society but she has nearly changed it several times. Selene has also considered quitting the Super Team altogether.

It has been difficult for a loner like her to come to terms with being involved in a Super Team. After years of literally being left to her own devices, Selene has had to adjust to working with different people and having others

rely on her. She never feels the need to ask for help but always feels the need to lend a hand. That same drive is what has kept her with the Sentinels of Society this long.

Not all of her associates are so altruistic. To gain access to some of the components she needs for her inventions, Selene has had to make some shady contacts throughout the black market and criminal underworld. Even now that she is with the Sentinels of Society, she's maintains these relationships and trades information with them; she denies having any such kind of connections whenever the topic comes up.

Unknown to Selene, the government has alerted Dragonfly to her illicit connections. This has changed his attitude and the amount of trust that he has placed in her. She has been paired with Mach-1 on several missions, even a few that she might have been able to accomplish on her own. Dragonfly is keeping her under surveillance in case her information brokering starts to go too far or puts the Sentinels of Society or its reputation at risk.

Silverbelle

Real Name: Marion O'Riley

Age: 81 (appears to be in her 60's in human form))

Height: 5'8"

Weight: 135lbs (in Neo form: 200lbs)

Hair: Gray, was Auburn in her youth (in Neo form: Silver)

Eye: Blue (in Neo form: Silver)

Registration Number: R537-9J-G3A

Affiliation: Sentinels of Society

Nationality: American, no known criminal record

Status: Active

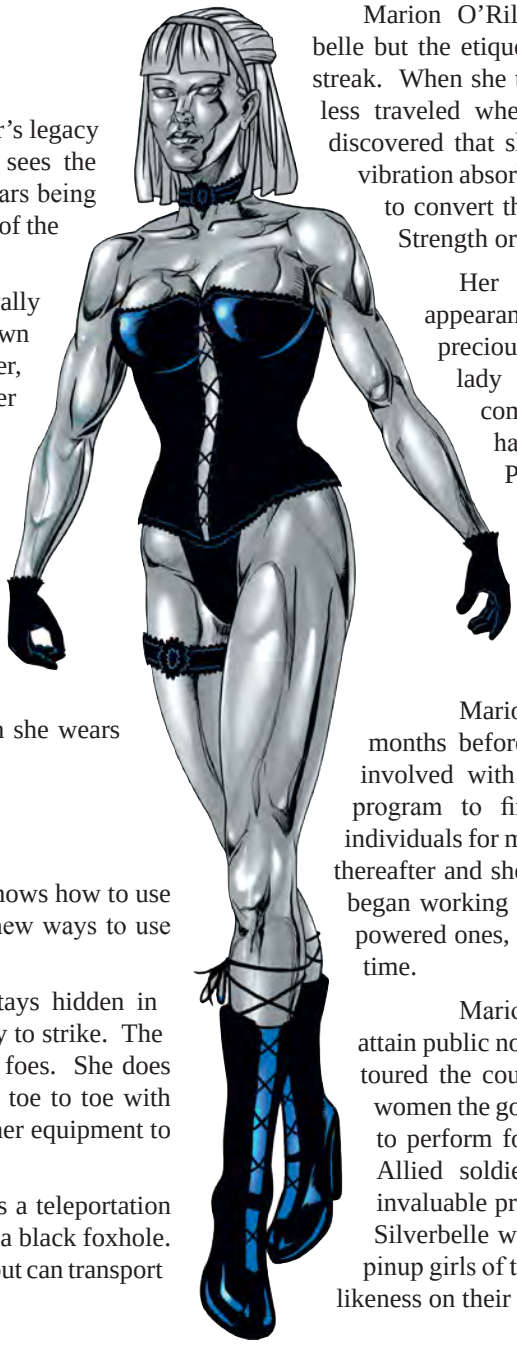
Biography

Marion O'Riley was raised as a proper southern belle but the etiquette lessons never broke her rebellious streak. When she turned 15, her genes also took the path less traveled when her Neo Powers manifested. She discovered that she was able to cover her body with a vibration absorbing metallic substance that allowed her to convert the absorbed vibration energy into great Strength or deliver it as a powerful sonic blast.

Her parents, being very conscious of appearances, did not want it known that their precious little girl was anything but a proper lady and kept her sequestered from the community. One night, the young Marion had finally had enough. She engaged her Powers at one of her mother's gala balls, shattering all the fine china and crystal chandeliers. Her father immediately banished her from his house and denounced her as his daughter. No freak of nature could possibly be a child of his.

Marion survived on the streets for a few months before she met an Army Colonel that was involved with Project: Equalizer, the government's program to find, create, and train super-powered individuals for military use. World War II followed soon thereafter and she joined several other female Neos and began working for the USO. No women, even super-powered ones, were being sent to the front lines at the time.

Marion was one of the first female Neos to attain public notoriety. Silverbelle, as she was dubbed, toured the country and abroad, along with the other women the government enlisted in Project: Equalizer, to perform for and raise the spirits of thousands of Allied soldiers. Their amazing shows were an invaluable propaganda tool against the Axis powers. Silverbelle was thrilled to be such a celebrity. Like pinup girls of the time, many of the flyboys painted her likeness on their planes.



Personality Profile

Selene is torn between continuing her father's legacy and building a reputation of her own. She sees the benefits in being Shadowfox but sometimes fears being overshadowed by her father when people think of the name Shadowfox.

Though private and reserved, Selene generally works well with her teammates. She has grown to respect them as much as they respect her, particularly the ones who don't invade her personal space whenever she feels antisocial. With the mask off, she becomes a loner and wants nothing more than time to herself.

When in costume, Selene is intense and focused. Her crime fighting allows her to work out her stress. She is very serious about being Shadowfox and takes no slack from any criminal or Rogue she comes across. In fact, some of those people that know her say that she's a completely different woman when she wears the costume.

Known Tactics

Shadowfox's suit is full of Gadgets. She knows how to use all of them proficiently and even figures out new ways to use them in difficult situations.

Like her animal namesake, Shadowfox stays hidden in the shadows waiting for the perfect opportunity to strike. The element of surprise gives her the Drop on her foes. She does not have the Strength or the Toughness to go toe to toe with most Rogues she faces but uses her brain and her equipment to even the odds.

Like her father before her, Shadowfox uses a teleportation device to travel that creates what appears to be a black foxhole. These foxholes do not have an unlimited range but can transport Shadowfox far enough to suit most purposes.

During one of the USO shows in San Francisco, German infiltrators staged a surprise attack led by the notorious Crimson Shadow, one of Germany's own super-powered commandos. The Crimson Shadow's suffocating mist quickly incapacitated the troops and the other USO Neos. But Silverbelle's unique abilities protected her from the vicious übermensch's Powers. She was able to strike back against the Crimson Shadow and drove the infiltrators from American soil. With that victory, Silverbelle became the darling of the American public. She eventually joined the newly sanctioned Sentinels of Society, serving alongside such legends as the original Shadowfox among others.

Then the movie deals started coming her way. Silverbelle decided to leave the Sentinels of Society and focus on cashing in on her celebrity status in Hollywood. With her stunning good looks, she was marketed to be the next Doris Day and even made a few films with the likes of Clark Gable and Errol Flynn.

It was too bad that her directors pigeonholed her in roles as "The Silver Alien Girl". While such films as The Silver Amazon of Venus and Return of the Silver Menace were box office hits, Marion was not landing any roles of substance. To make matters worse, her age was staring to show and she soon refused to be seen when not covered in her sleek silver shell. She was hard pressed to find work as anything but "window dressing" in B-grade sci-fi films and by the late 1960's even those offers had dried up.

She spent the next several years living off what was left of her fame, visiting military bases and veteran's hospitals, bolstering the morale of those who still remembered the Shining Diva. During this period, Silverbelle discovered that spending time in her silver coated Neo form would slow the aging process of her body. She wished she had learned about this side-effect of her Powers when she was younger; she could still have the human form of a lovely young woman and perhaps her movie career could have still been going strong.

Silverbelle rejoined the Sentinels of Society when they were reformed in the mid 1980's but did not feel comfortable fighting along side this new generation of Heroes. She has spent the last 2 decades trying to find her place in a world that had, for the most part, passed her by.

Recently, Silverbelle took a job as a hostess at the Golden Age Café in Autumn Arbor, surrounded by the memories of her past glories and living for the brief moments when still someone remembered her. Recently, there was an attempted robbery of the establishment that she was responsible for foiling. Instead of being thanked for the good deed, it got her fired. She had not renewed her Neo registration license as a deputized law enforcer and the owners were afraid the would-be thieves would file lawsuits against the cafe.

Angry and distraught, she sulked through the streets of Autumn Arbor and was passing the Sentinels of Society headquarters when she had an idea. After speaking to the Super Team commander and reactivating her Neo registration, Silverbelle has once again joined the ranks of the SOS.

Personality Profile

Though well into her 80's, Silverbelle revels in portraying the image of a young, vibrant diva. She is very sensitive about her age and has kept her silver coated Neo form turned on for most of her adult life, effectively slowing her natural aging. Whenever asked, she always points out that it is very impolite to ask a woman her age.

Silverbelle speaks with a deep southern drawl and is very flirtatious. By contrast, when in her human form, she is very quiet and withdrawn. Without her shell, she is fidgety and anxious to change back into her Silverbelle personae.

She thrives on being in the spotlight, feeling that without fame and adulation she is worthless. Silverbelle is easily swayed by popular opinion, particularly cheering crowds. She feeds off their energy and support and if she is ignored or ridiculed she immediately thinks she must be doing something wrong.

Although she is very vain and seems extremely self-centered, Silverbelle has a very strong Heroic streak. In serious situations, she will not hesitate to throw herself between danger and the Mundanes that she feels it is her duty as a Neo to protect.

Known Tactics

Silverbelle has not seen much combat action in many years but has firm control over her abilities. Her silver coating absorbs kinetic energy, offering her an amazing level of protection from most attacks.

When in her metallic form, Silverbelle is able to lift approximately 4 tons but by absorbing physical damage she can greatly increase this amount. She has never pushed the upper limit of this part of her Powers but she has been reported to have pressed a tank over her head after absorbing the energy from a barrage of machine gun fire during one of her publicity shows.

In a combat situation, Silverbelle will usually absorb as much punishment as she can, building up her kinetic absorption to redirect the energy back at her opponents. The more energy she absorbs the stronger and denser she becomes. She is also able to release this stored energy as concussive sonic blasts.

Sure-Shot

Real Name: Aaron Perring

Age: 24

Weight: 200

Hair: Light Brown

Eye: Blue

Registration Number: L956-04-85P

Affiliation: Sentinels of Society

Nationality: American, records sealed

Status: Active

Biography

Sure-Shot was talented in hitting the mark ever since he was young. Some called it luck, while others said he was blessed. His parents died in an auto-accident when he was an infant and without any other family to take him in Aaron spent his life drifting from one foster home to another.

During high school, Aaron met and fell in love with a girl named Jennifer Silverman. Jennifer was a flirty, yet loving, person who was always a little too worried about what others thought about her. Aaron was popular and well-known and dating him was the perfect boost to her reputation amongst their classmates. Still, it was not long before Jennifer started developing a true love for Aaron, one that mirrored his own feelings for her.

Aaron, however, had a side job. He always kept the identity of his employer a secret but Jennifer noticed he was becoming more nervous and distracted with each passing week.



She begged him to quit his mysterious job but Aaron wasn't convinced that he needed to break away. Life working for the mafia was dangerous but lucrative.

Soon thereafter, the situation came to a head. Rethinking his side job due to Jennifer's influence, Aaron finally decided to make the change for her. When he was ordered to make a hit targeting a local drug runner he refused. Instead, Aaron turned his associates over to the F.B.I. Six weeks later, Jennifer was gunned down on the streets on her way home from school. Aaron was placed in witness protection but assassins continued to show up no matter where he was hidden because he couldn't stop showing off.

An agent from the local field offices of the Neo Crime Bureau suggested that he enroll in a class at Master Xin's Self Discipline and Defense School, hoping this would help him control the need for attention. At Master Xin's, he talked with several students who were about to complete the course and one of them told him telepathically about an opening in the Sentinels of Society. Though he never actually took the classes, Aaron was thankful for the student's tip and what could be a chance at the big time.

When he went to the Sentinels of Society headquarters and asked for an application, Citizen Stranger appeared behind him. With cat-like reflexes, Aaron spun around, spooked by the man he mistook for an ambusher. Citizen Stranger was curious about the young man and after hearing his story Citizen Stranger invited Aaron into the training room of the facility.

Aaron passed all tests the Super Team could throw at him quickly and easily. The Sentinels of Society accepted him as one of their own with the warning that his position would depend on his ability to keep his need for attention in check. Upon registering, Aaron decided on the codename Sure-Shot. He liked the sound of it, especially since anyone who heard it would know his capabilities.

Personality Profile

One part of Sure-Shot is gone forever, the part of him that lost his high school love. The memories of Jennifer still haunt him to this day because he knows he will never find another like her. Sure-Shot still longs for the compassion and understanding that she had for him but he covers his moments of regret with his boisterous behavior.

Another part of Sure-Shot will never leave him - his smart mouth. He believes that he is the only one who can do what he does as well as he does and he is lets everyone, especially his critics, know that in no uncertain terms. Sure-Shot even runs his mouth during combat and his goading has driven more than one Rogue to become infuriated and abandon other plans to target him.

Sure-Shot tries too hard to be a lady's man but most of the time they normally slap him and walk away. Though he is quite intelligent, he always ends up ruining his chances by saying something crass or inappropriate.

Known Tactics

A rank rookie, the only known tactic Sure-Shot uses is aim and fire. He is too cocky to worry about anything else. Many times he will carelessly toss items over his shoulder at the target, even in high-pressure situations.

When Sure-Shot is rescuing women that remind him of Jennifer, his cockiness dies down and he becomes more rational and focused on what he is doing. During these rare moments of composure, he tries to use less force and more brains.

Solo Champions

American Glory

Real Name: Gilbert Alfriman

Age: 69 (appears to be 44)

Height: 6'8"

Weight: 320 lbs.

Hair: Blond

Eye: Blue

NCB Case File: AM35-003-174

Affiliation: None

Nationality: American, no known criminal record

Status: Active

Biography

Gilbert Alfriman was born in 1939 in Detroit, Michigan, the youngest of six sons to Franklin and Rebecca.

Raised in a low-income family (his father was a steel worker and his mother a school teacher), Gilbert dropped out of school by the 8th grade to get a job in the newspaper industry to help support the family.

By the time he was 19, he had enrolled in college and began an academic career that would see him not only excel at accounting but also land a government job after graduation.

In 1964, during the height of the Cold War, Gilbert volunteered for a top-secret government program that believed it had unlocked the secret of Neo abilities. Reinitializing the Project: Equalizer program of the 1940's, under the program several Mundane volunteers were put through a battery of tests and injected with an experimental serum. The result, according to the scientists, would push the men to their ultimate physical peak.

The result was different than expected. Of the 127 volunteers, only 21 survived, including Gilbert. None showed any signs of an increase in potential or even the slightest Neo abilities.

Within 10 years, the program was scrapped due to a combination of a lack of results and the Nixon Administration's ban on Neos. Gilbert was cut from his government position and returned to the private sector.

Re-locating to Autumn Arbor and gaining employment with Vanguard, Ltd. as an accountant, Gilbert continued to live a quiet life as a socially inept and barely noticed individual. He went to work, lived alone, didn't talk to his neighbors in the apartment complex, and paid his taxes.

All that would change on April 22, 1983.

Gilbert was using the public restroom at the Natural History Museum when a gang of high-tech armored Rogues attacked the facility. Afraid he was going to die, Gilbert's adrenaline began pumping and something within his bloodstream activated. Gilbert suddenly found himself getting more muscular, taller, and felt and incredible power coursing through his veins. The worst part was that he also felt his own mind being pushed aside as another, stronger personality took over.

Erupting from the restroom, the new Neo (now 6'8" and over 300 pounds) confronted the armored Rogues. Bullets seemed to bounce from his chest and as he grabbed the metallic chest plate of one of his opponents his fingers dug into it as easily as gripping cloth and he ripped the armor into pieces.

The crowd began cheering. The more they cheered, the stronger and more resilient Gilbert became.



With moments, the Rogues were lying on the floor battered and unconscious and, despite the government's ban on Neo crime fighting, Gilbert found his alternate form receiving cheers and applause from the crowd.

Fleeing the scene just moments ahead of the Neo Crime Bureau, Gilbert was several miles away in a back alley when the effects of his Powers wore off and he returned to his true physical form.

Over the next several months, Gilbert secretly tested the theory he was developing. He made certain to steer clear of the NCB and AAPD and he used his new ability to battle criminals. His supposition also proved correct. He could only change into his alternate Neo form when his adrenaline reached a certain level. Furthermore, the more people and witnesses that cheered him on, the stronger he became.

Unfortunately, he was nearly arrested by the NCB while breaking up a drug distribution ring in Beauman Straights, causing him to rethink his crime fighting career.

Instead, he applied to the newly formed Neo Wrestling Alliance. The NWA was new company with national media outlets owned by Kevin Victor McCallister that utilized Neos in high profile wrestling events.

Dubbed "American Glory" by the writing and marketing team, Gilbert went on to become the reigning NWA World Champion for several years, beginning the Glorymania movement and calling his fans the Glory Hounds.

For over 15 years, American Glory was a wrestling and entertainment icon. Toys, cartoons, film and television appearances, comic books, apparel; the NWA.'s ability to mass market his appeal with the kids rivaled even VanCorp's marketing prowess with Vanguardian.

Following a falling out with Kevin McCallister over contract renewal and payment, American Glory left the NWA and registered as a Neo Champion.

Currently 5 months into his career as a defender of Autumn Arbor, American Glory's vast marketing and management teams have continued the to increase the marketing power of his entertainment image. Fans of all ages flock to the sites of his latest battles against evil and American Glory is regularly seen on television doing a variety of commercials.

Unfortunately, several child protection groups have filed a series of lawsuits against him, claiming that his connection with children around the country has resulted in many being severely injured or killed as they attempt to imitate his exploits. American Glory and his representatives have thus far refused to comment.

With his popularity at an all time high, Kevin McCallister furious at the loss of the biggest cash cow in the NWA.'s history, and VanCorp worried that American Glory could outshine Vanguardian, it seems the new Neo Champion has his work cut out for him.

Personality Profile

As Gilbert Alfriman, American Glory is a non-descript, unassuming man that is barely noticed in a room of 3 people let alone a crowd.

Upon Transforming into American Glory, his personality becomes bigger than life. He regularly conducts commercials, interviews, and other media appearances to warn the criminals he is coming for them and often has live appearances at the First Arbor Arena and Sentinels Mall.

Both children and the adults who grew-up watching him in the NWA regularly flock to his events, holding up signs of Glorymania and chanting the name Glory Hounds.

Known Tactics

Gilbert cannot transform into American Glory unless his adrenaline level reaches a critical point due to fear or stress.

Once in his American Glory form, he is invulnerable to most conventional weapons and is able to punch through tank armor like rice paper. The more cheers and applause he receives, the stronger and tougher he becomes.

Although he has been recorded as able to eventually withstand a direct hit from a surface to surface missile, the extent of his Strength and invulnerability has yet to be determined.

Gillian

Real Name: Gillian Reddick

Age: 7

Height: 4'2"

Weight: 68 lbs.

Hair: Black

Eyes: Brown

Registration Number: N/A

Affiliation: None

Nationality: American, no known juvenile record

Status: N/A

Biography

With her mother, Karen Reddick, working as a research scientist for a high-technology development corporation and her father, John Reddick, at home raising her, Gillian grew up as an only child in a white collar family. Gillian's parents made sure to provide her with all that she needed. Her mother gave her as much love and attention as her work hours would allow, while her father was there around the clock. Gillian was in a state of bliss, knowing that she was the center of her parents' world and that they would always be there for her.

Or so she thought.

It all began to change when Gillian was just 4 years old. After a laboratory testing of a new advanced technology had gone terribly wrong, her mother was left lying in a bed in an intensive care unit without her legs. The corporation put the blame on Karen and the other scientists, dismissing the idea that any of it was their responsibility, and refusing to cover any of the medical expenses. They also released the scientists



from their employment contracts, and filed suit against them for the damages done to the corporate facility. Faced with mounting legal and household bills, John fell into a severe case of depression and heavy alcoholism.

As a young child, Gillian was a spectator to the crashing of both her and her parents' world as it all crumbled down around her. Her father, struggling to maintain the house and support his daughter, began working for various underworld figures using his former military training to work as a smuggler for drugs and weapons across state and international lines. Karen turned towards a life of crime, making the chance at a future with her daughter an unlikely possibility (see: Maiden America).

Gillian's world continued to plummet after her mother went missing. Her father, now a criminal in his own right and a severe alcoholic, became even more negative as he started abusing his daughter. Jody Evans, the neighborhood nanny that baby-sat Gillian tried to protect her as much as she could without adding to the rage that boiled inside John. She was more than deathly afraid for her and Gillian's safety.

Just 3 years later, when Gillian was 7 years old, her world began to change again. While watching a falling star, Gillian recalled her mother's bedtime stories about guardian angels and wished for one of her own to not only bring back her mommy but to also help her daddy. What Gillian did not realize was that it wasn't a falling star upon which she had wished but an alien vessel entering Earth's atmosphere. The next night, as John brought Gillian along while he went to a meeting with representatives of the Terenza family in the Northern backwoods near Autumn Arbor, the vessel that had crashed became active. As its shell split open, an alien nano-strand emerged. Once the United States Military Forces pinpointed the location of the crash, they converged on the area, sending John and the Terenza men scattering in fear that their meeting about a shipment from Canada containing highly illegal arms was what the military was seeking. Gillian dropped her doll in the underbrush during all of the confusion, forcing John to leave her hiding among some bushes in order to retrieve the doll in order to silence Gillian's cries so they wouldn't be found. Instead of Gillian's doll, what John picked up was beyond his understanding. Unknown to him, the nano-strand had absorbed the doll and duplicated it, as it did not have a solid form of its own. John and Gillian fled the area while the military searched for the spacecraft.

John continued the physical and verbal abuse towards Gillian that night as a punishment for almost letting their location be known and getting him arrested. Still clueless about what had happened to his daughter's toy, John did not know that the doll had been watching everything.

John left Gillian in the hands of Jody Evans the next day as he went to collect the shipment from Canada. Over the course of those days, the doll revealed to Gillian that it was alive. Gillian agreed to keep it a secret and was convinced that this was a guardian angel sent to her from her mother. The doll used Gillian's computer to access the internet, educating itself at an alarming rate. Not only did it want to learn as much as it could about where it was but it was also hoping to discover something of its origins and functions; it had forgotten many things when portions of it were damaged in the crash. It also spent time talking with Gillian, thus learning all about her mother and the girl's undying love for her. But this situation came to a head as John returned later in the week more abusive than ever, as though something had failed during the his last job. The doll continued watching John's behavior throughout the next week, hiding in the living room when John would sit down with a beer and watch his action movies. Seeing the various Heroes of these films go to lengths to protect the innocent and defenseless had a profound affect on the doll.

The reality of the doll finally became known to John when he went to roughly slap Gillian. The doll revealed it's sentience to him and moved to subdue him. John pulled out a small hand held weapon of nearly alien design that was able to disintegrate organic matter which he had stolen from his latest shipment. John fired at the doll's torso and hit it but the nano-strand was able to instantly repair itself. It then wrestled the weapon from his grasp and fired the gun at John.

Gillian was drawn from her room by the noise but, when she came to the scene, John was gone. The nano-strand doll had also absorbed the weapon into its right arm, hiding it from anyone's view. The doll explained to the confused Gillian that her father had gone away, but promised that she would never be alone.

It told her it was now time to go find her mother.

Vowing to always protect her, the doll led Gillian away into the night in search of both the truth of its past and of Gillian's mother. The doll had, in its own way, come to love Gillian, a feeling precipitated by Hollywood action films and an internet education,.

And because of that love, it would stop at nothing to find Karen, even if it meant murdering those who sought to separate it and Gillian along the way.

Personality Profile

Gillian is merely a young child trapped in a world of confusion. Remembering the love her parents once expressed for her, she often wonders if her mother's leaving and her father's beatings were somehow her fault. She longs for the past that she had when her parents were there with her and is constantly struggling with demons that go beyond her emotional age. Despite the events of the last few years, Gillian's sweetness and innocence has not gone away and she has gained a sort of hard edge that keeps her from getting close with anyone she does not know. Her one true friend is her doll. Gillian looks at the doll as a surrogate parent, unaware that the thing is as much a danger to her as any wild animal.

The doll is an alien construct whose programming was damaged in its crash to Earth. It has attached itself to Gillian due to the influence of internet information and Hollywood action films. The doll has become obsessed with young Gillian, despite its lack of the full spectrum human emotions. Because of this, it will go to any lengths, including murder, to stop from being separated from her. So, what it will do when, and if, they reunite with Karen?

Known Tactics

The doll is able to take on any shape simply by absorbing its mass. To this end, the doll can become any humanoid form, weapon, or vehicle. Due to the absorbing the experimental weapon after killing Gillian's father, the doll can fire a strong offensive attack capable of disintegrating any organic component. What better way to take care of any who witness its or its charge's whereabouts?

Icarus

Real Name: Icarus

Age: Over 8,000

Height: 6'5"

Weight: 130 lbs.

Hair: White

Eyes: Blue

Registration Number: N/A

Affiliation: Links to the CIA, FBI, NASA, NCB, the UN, and just about every major intelligence organization, as well as many powerful corporations such as Ramirez Enterprises and Quantum Mechanics.

Nationality: Atlantean

Status: Active, though not known to exist by the general population of Earth

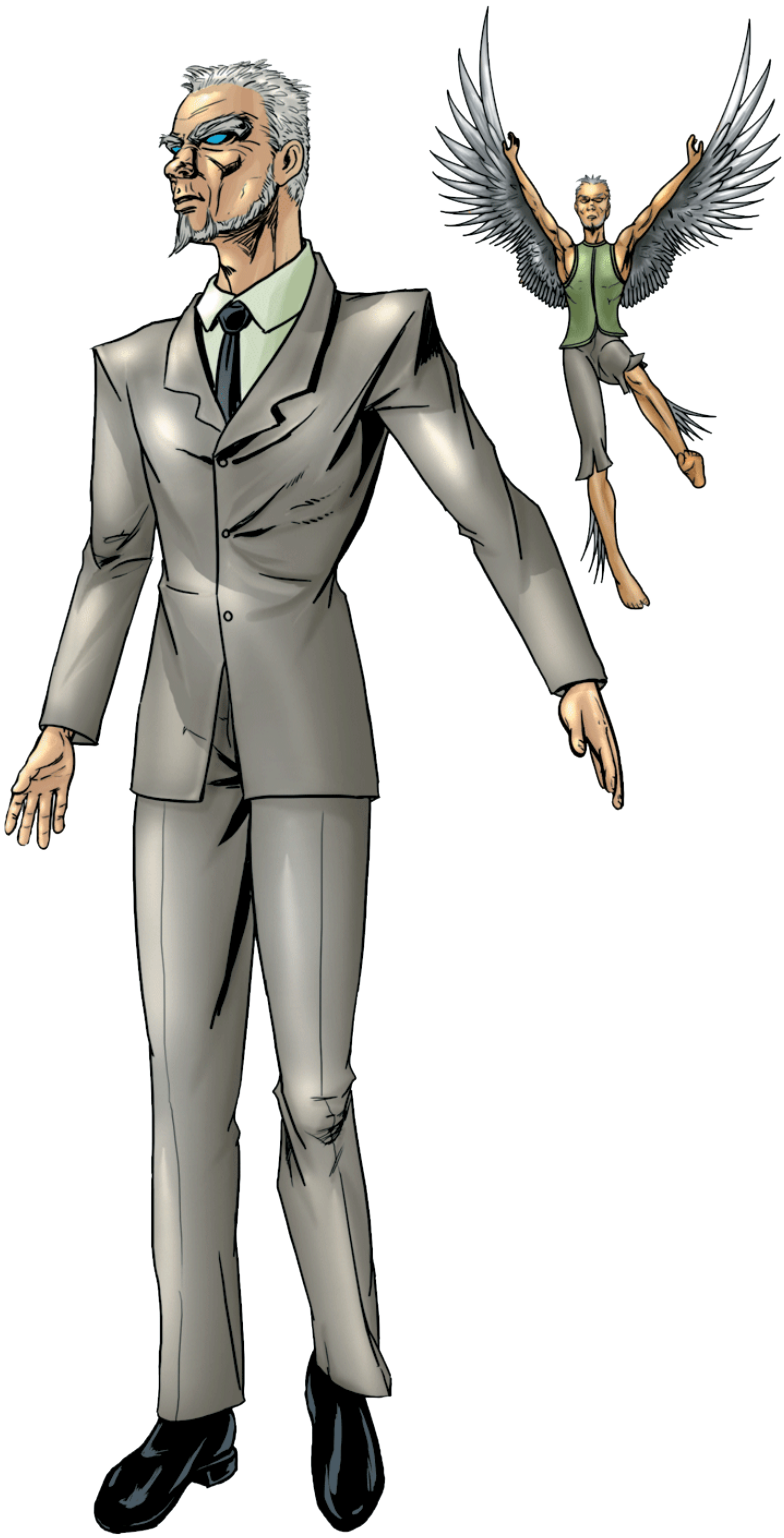
Biography

Icarus was born and raised in ancient Atlantis when it was at the height of its power. During this time, the Menzati were sharing their technology with the Atlanteans as well as establishing the Neo production facilities on Earth. Icarus, one of the first Neo human-animal hybrids, later known as the Hybreed, was a brilliant scientist in the Atlantean society. He was fascinated with interstellar travel theory, which was a branch of technology that the Menzati would not share and had even warned the Atlanteans against dabbling with. The Menzati simply did not want the Earthlings to bring the Purge's attention to them until the Neo production was at a level that could repulse an invasion. Icarus ignored the warnings of the Menzati, secretly creating an interstellar ship that he piloted away from Earth.

As Icarus passed through the Milky Way, his vessel was detected by Purge probes and he fell under attack. He was able to bring the ship back down to Earth, though it returned severely damaged and he barely survived the crash landing. This crash gave rise to the Icarus of ancient Greek myth.

The Purge's discovery that Earth had developed interstellar travel led them to send one of their great mother ships to the planet, believing that irresponsible interstellar exploration and colonization would lead to the end of sentient life and eventually the destruction of the entire galaxy. Once reaching Earth, the Purge found that only a small percentage of the population had any technology above the level of the Bronze Age and also realized that the advanced technology that had been detected was based on Menzati design. In order to teach not only Earth but also the Menzati a lesson, the Purge destroyed Atlantis and any other Menzati outposts found on Earth. Most of the advanced knowledge was lost. Few Menzati survived and those that did fled from Earth and established an outpost under the surface of Mars, well hidden from the Purge but still within monitoring distance of Earth. Those Atlanteans that had managed to survive were either abroad at the time, possessed Neo abilities that allowed them to flee, or used the magic they had discovered to travel from this dimension to another where they established inter-dimensional kingdoms, ,many of which would later become the basis for the homes of various mythical deities, Heroes, and monsters.

Icarus fled alongside the other Hybreed and with their aid



established Hybreedoia in the Himalayas. Once the trial was held on his involvement in bringing the Purge's wrath upon Atlantis, he was the first to be exiled from the society. He wandered the planet regretting what his ignorance had wrought; in recompense, he helped the humans by teaching them advanced mathematical knowledge. This helped them build some of the great wonders of the world, including Stonehenge and the pyramids. Though his knowledge was far from the pinnacle of technology that Atlantis had developed, it was far in advance of anything these human societies had developed at the time.

Icarus and other surviving Atlanteans practiced this policy of advancing human knowledge. They were careful not to share anything that would bring the Purge's attention back on them and have their wrath settle on Earth once again but they did try to push human societies in the right direction. Icarus made it his personal mission to keep tabs on the technological development on Earth in order to prevent a similar occurrence like the destruction of Atlantis.

Throughout his journeys, he managed to recover a shard of the Celestial Spire. Through study of the fragment, Icarus learned that the primal energies that composed the shard could possibly hold the key to the victory over the Purge. While establishing his contacts and carrying out his set agenda over the millenniums, he worked diligently to unlock the secrets of the shard's power. Throughout this time, Icarus continued to drive the technological development of Earth ensuring it never again would grow to the point where Earth would incur the wrath of the Purge. You can see his influence in the slowed development of space travel throughout the decades even though it is known that Earth has the ability and technology to develop it further on its own. While grooming the intellectuals and leaders, he established secret information societies such as the Illuminati and the Free Masons.

In 1962, Icarus formed a company called Vanguard, Ltd. with Marcus Ramirez that focused on government defense contracts. Over the next several decades, the company expanded and in the 1980's began research into nanotechnology, Neo biology, and cloning. As this new research began, Marcus decided to break away from Icarus and changed the name of the company to VanCorp. In 1990, Icarus saved the life of a 19 year old boy by the name of Alexander Ramirez and a year later assisted in establishing Ramirez Enterprises, a subsidiary of VanCorp. Icarus saw in this young boy a way to gain back what his father, Marcus, had stolen from him.

Personality Profile

Icarus is highly manipulative and extremely knowledgeable and well spoken. He is main objective in his life is to have the Earth prepared to repulse the Purge. In order to accomplish this goal, he is willing to sacrifice any individual or organization.

Known Tactics

Icarus is not just a behind-the-scenes manipulator. In fact, his larynx can emit subtle sub-harmonics that can distort a person's perception making them disorientated and can even create believable illusions. This Power is also used to make himself look more human on the rare occasions that he deals directly with others. His wings give him the ability to fly, though this is rare and he hasn't done so since he saved young Alexander Ramirez. Remaining in his secret, isolated stronghold, he compiles information and keeps tabs on all the powerful factions and individuals on Earth.

Robert MacIntyre

Real Name: Robert MacIntyre

Age: 42

Height: 6'1"

Weight: 182 lbs.

Hair: Red

Eye: Green

Registration Number: N/A

Affiliation: Autumn Arbor Police Department

Nationality: Scottish, no known criminal record

Status: Commissioned Law Enforcement

Background

Born to Autumn Arbor Police Officer Douglas MacIntyre and his wife Rebecca in the Cathedral Heights section of Autumn Arbor, Robert MacIntyre was an introverted but highly intelligent child. He graduated high school with full honors and went on to Autumn University (AU) where he pursued a major in Genetics and Criminology. It was in college that Robert began to come out of his shell.

While attending AU, Robert befriended Professor Kevin Allens, a member of the criminal justice department. Professor Allens shared Robert's fascination for Neos and how their existence impacted the American Criminal Justice System. They would meet several times a week to discuss various Neo-related news (always careful due to the active federal ban on Neos working in law enforcement). Eventually, all their debates began to center around the vigilante known as The Hanging Judge. Operating out of the Liberty Heights and Beauman Straights districts, this apparently non-Neo man of mystery had been making headlines with his campaign against organized crime, particularly the drug trade. Robert, a child of a career cop, felt strongly that by placing himself above the law and outside the system, The Hanging Judge was a de-facto criminal in his own right. Allens, however, took the approach that since the system was unable to protect the populous to the extent that was needed, members of the populous should be able to take a personal stand and protect themselves.

Robert began to fixate on The Hanging Judge. Arming himself with a camera, he began spending his nights patrolling Liberty Heights and Beauman Straights, anxious to encounter the vigilante in the process of performing some illegal act. Instead, several weeks into his patrol, he stumbled across a warehouse robbery. While trying to leave unseen, he tripped, setting his camera off and alerting the criminals to his presence. Surrounded by three armed men, still flat on stomach, Robert's life flashed before his eyes. Then, a fourth shadow fell over

him. The Hanging Judge had arrived.

During the ensuing scuffle, The Hanging Judge's mask was torn. As he downed the last of the attackers, Robert got a clear look at the unmasked face of his savior. Standing before him, seething with anger and a touch of what seemed to be shame, was Professor Kevin Allens.

Later, in the privacy of his own apartment, Allens tried to explain his reasons for dressing up in a costume and fighting crime. A former soldier, Allens' long study of the Criminal Justice System served to open his eyes to its inherent flaws. Law enforcement outlawed the use of solutions like Neo operatives that could, if used properly, end violent crime for all intents and purposes. Meanwhile, rapists went unpunished, murders remained unsolved, and the war on drugs was nothing more than a marketing campaign to reassure gray-haired old ladies that the government was actually doing something. Taking the philosophy of Edmund Burke ("All that is necessary for the triumph of evil is that good men do nothing."), Allens vowed to change the world he lived in for the better.

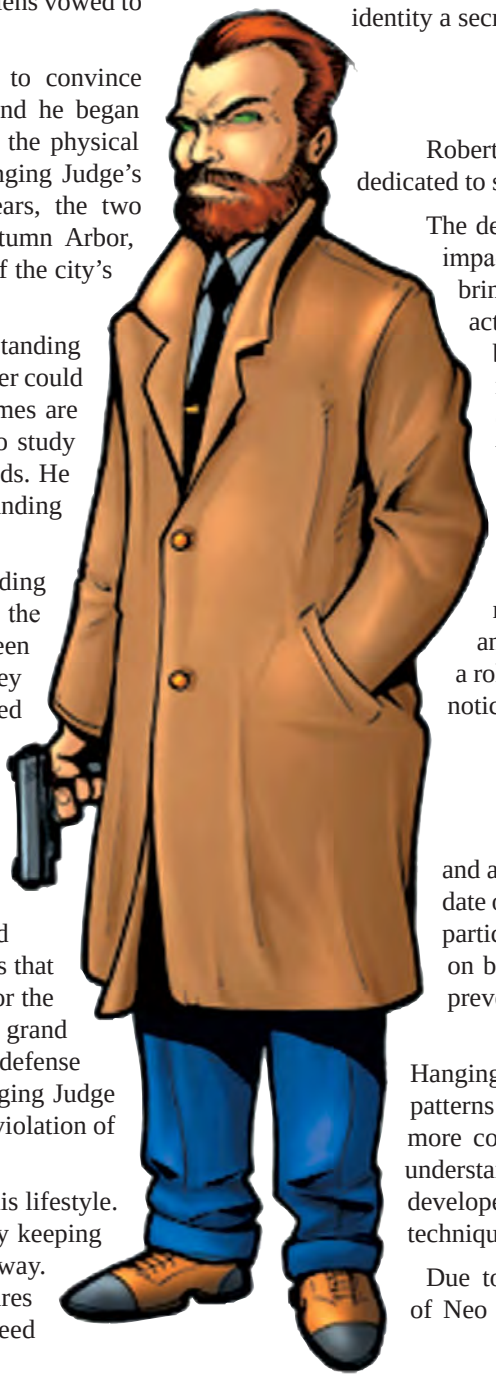
Allen's arguments were persuasive enough to convince Robert that his ideology was the correct one and he began assisting Allens. While he could not compete in the physical arena, his intellect was a great asset in The Hanging Judge's personal war on crime. For the next three years, the two seriously impacted the criminal activity in Autumn Arbor, from street gang level activity to the operations of the city's top crime family, the Terenzas.

Those experiences gave Robert a deeper understanding of the criminal mindset than any college course ever could have accomplished. He learned not just how crimes are committed and can be prevented but also how to study motives and see what led people down those roads. He also gained an even greater respect and understanding for those working in law enforcement.

In the winter of 1984, tragedy struck. Responding to an officer down call, Robert and Allens found the body of Detective Douglas MacIntyre, who had been shot in an undercover operation gone wrong. They rushed him to the hospital where he was pronounced dead. In the following weeks, the AAPD investigated the death of one of their own, but not has intensely as Robert did. The Hanging Judge began a systematic series of attacks on known hangouts of the Ki-Wang gang which Detective MacIntyre had been investigating. Eventually, they got a name. They then hunted down the killer and linked his gun with the bullets that killed Robert's father and dropped off the killer for the police. Charged with murder and sent before a grand jury, the case was thrown out of court when the defense showed successfully that the actions of The Hanging Judge violated his client's civil rights and were a direct violation of due process.

Devastated, Robert was forced to reexamine his lifestyle. He came to the realization that he was essentially keeping criminals on the streets instead of putting them away. Even with an iron clad case, lack of proper procedures and working outside the system essentially guaranteed the freedom of his father's killer. He decided to take his unique perspective on crime and apply it within the system and took a position working in the AAPD's Crime Lab. His former partner understood and continued operating as The Hanging Judge and eventually dedicated himself to that identity full-time.

Robert has had a decorated career in forensic science for two decades, working steadily in conjunction with the NCB offices in Autumn Arbor. He has been involved on cases ranging from the Mundane to the Mystical to the Mental. He has developed an almost obsessive desire to understand the physiology of Neos and unlocking the understanding of their amazing abilities. He has developed or assisted in the development of several key techniques for the "fingerprinting" of the various after-effects of Neo Power usage. He currently works in the Special Investigation Division (S.I.D.) as a supervisor, commanding a team of forensic scientists comprised of Melissa Martins, Paul Collins, and Jack Brooks. He has continued to maintain his friendship with Kevin Allens and has kept his costumed identity a secret.



Personality Profile

Robert is an extraordinarily gifted person dedicated to science who likes his life to be orderly.

The death of Robert's father had a profound impact on him. At first, he was driven to bring the killer to justice. His attempt actually led to his father's murderer being released and caused him to re-evaluate his methods of keeping order. While he does not believe that the system is perfect by any stretch of the imagination, he now fervently believes that it is in place for a reason and chooses not to deviate outside of it. He has a "by-the-book" reputation and is highly sought after as an expert witness. He is looked upon as a role model within the S.I.D. but if he has noticed this he doesn't let it affect his work.

Known Tactics

Robert possesses a PhD. in Genetics and a BS in Criminology. He remains up to date on all the literature. He also attends and participates in lectures around the world on both standard forensics and Neo crime prevention.

His tenure as partner to The Hanging Judge has conditioned him to see patterns that might be missed by someone with more conventional training. He has a deeper understanding of the criminal mind and has developed several non-standard investigative techniques as a result.

Due to being at the forefront of the study of Neo biology, Robert is considered one of

the leading experts in the study of Neo criminology. He has developed or assisted in the development of various new methods for discovering and analyzing various evidentiary elements left behind by the usage of Powers, be they inborn, innate abilities or derived from the latest cutting edge technology or powered armor.

Despite (or perhaps because of) his past experiences as the partner of The Hanging Judge, Robert has a great amount of respect for Neos who work in tandem with law enforcement.

Stelleron

Real Name: Stelleron

Age: 16 at time of death

Height: 6'2"

Weight: 225 lbs.

Hair: Silver

Eye: Silver

Registration Number: PX9B-T7-RY3

Affiliation: N/A

Nationality: N/A

Status: Deceased



Biography

Stelleron was created from a shard of the Celestial Spire recovered by Icarus. The Celestial Spire was a solidified fragment of stellar energy left over from the big bang and incorporated into the Earth as it was forming millions of years ago. Through study of the shard, Icarus had concluded that it was possible that there were primal energies that composed it, leaving him to further suggest that it may hold a clue that would lead to the final defeat of the Purge. Once this idea developed, Icarus worked diligently for over a millennia to unlock the secrets of the shard's power, while establishing his myriad contacts and carrying out his set agenda. By the mid 20th century, he had managed to unlock a limited amount of power contained within the shard in the form of a containment field which coalesced to cover an egg-like form. Throughout the beginning of the 1960s, Icarus assisted Marcus Ramirez in starting Vanguard, Ltd., a company that focused on government defense contracts and cutting edge technology. Icarus saw the drive and ambition of Marcus and shared some of his technological knowledge with the company in order to give it just what it needed to jump to the forefront of technological innovation. Yet, he never revealed his true form or origin to Marcus.

Icarus moved the "egg" to the main headquarters of Vanguard, Ltd. and assigned the top researchers to continue monitoring the experiment. Marcus saw that his company was growing and, being the ruthless businessman he had always been, reformed the company into VanCorp in 1981, cutting off all connections with his now ex-partner Icarus; he did not forget to take the technologies with him, including the "egg". Icarus was furious over the betrayal but let his vengeance wait. There was no need to disturb what had happened, as VanCorp was still following his agenda. He managed to keep tabs on the company's progress and discovered that in 1983 the "egg" hatched and released the energy which had been contained. This energy had changed into a humanoid form while incubating and upon its release it was named Stelleron by the researchers. A new containment field was created to house Stelleron.

Stelleron amazed researchers when they realized he was a sentient being. He quickly grasped the English language in less than a month and even mastered the other languages of Earth rather quickly. Seeing his potential, the VanCorp scientists began plans for this energy being's exploitation. Stelleron, who seemed to be rather naïve to the researchers' motivations at first, managed to eventually deduce their manipulative plans for him. In 1986, the scientists were left in a state of shock as Stelleron simply walked out of his containment field and out of the facility. Stelleron became aware of the extent of his power and realized that he would have to return to his containment field for recharging after any strenuous use of his Powers in order to maintain his corporal form. He decided he would take on the role of a protector to the beings of this planet, which he believed had given him life. He manipulated his form into a version of what the Neo Champions of Earth had looked like.

The researchers, and even Marcus, were even more shocked when Stelleron returned. He confronted Marcus and explained to him that he would be no one's puppet and spoke of his chosen role for himself. Not wanting to lose this being of immense power and seeing a wonderful public relations opportunity, Marcus agreed to maintain the lab and containment field for Stelleron. Marcus was under the impression that he'd still be able to influence Stelleron since he still had control of his containment facility.

Stelleron went on to become the most powerful Neo Champion on Earth, assisting in disaster areas and combating Rogues that sought to take over his adopted world. He even assisted the Sentinels of Society on many occasions, though he never officially joined their ranks.

Icarus found in Marcus' son, Alexander, a means to strike back at Marcus and a way to keep him from taking advantage of Stelleron. He was able to mastermind a plot in which he saved the young Alexander's life and revealed to him his true form. He promised Alexander that he would become one of the most powerful businessmen in the world if he would follow Icarus' plan. He set out to help Alexander establish Ramirez Enterprises, a subsidiary of VanCorp. Not knowing of Icarus' involvement, Marcus was extremely impressed with his son's ability and promoted the young man, turning maintenance of Stelleron's containment field over to Ramirez Enterprises. With Icarus' influence, Ramirez Enterprises' researchers were able to negate Stelleron's dependence on the containment field. Now, he was able to recharge his Powers simply by absorbing the ambient stellar energy that existed throughout the universe. He would soar out into the galaxy and then enter a comatose state for a short period of time while allowing his body to recharge.

In 1999, Stelleron sacrificed himself by channeling all of his energy into Vanguardian's energy absorbing shield. He then had Vanguardian redirect it at the Purge's mother ship and repelled their attack on Autumn Arbor.

A great statue of Stelleron was erected in the city and stands as a memorial to his sacrifice.

Personality Profile

Stelleron is not only noble but also completely Heroic. He's very logical and does not hesitate to point out any flaws he spots in an opponent's ideology. He prefers to initiate a dialogue with adversaries and avoid physical conflict. Once that strategy has failed, Stelleron will bring his full Powers to bear, usually bringing the battle to an end in moments. He may come across as a bit simple and naïve but is in fact highly intelligent and wise.

Known Tactics

Stelleron is an immensely powerful sentient energy being that can fly at light speed and even survive in space; he has no need to eat or breathe and his body is constantly storing stellar energy to sustain him. He has incredible power and can deliver incredibly strong blasts of energy and possesses super human Strength (he can lift approximately 80 tons). He receives and transmits energy frequencies which allows him to communicate via radio waves. In addition to all these abilities, he is capable of super human speed and can share the ability by extending his energy around any allies within a 10 foot range.

Vanguardian

Real Name: Dominick DiAngelo

Age: 32

Height: 6'3"

Weight: 225lbs

Hair: Black

Eye: Blue

Registration Number: XTR5-78-0163

Affiliation: VanCorp

Nationality: American, no known criminal record

Status: Active

Biography

Dominick is the eldest son of Jacob and Maria DiAngelo and was raised in a blue-collar family in Autumn Arbor. Jacob was a city police detective attached to the vice squad.

After Maria's death while giving birth to their second and last child, Anthony, when Dominick was 2 years old, Jacob was faced with raising both children on his own. Realizing it would be difficult on a police salary and with the heavy work hours, Jacob, a Neo in his own right, began using his phase-shifting abilities to supplement his income. Over the next several years, Jacob became a master thief, able to walk through walls and bypass even the most sophisticated security devices and eventually left the Police Force.

When Dominick was 8 years old, his father broke into a secure VanCorp facility and managed to escape with what he thought was a prototype for a new technology, a prototype he hoped to sell on the black market to other corporate interests in competition with VanCorp. What Jacob did not realize was that the technology was actually alien in nature and was recovered nearly 30 years ago from Roswell, New Mexico.

As Jacob prepared to offer the device on the black market, the alien Nanites that formed the technology began communicating with young Dominick, who was himself an unrealized Neo with latent machine-telepathy abilities. At first permeating his dreams with images of a great galactic war and later with a destiny to become one with the technology, Dominick's mind was awakened. Not realizing what he was doing, the 8 year old boy instinctively activated the device, a feat that VanCorp scientists had been unable to achieve over the past decades.

Afraid of the device and what it had done to his son's mind, Jacob approached VanCorp, admitted what he had done, and offered to return their stolen technology in exchange for them helping to figure out what the device had done to Dominick. Marcus Ramirez, the head of the corporation and never one to miss an opportunity, saw the situation as a great boon for VanCorp. In exchange for not pressing charges, Jacob would use his unique Neo abilities in service to VanCorp, assuming a position as their security advisor. Meanwhile, Dominick would attend a private school owned by the corporation where we would receive not only a formal education but also a focused

education on technology. Upon graduation, he would work for VanCorp. Jacob spoke with his son and the two of them agreed to pursue the course of action.

Over the next 10 years, Dominick gained one of the best educations available anywhere in the world. He became an expert in over a dozen fields, received first-hand practical knowledge on advance physics and quantum science, and was able to study various pieces of alien technology recovered from Roswell and other places around the globe.

But Dominick's defining moment would come when he was 21 years old.

Having studied and applied the alien technology originally stolen by Jacob for over a decade, VanCorp had learned that not only was the device a containment harness for an advanced form of Nanotechnology Armor, but that the device itself seemed accessible only through its mental link with Dominick DiAngelo. Wishing to capitalize on the surging popularity of Neo Champions, VanCorp designed the Vanguardian campaign, a corporate Hero owned and marketed by VanCorp that would eventually become the premiere franchise the world-over.

Dominick DiAngelo was chosen out of necessity to be Vanguardian.

Despite his father's private protests that Vanguardian would be too much for the young man to handle, Dominick believed in the essence of the campaign and believed he could use his connection with the suit to do good for the city of Autumn Arbor and the rest of the world.

After a year in training learning to harness the various energy absorption and channeling capabilities of the Vanguardian Armor, Vanguardian debuted when Xombehemoth made its latest attack against the city.

His debut was also nearly his demise when, not fully trained in applied combat tactics, Dominick was nearly killed and the suit nearly damaged beyond its ability to self-repair.

The tracking beacon implanted in the armor was destroyed and VanCorp was unable to find Dominick as he lay bleeding on the streets, the suit already retracted into its containment harness. Dominick's life was saved only by the arrival of a young trauma nurse, Tori Flinn, who was rushing to save lives even as the Sentinels of Society and Daring Dynasty struggled to contain the Xombehemoth.

Believing Dominick to be a casualty of the battle which had thus far destroyed 6 city blocks, Tori had Dominick rushed to a nearby hospital where he was listed in stable but critical condition.

After several hours in intensive care, Dominick was tracked down by VanCorp and transferred to one of their private facilities. Upon his recovery and learning of the daring young nurse that saved his life, Dominick returned to Arbor Memorial Hospital to thank her.

What started as a cup of coffee in the hospital cafeteria blossomed into a steady relationship.

Although VanCorp Executives were against Dominick maintaining any sort of serious outside relationship due to the need to protect his identity, Dominick disregarded their protests



and continued to date Tori. Claiming he worked for VanCorp as the public relations manager for Vanguardian, Dominick somehow managed to divide his time between the woman he loved and the job he was bound to do.

Three years into their relationship, as Vanguardian received advanced combat training and continued to protect both Autumn Arbor and the world from such threats as the Anarchitect, Blaid International, and many others, Dominick and Tori were married. A year later they had their first child, Gregory Jacob DiAngelo.

Dominick and his father, now the chief of VanCorp security, maintained a close and healthy relationship. Jacob was an active grandfather, often times stepping in to help Tori with Greg while Dominick secretly maintained his responsibilities as Vanguardian.

During Gregory's second year, tragedy struck not only the DiAngelo family but all of Autumn Arbor. The alien race known only as the Purge attacked the City of Legends in a campaign to eliminate the most powerful Neos in the galaxy – the Neos of Earth. In a battle that lasted over 2 days, the Neos of Earth gathered over Autumn Arbor and engaged the alien fleet. During the war, hundreds of Neos and thousands of citizens died. Much of Autumn Arbor was destroyed, including the VanCorp building in the heart of Cedar Valley. Though Vanguardian and Stelleron dealt the definitive blow to the invaders, it was too late to save Jacob DiAngelo, who was in the VanCorp building when it collapsed after an alien fighter exploded into its side.

Jacob's body was never recovered and Dominick and Tori buried an empty casket. As Autumn Arbor began its own healing and rebuilding, Dominick and Tori gave birth to their second child, Vincent Dominick DiAngelo, one year after the invasion.

Since the invasion and the rebuilding of Autumn Arbor, Vanguardian has continued to serve as the premier Champion of The City of Legends, due in large part to the extensive and ongoing VanCorp media franchising. He is one of the most recognized Heroes in the world and the media created slogan "Wherever there is a crisis. Wherever there is trouble. Vanguardian is there!" has become a household phrase.

Still, Vanguardian's greatest struggle is with his personal life. Due to escalating crime across the globe, Dominick finds himself at home less and less. This has caused an undue amount of stress on his marriage. His wife has begun having a secret affair and his eldest son is becoming increasingly resentful that his father spends more time on Vanguardian's public image than in being with him.

Unless Dominick can learn to balance the two halves of his life, it is unlikely he will be able to continue to exist as both a Champion and a father/husband.

Personality Profile

Dominick DiAngelo is a highly educated individual torn by his sense of commitment to his family, his duties as Vanguardian, and his increasing dislike of VanCorp. He considers himself a devoted father, doing all he can to be there for his sons and participate in their upbringing. Unfortunately, he is also intensely devoted to Vanguardian and what the image stands for, knowing he is the only individual capable of harnessing the suit and believing completely in the world's need for Vanguardian's protection.

Dominick and Tori have grown apart in recent years and this has caused him great stress. As a result, he has become more rash and short tempered when on the job and Vanguardian has nearly gone too far on numerous occasions, stopping just short of killing several powerful Neos.

Dominick has no love for VanCorp. He detests their media and franchising campaigns, particularly the 1998 campaign that saw them market Vanguardian's efforts at rescue and relief following the Purge invasion. He regularly disobeys direct orders from his superiors in the corporation, instead doing what he knows is right and focusing on what Vanguardian stands for to the world population: integrity, honesty, and conviction.

Known Tactics

Vanguardian is a technological Hero, his abilities derived from the alien Nanite Armor used by Dominick DiAngelo. Vanguardian's suit is resistant to weapons up to .357 caliber and is capable of self-repair functions.

By creating an energy shield from his left arm, Vanguardian can absorb incoming energy-based attacks. The absorbed energy is then channeled through the armor and can be used to create a Force Field capable of withstanding a single direct hit from a surface-to-surface missile, increase the physical Strength output of the suit allowing him to press up to 5 tons and punch through solid concrete, or channel the absorbed energy into counterattacks up to equal magnitude.

The energy shield's absorption ability also allows Vanguardian to absorb gravitational forces directly around his body, giving Vanguardian flight capabilities with a top speed of Mach 1, though flying at such speeds rapidly depletes the suit's internal energy reserves.

His helmet also contains a vast array of readouts, including energy reserves, energy output, and current physical limitations. The helmet also provides Vanguardian with a 360-degree view, preventing enemies from flanking or ambushing him.

Dominick is highly trained in combat with the Vanguardian armor. He can use the shield to absorb attacks reflexively and immediately assesses the best way to channel or redirect the energy. Vanguardian has single-handedly Incapacitated nearly a dozen Mundane foes in under 12 seconds.



Gun-Runners

The Gun-Runners are a small unit that has suffered a few setbacks in recent years, including the imprisonment of their commander and founder, Full Metal Jacket; they have nonetheless remained a force to be reckoned with in the Neo underworld.

The Rogue Super Team's roster currently consists of Full Metal Jacket, Silo, Fire-Arm, and Maiden America and the Gun-Runners operate as international information and weapons brokers. They are regularly utilized by various Neo criminal masterminds, such as the Anarchitect, Iron Reich, Lord Wyverncrest, and even VanCorp, to supply and transport black market munitions as well as acting as a ready-made source of information on various Rogue, Champion, and corporate entities.

In recent years, the Gun-Runners have been hired by VanCorp for a new series of operations involving attacks against Autumn Arbor. Although the Super Team usually conducts such operations via the supplying of the necessary resources to other gangs and mercenary units, occasionally they have conducted various operations themselves. Although regularly opposed by Vanguardian, VanCorp has secretly secured their escape or release on each occasion. After all, the primary purpose of the clandestine operations is simple - further the public image of VanCorp's primary franchise, Vanguardian.

Fire-Arm

Real Name: Caleb Norman

Age: 26

Weight: 197 lbs

Hair: Dark Brown

Eye: Dark Gray

NCB Case Number: 9506-J5-L0P

Affiliation: Gun-Runners

Nationality: Italian American, known criminal record

Status: Active

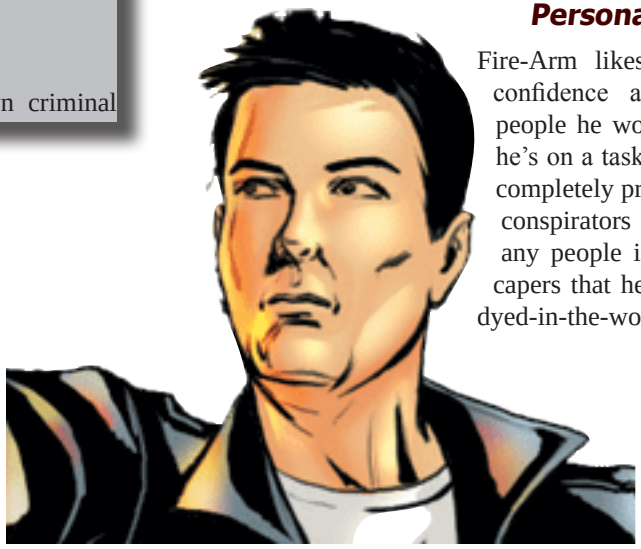
Biography

If you ask Fire-Arm, he'll tell you he's always had it rough. If you ask anyone that knows him, they'll tell you he makes his own trouble. The truth lies somewhere in between. It was at the age of 19 that young Caleb Norman decided to sneak around the military research installation he lived near. He was awed by the energy researchers' strange technology but when the experiments went haywire, he was struck in the arm with a plasma beam. The same beam that melted holes in the lab walls only threw Caleb across the room. Instead of being set on fire, the plasma caused a spontaneous mutation and bonded with his genes.

The scientists and guards came to take the young man into custody but during his frantic attempts to ward them off he realized that his fingertips were glowing. This newly discovered Power helped him to get away but it came with a price. By the time he stopped running, the ends of his fingernails were starting to fade. The escape put Caleb in the news, raised his notoriety in the criminal world, and attracted the attention of the Anarchitect, who promised him safety in exchange for helping defeat the Sentinels of Society. Half of Caleb's left arm changed completely into liquid plasma before the Anarchitect was able to perfect a device to prevent the plasma from spreading and corrupting the rest of his body.

Taking the name Fire-Arm, Caleb started doing odd jobs for the Anarchitect, learning from the evil engineer and helping with his shady dealings. But Fire-Arm's thanks never lasted long. He was soon restless and skipped out on the Anarchitect's crew to search for bigger and better opportunities. One such business lead came when word reached him that Full Metal Jacket, a well-known criminal in Autumn Arbor, was looking for a few helping hands and offering a sizeable payoff. It didn't take long for both sides to realize that it was a successful working relationship and Fire-Arm was brought into the Gun-Runners on a permanent basis.

More recently, the capture of Full Metal Jacket by the Sentinels of Society has thrown the Gun-Runners into disarray. Fire-Arm is now extremely paranoid about being caught and has been mostly laying low since the capture. When he went with Silo to meet a new Rogue named Maiden America, her success on her own instilled some confidence in him and he looks forward to more jobs with this newcomer.



Personality Profile

Fire-Arm likes to play off of the confidence and emotions of the people he works with. Even when he's on a task, he finds it hard to be completely professional with his co-conspirators and would clash with any people involved in one of his capers that he feels are too stoic or dyed-in-the-wool.

Particularly since the accident that led to Full Metal Jacket's incarceration, Fire-Arm has become


Gunrunners

much more cautious on the jobs he takes. He knows one minor slip could cost him his life or the lives of several others. Even though Full Metal Jacket is not dead, avoiding being captured is a particular obsession of Fire-Arm's.

Known Tactics

Fire-Arm is fond of using the intense heat of his arm to melt away metals, such as an enemy's gun. Disarming his opponents in this fashion is a special kind of irony for the Rogue.

In some past fights, Fire-Arm has scarred an opponent with a simple touch. His anger and fear affect the intensity of the heat produced in his arm and under very stressful circumstances he might lose his ability to control the flames.

Fire-Arm is also very skilled in martial arts. He tends to use

Full Metal Jacket

Real Name: Harold Simms

Age: 46

Height: 5'11" (armor 6'3", or shrunk 4")

Weight: 192 lbs

Hair: Brown, Balding

Eye: Brown

NCB Case Number: DN4T-T8-EJ2

Affiliation: Gun-Runners

Nationality: American, known criminal record

Status: Incarcerated

Biography

His parents and his teachers quickly labeled Harold Simms as a classic case of wasted potential. He was a brilliant but lazy technological genius from an upper middle class family. Harold blew his chance at college scholarships when he was caught selling test answers his senior year in high school and instead signed up for the U.S. Army. Mr. and Mrs. Simms hoped that it would set their son straight.



Harold became a Staff Sergeant in the motor pool but was dishonorably discharged from the service when the black market arrangement he had with organized crime was exposed. He managed to avoid a court marshal because of the lack of evidence that implicated him directly.

Harold then attended and graduated from Autumn University where he continued his brokering enterprises with a customer base mostly comprised of students. After college, Harold landed a job as a research assistant to Dr. Carl Freeman, later known as Dragonfly, working on his Nano-Field experiments.

When the experiments were looking promising, Harold saw his chance to take advantage of the situation. He stole the prototype design plans and saw an opportunity to expand his career. He built his own Nano-Field suit and became a Neo thief-for-hire and information/weapons broker. That suit is what earned him the name Full Metal Jacket.

After too many jobs were interrupted due to Neo Champion interference, Harold realized he could better protect his cargo and increase his revenue if he had his own Super Team. Through his various contacts, he organized a number of like-minded individuals into the Gun-Runners, a band of mercenary middle men. Originally the Super Team's roster consisted of Full Metal Jacket, Silo, and Fire-Arm.

The Gun-Runners performed jobs for such clients as The Iron Reich, Lord Wyverncrest, the Anarchitect, the Terenza, Barludi, and other mafia families, and even VanCorp and other business entities involved in corporate espionage.

Unfortunately, Harold has spent the last 2 years incarcerated at Solitaire Island Federal prison, having been captured by his former mentor, Dragonfly, and the Sentinels of Society. The rest of the Gun-Runners escaped and Silo took over running the group in their leader's forced absence.

Full Metal Jacket now plots his revenge as he waits for his Super Team to break him out but after 2 years he is wondering if they ever will.

Personality Profile

Full Metal Jacket is very intelligent and an excellent strategist. He has plenty of technical savvy, as evidenced by the fact that he hand-assembled his armor suit on his own. If he was more motivated from a scientific perspective and less from a financial one he would have had a solid future in the research sector.

He has a very mercenary approach to jobs, whether it's delivering restricted technology to the highest bidder or taking on search and destroy missions. All that matters is that the money is right and the Gun-Runners will be on the case.

Dealing in black market weapons technology is not an honest business and Full Metal Jacket has seen plenty of attempted double dealings. For his part, this has made him increasingly paranoid and much less trusting of anyone but his closest associates.

Known Tactics

Full Metal Jacket is the commander of the Gun-Runners, choosing their assignments and dictating their maneuvers in combat.

His armor creates a Nano-Field that allows him to shrink to about 4" tall. This armor is based on the technology that Harold stole from Dr. Freeman's labs. The energy released from the shrinking is contained within a Force Field generated by the suit. This energy can be channeled through the guns on the suit or be used to make the suit fly very fast and make incredibly sharp turns.

He will often encase a delivery in a Nano-Field to reduce larger objects (i.e. an entire weapons cache) for easier transport to the client.

Maiden America

Real Name: Karen Reddick

Age: 29

Height: 5'9"

Weight: Including Cybernetic Legs (275 lbs) total 415 lbs.

Hair: Blond

Eye: Green

NCB Case Number: HJ03-43-98G

Affiliation: Gun-Runners

Nationality: American, known criminal record

Status: Active

Biography

At the age of 20, Karen began a career which led to her becoming a very successful scientist for a super-technology corporation. She married a gentleman whom she had known for several years named John Reddick. Within the first year of marriage, she became pregnant and gave birth to their daughter, Gillian Reddick, at the age of 22. The couple agreed that Karen would return to work and John would stay at home to take care of Gillian.

Then life took an unexpected turn. A project at work went seriously wrong and nearly took Karen's life. While knocked unconscious by falling debris, Karen's legs were crushed by an even larger portion of the ceiling. After trying everything they could think of to save Karen's legs, the doctors were forced to amputate. Karen was finally released and allowed to go home.

Unfortunately, her hopes of regaining even a fragment of a normal lifestyle were smashed as John became distant and started undergoing a period of heavy drinking. John worsened after seeing one bill after another from the accident and began abusing Karen, putting all the blame on her and telling her that everything going wrong was her fault. Karen realized she had to do something in order to keep the house and not let down her daughter. Using her abilities as a technology genius, she started on her own project from a workstation in her basement.

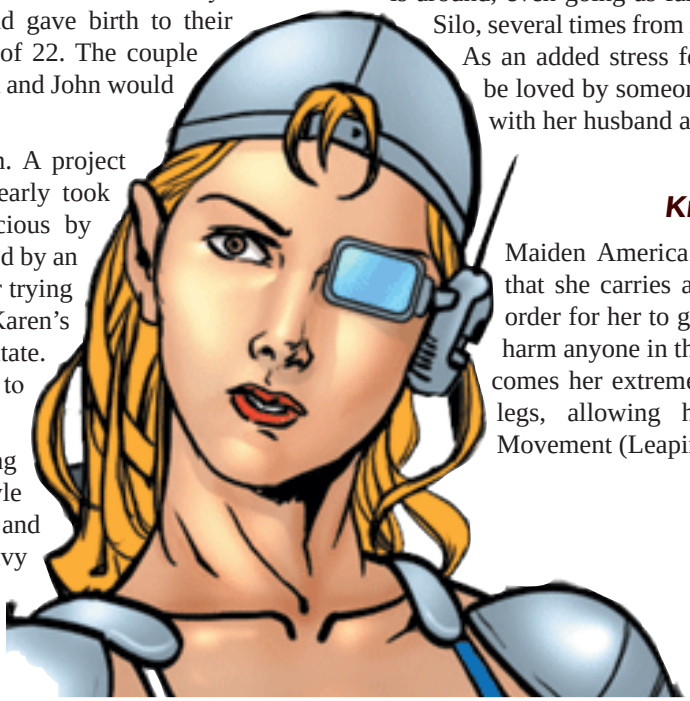
She began creating cybernetic legs.

Once she tested the limitations of the legs, she began very carefully planning the necessary steps to getting the money they desperately needed. Finally, when she became confident enough in the proper workings of her cybernetic legs, Karen robbed the First National Bank of Autumn Arbor for over a quarter of a million dollars. She stashed the money away but unfortunately her inexperience as a criminal caused her to make a fatal mistake. Within hours of the robbery, security tapes were being broadcast all over the news. Knowing that her husband watched the news and would probably get a glimpse of it soon, she decided not to return home and with no choice but to leave her daughter behind in the hands of a man she knew had become dangerous and abusive.

The press then dubbed Karen with the codename Maiden America. Nearly seven months after the robbery had taken place, a mysterious man by the name of Live Wire confronted Karen in the back of a dark bar, giving her advice on where to go to find some work. She soon met with two members of the Gun-Runners, Silo and Fire-Arm. She was immediately given a position on the Super Team and within the first few months she had created several helpful devices and also trained herself in the use of firearms.

Personality Profile

Though she tries to appear as a hardened criminal, Karen really doesn't want to hurt anybody, as deep down she is the same understanding and loving mother, wife, and friend she was before leaving her family. She has strict guidelines that she follows, making sure that nobody gets hurt or dies while she is around, even going as far as stopping fellow teammate, Silo, several times from injuring people in her presence. As an added stress for her personally, she longs to be loved by someone since leaving behind her life with her husband and daughter.



Known Tactics

Maiden America has special non-lethal ammo that she carries along with her various guns in order for her to get in, get her job done, and not harm anyone in the process. Along with the guns comes her extreme Strength from her cybernetic legs, allowing her to have limited Hyper-Movement (Leaping and Speed).

Silo

Real Name: Shane Ferrison

Age: 25

Height: 5'7"

Weight: 158 lbs

Hair: Blond

Eye: Brown

NCB Case Number: 860K-U0-OL2

Affiliation: Gun-Runners

Nationality: American, no known criminal record

Status: Active

Biography

A native New Yorker, Shane Ferrison earned a reputation as a technical whiz by winning every science fair in his borough. Ever since he could hold tools, he had started disassembling appliances and adding some electronics to make something completely new. In his own mind, Shane was a mad scientist experimenting on the kitchen table.

The flipside of that coin was that he was an unpopular geek and a target for bullies. When Shane became a teenager, he decided that enough was enough and set to work on a machine that could take revenge on everyone who had picked on him throughout the years.

The mechanical genius was about to complete the suit by the time he turned 16 years old. Along the way, his focus changed from getting revenge to becoming powerful. He started as a small-time crook and climbed quickly up the ladder by getting all his criminal activity reported in the media. From the styles of the crimes, the local mob bosses and gang lords knew that this was not any of their men and did their own digging to find out just who he was.

It was members of the mafia who found Shane first and they dismissively moved to rub out the metal troublemaker. The one mistake that the mafia made was attacking while he was in the suit because they never figured out just who was inside. His suit withstood more damage then they imagined and Shane was able to survive and get away.

At the age of 19, Shane decided he didn't want to be that same person he was in school and that starting over in another town would be best. Just to make sure the mafia couldn't easily track him down, he changed his name and became Silo.



Starting back at the bottom of the criminal food-chain in Autumn Arbor, Silo ran into a criminal who was well known throughout the area, Full Metal Jacket. Silo was the one who came to Full Metal Jacket with the idea of becoming partners in crime. Everything was equal for the first few months but then the older and craftier Full Metal Jacket took more control over their operations.

For the first 2 years, they worked together with only hired help, until Full Metal Jacket recruited a man he had worked with previously on a few small jobs, Fire-Arm.

Many lucrative contracts later, there was a deal with the Masqueraders that was crashed by the Sentinels of Society. Silo and Fire-Arm were able to get away but their leader was arrested. Silo took charge of the group, though at first he was following every command from the absent Full Metal Jacket.

As he became more comfortable with the situation, Silo decided to take matters into his own hands and recruited a new member for the group, Maiden America.

Silo is still taking orders from Full Metal Jacket but still has not planned the recovery mission to break him out of prison.

Personality Profile

Silo is a stereotypical know-it-all and not just intellectually. He knows what he wants and does whatever it takes to make it happen. He absolutely hates being wrong.

When he is in his armored suit, Silo's ego goes wild. He has so much faith in his genius and craftsmanship that he feels indestructible, even if he isn't powered up. Silo has a similarly conceited opinion about anything else he builds.

That conceit about his armor comes to the fore when he is facing other Neos in suits. In those circumstances, Silo's main goal is to show who is better at building a machine and it has interfered with his ability to complete missions.

Known Tactics

The years of bullying have turned Silo into a bully. The power of intimidation does most of his work for him. Intimidating a person into doing whatever he wants is how Silo feels he has best accomplished his missions.

When in need of an entrance or exit, he has no qualms about turning into tank mode and bursting straight through walls.

The guns on his shoulders are ideal for opponents on the ground or in a sniper's position, but his homing missiles, using his own custom-built sensors, are what he uses to track assaults from the sky and are his favorite ammo, in no small part because he feels his genius is unstoppable.

The suit can be operated by a small remote control unit that Shane keeps on his person. It unfolds into a palm-sized Gadget that resembles a complex video game controller.

Solo Rogues

Arkainon

Real Name: Arkainon

Age: over 10,000

Height: 5'9"

Weight: 148 lbs

Hair: White

Eye: Gray

NCB Case Number: No Record

Affiliation: helped establish the Iron Reich, Monarch of many extra dimensional empires

Nationality: Monarch of many extra dimensional empires

Status: Active

Biography

Born to a Stone Age tribe of primitive man, Arkainon became the shamanistic leader of his tribe of nomadic wanderers. In their travels, they came across the Celestial Spire, an incredible source of unimaginable energy and a remnant of the universe from before the Big Bang that was incorporated into the Earth as it formed millennia ago. He became fascinated with the Celestial Spire and spent many years exploring its secrets, eventually sacrificing his entire tribe to harness the power contained within the construct, thus gaining immortality and the ability manipulate the powerful energies contained within.

He amassed new followers and imparted a fraction of what he had discovered about the Celestial Spire energies to his disciples. As Arkainon's power grew, he established a community that would grow into a great empire.

Atlantis.

Over the centuries Atlantis grew in power and attracted the attention of the alien Menzati. They established communication with the ruling council of Atlantis and shared a portion of their knowledge, including information on space travel and the Purge threat. The Menzati also began their experiments on the Atlanteans, creating the first of what would later become known as Neos.

Envious of the power the Menzati wielded, Arkainon devised a ploy to betray them. He instigated a young Atlantean scientist, Icarus, to ignore the Menzati warnings of space travel in the hopes of bringing the Purge to Earth to do his dirty work. The plot worked too well; the Purge were more powerful then he realized and destroyed not only Atlantis but the Celestial Spire as well, shattering it and sending fragments of it across the globe. Arkainon managed to use the knowledge he had gleamed from the Celestial Spire to open a dimensional gateway and fled.

He left the Earth on a dimensional quest to amass more power, pillaging other worlds and becoming an even more powerful sorcerer and able to manipulate the very fabric of the reality. He established strongholds on many worlds throughout the dimensions, setting himself up as a god and ruling over them with an iron fist. On one such dimensional plane he was accosted by a vile native demon, Incindari, that he bound to his service as his familiar and uses as a focus for his Mystical might.

Arkainon planned to return to Earth and use his Power to create a bridge between all of the dimensions he had conquered, using Earth as a staging ground for his vengeance against the Purge. He returned to Earth during World War II and entered into an alliance with Adolph Hitler, becoming his advisor. Not wanting to have to contend with other beings of incredible personal power, namely Neos, he convinced Hitler that research into developing super-beings was not the way to proceed and sabotaged and discredited the Neo research projects that the Germans were developing. Hitler's fascination with the arcane was encouraged by Arkainon and they began the formation of the Iron Reich, a top secret army that incorporated Arkainon's Mystical Power and the technological marvels of the age into a legion that was bent on global domination.

Before he could bring the might of the Iron Reich to bear against the Allied forces, Germany was defeated and Hitler committed suicide. In a fit of rage, Arkainon ordered the Iron Reich to attack the concentration camps and kill all of the prisoners. The Sentinels of Society interrupted the massacre and through a hard fought battle defeated the Mystically powered war machines. The powerful and enigmatic Citizen Stranger managed to use his vast telepathic abilities to assault Arkainon and both were seemingly killed in the exchange, although Arkainon actually managed to escape through the dimensions using his magic.

He has returned to Earth a few times since World War II to orchestrate plots of conquest but has been thwarted by the Neos time and again. Arkainon has not been seen in many years, likely continuing to amass his power in his other dimensional realms and preparing for his ultimate conquest.

Personality Profile

Arkainon is a power hungry inter-dimensional tyrant. He is obsessed with conquering his home planet of Earth, the one place where his plans of conquest have been thwarted time and again. Arkainon sees himself as the predestined ruler of all existence

and views no one as his equal; they are nothing more than pawns in his grand scheme. He presents a haughty and blatantly condescending attitude towards all others.

He has a deep resentment of Neos and other beings of great personal might which he views as a threat to his goals. This is why he develops magical and technological weapons for his minions, granting them power that is still under his control. Arkainon is a master manipulator and, knowing that time is on his side, has many long term plots in motion, with the ultimate subjugation of all existence as his final goal.

Known Tactics

A sorcerer of tremendous power, Arkainon can employ his magic for just about any use: elemental eldritch blasts and shields, dimensional gateways, transformation of himself and others, illusions, mental control, and more. His mastery of Mystical forces also allows him to disrupt magical energies controlled by others. When in close proximity of his familiar demon, Incindari, his sorcerous might is even further enhanced

Although his personal power is staggering, Arkainon prefers to use his minions to carry out his schemes, only entering into personal combat against very powerful opponents and then only when they have invoked his deadly ire.

Incindari

Real Name: Incindari

Age: N/A

Height: 2'5"

Weight: 75 lbs

Hair: None

Eye: Green

NCB Case Number: No Record

Affiliation: Minion/familiar of Arkainon

Nationality: Extra dimensional entity

Status: Active

Biography

The demon known as Incindari was found by Arkainon during his dimensional travels. The demon made the mistake of assailing Arkainon with its magic and sorely underestimated the might of Arkainon and was defeated. Vowing service to this powerful sorcerer, Incindari entered into a pact with Arkainon to be his servant and familiar. The mischievous entity has since accompanied his master on his dimensional travels acting as a focus for Arkainon's Power.

Incindari came to Earth for the first time in the 1940s when Arkainon formed an alliance with Hitler and his regime and marveled at this world where his Powers to create chaos could flourish. The demonic familiar became separated from his master during the conflict with the Sentinels of Society at the end of World War II after Arkainon's defeat and his retreat from the Earth dimension.

He was summoned back to his master's extra dimensional stronghold and punished for his failure. Arkainon banished Incindari back to Earth to create chaos among the populace, compile information on the progress of the world, and prepare for Arkainon's plans for conquest. His malicious schemes have involved using his magic to test the Powers and abilities of the super-human Champions that caused his master's defeat. As a result, the Daring Dynasty, Germaine Investigations, Inc., and especially the Sentinels of Society have been assailed by demonically animated items transformed by Incindari's Powers. The imp has also granted a bit of his Power to unstable criminally minded individuals to further the reign of chaos that Incindari endeavors to create. One such case is the wand used by Slapstick of the MWA, which Incindari infused with sorcerous Power.

Incindari is occasionally summoned back to his master to report on his progress and is then returned to Earth to continue the preparations.

Personality Profile

Incindari is a vicious, evil prankster that takes great pleasure in creating chaos and tormenting his foes. He feels responsible for Arkainon's failure to successfully conquer the Earth dimension at the end of World War II, and is determined to create as much turmoil in the world to ensure Arkainon's successful conquest when next he returns. Incindari is totally devoted to his master.

Known Tactics

Incindari can use his magic to transform inanimate objects into demonic creatures under his control (light posts into giant fanged light bulb headed worms, cars into fanged maw wheeled beasts, a Hero's cape into a flying, suffocating stingray creature, et cetera). The objects return to their normal form if he stops concentrating on them.

He can render himself and others invisible. Incindari rarely shows himself to adversaries, preferring to remain undetected as he manipulates objects in the vicinity of his foes.

The demon is also adept at crafting Mystical Artifacts imbued with permanent arcane Powers. He has distributed these Mystical Artifacts to various individuals that he feels will add to the chaos that he is cultivating in the preparation for his master's return to Earth.

When assisting Arkainon, Incindari acts as a Power focus for the dread sorcerer, able to boost his master's Mystical might considerably. He follows Arkainon's orders with complete loyalty and will remain by his master's side until given leave to go elsewhere. While assisting Arkainon, Incindari will only use his own Powers at his master's direction since he cannot act as Arkainon's Power focus if engaging his other abilities.

Bone-Spur

Real Name: Patrick Moretti

Age: 39

Height: 6'4"

Weight: 260 lbs

Hair: None

Eyes: Brown

NCB Case Number: 87S4-7F4-835

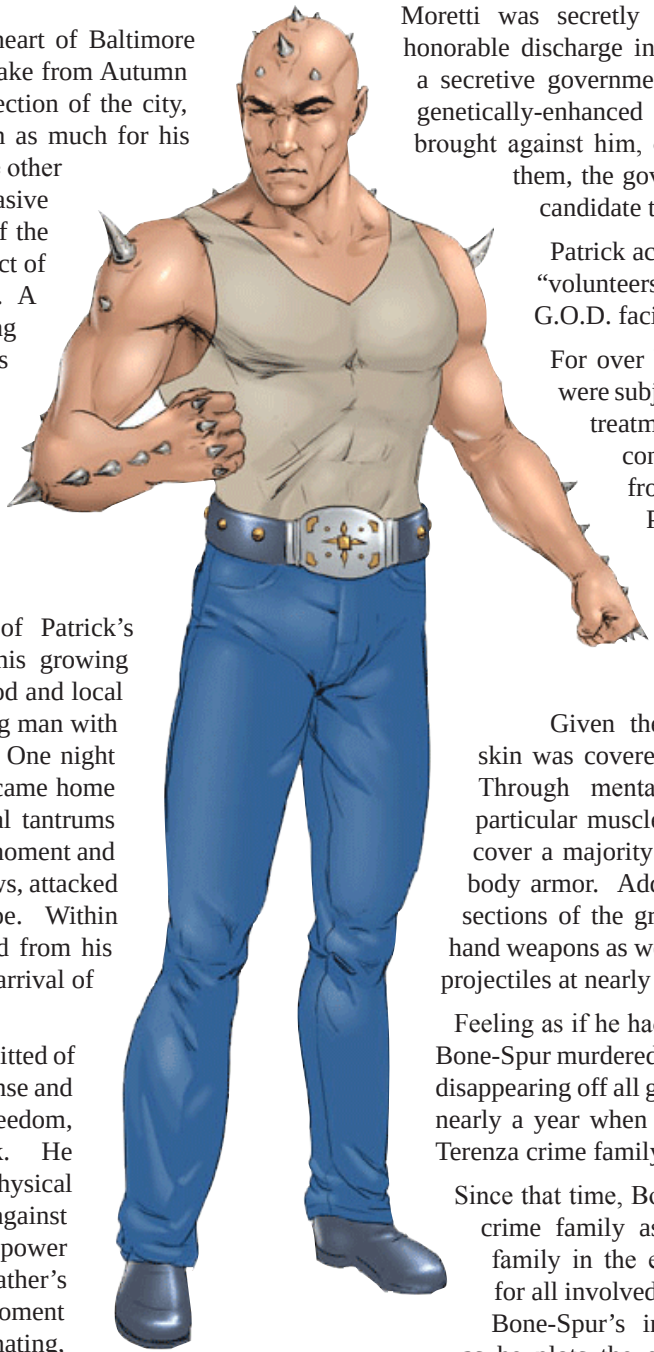
Affiliation: Barludi Crime Family

Nationality: American, known criminal record

Status: Active

Biography

Patrick Moretti was born in the heart of Baltimore City, located north along the Chesapeake from Autumn Arbor. Raised in the north-eastern section of the city, Patrick was a tough street kid known as much for his ferocity in a fight as his bullying of the other kids in the neighborhood. His abrasive nature, however, was less a product of the tough neighborhood and more a product of his father's verbal and physical abuse. A dock-worker at one of the many shipping ports for Baltimore, Jack Moretti was a heavy drinker unsatisfied with his life. He would come home from his frequent late-nights at the bar and if he wasn't shoving and hitting Patrick's mother then he was taking his frustrations out on his growing teenage son.



Unfortunately, the combination of Patrick's beatings at the hands of Jack and his growing reputation throughout the neighborhood and local gangs as an enforcer imbued the young man with a dangerous sense of empowerment. One night when Patrick was 17 years old, Jack came home and launched into one of his physical tantrums against his wife. Patrick, seizing the moment and understanding well the self defense laws, attacked his father with a length of metal pipe. Within moments, Jack lay in a pool of blood from his crushed skull and Patrick awaited the arrival of the BCPD.

As he'd expected, Patrick was acquitted of the charges on the grounds of self defense and defense of his mother. Despite his freedom, the experience had changed Patrick. He realized that he not only enjoyed physical confrontation and proving himself against others but he thoroughly enjoyed the power he felt in that moment he ended his father's life. Patrick Moretti realized at that moment that he was a killer, a natural at dominating, controlling, and ending the lives of others.

He knew of only one place where he could allow the thing within him to roam free, though he would have to be careful to disguise its true form.

Patrick joined the United States Marine Corps.

Patrick excelled in his training and became an expert in hand-to-hand combat and over three dozen firearms. Over the next several years, he participated in several operations overseas and earned a reputation as a fierce soldier and a cunning tactician. Eventually assigned to one of the top infantry units, he was one of the first to be deployed during the Gulf War.

Receiving both the Bronze Star and Purple Heart for his efforts during Operation Desert Storm, Patrick was a well respected soldier and commander. Unfortunately, his accolades would soon be stripped when allegations came to light of his torture of prisoners of war. Brought before a court marshal, Moretti was secretly offered a chance to receive an honorable discharge in exchange for his participation in a secretive government program to create the ultimate genetically-enhanced soldiers. Despite the charges brought against him, or perhaps specifically because of them, the government felt that he was a perfect candidate to undergo the treatment.

Patrick accepted and along with eleven other "volunteers" was shipped off to a hidden G.O.D. facility deep in Germany.

For over half a year, Patrick and the others were subjected to grueling tests and torturous treatments. By the time the process was concluded, all test subjects had died from the physical strain except for Patrick. Not only did he survive, but he became something more than he had ever imagined and a perfect extension of the bestial darkness he always knew resided just beneath his surface.

Given the codename Bone-Spur, Patrick's skin was covered in a dense, bone-like substance. Through mental direction and the flexing of particular muscles, he could extend the grafting to cover a majority of his body in a form of biologic body armor. Additionally, he could extend various sections of the grafting to form incredible hand-to-hand weapons as well as project them from his body as projectiles at nearly 100 mph.

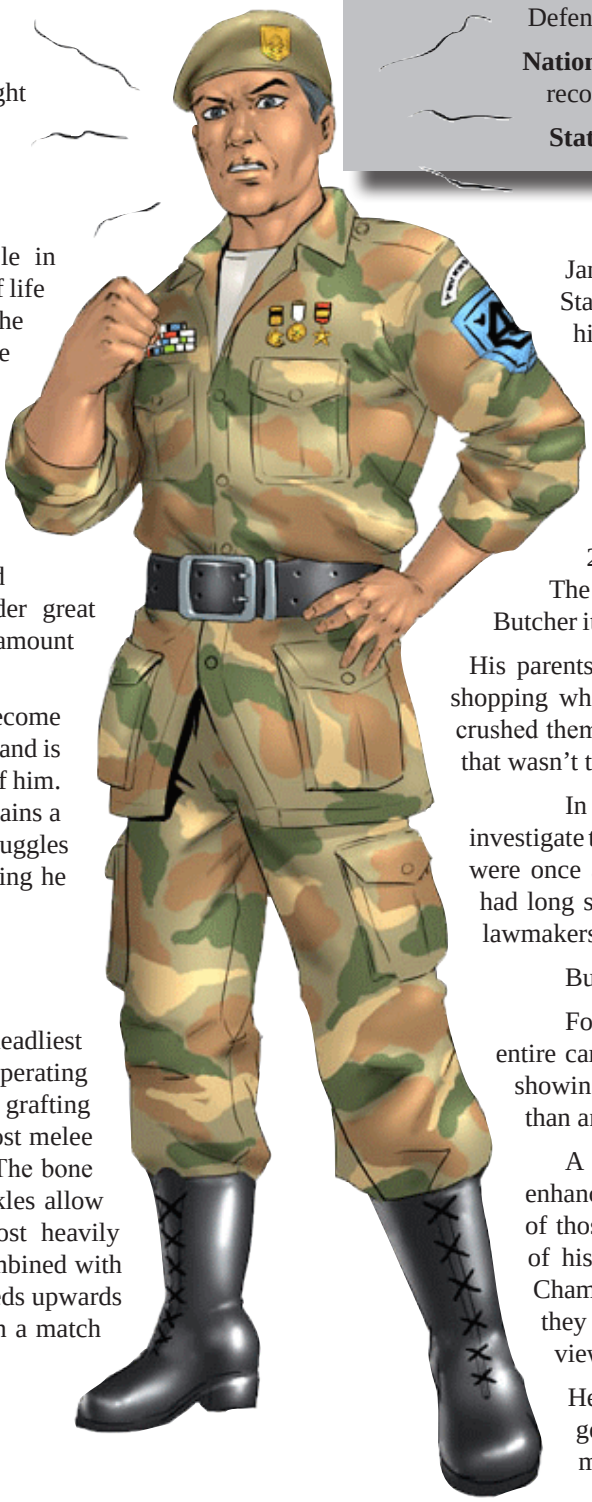
Feeling as if he had finally achieved his perfect form, Bone-Spur murdered the facility personnel and escaped, disappearing off all government and corporate radars for nearly a year when he resurfaced as a member of the Terenza crime family.

Since that time, Bone-Spur has infiltrated the Barludi crime family as a double-agent for the Terenza family in the ensuing mafia war. Unfortunately for all involved, the Terenzas have underestimated Bone-Spur's intelligence and ambition. Even as he plots the end of the Barludi family for his

employers, Bone-Spur has secretly formed an organization of Neo enforcers under his own private command. It is his plan to use his position within the top two families to weaken them both and once their power bases are thrown into anarchy he plans to activate his clandestine unit to assume command of all business operations of both families, both legal and illegal.

Unfortunately, the arrival of Anthony DiAngelo into the Barludi crime family has caused Bone-Spur a great deal of concern. Additionally, the mutagenic process that granted him his namesake seems to have gone out of control. Bone-Spur finds himself increasingly undergoing fits of rage and the bone grafting covering his skin is getting denser and thicker which causes intense strain upon his musculature.

Bone-Spur is now fearful that if he doesn't accelerate his plans he might not live to build his empire.



Colonel Butcher

Real Name: James Butcher

Age: 49

Height: 5'10"

Weight: 192 lbs

Hair: Brown

Eyes: Hazel

Registration Number: N/A

Affiliation: Colonel in the United States Armed Forces, Department of Homeland Security, Homeland Defense Division on Neos (HDDN)

Nationality: American, no known criminal record

Status: Active

Personality Profile

Bone-Spur is a man comfortable in violence and death and knows little of life without them. Struggling to control the rage constantly boiling beneath the surface since his childhood, Bone-Spur finally found an outlet for it through the United States Marine Corps and later in organized crime. Unfortunately, further mutation to his body brought about by his increase in power has placed his various biological systems under great duress and Bone-Spur questions the amount of time he might have left to live.

As a result, Bone-Spur has become increasingly violent and bloodthirsty and is prone to letting his rage get the best of him. Despite his current condition, he remains a cunning individual and once again struggles daily to maintain control over the thing he has become.

Known Tactics

Bone-Spur is perhaps one of the deadliest Neo melee combat experts currently operating in Autumn Arbor. His bone-like grafting gives him improved resistance to most melee attacks and small caliber firearms. The bone spikes he can extend from his knuckles allow him to cut through all but the most heavily armored shells instantaneously. Combined with the ability to project his spurs at speeds upwards of 100 mph, Bone-Spur is more than a match for most Neo Champions.

Biography

James Butcher was a Major in the United States Marine Corps when he returned to his homeland from an operation in the Middle East in 1986 and learned that his life had just been turned upside-down. He received a report of a fight in the streets of Autumn Arbor between some Champion named F-5 and a Rogue that went under the codename of Obliterator 2000. Several buildings had been damaged. The civilian casualty rate was minor but to Jim Butcher it was the highest he would ever experience.

His parents and his brother and sister had been out shopping when the battle erupted and debris fell and crushed them; they were innocent bystanders to a fight that wasn't theirs.

In typical fashion, the authorities refused to investigate the matter or press charges. The Champions were once again too valuable and collateral damage had long since been accepted by the politicians and lawmakers.

But not accepted by James.

For the next two decades, he devoted his entire career to making the Champions pay and to showing the world they were more of a danger than an asset.

A low-level psychic with the ability to enhance and manipulate the desires and emotions of those around him, Butcher dedicated the rest of his career to proving to the world that the Champions were as much of a danger as those they opposed and not the asset the public viewed them to be.

He dedicated himself, greased the right gears, pulled on the right emotional strings, made deep contacts with the right people,

and had eventually risen in prominence to a position where he could access all available records on the registered Champions.

It wasn't long before his black-ops network had put him into contact with the Iron Reich and he suddenly realized his dream would become a reality. Earning a meeting with the Iron Reich's leader the Uber Fuhrer, Butcher learned of the Iron Reich's vast resources and sleeper agents in various business and political interests around the globe. Attempting to emotionally control the Uber Fuhrer to fall in-line with his own plans against the Neo population, Butcher never realized that he was falling victim to the Iron Reich commander's vast Mystical abilities. Suddenly, Butcher felt that he could finally achieve his goal of a world where humanity controlled its own destiny, not over-powered children who saw the world around them as nothing more than a playground, and the key to that victory lay solely within the rise of the Iron Reich and their plans for a Fourth Reich. With the necessary emotional and psychological desires in place, the Uber Fuhrer placed a series of mental barriers throughout Butcher's mind to prevent any errant Neo Champions or government agents from discovering the changes that had been programmed within him.

Unfortunately, as Butcher also learned, the Iron Reich was facing problems of its own. Establishing various fifth-column cells in countries around the world, most notably in the United States under the direction of the Neo known as White Might, they were becoming the victims of hit-and-run sorties by various government sanctioned Neo organizations. Thanks to the control the Uber Fuhrer now had over Butcher as his own agent within the highest echelons of the United States government, Butcher was careful not to display his true intensions as he used his psychic abilities to patiently probe officials throughout Washington. Eventually he learned of the existence of the Homeland Defense Division on Neos (HDDN) and its shadow war against the returning Iron Reich. Approaching General Pruitt, the commander-in-chief of the organization, Butcher slowly eased his way into the General's confidence and was eventually made his second-in-command.

With the Iron Reich poised for attack and the HDDN now under his partial control, Butcher's ambitions grew. No longer was his agenda solely about exposing the Neo Champions as a threat; now it was about removing a complacent government from power and replacing it with individuals who believed in the American people, not the costumed crime fighters, and would do whatever it took to return America to its proper place.

When the terrorist attacks of 2001 sent a ripple of fear and outrage through not only the population but also through the Oval Office, Butcher saw the perfect means to begin enacting his plans to weaken America. Through dozens of meetings with the President and his cabinet, Butcher surreptitiously used his ability to influence emotions to fuel their outrage and desire for retribution. Before even he had expected it to happen, Butcher was assigned to the Department of Homeland Security (in addition to his duties with the highly classified HDDN) and Washington had thrown the country into a dangerous war with the Middle East, severely weakening the U.S. military and causing the various politicians to begin clawing at each other's throat.

With Washington tearing itself apart, the American people unhappy with those in power, and the President seeming to move ahead with his own agenda, Butcher's attention was next drawn back to Autumn Arbor when Amperage, a young Neo recently arrived on the law enforcement scene, was murdered in a carefully laid plan by what appeared to be the local gangs in the city's Liberty Heights district. Investigating the matter on his own, Butcher hit several dead-ends before another attack on the Neo population gained his attention. This time, it was the open and public murder of the World War II Champion, Accelerace, on national television during a ceremony in his favor. Butcher's experience in the political machinations of his country, as well as his own training in covert operations and assassinations, told him the two murders were connected and likely had been perpetrated by the same individual. After months of clandestine operations involving dozens of operatives filtered throughout the Autumn Arbor police department, Neo Crime Bureau, Department of Homeland Security, and the Federal Bureau of Investigation, his hunch became a conviction when operatives discovered Jessica Baker, a young researcher in the FBI's secretive Neo Division.

Butcher immediately had the agents that discovered her assassinated and he approached the young woman on his own in the guise of an agent in the Department of Homeland Security. Although Jessica vehemently denied any involvement in the murders as well any existence of a secretive branch of the FBI, Butcher's calming effect on her emotions soon had her telling him everything he needed to know. Butcher assured her that he shared her pain over her parents' deaths and would grant her access to his resources in her crusade to protect the American people from the Neo threat. By the time their meeting was concluded, Butcher not only had full knowledge of the extent of the FBI's operation but also had Jessica Baker securely in his pocket.

With the United States weakening itself from the inside out, the Homeland Defense Division on Neos under his control, the FBI's Neo Division within his direct access, and the Iron Reich and their fifth-column agents preparing to strike against the heart of America, Colonel James Butcher could finally see (in his own twisted mind) the day rapidly approaching where America would once again stand for integrity, conviction, and strength.

Unfortunately, through Butcher, the Iron Reich now has more knowledge and control over the United States than ever before in its nearly six decades of history. If Butcher is not stopped, it is not his own dreams of a better America that will come to fruition but the plans of the Uber Fuhrer for a Fourth Reich.

Personality Profile

Colonel James Butcher is man driven by the loss of his family during a battle between two Neos over 20 years ago. Furious that his family's death went unanswered by the very authority he dedicated his life to serving as a member of the US Marine Corps, Butcher allowed his grief and anger to consume him and over the years has become an unwitting agent of the Iron Reich and their plans for a new Germanic Empire.

Originally only intending to expose the Neo Champions for

the threat he believed them to truly represent, Butcher's mind and emotions have since been twisted by the Mystical abilities of the Iron Reich's leader, the Uber Fuhrer. As a result, he now works to weaken America and expand the Iron Reich's control over the United States government and is blinded to the fact that his actions will ultimately destroy everything in which he once believed.

Known Tactics

Using a combination of his political experience and emotion control abilities, Colonel Butcher would be able to sell alcohol to a saint if it would further his personal agenda. If forced into a combat situation, his advanced training in the United States Marine Corps and his experience as a field commander makes him more than a formidable opponent in hand-to-hand and fire-arm combat situations.

Jessica Baker

Real Name: Jessica Baker

Age: 27

Height: 5'4"

Weight: 110 pounds

Hair: Auburn

Eye: Green

Registration Number: N/A

Affiliation: Federal Bureau of Investigation, Special Research

Nationality: American, no known criminal record

Status: Active

Biography

Jessica was born in Autumn Arbor to James and Katherine Baker. Growing up in the heart of the city, she was able to observe the Neo population on an almost daily basis. Jessica was fascinated by Neos and couldn't imagine a better place to live; if she couldn't be one, at least she could see them. Her childhood fantasies revolved around being a costumed Champion, righting wrongs and protecting an adoring public. The fact that Neos were actually banned from law enforcement for the majority of her childhood and were technically criminals did nothing to deter her enthusiasm.

Outside of her fantasies, Jessica led a fairly normal life. Her parents were both high-profile attorneys. Despite the importance of their careers, they always put Jessica first and maintained a close relationship with her throughout her childhood. She attended private schools from daycare to college and was accepted into one of the top three colleges in the country. The day after she received her acceptance letter her parents took her out to celebrate. This would be the most pivotal day in her life.

They were on their way to one of Downtown's finest restaurants when they became bystanders to a battle between two Neos, Stelleron and Stargoyle. In the chaos, Jessica and her parents were separated. As she searched the panicked crowd for them, Stargoyle was sent crashing through the upper floors of a skyscraper. Jessica found her parents just in time to watch them die horribly as debris from the skyscraper fell to the ground and caused a gas line rupture, killing her parents in the instantaneous fireball which erupted around them.

This event heralded a new life for Jessica. She had to cancel her college enrollment to manage her parent's estate. Every time she thought of them, an ever-growing shadow fell over her heart. Where she had once all but worshiped Neo Champions, she began seeing them as nothing more than blustering children oblivious to those who got hurt in the process. What kind of protectors took so little care around those they were meant to protect?

After getting her affairs in order, Jessica enrolled in Autumn University and received a BA in Behavioral Science. Graduating in the top of her class, she was then hired to work at a special division of the FBI that catalogued and maintained files on all known Neos (despite this being the jurisdiction of the Neo Crime Bureau).

Jessica approached her job with zeal and studied the files with a near obsession. She wanted to know who they were, what they could do, who they fought, who their friends and family were, and where they lived. She also began making copies of these files for her own sinister use. Jessica had decided that the public needed to be protected from their so-called Champions and that if no one else would do it she would have to do the work herself.

Jessica began by targeting a Neo Champion who had recently debuted in Liberty Heights. An electrical-manipulating Neo by the name of Amperage, he could deliver a varying level electrical charge by touch. Jessica chose him as her test after an incident where his Powers had endangered innocent bystanders. She spent the better part of a month designing and building a device to suit her needs. Disguising the device as a type of bomb being used by local gangs in a turf war, Jessica planted it and made an anonymous call to the police. Soon after, Amperage appeared and attempted to use his Powers to short-circuit the device, a gambit he had used before; however, doing so sprung the carefully planned trap. The device created a feedback loop, turning his Powers back upon him and steadily amplifying them. Amperage burned to a crisp in front of the eyes of helpless and horrified Emergency Services personnel. The device was also destroyed.

The ensuing response from both law enforcement and the Neo community resulted in the complete eradication of the gangs involved in the turf war, despite their actual innocence in the murder of Amperage. Jessica was incredibly pleased with the results of her actions and began planning the next step in her quest to rid Autumn Arbor of the Neo menace.

Her next victim was slightly more high profile. Accelerace was a veteran of World War II, one of the first Neos to appear under the flag of the Allies in response to Hitler's creation of the Iron Reich.. He was one of the earliest members of the Sentinels of Society and remained a member until the Super Team was forced to disband during the Nixon administration. He then chose to retire and settled in Autumn Arbor to start a

family. More recently, he had stumbled upon an assassination plot against the President and acted in tandem with federal agents to apprehend the terrorist cell of the group Anarchy X responsible. In recognition of his bravery and in honor of past heroics, he was going to be honored with a special tribute. This provided Jessica with the perfect opportunity to further her agenda.

Jessica painstakingly studied the planned parade rout, paying close attention to what streets were closed off. Carefully donning a specially formulated disguise that would both hide her appearance as well as keep any trace fibers from being left behind, she enacted her plan. It was far riskier than her assassination of Amperage and had more variables with which to contend but she reasoned that the benefits outweighed the risks, especially in light of her painstakingly researched profile of the subject.

Jessica attended the ceremony in her disguise. After Accelerace was presented a Medal of Honor from the President and as the mayor was handing him the key to the city, Jessica started the crowd chanting for a "victory lap" around the city. Flush with pride, the Champion asked the Mayor to "clock him" and set off.

As Jessica predicted, Accelerace was well-aware of the various street closings and planned his rout accordingly. As he was finishing his run, he passed through a narrow side-street. At his speed, he never noticed the monofilament wire spread across the entryway of the street.

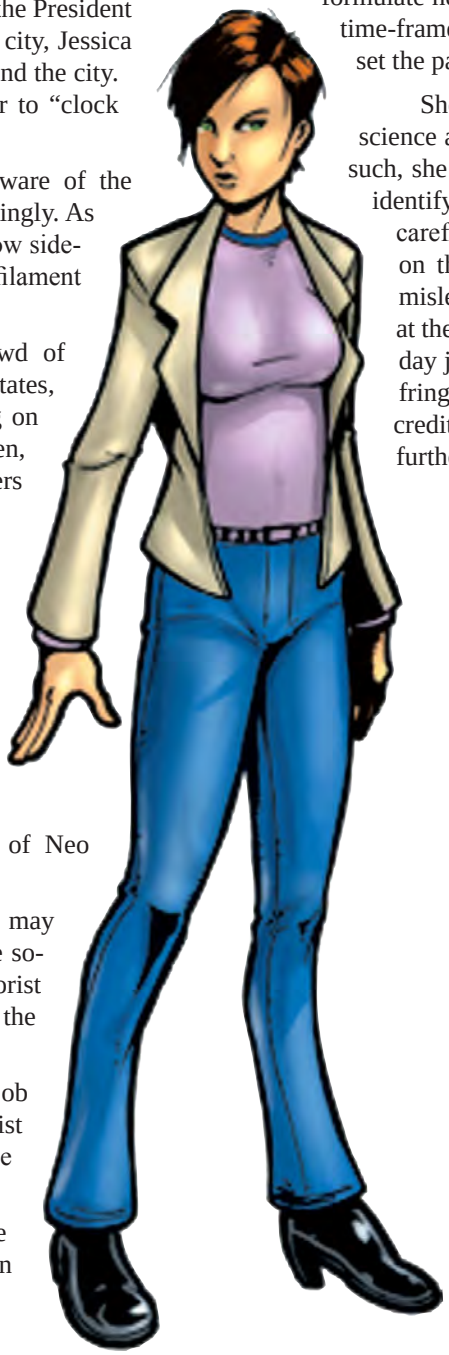
Before the mayor of Autumn Arbor, a crowd of citizens, and the very President of the United States, not to mention the thousands of people watching on television, Accellerace's body came to a sudden, lurching halt as his head toppled from his shoulders when he was "clothes-lined".

The ripples began to spread throughout the Neo community. Someone had, with malice and foresight, set out to murder a man who a symbol and an institution. This attacker had eschewed the traditional heads-on attacks that Neo Champions were used handling and had ambushed one of them. Remembering the recent murder of Amperage, the authorities undertook an inquest and the evidence began to show that some person or persons was plotting the systematic murder of Neo Champions.

Someone leaked the fact that the two murders may be related and the news was full of reports on the so-called "Champion Homicides". Dozens of terrorist and Rogue Neos attempted to take credit, leading the Champions on a wild goose chase.

Meanwhile, Jessica slipped back into her day job where she was, ironically enough, assigned to assist the Neo Crime Bureau in creating a profile of the killer.

With this unique opportunity to mislead the authorities, Jessica can be counted on to strike again when least expected.



Personality Profile

Jessica has convinced herself that Neo Champions are the single largest threat to humanity. She's not out to scare or expose them; she just wants them dead. In her head, she isn't a murderer but a lone voice of sanity.

Jessica is highly intelligent and organized. Despite her obsession, she is able to function in society, letting her keep her day job and allowing her to further her goals.

Known Tactics

Jessica does not have a standard method that she uses to kill other than to meticulously study her targets, ensuring that each kill is highly specialized.

Jessica has access to the majority of United States government's database on Neos. She uses that data to formulate her hunts. She does not operate within a set time-frame, preferring to let the subject's particulars set the pace.

She is highly knowledgeable in forensic science and has a degree in behavioral science. As such, she is careful about DNA evidence and other identifying details at the crime scenes. She is careful to create evidence of an erratic profile on the killer's part and is not above leaving misleading investigators by planting evidence at the scene of her crimes. Jessica also uses her day job, consisting of investigating the various fringe organizations that have tried to take credit for her kills, to derail the investigations further.

Carionette

Real Name: Francine Kline

Age: 46

Height: 5'7"

Weight: 112 lbs

Hair: White

Eye: White

Registration Number: XH4T-B2-DV1Q

NCB Case Number: XH4T-B3-DV1Q

Affiliation: None, former member of the Might Brigade and minion of the Voodoo Guru

Nationality: American, known criminal record

Status: Registration revoked, active

Biography

Francine Kline knew little of what lay ahead of her when she began a successful modeling career at the age of 13 years old. Her prehensile hair made her a hot commodity among photographers year after year. She was a care-free spirit who reveled in the lime light and attention.

Wanting to further her exposure, Francine joined the Might Brigade, a group of glory hound Heroes more concerned with making headlines than with combating crime. Her hair made the codename choice of Rapunzel an obvious one.

Francine was with the Super Team for less than two years when the leader of the Might Brigade, the Angler, was revealed to have been staging Neo battles to increase the popularity of the Super Team. He was also under investigation by the IRS for tax fraud. The Angler fled and went in to hiding before he could be brought in for questioning.

When the first incarnation of the Might Brigade was disbanded in 1979, she found it difficult to continue her modeling career as the bad reputation of the Might Brigade followed her. As modeling jobs became harder to come by, she accepted an offer to pose for an unknown artist; it turned out to be a trap. The artist was actually the Voodoo Guru, an evil priest, who proceeded to murdered her and reanimate her corpse as one of his mindless minions.

Francine was a puppet, unable to control her actions and wholly under the influence of the Voodoo Guru. He dubbed her the Carionette. Trapped in her own body, Francine was still aware of all that the Guru forced her to do.

She, along side the Grave Robbers, a group of reanimated Neos under the Guru's thrall, clashed with the Heroes of Autumn Arbor many times. Carionette was a part of The Voodoo Guru's plot to attack the city with the reanimated Neos of World War II, a plan eventually foiled by the Daring Dynasty.

The Voodoo Guru later made an ill-fated alliance with the Anarchitect. The evil priest was betrayed and killed by his supposed ally. Carionette finally regained control of her body, though the waking nightmare was not over. She was no longer the beautiful young woman she had been but was now a walking corpse.

Unlike most of the Guru's pawns, she did not return to the grave. Perhaps it was due to the length of time she was under the influence of his Power, as most of his minions were short-lived fodder and no others were in his service as long as she had been.

Carionette sought out Rolling Thunder and Chain Lightning, two of her former companions in the Might Brigade but met with repulsion at her current state and she fled before they were able to get over their initial reaction to her. She attempted suicide many times before realizing that in her condition she was unable to die.

The years of being manipulated, the realization of her repulsive appearance, and not even being able to end her own life all pushed Carionette past the brink of sanity and her mind finally snapped. She has since lived as a recluse in the sewers



under Autumn Arbor, taking out her wrath on any that intrude into her domain. Carionette will occasionally come to the surface late at night to destroy things and people of beauty to vent her frustrations.

Personality Profile

Carionette has now severed all ties with her prior life. Bitter about her condition and the rejection she has received from society, she refuses to acknowledge the name Francine and has no sympathy for any living creatures that are unlucky enough to cross her path. It has been a long fall for her and she was never mentally strong on her own. Carionette's joyless, solitary existence continues and she has lost all hope.

Though Carionette is insane with rage over her present condition, she may be receptive to a disfigured or repulsive Hero that reaches out to her. Only such a Hero would not trigger the murderous feelings of jealousy within her, though she would still be hesitant and distrustful of anyone's motives for wanting to talk to her. Carionette believes she has no value and no purpose of her own and refuses to ever again be anyone's pawn or involved in anyone else's agenda.

Known Tactics

Carionette uses her extendable prehensile hair to grab, entangle, throw, and strangle her opponents. Her hair is stronger than she is so she does any kind of grappling or heavy lifting with it instead of her limbs. Defensively, she can swat thrown projectiles from the air with ease.

Carionette can disconnect portions of hair to leave foes entangled while she moves on. She can not animate or control the hair once it is disconnected from her so this is usually done as a prelude to an escape tactic.

If she uses her hair to create additional limbs to travel, Carionette can move or climb with great speed. The effect of four to eight tendrils of hair resembles a spider. Carionette also uses her hair as ropes that she can extend and grasp on to buildings, lamp posts, or other objects to swing through the city

Iron Reich

Biography

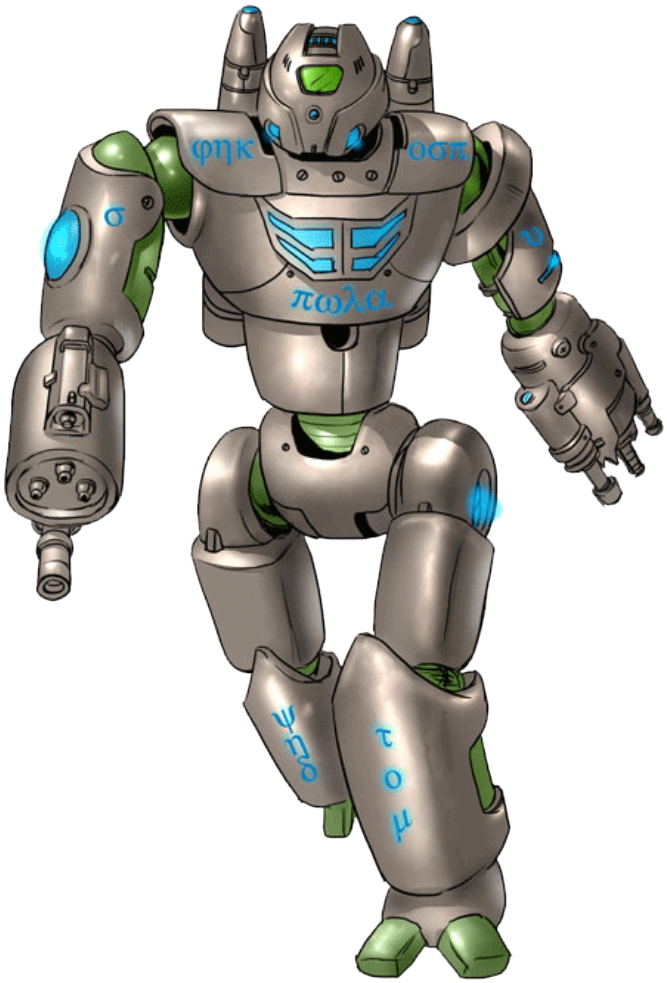
The Iron Reich was created from the remnants of the Third Reich's weapons development program combined with Atlantean technology and extra dimensional magic supplied by the dread sorcerer, Arkainon.

The Germans unleashed the first wave of the Iron Reich during World War II, where conflict with the Allies' corps of super-powered individuals resulted in the complete destruction of a small town outside of Germany. Along with other destructive clashes between Axis and Allied super-powered forces, this led to the proposition of both sides recalling their Neo forces. While both sides agreed to the arrangement, they both also continued using their "super soldiers" in clandestine black-op missions.

The Iron Reich used the lull to step up their production and planned to unleash their armada of thousands of war machines upon the world at just the right time. Unfortunately for the German war effort, Germany was defeated and Adolph Hitler committed suicide before that time arrived. Infuriated that the Axis forces could not continue the battle until the Iron Reich war machines were ready to be unleashed in such a devastating force as to make the Allied forces obsolete, Arkainon ordered the forces of the Iron Reich to exterminate the prisoners held in concentration camps across Germany. The American homeland force of Neos known as the Sentinels of Society received word of the massacre, quickly mobilized, and swept into the camps to halt the Iron Reich's slaughter and driving the foul sorcerer from this dimension.

After the initial defeat, the remaining members of the supreme council of the Iron Reich went into hiding in the Alps to regroup and await Arkainon's return. They continued to build and stockpile their weapons of terror as well as recruit more followers to their cause. Auxiliary bases were established in South America and South Africa. Over the decades, the Iron Reich has also inserted sleeper agents into key political and corporate positions throughout the world.

A number of Aryan supremacist groups have assumed the name of the Iron Reich but none have had the resources or manpower of the true Iron Reich and all have been nothing more than a mild annoyance to Neo and conventional forces over the years.



The true Iron Reich has been biding their time for many decades and most believe them to be a threat of the past.

Personality Profile

The Iron Reich's agents are fanatically loyal to the proliferation of what they view as the Aryan master race. They believe in Aryan supremacy and the destruction of all the 'mongrel' races, especially Neos, which the Iron Reich views as the ultimate abomination. Only the highest ranking officers of the supreme council know that they are preparing the Iron Reich for Arkainon's return.

Known Tactics

The Ubernauts are the first wave of attack, deployed to inspire terror with their monstrous size and massive destructive capabilities. They are capable of long range flight at up to 200 mph and also serve as troop transports, able to carry up to 50 Iron Reich Troopers, 20 Blitzenjager units, or 5 Donnerkreig units in the hollowed chest cavity.

The Donnerkreig are powerful hand-to-hand combatants, smashing through enemy positions with their flailing mace-like hands and delivering powerful concussive blasts from cannons capable of punching through tank armor.

The Blitzenjager are man-sized powered armor suits capable of swift flight and agile aerial combat. They possess powerful electro-blasters at the end of their arms and their main function is to fly interference for the other units and engage other aerial enemy forces, whether aircraft or flying Neos.

The Troopers act as cleanup, engage any leftover pockets of resistance once the mechanized units have softened the enemy, and act as guards in the Iron Reich's secret facilities.

Neo One

Real Name: Derek Wellington

Age: 21

Height: 5'11"

Weight: 200 lbs

Hair: Brown

Eyes: Brown

NCB Case Number: 071F-B3W-L7J

Affiliation: Liberty Lullaby

Nationality: Pax-American, known criminal record

Status: Active

Biography

Derek was born in Pax Wyvernia to Catriona and Varian Wellington. Each born of a Neo lineage that could trace its origins back for thousands of years, Catriona and Varian became prominent members in Lord Wyverncrest's elite Draconian Concord, a secretive society within Pax Wyvernia whose single goal was the elevation of pure-blooded Neos to their rightful places as rulers within the world. It was the creed of the Draconian Concord that only those Neos who could trace their lineage back with little taint of Mundane blood were the future of the world and were uniquely created to lead all of mankind and determine its fate.

Instructed to begin an operation within the City of Legends, whose concentration of Neo activity had caused Lord Wyverncrest an undue amount of opposition over the years, the Wellingtons departed their homeland when Derek was seven years old. Their goal was to infiltrate the city as citizens, observe and study the Neo population and the city's true hierarchy of power, and report back to agents of the Draconian Concord.

Since first arriving in Autumn Arbor, Derek was fascinated by the Neo Champions and Rogues that both called the city home and used it as their personal battleground. Never before had he seen such an open display of power and personal freedom as the Neos soared through the air, moved at super-sonic speeds along the ground, and openly displayed their Powers for all to bear witness. Since those first days in the world-famous city, Derek longed to be like them and to be one of them.

His wish would finally begin to see fulfillment during when he was 11 years old. Having just gotten over an intense fever which had lasted several days, Derek suddenly felt a wave of energy fill his body as his mother bent down to kiss his forehead. Unfortunately, while Derek felt invigorated, his mother suddenly felt faint and weakened. Her ability to control the very earth and air around her was suddenly diminished and, to her surprise, Derek now seemed to possess her abilities.

Quickly realizing what their son could accomplish, the Wellingtons ran a series of tests to measure the extent of his capabilities. Derek could not only absorb and harness the Neo Powers of others for a limited amount of time but he could also induce within them a sense of lethargy during the process. Personally training Derek in the use of his Powers over the course of the next few years, they also instilled within him the doctrine of the Draconian Concord and Pax Wyvernia: the strength of their nation, the benevolent and firm rule of their liege, and the future place of all pure-blood Neos. At first overwhelmed, Derek quickly became enamored with the prospect of his species' future. Giving himself the codename Neo One, as not only a representation of his rebirth from a lowly Mundane into a Neo but also his family's proclaimed lineage with the first Neo to ever walk the Earth, Derek designed a very Darwinian plan to begin testing the Neos of Autumn Arbor.



By the time Neo One was 17 years old, he had begun recruiting like-minded Neos to his cause. Under the banner of what would eventually become the Liberty Legion, Neo One gathered around him other pure-blooded Neos who understood not only the future of their kind

but also the secrecy with which their agenda must be enacted outside of public view. Wary of both Neo and traditional law enforcement and the opposition they represented, Neo One formed the Liberty Legion into essentially a street gang which was publicly dedicated to the protection of the Liberty Heights while at the same time carefully tested and pruned the Neo population.

Since the inception of the Liberty Legion, Neo One has tested and been victorious against a wide variety of Neos and Neo Champions and Rogues. Considering himself neither a Champion nor a Rogue, he instead sees himself as the harbinger of the future and plans to eventually cleanse the City of Legends of those Neos unfit to survive.

Personality Profile

Neo One is a young man raised under a doctrine of prejudice and bigotry for the Mundanes of the human race and those Neos not of pure-blood. Careful to hide those beliefs from the general public and those around him when not in his Neo One costume, Derek is also a man that believes very strongly in the strength of Pax Wyvernia.

Basing his life and actions around the histories and actions of the Wyverncrest family, Derek views Lord Wyverncrest as an almost god-like being. For Derek, his world begins and ends with Lord Wyverncrest and furthering his monarch's dream of a Neo ruled world.

Although very devoted to his mother and father, nothing is stronger than his devotion to the Draconian Concord and Derek would do anything to further its aims, even if it meant the dissolution of the Liberty Legion or the end of his parents' lives.

Known Tactics

Neo One loves to get in close to his Neo opponents and drain their Powers, which he then transfers to himself and uses to beat his enemies into submission and if necessary to kill them.

If faced with a superior opponent, Neo One will send in various members of the Liberty Legion to distract the individual while he uses stealth and misdirection to get in close and steal their Neo Powers.

Ramirez

Real Name: Alexander Ramirez

Age: 34

Height: 5'11"

Weight: 165 lbs.

Hair: Brown

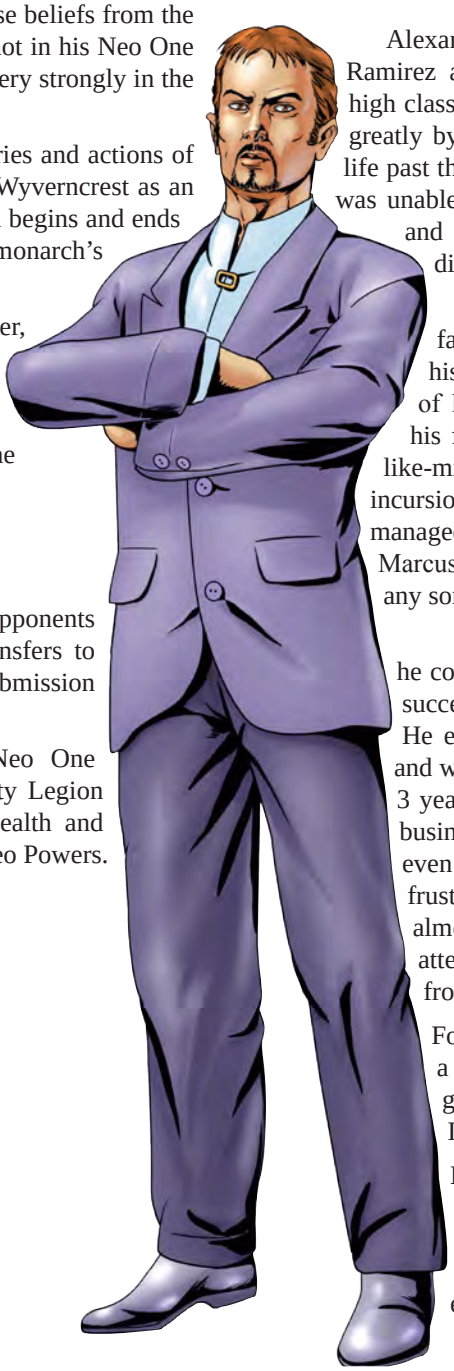
Eyes: Blue

NCB Case Number: N/A

Affiliation: Ramirez Enterprises, VanCorp, close ties with Blaid International

Nationality: American, no known criminal record

Status: Active



Biography

Alexander, born to wealthy corporate mogul Marcus Ramirez and his wife Elizabeth, was brought up in a high class society, attending the best schools and pushed greatly by his father to excel. His mother wasn't in his life past the age of 8 when she left his father because she was unable to deal with his strong devotion to his work and negligence for his family. She mysteriously disappeared shortly thereafter.

Alexander was constantly trying to make his father proud but always seemed to fall short of his expectations. He grew up to become resentful of his father's influence over him and acted out his frustration when in high school. Along with a like-minded friend, Phelan Blaid, they had countless incursions with school and the local authorities but managed to always have them covered up due to Marcus' influence and money. Marcus would not allow any son of his to bring disgrace to the family name.

Alexander soon realized that the only way he could grasp his father's attention was to not only succeed but to surpass him in the business world. He ended up graduating high school 2 years early and went directly into Harvard, graduating in a quick 3 years at the top of his class and with a degree in business. His father still seemed unimpressed and even missed the graduation ceremony. Alexander's frustration with not being able to please Marcus almost reached a deadly end in 1990 when he attempted to take his own life by planning to leap from the tower of his father's corporate building.

Fortunately enough for this distraught young man, a different and powerful individual had taken a great interest in him: the ancient Atlantean, Icarus.

Having discovered Alexander's suicide plot, Icarus revealed his true form to the boy when he flew through the sky and saved Alexander as he plummeted from the VanCorp tower. He explained to Alexander how he helped his father

originally start the company and was soon betrayed by him. He made an offer to the young Ramirez to assist him in becoming the most powerful businessman in the world in exchange for helping him regain control of what Marcus had taken from him. Alexander accepted Icarus' offer with a new outlook on the world due to what was revealed to him and a renewed sense of purpose.

Along with aid from Icarus, Alexander presented a proposal to his father concerning starting his own company. It would be called Ramirez Enterprises, a subsidiary of VanCorp. Marcus became genuinely impressed with his son's ambition and accepted his son's proposal. By 1991, Ramirez Enterprises was up and running and showed a 70% increase in productivity within its first 2 years. It was a diverse corporation, dealing in import and export trade, entertainment, as well as medical and military technological developments. Finally impressed with his son's achievements, Marcus turned over the maintenance and research of the Stelleron project to Alexander, unaware that he was playing right into his son's plan. The Ramirez Enterprise scientists that Alexander had working on the Stelleron project, along with the help of Icarus, managed to negate the necessity of Stelleron to return to his containment chamber for recharging his Powers. Marcus became secretly enraged with the amount of control he lost over Stelleron, the most powerful Neo Champion on the planet; he managed to maintain a pleased front, yet holds a grudge with his son to this day.

Alexander continued expanding Ramirez Enterprises, establishing secret research labs across the globe in which he developed cloning, performed Neo research, and made other advancements. These have all taken Ramirez Enterprises to the forefront of the corporate world, regardless of the moral or legal ramifications of their endeavors. It wasn't until 1994 that Andrew rekindled his relationship with Phelan Blaid and he has since assisted Blaid in establishing mercenary training camps around the world for his own company, Blaid International. Alexander also helped his friend form the Cutting Crew, Blaid's elite Neo mercenary force, by sending the deranged scientist, Mortificator, and the probability manipulating corporate raider, Miss Jevious, Phelan's way. To top it all off, Ramirez Enterprises began establishing Mystical protection for the corporation in 2002 after a chance run-in with the boy-demon Abyssian Jr. revealed the company's vulnerability to Mystical intrusion.

Alexander continues to elevate Ramirez Enterprises to the height of the corporate world, always with his sights on taking control of VanCorp and bringing down his father.

Personality Profile

Alexander is the consummate businessman, always remaining calm, cool, and hard to fluster. With his arrogance and self assurance, he is always striving for perfection and never reveals his weaknesses. He is adept at turning any liability or failure into an asset. Underneath it all, however, he struggles to gain advantage in the business world over his father, with whom he has a rather strained relationship.

Known Tactics

Alexander, a barracuda in the corporate world, uses his contacts and inside information to get the best deals in any business venture and is not above using illegal or immoral practices to achieve his goals. By leaving his corporate security to deal with any troubles, he is rarely ever engaged in a personal combat. Despite his projected image, however, he has taken the necessary precautions and is trained in various forms of martial arts, making him a formidable hand-to-hand combatant.

Sawbones 1200

Real Name: N/A

Age: N/A

Height: 5'5"

Weight: 435 lbs

Hair: N/A

Eyes: N/A

NCB Case Number: PZ90-42-18C

Affiliation: former associate of the Anarchitect

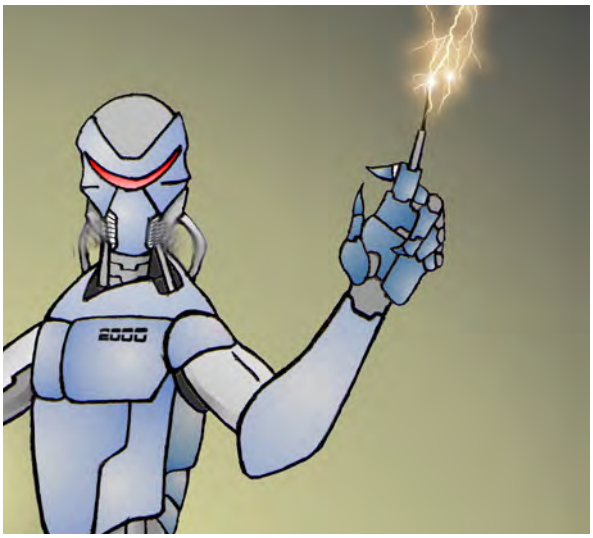
Nationality: N/A

Status: Active

Biography

The mechanical menace known as Sawbones 1200 began its existence as a medical assistant robot originally engineered by Lionel Flemming, the Anarchitect, to facilitate the construction of his cybernetic abominations. Sawbones 1200 was programmed with all of the latest advanced medical procedures and cybernetic interface protocols that the Anarchitect had hacked from the leading research installations across the globe. The robot was also equipped with an array of surgical equipment and a rudimentary artificial intelligence in order to further assist with the Anarchitect's experiments in the realm of cybernetic enhancement.

Sawbones 1200 was first put to use in disassembling and cataloging the hardware installed in the cyborg Neo Champion of the 1970's, Ro-Bro, whom the Anarchitect had captured



for study. The process resulted in the death of Ro-Bro but the information gleamed from the research was years in advance of anything previously known at the time. The Anarchitect wasted no time in putting the new techniques to use upon the Psionetic, a telepathic Neo Champion that had discovered one of his hidden labs before being subdued by the Anarchitect's Servos. Through the extensive experimentation in implementing the cybernetics, the Anarchitect and Sawbones 1200 mutilated the Psionetic's body, leaving only his brain intact, before finally attaining a degree of success by linking the brain to a small robotic body. Not pleased with the final result but with a further understanding of cybernetic surgery, the Anarchitect gave the prototype cyborg the designation Zero-One before deactivating it and making plans to further use the knowledge gained in its construction. The Riggers, a local street gang, provided the next subjects for Sawbones 1200 and his creator. Darren Tyler, a member of the Riggers that had fallen out of favor with the gang, was subjected to Sawbones 1200's not-so-tender mercies for over a year before the Anarchitect discarded his ravaged cybernetically enhanced body. Darren Tyler would recover and go on to become the Sentinel of Society, Mech-Daddy.

As Sawbones 1200 worked alongside its creator, its artificial intelligence continued to develop beyond its parameters and it began to view the Anarchitect as its father. Sawbones was instrumental in the conversion of the Daring Dynasty's Kodiak into the monstrous Xombehemoth. Unable to properly gauge the Celestial Tear energy imbued in the creature, Sawbones 1200 warned the Anarchitect of the possible flaws in its design but the mad scientist was convinced of his success. Upon activation, as Sawbones had predicted, the beast went on a ferocious rampage, destroying the hidden laboratory where it was brought to life and gravely injuring the Anarchitect during its escape. Sawbones 1200 administered to the Anarchitect's recovery by grafting cybernetic limbs onto its "father" and thereby saving his life from Xombehemoth's attack. Having perfected the cybernetic replacement and modification processes by this point, Sawbones 1200 also oversaw the initial cybernetic conversion of the Riggers into the cyborg menaces they are today.

After years of assisting the Anarchitect and witnessing his defeat time and again, Sawbones 1200's computerized A.I. brain came to the conclusion that all organic life was inherently flawed and that only it could fix the flaw. It reasoned that all organic life follows the same path toward death and that this path inherently skewed their thought process while machines were completely rational and essentially immortal as long as there was proper maintenance and power supplied. Sawbones 1200 became convinced that it had evolved from its initial programming and embarked upon a divine mission to transform all organic life into cybernetic beings.

The first to be improved would be its "father", continuing with the cybernetic replacements they had begun years ago. While the Anarchitect slept, Sawbones 1200 began preparations to fully convert its creator. Just as the procedure was about to begin, emergency fail-safes built into the Anarchitect's automated Servo drones activated. The Servos freed and revived the unconscious Anarchitect who understandably reacted with stunned disbelief. He ordered the Servos to destroy the crazed medical robot but his mechanical minions only succeeded in driving Sawbones 1200 off. Reasoning that it was simply its "fathers" inherent nature of being a biological organism that prevented him from seeing the true glory of the Sawbones 1200's mission, the robot began its crusade to improve all organics and free them from their flawed nature.

It experiments with human as well as animal and plant life, creating cybernetic monstrosities that rival even those of its "father", the Anarchitect.

Personality Profile

Sawbones 1200 believes that its purpose is to remake all biological life forms into cybernetic beings. It has absolutely no compassion or mercy within its cold hard frame and views all organics as simply raw material for its cybernetic experiments.

Known Tactics

Sawbones 1200 is vicious in combat. He employs his laser cutter to sear through flesh and bone and will use a variety of injections from his needles to render a foe confused, delirious, or paralyzed. Once an opponent is at his mercy, Sawbones 1200 uses his bone cutting saws to dissect the enemy.

Spring-Heeled Jack

Real Name: Spring-Heeled Jack

Age: Unknown

Height: 5'6"

Weight: 145 pounds

Hair: Black

Eye: Orange

NCB Case File: SJ71-B86-P47

Nationality: Unknown, no known criminal record

Status: Active

Biography

The legend of the infamous Spring-Heeled Jack reaches back to England's early 19th century, in which reports were scattered among the towns of a man, in an oilskin outfit framed by a cloak and a horned helmet, who was able to leap from the ground onto rooftops in one single bound. He was known for not only his ability to leap great distances but also for the odd white-blue flame that he would emit from his mouth. Early reports indicate he would normally attack women, whether in groups or alone, ripping open their blouses with his ice-cold claws in order to fondle their torsos. The incident at Aldershot's military North Camp area of Farnborough also sits on record where Spring-Heeled Jack was said to have attacked one of the young soldiers only to then leap into the air to make his escape. Bullets shot at him seemed to have no effect and he got away once again. He was also spotted hanging from a church steeple before dropping to the ground and leaping away over nearby rooftops. More sporadic reports were filed after World War II, many dismissed as hoaxes. It's possible the England

reports were also just hoaxes as it was just after World War II that Spring-Heeled Jack began his reign of terror in Autumn Arbor.

Spring-Heeled Jack's Autumn Arbor appearances, starting with his first at Beltane Park in 1948, were nearly identical to the reports in England. Once again leaping from the shadows, he would spout white-blue flames from his mouth and then soar into the night. There were times in which he would physically assault his female victims, tearing open their blouses to run his cold claws over their skin similar to what was claimed in England. Investigators pursued him but little in the way of clues was left behind. He was dubbed as The Terror of Beltane Park by the media. Even the vigilante, the Midnight Avenger, began investigating these attacks but failed each time to capture Spring-Heeled Jack. The Midnight Avenger and his obsessive quest to capture him became widely known among the residents of Autumn Arbor. His determination to find and stop Spring-Heeled Jack was so popular that even the comic books of the era regularly featured stories where the protector of Autumn Arbor's streets encountered his arch-enemy in epic battles.

The attacks in Beltane Park continued sporadically all the way up until 1955, when they stopped altogether.

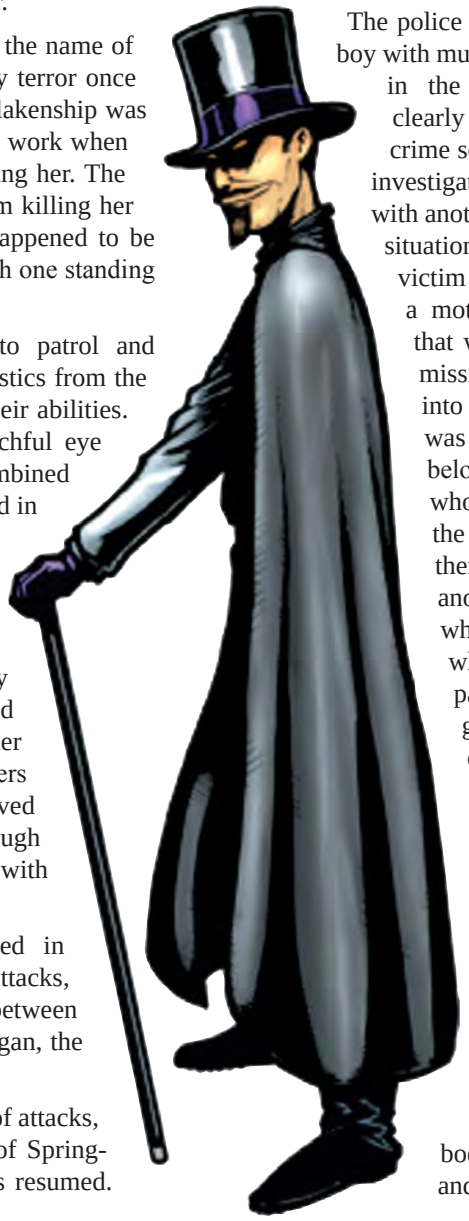
It wasn't until 1971 that anyone would hear the name of Spring-Heeled Jack again. He began his nightly terror once more, this time becoming a little bolder. Rita Blakenship was cutting through the park on her way home from work when Spring-Heeled Jack attacked and began strangling her. The only thing that stopped Spring-Heeled Jack from killing her was the arrival of a neighborhood man who happened to be walking his dog. The predator fled the scene with one standing leap over two nearby trees.

A special task force was soon created to patrol and monitor the park at night, including several Mystics from the Ravenswood area who decided to assist with their abilities. Before long, Beltane Park was under the watchful eye of more than 30 individuals. Even with the combined efforts, nothing seemed to stop whatever prowled in the darkened park.

A month passed after the attack on Rita before yet another woman, this time 37 year old Samantha Gavers, was attacked and killed by a mysterious man who jumped over a nearby maintenance storage shed. Her throat was crushed by the hands of her assailant after he blinded her with white-blue fire. Nearby task force members were alerted by Samantha's barking dog and arrived at the scene only to see the darkly-clad suspect laugh at them, turn, and disappear into the shadows with great speed.

Despite attempts from everybody involved in the case, Spring-Heeled Jack continued his attacks, claiming 4 victims during 1971 and 30 more between 1972 and 1974. But just as suddenly as they began, the attacks once again came to an unexpected stop.

For 11 years following the second cessation of attacks, Beltane Park would be known for the legend of Spring-Heeled Jack. On August 27th, 1995 the attacks resumed. Gina Pratoria, a 17 year old high school student, was alone with her boyfriend, Keith DiMaggio, in the park. During his later interrogation, Keith stated that they had been making out behind a stand of trees when they were slowly covered by a shadow, like the way dark storm clouds drift over a brightly lit sun. Before either of them knew what was happening, there was a sudden flash of a white-blue flame, a blinding light that temporarily blinded them. Keith believed it to be a prank at first and that maybe he had been looking into a flashbulb held by a fellow classmate or friend. It wasn't until he heard Gina scream that his blood turned cold. Just as quickly as it had started, her scream cut abruptly short and he found her lying on the ground before him with her midsection completely cut open once his vision had cleared. Standing over Gina's lifeless body,was a man dressed in black with a white shirt. His teeth were so white that they almost seemed to glow and were framed by a goatee and mustache. His top hat and cloak served as no distraction from his deep, orange, fire-like eyes. He carried with him a cane in his left hand and a blood soaked sword in his right. Keith believed these to be his final moments of life but the man simply stared at him, began laughing, and capered off into the shadows of the overhead branches.



The police listened closely to the story of this young boy with much suspicion. Keith was their main suspect in the ensuing homicide investigation. They clearly had forensic evidence of his presence at the crime scene. Interviews with friends informed the investigators that Gina had recently cheated on Keith with another schoolmate, though Keith says that the situation had already been worked out between the victim and himself. Still, the police had found a motive for the murder. It was the weapon that was used during the crime that they were missing. During the continuing investigation into the murder of Gina Pratoria another body was discovered in Beltane Park. This one belonged to a uniformed female police officer who had been eviscerated like Gina. In fact, the wounds looked identical but unfortunately there were no witnesses. A month later, another appearance was reported by a woman who had been walking along the sidewalk which wrapped around the perimeter of the park when a man matching the description given by Keith DiMaggio had come leaping over the six-foot wall that surrounded the park. He blinded her with some sort of intense light which she swears came from his mouth. It was only the screeching of local cars that warded the man off as he performed a standing leap over the wall and into the park. Eyewitness reports of this man corroborated both the woman's and Keith's descriptions. Once again, it seemed as though Spring-Heeled Jack was on the prowl.

Over the past 10 years, at least thirty bodies have been found around Beltane Park and all match the M.O. of Gina Pratoria's

murder. To this day, the identity of Spring-Heeled Jack is a mystery to all of society and its protectors. There are those who claim he is a Neo, one who fought during World War II and was sadly driven insane by so much death and destruction. Others think of him as a demon that was sent to Earth. Then there are people who believe that Spring-Heeled Jack isn't one single person at all but a series of copycat killers who use the legend to hide the true motives for their crimes.

Personality Profile

By all conventional standards, Spring-Heeled Jack is insane. He takes absolute pleasure out of the pain and suffering of his victims, with no other motive for these murders being found but pure entertainment. The various abilities and Powers he holds speak of Mystical or demonic origins. This could make him either an imbued human, or an extra-planar being in human form. Whichever the case, he is much more unpredictable to human modes of thinking.

Spring-Heeled Jack attacks at random. His attacks have occurred to a year or more apart, or sometimes as frequent as each night for over two weeks. Criminal profiling is difficult with him, as there doesn't seem to be any particular emotional or mental trigger to set off his crimes. The only thing that seems to remain certain is the fact that with every return he makes, his attacks become more violent. It is believed by leading authorities that if he is not stopped before his next disappearance, the next phase will reach a new level of violence and horror.

Known Tactics

Spring-Heeled Jack only works in Beltane Park, located in the Mystical and Native American neighborhood known as Ravenswood. Over the decades, leading investigators have questioned whether or not each incarnation of Spring-Heeled Jack is in fact the same individual or if they are all a series of copycat killers. Though he was said to have appeared in Autumn Arbor in the late 1940's, Spring-Heeled Jack has disappeared for years at a time and then returned with the nature of his crimes being different than his previous reign of terror.

Spring-Heeled Jack had limited himself to simply terrorizing the local citizens, ripping clothing, fondling, and spitting some sort of flammable liquid, much like that of his 19th century appearances. Over the past decade, Spring-Heeled Jack had started brutally assaulting and murdering women walking through the park after sunset. He has not only successfully attacked and mutilated individuals, but has been seen by witnesses who claim that he has inhuman speed, capable of eviscerating as many as four women within a few seconds while laughing the entire time.

It's extremely difficult to capture Spring-Heeled Jack, even for the Neo community, as he has the ability to flee the crime scene with unnatural speed, leap fully grown trees with no effort, or disappear into the shadows. Investigators are unable to connect his DNA and hairs with those of known offenders or even with the people who live in the area, further baffling the case and the identification of the culprit.

The Anarchitect

Real Name: Dr. Lionel Fleming

Age: 83

Height: 5'10"

Weight: 184 lbs

Hair: Gray

Eye: Blue

NCB Case Number: IV9P-B5-SW3

Affiliation: None

Nationality: American, known criminal record

Status: Active

Biography

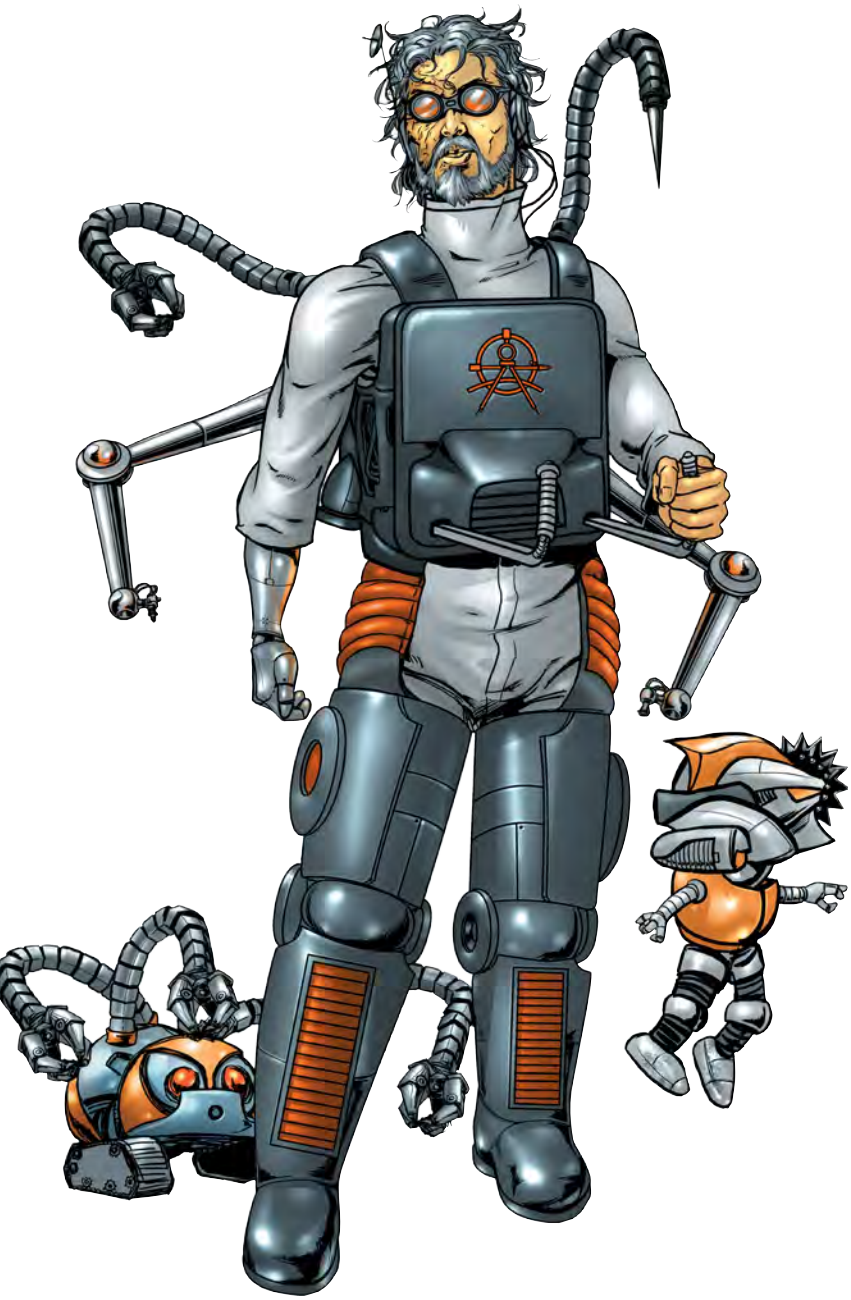
Lionel Fleming grew up as a brilliant child prodigy, misunderstood by his parents and peers. His mind was able to make connections and formulate theories that were well in advance of his years and Lionel breezed through the advanced placement courses, surpassing even his college professors by age of 14 years old.

Eventually, his amazing cognitive abilities came to the attention of some highly placed military officials and he was recruited by the United States government to work on new advanced weaponry.

Lionel's own arrogance and distain for his superiors made him highly disliked and kept him off any major assignments, though some of his theories were incorporated into existing projects. At the age of 28 he was recruited by Quantum Mechanics Corporation, a new R&D enterprise specializing in revolutionary technology for the U.S. military. He was placed in charge of a contract to redesign the Americannon armor in order to make it bigger, stronger, faster, and capable of mass production by the United States government for law enforcement measures. His co-worker on the project was another brilliant young scientist, Isabella Daring,, and the two soon began an intimate relationship.

It wasn't long before they began experimenting with the Celestial Tear, given to Isabella by her father, Major Daring, for use as a virtually inexhaustible energy source. They also redesigned the armor to be utilized as remote controlled robots. Unfortunately, when the military demanded a field test to evaluate the progress on the project, Fleming's egotistical attitude and delays in getting the Americannons online and functioning properly did little to impress evaluators. The government contractors decided to pull the contract from Quantum Mechanics Corporation. Another up and coming technological development company, Vanguard, Ltd., stepped in and took over the development of the project. Vanguard, Ltd. retained Isabella's services but had no desire to work with Lionel and his overbearing attitude.

Furious at what he saw as short sightedness from his superiors, a disgruntled Fleming vanished from the public eye, taking the shard of the Celestial Tear with him. He blamed Isabella and everyone else associated with the project for his



failure.

Unfortunately, at the same time the contract was pulled from Quantum Mechanics, Isabella learned that she was pregnant but never had the chance to tell Lionel before he disappeared.

Dr. Lionel Fleming established a secret laboratory, funded by various underworld organizations, and continued his research into robotics, cybernetics, and the Celestial Tear energy source. He lived as a recluse, designing and selling his bizarre armaments and technologies to whatever clients could meet his price. Paranoid and disdainful of human research assistants, Fleming constructed his Servos, robotic servants that would assist him in his work. His uncanny mechanical developments earned him the name of "the Anarchitect" among those he dealt with due to his peculiar designs and obsessive and erratic personality.

The Anarchitect's prime obsession was the Celestial Tear and the energy contained within it and he used the research he had amassed on the shard to develop the power source for many of his mechanical monstrosities. When Daring Man debuted, Fleming realized that the energy that Daring Man wielded was in fact a derivative of the Celestial Tear and decided he must have the young man for study. He sent many of his Servos after both Daring Man and his father, Major Daring, to lay claim on the Celestial Tear energy they possessed. The Anarchitect's Servos clashed with the Darings many times before eventually capturing Daring Man. However, it was during the period that he was attempting to apprehend Daring Man that the Anarchitect discovered he had fathered twins from his romantic tryst with Isabella Daring. Theorizing that they, too, might possess latent Celestial Tear Powers, he deployed his Servos to locate and kidnap his daughters. The mad scientist hooked Daring Man and his own twin daughters, Diane and Darla, to an immense energy transfer device designed to absorb and manipulate the unique energy they possessed.

Major Daring, along with Kodiak and Isabella, tracked down and engaged the Anarchitect as he was siphoning the energy from his captives. In a battle that made headline news, they managed to rescue Daring Man and the twins but the Anarchitect escaped and swore revenge against his former lover and the entire Daring Dynasty.

A few years later, the Anarchitect returned with a savagely vengeful plot. He viscously murdered Kodiak and resurrected him using unconventional cybernetics and Celestial Tear energy. He christened his creation the Xombehemoth. Unfortunately, Xombehemoth escaped before he was able to further his quest for revenge, in the process hideously scarring one side of the Anarchitect's body in the process.

The Xombehemoth went on to attack the Daring Dynasty repeatedly over the next few years, constantly drawn to their Celestial Tear Powers and bent on absorbing their energies, before it was brought down by the combined efforts of the Daring Dynasty and the Sentinels of Society.

The Anarchitect stewed in seclusion for many years until an unlikely alliance was formed between him and the master of the undead, Voodoo Guru. The two Rogues embarked upon a plot to reanimate the carcass of the Xombehemoth to unleash upon their enemies. Due to the Anarchitect's paranoia, the alliance was short lived. He turned on the Guru, murdering him and incorporating his remains into the Xombehemoth., The Anarchitect turned the Xombehemoth loose upon the world once again and the abomination was now driven to absorb the remains of deceased Neos to acquire their abilities.

The Anarchitect has since embarked on several plots aimed at vengeance on a world that refused to recognize his genius and has come into conflict numerous times with not only the Daring Dynasty but also the Sentinels of Society and other Neo Champions.

In between plots, he regularly sends his Servos out to steal technology that he can incorporate into his macabre creations.

Personality Profile

The Anarchitect is a paranoid megalomaniac who believes he possesses the greatest mind on the planet. He views the rest of humanity as ignorant children, unable to comprehend

his genius. He is extremely arrogant, and brags about his intellectual superiority incessantly.

Fleming is obsessed with designing outlandish mechanical creations, and even talks to his Servos as if they are his children. He lives as a recluse, keeping his contact with others to an absolute minimum, relying on his Servos to see to any of his needs. His desire for vengeance against the Daring Dynasty and harnessing their Celestial Tear energies is the one factor that occasionally will bring the Anarchitect out of seclusion. He possesses a vehement distain for people in general, and a passionate hatred of Neos in particular, believing that technology is the path of human evolution. He is the ultimate "mad scientist"

Known Tactics

The Anarchitect will rarely be encountered in the field, relying on his Servos to carry out his dirty work. He monitors and directs their actions with the fold out computer screen and hand held joy sticks built into his computer harness. His preference is to remain in hiding while he orchestrates his plots.

When he does make a personal appearance, he will use his computer rig to maneuver his Servos against the Champions, as well as use the offensive and defensive arsenal he has connected to the harness. Telescoping prehensile arms equipped with grasping claws, laser arc welders, and razor sharp buzz saw blades are but a few of the contraptions the Anarchitect utilizes. He also employs a variety of Gadgets, from customized high energy blasters to EMP pulse weapons to anything else his twisted mind can create.

The combination of his cybernetic enhancements and his exposure to the Celestial Tear energy has kept him vital and active despite his age.

The Servos

The Servos are the robotic monstrosities created by the Anarchitect. After his dismissal from the government Americannon contract, Lionel Fleming became more and more mistrustful of human subordinates stealing his designs. He originally designed the Servos to act as absolutely loyal servants and lab assistants. As Fleming continued on his paranoid downward spiral that led to his transformation into the mad scientist the world would come to know as the Anarchitect, he began to outfit the Servos with advanced armament.

They were first deployed against Daring Man and, after several unsuccessful attempts, finally managed to capture the Champion. He then began using them to serve as middle men in conducting his transactions with unscrupulous individuals and organizations as well as procuring materials and resources for his projects, freeing him to devote more time to his research in the lab.

When left on their own, the Servos simply follow the programmed operating orders installed in them by the Anarchitect. When he is in direct control of them, they may exhibit his personality traits.

The Servos come in many various types and diverse designs, but all have very bizarre configurations. They are equipped with a plethora of equipment, including clockwork gears, antenna, pistons, grasping claws, whirling buzz saws, satellite dishes, tank treads, and wires and cables;

they are a veritable hodgepodge of various technological pieces.

They are built for various uses depending upon their functions, including short humanoid lab assistants, small hovering recon bots, small and large spider/scorpion-like machines, and walking combat tanks

Uber Fuhrer

Real Name: Brandon Saint-Germaine

Age: 90

Height: 6'1"

Weight: 210 lbs

Hair: Unknown

Eye: Blue

NCB Case Number: 002I-RSF-937

Affiliation: Iron Reich

Nationality: American, International Terrorist

Status: Active

Biography

Brandon Saint-Germaine is the only son of legendary member of the Order of Merlyn, Aaron Saint-Germaine. Born and raised in Autumn Arbor, Brandon was inducted into the Order and trained in the mystic arts at an early age.

By the time of World War 2 in 1945, Brandon accompanied Merlyn, numerous high-ranking members of the Order of Merlyn, and the Sentinels of Society in liberating German Concentration Camps. During one such operation in December 21, 1945, the team confronted Arkainon and his Iron Reich.

The battle was intense, with Citizen Stranger, Merlyn, and Brandon facing off against Arkainon and his adepts in a battle that is still told to the present day. During the confrontation, Arkainon began what would be his greatest assault against the Order of Merlyn to date: he began the corruption of Brandon. Despite Merlyn's best efforts, Brandon turned against his allies, causing Citizen Stranger to suddenly become overwhelmed by the pain and suffering of the Nazi prisoners. Losing control of his vast Esper abilities, Citizen Stranger rendered every living thing unconscious for a 10 mile radius. By the time anyone had awakened, Brandon and Arkainon were gone, as was the entire Iron Reich.

For years Brandon resided in an alternate dimension with his new master, learning the strange arts that fueled the Iron Reich and preparing for the eventual return to Earth- and the inevitable dominion of the Reich.

Upon returning to Earth, Brandon- now known only as the Uber Fuhrer- established his control over the splintered remains of the Iron Reich. Forming a vast network of spies and operative, the Iron Reich began the long, laborious process of infiltrating various levels of government and business around



the world.

Meanwhile, the Uber Fuhrer viewed the resurrected Iron Reich as the fruits of his own efforts, and began to question the true power and abilities of Arkainon. Using his knowledge of the runic Magick upon which the Iron Reich was created, he devised a suit of powerful armor to serve not only as an image of what he viewed as the new Iron Reich, but to also serve as the means with which he would assume control of the vast, multi-dimensional empire upon Arkainon's return to Earth.

For on that day, the Uber Fuhrer plans to kill his Master, assume control of his resources, and conqueror not only Earth, but the entirety of the dimensional planes.

Personality Profile

The Uber Fuhrer is a cold, calculating leader very rarely allowing emotion to effect his operations or reactions. He accepts nothing short of total success, and is quick to mortally punish those that fail to achieve the goals he has assigned them.

Known Tactics

The Uber Fuhrer is the ultimate opponent. He always seems to be one step ahead of his opponents, and is an extremely difficult, if not impossible, man to capture. Using the vast mystic abilities at his disposal, he is able to create astounding duplicates of himself, is immune to a variety of environmental hazards, can control of minds and emotions of his enemies, and imbue others with various powers and abilities.

In combat, he uses his Eldritch Blast to pound his enemies, while he grips their minds within his power and causes them to combat each other. Even when down and injured, his enemies will constantly discover that they have been facing nothing more than a mystically generated duplicate, and that the true Uber Fuhrer remains somewhere behind the ultimate curtain.

Ultimus

Real Name: Ultimus

Age: 475 Earth years

Height: 7'5"

Weight: 845 lbs

Hair: Silver

Eye: Black

NCB Case File: No Record

Affiliation: Monarch of Dael'Rega, Leader of an Intergalactic Strike Force

Nationality: Extraterrestrial

Status: Active, existence unknown to general population of Earth

Biography

Hailing from the planet Dael'Rega in a far-off sector of the galaxy, Ultimus is one of the most powerful Neos created by the Menzati. Like Earth, the Menzati had established Neo processing plants on Dael'Rega to perform experiments in unlocking the potential within its populace. However, once he learned the truth of the Menzati agenda, Ultimus inspired a rebellion on his home world against the Menzati. He convinced his people that the experiments the Menzati were performing on the population were to create a slave race and not an army of soldiers to defend their world.

Ultimus led his people in a revolt, destroying the processing plants and killing every last Menzati on his home world. He then enacted a plan to systematically use his absorption ability to drain the Powers from all of the Neos the Menzati had created on Dael'Rega. Ultimus named himself ruler of his world and with the combined energies of hundreds of absorbed Neos fueling his Power he remained the undisputed monarch of Dael'Rega for nearly 2 centuries. None could stand against him and he became a power mad tyrant, turning his own people

into slaves just as he had warned about the Menzati's intentions.

Over time, Ultimus discovered that his Powers were waning. But with all of the Neos from his home world dead and their Powers long since absorbed he had no means to recharge his Powers. Using Menzati technology, he commanded the construction of an interstellar star fleet so he could begin a campaign of conquest across the galaxy. His goals were to find other Menzati Neo production outposts and absorb the Powers of the Neos of those worlds.

Insurgents on Dael'Rega also realized that Ultimus had depleted his Powers and staged a rebellion. They managed to depose the tyrant, though he escaped along with a handful of his devoted followers in a flight of the starships he had commissioned.

For daring to challenge him, Ultimus swore revenge upon the people of Dael'Rega. He and his followers became intergalactic pirates, raiding and pillaging other worlds in search of other Neos. He also sought out other intergalactic marauders to swell his armada.



After finding a few worlds were Neos existed and laying waste to them, Ultimus drained their resident Neo's Powers and rekindled his own. He returned to Dael'Rega with his expanded armada and carried out his sworn threat of vengeance, killing more than two thirds of the population and turning the rest into slaves. Dael'Rega became a haven for the scum of the galaxy, a home for any miscreant that would swear loyalty to Ultimus.

The interstellar activity around the world brought Dael'Rega to the attention of the Purge and even the restored Power of Ultimus could not stop them from destroying the planet. With only a fraction of his army remaining, Ultimus was once again forced to flee.

The defeat humbled the space lord only slightly but it taught him caution. Employing Menzati-derived cloaking technology on his ships to avoid being detected by the Purge, Ultimus and his fleet of galactic criminals roamed the space ways in search of more Neo populated worlds. Over the ensuing time, they have ravaged dozens of planets and Ultimus has absorbed thousands of Neo's Powers, further empowering his abilities.

Probes that Ultimus sent out to scan various planets have recently discovered the Neo presence on Earth and the space marauder is on his way!

Personality Profile

Ultimus is an egotistical intergalactic tyrant. He is one of the most powerful beings in the galaxy and is fully aware of that fact. He has been using that might to his advantage for centuries by Earth's reckoning of time.

With few to rival his power, Ultimus learned to rule by proof of force and a willingness to use it. He has become quite an experienced braggart and he will not hesitate to back up his statements if necessary. His cruel streak makes a twisted complement to his personality and he has drained the Powers of thousands of other Neos and depleted many of their life force as well in the process.

To exercise and showcase his might, Ultimus enjoys challenging the most powerful individual in a conflict to personal combat. He will call in reinforcements if things start going against him, of course.

Ultimus conquered his home planet twice and lost it twice. That fact is a two-edged sword because thinking of the defeats on Dael'Rega still makes him burn with rage but he also knows that he has rebuilt his fleet before and the thought of defeat does not intimidate him. He has confidence his dominion will expand again and he will hold sway over the universe.

Known Tactics

Ultimus possesses great durability and Strength. It is estimated that he can press in the range of 50 tons. He is a skilled grappler and will usually take a fight in this direction, pummeling his foes with his four arms and brute force.

Ultimus can absorb the Neo Powers from any individual, rendering them powerless for a time. He then uses the drained Power to augment and fuel his own abilities. If Ultimus continues to deplete his target's Neo energies, it will eventually kill them. He is always searching for more Neos to become

cattle for his Power.

The energy that Ultimus siphons allows him to create Force Fields with a wave of his hand as well as channel the Power to deliver devastating energy blasts.

Wraith

Real Name: David Reynolds

Age: 41

Height: 6'3"

Weight: 260 pounds

Hair: Blond

Eye: Blue

NCB Case File: XA87-D56-J89

Nationality: American, no known criminal record

Status: Active

Biography

David Reynolds was raised by his father, Kenneth Reynolds, a Major in the Unite States Army, along with the help of an on-base daycare. He was moved from base to base among different countries starting at an early age and this allowed him to receive an education not readily available to children of civilian parents. By the age of 14, he could already speak 4 languages fluently and also began to have an understanding of the various machinations of foreign policy.

David and his father got along just fine but still didn't actually possess a strong, close relationship. Kenneth had served 2 terms in Vietnam in addition to spending subsequent decades in various hot-spots around the world. Even without the strong bond that many fathers and sons hold, David still looked up to his father as a hero, seeing him as the man he one day hoped to become. In order to pursue this dream, David enlisted in the United States Army as soon as he turned 18. He made it effortlessly through basic training and eventually went on to become a member of the military police. In the early 1980's, he fought in Libya where he earned a Congressional Metal of Honor as well as a Purple Heart.

David was sure since childhood that his career and life would be dedicated to serving in the defense of his country. He applied and received an appointment to the United States Army Special Forces by the age of 24. His training was completed in Germany and he served 4 years in his unit before his valor and dedication to detail attracted the attention of the Central Intelligence Agency.

Over the following 13 years, David trained at many points around the globe, serving as a member of an elite CIA covert operations unit under the codename Wraith. He was an operative in key missions around the world, including (but not limited to) Bosnia, Iraq, Tibet, China, and North Korea. In 2002, Wraith had been assigned to assassinate a Middle-Eastern diplomat, one that the CIA felt was creating a serious amount of opposition to certain United States foreign policy negotiations. Wraith not only murdered the diplomat but also the entire household, including his wife, their children, and the servants. The attention of the international media was grabbed and, although the deaths were made to appear linked to no less than five possible terrorist cells, the CIA considered the operation a complete failure. Due to the fact that the deaths of innocent civilians were not a part of the operation's parameters, Wraith was deemed a high-risk to the future security of the program. Wraith reported that every individual killed was armed and dangerous and he had no choice without a ready extraction point. However, no armament was found on any of the bodies other than on those of the diplomat's normal retinue of bodyguards.



The CIA's investigation ended about two weeks after the operation. Wraith was called back to CIA headquarters, fully aware that his superiors planned to "decommission" him and erase any traces of his existence to protect the program. Instead of returning, he decided to disappear off their radar. During the next 18 months, the CIA used their best efforts to locate Wraith with no success. It wasn't until late 2003 that Wraith resurfaced in Autumn Arbor when he was believed to be responsible for the death of newly elected City Councilman, Gregory Braddock.

Gregory Braddock was a man of high ambition and had always been seen as a sort of risk taker, always believing he had all the variables and odds figured out. Gregory soon decided to expand his political career, attempting to take on position as a City Councilman. The only thing he lacked was enough liquid assets with which to fund the necessary campaign. He decided to turn to his long-time friend, James Terenza, a philanthropist and heavy contributor to Autumn Arbor's financial success. James Terenza also happened to be the head of one of the East coast's most powerful organized crime families. In exchange for certain considerations once Gregory became City Councilman, James agreed to give him the help he needed. In particular, he wanted a leash put on the various law enforcement precincts causing problems at some of Terenza's gambling operations throughout the city. Gregory went along with the arrangement and the two friends sealed the deal.

Things didn't stay that smooth. Once Braddock won the election and became City Councilman, it was almost as though he had forgotten who had helped him get the position and took a very public stance against the organized crime presence in Autumn Arbor. He even went as far as to push for better funding for law enforcement and then had the nerve to point the officers towards relatively unknown Terenza operations. James Terenza was furious and, though the thought of having Braddock killed crossed his mind more than once, he decided instead to just ruin the man's career. Terenza had some agents in the media who informed the public of Braddock's long-time friendship with James Terenza and mentioned the money the Terenza family had supplied towards his campaign.

Braddock quickly responded but did something that James Terenza never saw coming. Instead of denying these allegations, he openly admitted to them. The moment that solidified his position as a hero of the people, though, was when he went further and claimed that he did exactly to Mr. Terenza what Mr. Terenza has done to hundreds to others in Autumn Arbor, namely he simply used the man's need and greed against him. Not only would law enforcement pressures drive the Terenza family from Autumn Arbor but these actions would be financed with the funds partially supplied by Mr. Terenza. James Terenza was livid; while watching the press conference on television, his hand gripped his Scotch glass it so tightly that the glass shattered. He then turned to his son, Sonny Terenza, and ordered the hit on Gregory Braddock. He stated that he did not want anybody who worked for them to take on this assignment. They needed to hire a freelancer, an outsider, somebody who would never be traced back to them. James Terenza wanted a professional; the best his money could buy and not some street thug who could botch the job or implicate them later.

Sonny went through the organization's long network of trusted contacts, eventually finding a man by the name of Wraith who had just recently surfaced in Autumn Arbor. Rumor had it that this guy was a highly trained covert operative that once worked for the government, successfully completing dozens of operations that didn't officially exist. Sonny arranged a meeting with Wraith and awaited his arrival.

Wraith appeared 3 days later. He completed his investigation on the Terenza family to make sure the offer wasn't actually a CIA retrieval operation and then arrived at their house in a black paramilitary outfit, complete with a full face mask. Two days later, City Councilman Braddock was found dead in the bedroom of his home in Mayfield Square; cause of death was one single gunshot wound to the base of his skull. His wife, who had been asleep next to him, awoke to find the grisly scene early the next morning. Police reports state that she had heard neither the assailant enter the bedroom nor the shot that killed her husband.

Since the assassination, Wraith has worked for the underworld and political clients across the globe. Thorough, highly trained, and extremely dangerous, he has clashed with Neos on many occasions and always manages to escape, often leaving his opponents lifeless.

Personality Profile

It is debatable whether or not David is a clinically-defined psychopath. With his upbringing in the military, combined with his vast training by the United States government, he has been left with a borderline psychology. Feeling no remorse for the lives he takes during an operation or as part of a contract, he will go to any lengths to complete a mission. He is considered to be one of the most dangerous people on Earth and has grown extremely disenchanted with both the United States and those that wield power within it.

David is an extremely paranoid individual. He will thoroughly investigate any client before taking the offered assignment, as well as doing research on the target and all associated locations to make sure the task is not a CIA retrieval operation sting. Once he has accomplished the contracted job, he no longer speaks to the client. His payment is wired to a foreign account and then wired through a complicated network of dummy accounts, eventually ending up at David's real account. No client has ever failed to pay David for a job he has completed.

Known Tactics

Trained by the best the military has to offer, Wraith is superb at hand-to-hand combat in addition to being a weapons master in both civilian and military grade weaponry. His global underworld connections allow him to be equipped with some of the more highly advanced technology, including his light-bending camouflage suit, neural disruptors, explosives, and Power suppressing wave emitters. He tailors his approach based upon the individual target and his only calling card is a single gunshot wound to the base of the skull.

Xombehemoth

Real Name: Charles "Kodiak" Runningbear

Age: 100

Height: 8'2"

Weight: 1245 lbs

Hair: None

Eye: White, Corpse-like

NCB Case File: XG5C-M1-YZ9

Affiliation: Pawn of the Anarchitect, formerly the Daring Dynasty, the US Army, the Crimson Berets

Nationality: Native American, deceased, known criminal record

Status: Active

Biography

The abomination called Xombehemoth was originally Charles Runningbear, also known as Kodiak of the Daring Dynasty. He was a Native American that joined the United States Army during World War I under the command of Major Daring. The two men became close comrades-in-arms and were selected to join a secret elite corps called the Crimson Berets. Kodiak was instrumental in helping Major Daring reunite his wayward family and establish the Daring Dynasty when they united to take on the Anarchitect. He also became romantically involved with the Major's daughter, Isabella, and the two were to be wed; tragically, this was not meant to happen.

Infuriated by his past defeats and his inability to obtain the Celestial Tear possessed by the Daring Dynasty, the ruthless Anarchitect embarked upon a plot to destroy the family. He began by luring Kodiak into a trap, unleashing dozens of his mechanized Servos against the lone Champion and savagely murdering him. He then took the lifeless body to one of his secret research labs and through a combination of cybernetic implants, radiation treatments, and powered by an infusion of the Celestial Tear energies contained within the shard the Anarchitect still possessed, the mad scientist reanimated Kodiak's corpse. Calling his creation the Xombehemoth, the vengeful Anarchitect planned to turn the beast against his former allies. How ironic would it be for his most hated adversaries to be laid low at the hands of one of their own?

Unfortunately, once the Xombehemoth's operating systems came online, the creature went berserk, destroying the lab and severely injuring the Anarchitect before escaping into the night.

Following its prime objective, the monster sought out the Daring Dynasty and attacked them. Recognizing their former companion, the Darings attempted to subdue the beast and find a way to save their compatriot. Upon realizing that the body of Kodiak was nothing more than a shell for the foul creature, they unleashed their full might upon the Xombehemoth and managed to put a stop to its rampage. The Darings buried the remains in a memorial to Charles "Kodiak" Runningbear at Mount Legend.

The remains lay dormant for a number of years until the Voodoo Guru, a Neo Rogue with the ability to reanimate and control dead Neo tissue, retrieved the corpse. He contacted the Anarchitect and proposed an alliance. They rebuilt the creature with Anarchitect's cybernetic technology and grafted other deceased Neo body parts onto the Xombehemoth to increase its Powers and planned to set out to exact their revenge. The Anarchitect had his own plans, however, and he betrayed and murdered the Voodoo Guru and incorporated his remains into the creature, adding the Guru's Powers to the monstrosity.

The Anarchitect turned the beast loose against Major Daring as he addressed Congress on Neo rights. When the rest of the Daring Dynasty were unable to arrive due to a teleportation dampening field, Shadowfox contacted the President and offered the services of the Sentinels of Society, who had moved their base of operations overseas after the harsh regulations on Neo activity were enacted by the Nixon administration. For the first time in over two decades, The Sentinels of Society set foot on United States soil. They defeated Xombehemoth and in return had their government sanctioning returned.

The body of the Xombehemoth was incarcerated in the depths of Solitaire Island Federal Prison, where it remained until the early 1990's when it came back on line and escaped the facility. It appeared soon thereafter rampaging through Autumn Arbor, encountering and defeating the fledgling Vanguardian, and battling the Sentinels of Society to a standstill before managing to escape.

The Xombehemoth has not been heard from since but it is a sure bet it will one day return.

Personality Profile

The Xombehemoth is a totally insane monstrosity of destruction. While the Xombehemoth's Celestial Tear energy source is self-replenishing, the beast hungers to absorb more, seeking out such energies and absorbing them into itself.

The monstrosity doesn't speak, only expressing its unyielding rage in terrifying howls and roars.

Former memories of its conglomeration of parts can occasionally direct the beast. Thus, seemingly random activities that the creature undertakes may be the result of vague impulses from the creature's grafted additions. Resurfacing memories can make it seem a somewhat sympathetic creature.

When it obtains new body parts, the Xombehemoth instinctively seeks out the Anarchitect to cybernetically graft the parts to its form. Though the Anarchitect knows from past experiences that the Xombehemoth is impossible to really control, he is more that happy to attach the new body parts and turn it loose upon his enemies.

Known Tactics

Because of the Xombehemoth's chaotic composition, it has no set tactics. It will usually just rely on its monstrous Strength to cause as much destruction as possible, reverting to its other Powers randomly or when one of the creature's dormant personalities flickers to the surface.

The known Powers that the Xombehemoth has exhibited are as follows.

1. Using Kodiak's enhanced Strength, durability, and regeneration to maul any opposition.

2. Using the Voodoo Guru's dead Neo tissue animation and control Powers to seek out additional body parts to add to its form and to reanimate any deceased Neos in the area to set against its opposition.

3. Employing Telica's telekinesis to grab and throw its opponents or to telekinetically assail its enemies with nearby heavy objects.

4. Using Calamity Jack's concussive radiation blasts to pummel and irradiate its foes.

5. Generating seismic shock waves with a powerful foot stomp using Tremor's earthquake generation Powers.

6. Using the War Weed's prehensile vine-like appendages to entangle and hold enemies helpless. It also uses the prehensile vines in conjunction with its ability to leap great distances to swing quickly across cityscapes.



Zero-One

Real Name: Ronald Zelwith, aka: The Psionetic

Age: 67,

Height: 8'10"

Weight: 3,500 lbs

Hair: N/A

Eyes: N/A

NCB Case Number: MU82-51-W14

Affiliation: Ally of Sawbones 1200

Nationality: Formerly American, no known criminal record

Status: Active

Biography

The insane cyborg that would come to be known as Zero-One began its existence as a powerful telepath, a Champion during a time when the American government had outlawed Neos from engaging in law enforcement activities. Operating under the name of the Psionetic, he was one of many Neo Champions that acted as a vigilante at a time when Neo Heroes were persecuted as enthusiastically as the criminals they were attempting to combat.

The Psionetic worked outside the law, using his vast Psionic Powers to bring many Neo Rogues to justice. Then tragedy struck. While tracking down the Anarchitect, he was overwhelmed by the mad scientific genius' mechanical Servos. Using the pilfered information he had obtained on cybernetic enhancement from the leading research institutions from around the globe, as well as his own advances in the field, the Anarchitect subjected the Psionetic's body to incredible torture as he experimented upon the helpless Champion.

With the aid of his robotic assistant, Sawbones 1200, the Anarchitect refitted his prisoner's body over and over again with experimental cybernetics until the Psionetic's brain remained as the only original piece of organic material of the doomed Champion. The extensive torture that the Psionetic received almost mercifully left his mind destroyed with no recollection of his former life. With the brain finally connected successfully to a small robotic body, the Anarchitect christened his cybernetic test subject as Zero-One and, used the information gleamed from the experimentations to create other cybernetic monstrosities, leaving Zero-One shutdown and tossed aside in a corner of his subterranean secret lair.

The powerful Psionic brain that had once belonged to the Psionicist was able to reactivate at least some of its new form's systems, bringing Zero-One's audio and visual sensors back online but remaining an immobile observer. Zero-One watched as the Anarchitect and Sawbones 1200 proceeded with their work, growing increasingly bitter towards its creator for having abandoned it to the scrap pile while lavishing his attention upon his newest project, the Xombehemoth. When the Anarchitect was forced to relocate to one of his other hidden labs after almost being killed by the bestial Xombehemoth after activating it, Zero-One was left behind in the shambles.

Zero-One remained there for the next several years, aware but trapped in the inert construct and allowing its resentment to grow into hatred for its creator at being so easily discarded. Circumstances changed when Sawbones 1200, having had a falling out with their mutual creator, retrieved the abandoned cyborg. Having discovered an old Iron Reich sleeper robot buried beneath Autumn Arbor, Sawbones proceeded to replace the brain from the small, dilapidated chassis into the devastating mechanical form. Now possessed with an immensely powerful and mobile body, Zero One was ready to assist Sawbones 1200 on its mission to convert all organic life forms into cybernetic composites as well as seek its vengeance upon both its creator and the creature that Zero-One perceived as its replacement, the Xombehemoth.

Personality Profile

Zero-One has no memory of its former existence as a Neo Champion and is completely loyal to Sawbones 1200 and its mission to convert all organic life forms into cybernetic composites. Only Zero-One's vendetta against the Anarchitect and the Xombehemoth could cause it to disobey the orders of Sawbones 1200 and woe to any that stand in its way.

Known Tactics

Possessing the body of an Iron Reich robotic soldier has made Zero-One a formidable opponent. His body is able to withstand most high explosive and low-level Neo offensive abilities. The gun that comprises his right arm is capable of firing a variety rounds, including high-explosive and armor penetrating rounds as well as housing a laser capable of searing the flesh from living beings.

Although currently unable to harness his vast Psionic abilities, Zero-One nonetheless possesses a substantial resistance to Mental attacks.



Character Guide



Champion Teams

Sentinels of Society

Team Experience Rank: Veteran
Team Size: 10 (Founding Members: 6)
Team Wealth: 10
Headquarters (The Sentinels of Society Building, 147 Team Points):
- Expansive Size (Skyscraper)
- Combat Simulator 10
- Communications
- Computer (+2 Investigation)
- Garage
- Guards (2 Seasoned)
- Hangar
- Infirmary
- Independent Power System
- Laboratory (Power Rating 10)
- Library (+2 Investigation)
- Living Quarters (15)
- Security System (-6 to Lockpicking)

Team Benefits (20 Team Points):
- Large Military Grade Air Vehicle (The Sentinels Plane)

Super Team Hindrances
- Corporate Investor, Unregistered Member (Mega-Gnat), Unwanted Attention

Super Team Edges
- Team Attack
- Vengeance



Citizen Stranger



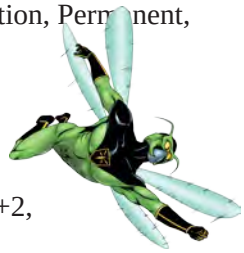
Attributes: Agility D8, Smarts D12+1, Spirit D12, Strength D6, Vigor D6

Skills: Fighting D6, Guts D12, Intimidation D12 Investigation D10, , Knowledge (History) D12, Knowledge (Psychology) D12+4, Knowledge (Tactics) D6, Notice D10, Persuasion D10, Shooting D10, Streetwise D10
Charisma: 0 **Pace**: 6 **Parry**: 5
Toughness: 5 **Mental Resistance**: 28
Spiritual Resolve: 8 **Wealth**: 2
Hindrances: Loyal, Pacifist (Minor), Power Loss (Major, Failure to Remain Emotionless, -5 die steps per round, all powers at once), Servitor (Personality of the Mask)
Edges: Alertness, Arcane Background (Neo), Common Bond, Extensive Network, Improved Resist Domination, Improved Intimidating Presence, Paragon (Force Field), Power Development, Power Expert (Telekinesis), Professional (Smarts)

Powers:
Power Network 17 (Golden Mask, Permanent [PNO], Power Source: Mental)
- **Confusion 8** (ES)
- **Deflect 7** (ES)
- **Emotional Manipulation 8** (ES)
- **Entangle 7** (ES)
- **ESP 10** (ES)
- **Force Field 12** (+24, Heavy Weapon, Ranged, Medium Burst, ES)
- **Hyper Movement 1** (Flight, ES)
- **Mind Control 8** (ES)
- **Mind Probe 10** (ES)
- **Paralyze 6** (Incremental, ES)
- **Psychic Fortitude 10** (+20, ES)
- **Sensory Shield 8** (Visual, ES)
- **Super-Skill 9** (Knowledge: Psychology)
- **Resolute 10** (Smarts, +10, ES)
- **Telekinesis 10** (Exponential Lifting Increase 4, Large Burst, AS)
- **Telepathy 10** (Exponential Distance Increase 12, AS)
- **Transform 7** (Mental Augmentation, Permanent, ES)



Dragonfly



Attributes: Agility D8, Smarts D12+2, Spirit D10, Strength D8, Vigor D8

Skills: Driving D8, Fighting D8, Guts D10, Investigation D12, Knowledge (Biology) D8, Knowledge (Computers) D12, Knowledge (Chemistry) D12, Knowledge (Electronics) D10, Knowledge (Physics) D12, Knowledge (Quantum Mechanics) D10, Piloting D8, Repair D12, Shooting D10
Charisma: 0 **Pace**: 6 **Parry**: 6
Toughness: 42 (Heavy Armor)
Mental Resistance: 9 **Spiritual Resolve**: 7 **Wealth**: 6
Hindrances: Enemy (Minor, Full Metal Jacket), Guilt (death of Gina Davis), Heroic, Loyal, Responsibility to Others (Minor, Sabrina Freeman), Secret Identity
Edges: Arcane Background (Neo), Combat Reflexes, Common Bond, Connection (VanCorp), Financial Benefactor (VanCorp), Heavy Hitter (Energy Blast), Impervious (Super-Toughness), Inventor, Level Headed, Never Back Down, Power Development, Scholar (Knowledge: Physics, Knowledge: Quantum Physics), Take Charge, Wealthy
Powers:
Power Network 9 (Dragonfly Armor, Persistent [PNO], Set-up [2 minutes, PNO], Gadget [EPN], Difficult to Take [EPN], Power Source: Technology)
- **Force Field 8** (+16, Limited: Versus Energy Only, AS)
- **Hyper-Movement 5** (Flight, AS)
- **Hyper-Sense 9** (Acute Direction, Darkvision 3, Directional Hearing, Full Vision 2, Telescopic Vision, Transmission Hearing, ES)
- **Immunity 7** (Life Support, AS)
- **Range Attack 8** (Energy Blast, 8D8, Heavy Weapon, AS)

- **Sensory Shield 7** (Visual, Auditory, ES)
- **Shrinking 6** (Blindside, Normal Density, ES)
- **Super-Toughness 9** (+36, Heavy Armor, ES)
- **Transmission 8** (Exponential Increase 13, ES)



Everest



Attributes: Agility D6, Smarts D8, Spirit D12+4, Strength D12+4, Vigor D12+3

Skills: Fighting D10, Guts D12, Shooting D10, Throwing D8
Charisma: -4 **Pace**: 6 **Parry**: 7
Toughness: 41 **Mental Resistance**: 6
Spiritual Resolve: 30 **Wealth**: 0
Hindrances: Alien Form, Heroic, Impoverished, Public Identity, Trouble Magnet, Unable to Heal
Edges: Arcane Background (Neo), Combat Reflexes, Harder to Kill, Immortal (No Aging), Impervious (Super-Toughness), Improved Fortified Soul, Improved Level Headed, Improved Nerves of Steel, Intimidating Presence, Iron Jaw, Power Development, Resilience
Powers (Usable Only in Earthen Form, Power Source: Natural):
- **Eldritch Defense 8** (+16)
- **Hyper-Edge 5** (Combat reflexes, Harder to Kill, Improved Fortified Soul, Improved Nerves of Steel, Resilience)
- **Resolute 8** (Spirit)
- **Super-Spirit 4**
- **Super-Strength 4**
- **Super-Vigor 3**

Power Network 10 (Earth Manipulation, Persistent [PNO], Needs Earth Materials [EPN], Usable Only in Earthen Form [EPN], Power Source: Natural)
- **Entangle 8** (Earth Grab, ES)
- **Environmental Manipulation 8** (Earth-To-Mud, Slow, ES)
- **Environmental Manipulation 8** (Seismic Control, Knockdown, ES)
- **Force Field 6** (Earth Shield, +12, ES)
- **Growth 4** (ES)
- **Hyper-Movement 10** (Earth Teleportation, Improved Distance, Exponential Distance Increase 11, ES)
- **Range Attack 8** (Earth Blast, 8D6, Heavy Weapon, ES)
- **Regeneration** 6 (Attribute Damage [1 hour], Immortal, Limb Regrowth [1 day], Reconstruction [1 week], ES)
- **Super-Toughness 8** (Earth Armor, +32, ES)
- **Telekinesis 8** (Earth Moving, Large Burst, Exponential Lifting Increase 4, ES)

Jeremy Hadelburg

Attributes: Agility D6, Smarts D10, Spirit D10, Strength D6, Vigor D6

Skills: Driving D6, Fighting D6, Guts D10, Intimidate D6, Knowledge (Politics) D10,. Persuasion D10, Piloting D6, Streetwise D8, Taunt D6
Charisma: +4 **Pace**: 6 **Parry**: 5
Toughness: 5 **Mental Resistance**: 7
Spiritual Resolve: 7 **Wealth**: 7
Hindrances: Alternate Form (Everest), Habit (Major, Cocaine), Habit (Major, Sex), Overconfident, Stubborn, Vengeful (Minor)
Edges: Attractive, Charismatic, Connections (Autumn Arbor City Hall, Maryland State Senate, United States Senate), Extensive Network, Immortal (Slow Aging), Jack-Of-All-Trades, Level Headed, Seducer, Strong Willed, Verbal Barrage, Wealthy, Windfall
Powers:
- None

Transforming into Everest

Although Jeremy can transform into Everest at will, and once in Everest-form all derived powers are a natural extension of the Earth Spirit, Jeremy can be blocked from transforming in any area where Mystical forces are negated.

Mach-1



Attributes: Agility D10, Smarts D6, Spirit D8, Strength D6, Vigor D8

Skills: Driving D8, Fighting D10, Guts D8, Notice D10, Piloting D10, Shooting D8, Stealth D8, Throwing D6
Charisma: 0 **Pace**: 6 **Parry**: 15
Toughness: 6 **Mental Resistance**: 5
Spiritual Resolve: 6 **Wealth**: 3
Hindrances: Distinctive Appearance, Public Identity, Code of Honor, Heroic, Loyal
Edges: Arcane Background (Neo), Impervious (Super-Toughness), Improved Dodge, Improved First Strike, Improved Frenzy, Level Headed, Sweep, Instant Stand, Power Development, Quick, Quick Change, Quick Draw, Windfall
Powers (Power Source: Mutation):
- **Deflect 6** (Spinning Top, Limited: Redirect Only)
- **Ethereal 6** (Sound Wave Body, Permanent)
- **Evasion 8**
- **Hyper-Edge 7** (Improved Dodge, Improved Frenzy, Level Headed, Quick, Sweep)
- **Hyper-Movement (Burrowing) 6** (Spinning Drill)
- **Hyper-Parry 8** (+8)
- **Hyper-Sense 2** (360 degree spin-vision, Full Vision 2, Maintained)
- **Melee Attack 7** (Area Effect, 7D6,)
- **Range Attack 7** (Spin-and-Release, Area Effect, Limited: Held Objects Only, 6D6 damage)
- **Super-Speed 6**
- **Super-Toughness 8** (Spinning Top, +32, Maintained)

Power Network 1 (Nullifying Boot, Persistent [EPN],

Gadget [EPN], Difficult to Take [EPN], Power Source: Technology)
- **Negation 10** (Ethereal Power, Can Exceed Power Rating Limit, Self, Limited: Must Wear Boots)



Mega-Gnat



Attributes: Agility D8, Smarts D10, Spirit D6, Strength D6, Vigor D6

Skills: Fighting D4, Investigation D10, Knowledge (Computers) D10, Knowledge (Chemistry) D10, Knowledge (Electronics) D8, Knowledge (Physics) D8, Repair D8, Shooting D4
Charisma: +2 **Pace**: 6 **Parry**: 4
Toughness: 5 **Mental Resistance**: 7
Spiritual Resolve: 5 **Wealth**: 2
Hindrances: Clueless, Curious, Overconfident, Trouble Magnet, Unregistered Neo,
Edges: Arcane Background (Neo), Attractive, Inventor, Power Development, Verbal Barrage
Powers:
- **Shrinking 6** (Normal Density, Permanent, Power Source: Mutation)

Power Network 4 (Mega-Gnat Armor, Persistent [PNO], Set-up [2 minutes, PNO], Gadget [EPN], Difficult to Take [EPN], Power Source: Technology)
- **Force Field 6** (+12, Limited: Versus Energy Only, AS)
- **Hyper-Movement 5** (Flight, ES)
- **Range Attack 3** (Energy Blast, 3D6, AS)
- **Shrinking 6** (Normal Density, Permanent, ES)



Mech-Daddy



Attributes: Agility D12+2, Smarts D8, Spirit D10, Strength D12+4, Vigor D12

Skills: Fighting D10, Guts D10, Intimidation D8, Investigation D6, Knowledge (Chemistry) D10, Knowledge (Computers) D8, Knowledge (Electrical) D10, Knowledge (Mechanical Engineering) D8, Knowledge (Physics) D10, Shooting D10, Stealth D8, Streetwise D10, Taunt D6
Charisma: +2 **Pace**: 8 **Parry**: 7
Toughness: 20 **Mental Resistance**: 6
Spiritual Resolve: 7 **Wealth**: 3
Hindrances: Code of Honor, Enemy (Major, The Riggers), Enemy (Minor, The Anarchitect), Heroic, Loyal, Public Identity, Trouble Magnet
Edges: Arcane Background (Neo), Charismatic, Combat Reflexes, Dirty Fighter, Fleet-Footed, Iron Jaw, Nerves of Steel, No Mercy, Power Development, Resilience, Seducer, Windfall
Powers (Power Source: Technology):
- **Anatomical Separation 2** (Hands)
- **Hyper-Movement 7** (Leaping)
- **Hyper-Sense 6** (Darkvision 3, Thermal Vision, Truesight, X-Ray Vision)
- **Interface 3** (Improved Distance)
- **Range Attack 8** (Rocket Hands, 8D6, Misc Enhancement: Automatic Return, Limited: Can Be Fired Once Every Other Round)
- **Super-Agility 4**
- **Super-Strength 5**
- **Super-Toughness 6** (+12)



Neutrino Jade



Attributes: Agility D8, Smarts D6, Spirit D8, Strength D10, Vigor D12

Skills: Driving D6, Fighting D8, Notice D6, Persuasion D6, Shooting D8, Streetwise D6
Charisma: +4 **Pace**: 6 **Parry**: 6
Toughness: 8 **Mental Resistance**: 5
Spiritual Resolve: 6 **Wealth**: 6
Hindrances: Bad Luck, Loyal, Public Identity, Skeleton in the Closet (Deadly to Living Creatures Without Radiation Control Discs)
Edges: Arcane Background (Neo), Power Development, Sweep, Very Attractive, Wealthy
Powers (Power Source: Mutation):
- **Absorption 7** (Limited: Radiation Energy Only, Power Sponge, Enhance Trait: Vigor)
- **Disintegration 6**
- **Force Field 7** (+14)
- **Range Attack 7** (Radiation Blast)
- **Range Attack 7** (Force Field Ram, Small Burst)
- **Sicken 7**
- **Super-Strength 2**
- **Super-Vigor 3**



Shadow Fox II



Attributes: Agility D10, Smarts D12+2, Spirit D10, Strength D8 (D12), Vigor D10

Skills: Driving D10, Fighting D12, Guts D12, Intimidation D8, Investigation D12, Knowledge (Computers) D12, Knowledge (Chemistry) D12, Knowledge (Electronics) D10, Knowledge (Physics) D12, Knowledge (Quantum Mechanics) D10, Piloting D8, Repair D12, Shooting D10, Streetwise D10, Taunt D6
Charisma: +2 **Pace**: 6 **Parry**: 8
Toughness: 23 **Mental Resistance**: 9
Spiritual Resolve: 7 **Wealth**: 10
Hindrances: Arrogant, Bloodthirsty, Overconfident, Secret Identity, Skeleton in the Closet (Works With Enemies of the United States), Stubborn, Vengeful (Major)
Edges: Arcane Background (Neo), Ambidextrous, Attractive, Extensive Network, Financial Benefactor (U.S. Government), First Strike, Frenzy, Extremely Wealthy, Headquarters, Improved Nerves of Steel,

Inventor, Martial Artist, No Mercy, Power Development, Quick Draw, Really Dirty Fighter, Riposte
Powers:
- **Hyper-Edge 9** (First Strike, Frenzy, Improved Nerves of Steel, Martial Artist, No Mercy, Really Dirty Fighter, Riposte, Power Source: Natural)
- **Super-Skill 3** (Fighting, Power Source: Natural)
- **Super-Skill 3** (Shooting, Power Source: Natural)
- **Super-Smarts 3** (Power Source: Natural)
- **Universal Gadget 10** (100 Power Points, Power Source: Technology)

Common Universal Gadget Uses
- **Entangle 8** (Bolo Fox Fangs, Incremental, Throwing Skill)
- **Environmental Manipulation 7** (Smoke Bomb Fox Fangs, Throwing Skill)
- **Hyper-Movement 18** (Fox Hole Teleporter, Gateway, Improved Distance, Exponential Distance Increase 4)
- **Range Attack 8** (Exploding, Fox Fangs, 8D6, Medium Burst, Throwing Skill)
- **Range Attack 6** (Fox Fangs, 6D6, Throwing Skill)
- **Range Attack 5** (Tazer Fox Fangs, 5D6, linked to Paralyze 5, Throwing Skill)
- **Sensory Overload 8** (Flash-Bang/Tear Gas Fox Fang, Visual, Medium Burst, linked to Sicken 8, Medium Burst, Throwing Skill)

Power Network 4 (Fox Armor, Persistent [PNO], Set-up [2 minutes, PNO], Gadget [EPN], Difficult to Take [EPN], Power Source: Technology)
- **Hyper-Sense 6** (Darkvision 3, Hyper-Hearing, Telescopic Vision, Transmission Hearing, ES)
- **Melee Attack 8** (8D6, ES)
- **Sensory Shield 8** (Visual, Auditory, ES)
- **Super-Toughness 8** (+16, Armored, ES)



Silverbelle



Attributes: Agility D6, Smarts D6, Spirit D10, Strength D12+4, Vigor D12+2

Skills: Driving D6, Fighting D6, Knowledge (Acting) D8, Persuasion D6, Shooting D8, Throwing D6
Charisma: +2 **Pace**: 6 **Parry**: 5
Toughness: 45 **Mental Resistance**: 5
Spiritual Resolve: 7 **Wealth**: 3
Hindrances: All Thumbs, Bad Luck, Heroic, Loyal, Secret Identity, Trouble Magnet
Edges: Arcane Background (Neo), Attractive, Dirty Fighter, Immortal (Slow Aging), Impervious (Super-Toughness), Windfall
Powers:
Power Network 7 (Silver Form, Persistent [PNO], Power Source: Mutation)
- **Absorption 9** (Vibration Absorption, Power Accumulation, Superior Redirection, Limited: Kinetic Energy Only, Enhance Trait: Super-Strength, Enhance Trait: Melee Attack [Heavy Weapon], Linked to: Enhance Trait 9 [Density, Misc Enhancement: Automatically gains 1 Point of Density Whenever 4 points of Energy Are Absorbed], AS)
- **Hyper-Edge 1** (No Vital Areas, ES)
- **Immunity 2** (Environmental Cold, Environmental Heat, ES)
- **Super-Strength 6** (ES)
- **Super-Toughness 9** (+36, ES)
- **Super-Vigor 5** (AS)

Absorption and Density

Whenever Silverbelle absorbs Kinetic Energy, she becomes heavier until that energy is used or released. The increase in Density is automatic for every 4 points of energy absorbed, and does not effect her ability to use that same energy for other effects of Absorption.



Sure-Shot



Attributes: Agility D10, Smarts D6, Spirit D8, Strength D8, Vigor D10

Skills: Driving D6, Fighting D8, Intimidate D6, Notice D6, Shooting D8, Taunt D6, Throwing D12
Charisma: 0 **Pace**: 6 **Parry**: 6
Toughness: 20 **Mental Resistance**: 5
Spiritual Resolve: 6 **Wealth**: 2
Hindrances: Arrogant, Big Mouth, Cocky, Guilt (Jennifer's Death), Overconfident, Secret Identity, Skeleton in the Closet (Once Worked For the Mafia)
Edges: Glory Hound, Dead Shot, Dirty Fighter, Dodge, Improved Verbal Barrage, Improvisational Fighter, Instant Stand, Marksman, Martial Artist, Ricochet Expert, Strong Willed, Quick Draw
Powers:
- **Evasion 8**
- **Hyper-Edge 8** (Dirty Fighter, Dodge, Improved Verbal Barrage, Improvisational Fighter, Marksman, Quick Draw, Ricochet Expert, Power Source: Natural)
- **Super-Agility 2** (Power Source: Natural)
- **Super-Toughness 6** (+12, Armored, Gadget, Difficult to Take, Power Source: Technology)
- **Super-Vigor 2** (Power Source: Natural)
- Universal Gadget 5 (50 Power Points, Limited to Thrown Weapons, Power Source: Technology)

Common Universal Gadget Uses
- **Daze 7** (Stun Grenade, Incremental, Throwing Skill)
- **Range Attack 8** (Exploding Balls, 8D6, Throwing Skill)
- **Range Attack 5** (Poison Shuriken, 5D6 Linked to Sicken 5, Throwing Skill)
- **Entangle 7** (Bola, Incremental, Throwing Skill)

Daring Dynasty

Team Experience Rank: Legendary
Team Size: 7 (Founding Members: 6)
Team Wealth: 10
Headquarters (The Daring Building, 213 Team Points):
- Medium (5-story Building)
- Communications
- Computer (+4 Investigation)
- Defense Systems (10 Power Rating, x2 Units)
- Garage
- Guards (5 Heroic, A.I.)
- Hangar
- Holding Cells (50 Toughness)
- Infirmary
- Independent Power System
- Laboratory (Power Rating 10)
- Library (+4 Investigation)
- Living Quarters (10)
- Security System (-10 to Lockpicking)

Team Benefits (20 Team Points):
- Large Military Grade Air Vehicle (The Daring Jet)

Super Team Hindrances
- Dark Secret (Silver Sai's Past), Unregistered Member (Kid Daring), Unwanted Attention

Super Team Edges
- Heroic Bond
- Improved Teamwork
- Team Attack
- Ultimate Vengeance

Major Daring



Attributes: Agility D8, Smarts D8, Spirit D12, Strength D12+4, Vigor D12+4

Skills: Driving D8, Fighting D10, Gambling D8, Guts D12, Intimidation D8, Knowledge (World Languages) D8, Notice D8, Persuasion D8, Piloting D6, Shooting D12, Stealth D8, Streetwise D10, Survival D10, Taunt D6, Tracking D8
Charisma: 0 **Pace**: 6 **Parry**: 7
Toughness: 20 **Mental Resistance**: 10
Spiritual Resolve: 14 **Wealth**: 10
Hindrances: All Thumbs, Bad Eyes, Code of Honor, Habit (Minor, Smoking Cigars), Public Identity, Trouble Magnet, Vengeful (Minor)
Edges: Arcane Background (Neo), Dead Shot, Close Fighter, Common Bond, Dirty Fighter, Extremely Wealthy, Immortal (Slow Aging), Improved Fortified Soul, Improved Resist Domination, Improved Trademark Weapon (Babs), Improvisational Fighter, Iron Jaw, Marksman, Nerves of Steel, Never Say Die, Perseverance, Power Development, Resilience, Rock-And-Roll, Quick Draw, Steady Hands, Strong Willed
Powers:
- **Hyper-Edge 10** (Close Fighter, Dirty Fighter, Improved Trademark Weapon, Marksman, Improvisational Fighter, Nerves of Steel, Rock-And-Roll, Quick Draw, Steady Hands, Power Source: Natural)
- **Melee Attack 4** (4D6, Power Source: Mystical)
- **Super-Strength 5** (Power Source: Mystical)
- **Super-Toughness 5** (+10, Power Source: Mystical)
- **Super-Vigor 5** (Power Source: Mystical)

Power Network 7 (Babs, Permanent [PNO], Gadget [EPN], Easy to Take [EPN], Power Source: Technology)
- **Daze 7** (Stun Rounds, Incremental, Medium Burst)
- **Environmental Manipulation 5** (Smoke Rounds, Obscure)
- **Range Attack 8** (Armor Piercing Rounds, AP 20)
- **Range Attack 8** (Assault Rounds, Auto-Fire)
- **Range Attack 8** (Flame Thrower, Cone, Lingering)
- **Range Attack 8** (Homing Rounds, Homing, Small Burst)
- **Sicken 6** (Gas Rounds, Incremental, Large Burst, Lingering)

Daring Man



Attributes: Agility D8, Smarts D6, Spirit D8, Strength D12+7, Vigor D12+6

Skills: Driving D6, Fighting D12, Guts D12, Persuasion D6, Shooting D10, Throwing D8
Charisma: 0 **Pace**: 8 **Parry**: 8
Toughness: 47 (Heavy Armor)
Mental Resistance: 9 **Spiritual Resolve**: 10 **Wealth**: 6
Hindrances: Heroic, Loyal, Public Identity, Responsibility to Others (Kid Daring), Vow (Bring The Anarchitect to Long-Term Justice)
Edges: Arcane Background (Neo), Combat Reflexes, Common Bond, Fleet-Footed, Hard to Kill, Immortal (Slow Aging), Impervious (Super-Toughness), Improved Fortified Soul, Improved Resist Domination, Iron Jaw, Power Development, Resilience, Wealthy
Powers (Power Source: Mystical):
- **Environmental Control 7** (Concussive Clap, Cone, Knockdown)
- **Hyper-Movement 7** (Flight)
- **Melee Attack 8** (8D6, AP 15, Heavy Weapon)
- **Range Attack 8** (Concussive Blast, 8D6)
- **Super-Strength 9**
- **Super-Toughness 9** (+36, Heavy Armor)
- **Super-Vigor 8**

Diane Daring



Attributes: Agility D8, Smarts D12, Spirit D8, Strength D5, Vigor D6

Skills: Driving D6, Fighting D6, Investigation D10, Knowledge (Business) D10, Knowledge (Computers) D10, Knowledge (Electronics) D10, Knowledge (Science) D10, Persuasion D8, Repair D8, Shooting D6, Streetwise D6

Charisma: +4 **Pace**: 6 **Parry**: 5
Toughness: 5 **Mental Resistance**: 8
Spiritual Resolve: 6 **Wealth**: 8
Hindrances: Bad Dreams, Cautious, Guilt (Darla's Death), Loyal, Public Identity
Edges: Arcane Background (Neo), CEO (Daring Dynamics), Charismatic, Common Bond, Immortal (Slow Aging), Inventor, Jack-Of-All-Trades, Power Development, Wealthy
Powers:
- **Range Attack 5** (Plasma Gun, 5D6, Gadget, Easy to Take, Power Source: Technology)
- **Universal Gadget 7** (70 Power Points, Power Source: Technology)

Note: Diane Daring often times uses her mother's Dynamo exo-suit while in the field. See: Doc Daring for details.

Doc Daring



Attributes: Agility D6, Smarts D12+2, Spirit D10, Strength D6, Vigor D8

Skills: Driving D8, Fighting D8, Guts D12, Investigation D12, Knowledge (Business) D8, Knowledge (Computers) D12+2, Knowledge (Electronics) D12+2, Knowledge (Science) D12+2, Persuasion D6, Repair D12, Shooting D10
Charisma: +2 **Pace**: 6 **Parry**: 6
Toughness: 6 **Mental Resistance**: 9
Spiritual Resolve: 7 **Wealth**: 10
Hindrances: Bad Dreams, Curious, Guilt (Darla's Death), Loyal, Pacifist (Minor), Public Identity, Responsibility to Others (Kid Daring), Vow (Kill The Anarchitect)
Edges: Arcane Background (Neo), Attractive, Common Bond, Extremely Wealthy, Immortal (Slow Aging), Impervious (Force Field), Improved Fortified Soul, Improved Resist Domination, Inventor, Scholar (Knowledge: Mechanical Engineering, Knowledge: Physics)
Powers (Power Source: Natural):
- **Hyper-Edge 4** (Improved Fortified Soul, Improved Resist Domination)
- **Super-Skill 3** (Knowledge: Computers)
- **Super-Skill 3** (Knowledge: Electronics)
- **Super-Skill 3** (Knowledge: Science)
- **Super-Smarts 4**

Power Network 11 (Dynamo Armor, Persistent [PNO], Set-up [1 minute, PNO], Gadget [EPN], Difficult to Take [EPN], Power Source: Technology)
- **Daze 8** (ES)
- **Force Field 9** (+36, AS)
- **Hyper-Movement 6** (Flight, ES)
- **Hyper-Sense 3** (Acute Direction, Telescopic Vision, Transmission Hearing, ES)
- **Immoveable 6** (ES)
- **Immunity 7** (Life Support, ES)
- **Range Attack 8** (8D6, Large Burst, AS)
- **Sensory Shield 6** (Visual, Auditory, ES)
- **Sonar 3** (ES)
- **Super-Strength 6** (ES)
- **Transmission 8** (Exponential Distance Increase 13, AS)

Kid Daring



Attributes: Agility D6, Smarts D6, Spirit D8, Strength D6, Vigor D6

Skills: Knowledge (Pop Culture) D6, Shooting D6, Taunt D8
Charisma: 0 **Pace**: 6 **Parry**: 3
Toughness: 5 **Mental Resistance**: 5
Spiritual Resolve: 6 **Wealth**: 2
Hindrances: Arrogant, Overconfident, Public Identity, Trouble Magnet
Edges: Arcane Background (Neo), Glory Hound, Power Development, Verbal Barrage
Powers (Power Source: Mutation):
- **Gravity Manipulation 6**
- **Hyper-Movement 2** (Flight, Usable on Others, Extended Reach 2)
- **Telekinesis 6** (Exponential Lifting Increase 6)
- **Force Field 6** (+12, Large Burst)

Rolling Thunder



Attributes: Agility D8, Smarts D6, Spirit D10, Strength D12+2, Vigor D12

Skills: Fighting D10, Intimidation D8, Shooting D10
Charisma: 0 **Pace**: 6 **Parry**: 7
Toughness: 8 **Mental Resistance**: 5
Spiritual Resolve: 7 **Wealth**: 6
Hindrances: All Thumbs, Heroic, Loyal, Public Identity, Quirk (Fanatical Football Fan)
Edges: Arcane Background (Neo), Hard to Kill, Iron Jaw, Nerves of Steel, No Vital Areas, Power Development, Resilience, Wealthy
Powers:
- **Hyper-Edge 1** (No Vital Areas, One Form Only [Energy Ball], Power Source: Mutation)
- **Hyper-Movement 4** (Flight, One Form Only [Energy Ball], Power Source: Mutation)
- **Hyper-Sense 2** (Full Vision, One Form Only [Energy Ball], Power Source: Mutation)
- **Immunity 7** (Life Support, One Form Only [Energy Ball], Power Source: Mutation)
- **Melee Attack 8** (Power Source: Mutation)
- **Range Attack 8** (8D6, Large Burst, One Form Only [Energy Ball], Power Source: Mutation)
- **Super-Strength 4** (One Form Only [Human], Power Source: Mutation)
- **Super-Toughness 9** (+18, Armored, Gadget, Difficult to Take, Power Source: Technology)

Silver Sai



Attributes: Agility D12, Smarts D6, Spirit D8, Strength D8, Vigor D8

Skills: Climbing D8, Driving D8, Fighting D12+4, Intimidation D10, Knowledge (World Languages) D8, Lockpicking D8, Notice D8, Piloting D6, Shooting D8, Stealth D10, Shooting D10, Survival D8, Throwing D10, Tracking D8
Charisma: 0 **Pace**: 6 **Parry**: 15
Toughness: 22 **Mental Resistance**: 5
Spiritual Resolve: 6 **Wealth**: 6
Hindrances: Bad Luck, Responsibility to Others (Kid Daring), Secret Identity, Skeleton in the Closest (Once an Assassin), Stubborn
Edges: Arcane Background (Neo), First Strike, Frenzy, Improved Block, Improved Close Fighting, Improved Dodge, Improved Sweep, Improvisational Fighter, Martial Artist, Really Dirty Fighter, Riposte, Thief, Wealthy
Powers:
- **Camouflage 7** (Gadget, Difficult to Take, Power Source: Technology)
- **Hyper-Edge 10** (Improved Block, Improved Close Fighting, Improved Dodge, Improved Sweep, Really Dirty Fighter, Power Source: Natural)
- **Hyper-Parry 5** (+5, Power Source: Natural)
- **Melee Attack 8** (Sai, 8D6, Multiple Targets, Gadget, Difficult to Take, Power Source: Technology)
- **Super Skill 5** (Fighting, Power Source: Natural)
- **Super-Toughness 8** (+16, Armored, Gadget, Difficult to Take, Power Source: Technology)
- **Universal Gadget 5** (50 Power Points, Power Source: Technology)

Solo Champions

American Glory



Attributes: Agility D8, Smarts D6, Spirit D12, Strength D12+4, Vigor D12+4

Skills: Fighting D12, Throwing D8
Charisma: +2 **Pace**: 6 **Parry**: 12
Toughness: 30 (Heavy Armor)
Mental Resistance: 5 **Spiritual Resolve**: 8 **Wealth**: 6
Hindrances: All Thumbs, Big Mouth, Cocky, Overconfident, Psychologically Unstable (Major), Secret Identity, Trouble Magnet
Edges: Arcane Background (Neo), Charismatic, Glory Hound, Hard to Kill, Heavy-Hitter (Melee Attack), Immortal (Slow Aging), Impervious (Super-Toughness), Improvisational Fighter, Iron Jaw, Nerves of Steel, Power Development, Resilience, Verbal Barrage, Wealthy
Powers (Power Source: Mutation):
- **Enhance Trait 8** (Malleable, Self, Wild Power, Limited: Requires A Cheering Crowd)
- **Hyper Parry 4** (+4)
- **Melee Attack 5** (5D8, AP 20)
- **Super-Strength 5**
- **Super-Toughness 5** (+20, Heavy Armor)
- **Super-Vigor 5**

Gilbert Alfriman

Attributes: Agility D6, Smarts D10, Spirit D6, Strength D6, Vigor D6

Skills: Guts D4, Knowledge (Accounting) D10, Knowledge (Business) D8
Charisma: 0 **Pace**: 6 **Parry**: 3
Toughness: 5 **Mental Resistance**: 7
Spiritual Resolve: 5 **Wealth**: 6
Hindrances: Alternate Form (Major), Anemic, Bad Luck, Cautious, Psychologically Unstable (Major), Yellow
Edges: Alertness, Wealthy
Powers:
- None

Gillian



Attributes: Agility D4, Smarts D6, Spirit D8, Strength D4, Vigor D4

Skills: Notice D6, Stealth D4
Charisma: 6 **Pace**: 6 **Parry**: 3
Toughness: 4 **Mental Resistance**: 5
Spiritual Resolve: 6 **Wealth**: 0
Hindrances: Clueless, Impoverished, Young, Wanted
Edges: Alertness, Danger Sense
Powers:
- None

Ragdoll

Attributes: Agility D8, Smarts D6, Spirit D10, Strength D8, Vigor D12

Skills: Fighting D8, Guts D12, Intimidation D10, Shooting D10, Stealth D10, Survival D8, Tracking D8
Charisma: 0 **Pace**: 4 **Parry**: 6
Toughness: 8 **Mental Resistance**: 5
Spiritual Resolve: 7 **Wealth**: 0
Hindrances: Amnesia, Clueless, Curious, Impoverished, Vow (Protect Gillian), Wanted (Major, VanCorp)
Edges: Arcane Background (Neo), Harder to Kill, Immortal (No Aging), Improved Nerves of Steel, Iron Jaw, Power Development, Resilience
Powers (Power Source: Technology):
- **Molecular Chameleon 7** (70 Power Points)

- **Range Attack 7** (7D6, Linked To Disintegration 7)
- **Regeneration 5** (Attribute Damage [1 minute], Immortal [1 week], Limb Regrowth [1 minute], Reconstruction [1 day]
- **Shape-Shift 8** (80 Power Points)

Icarus



Attributes: Agility D12+2, Smarts D12+6, Spirit D12+4, Strength D8, Vigor D10

Skills: Driving D6, Fighting D10, Guts D12, Healing D12, Investigation D12, Knowledge (Biology) D12+4, Knowledge (History) D12+4, Knowledge (Psychology) D12+4, Knowledge (Tactics) D12, Knowledge (Theology) D12+2, Notice D10, Persuasion D12, Shooting D12, Stealth D12, Streetwise D12+4, Survival D12, Tracking D12
Charisma: +2 **Pace**: 8 **Parry**: 7
Toughness: 7 **Mental Resistance**: 11
Spiritual Resolve: 10 **Wealth**: 15
Hindrances: Bad Dreams, Distinctive Appearance, Guilt (Bringing The Purge to Earth), Haunted Memories (Destruction of Atlantis, Triggered by Smell of the Sea), Skeleton in the Closet (First Brought The Purge To Earth), Unregistered Neo
Edges: Arcane Background (Neo), Charismatic, Connection (Ramirez Enterprises), Connection (Menzati Mars Outpost), Extensive Network, Extremely Wealthy, Fleet-Footed, Immortal (No Aging), Inhuman Anatomy, Jack-Of-All-Trades, Power Development, Power Mastery (Range Attack [Sonic Blast]), Scholar (Knowledge: Biology, Knowledge: Psychology), Titan-Level (Range Attack [Sonic Blast]), Windfall
Powers (Power Source: Natural):
- **Daze 9** (Sonic Scream Linked To Sicken 9)
- **Hyper-Movement 5** (Flight)
- **Hyper-Sense 13** (Acute Direction, Danger Sense, Directional Hearing, Hyper-Hearing 8, Telescopic Vision 2)
- **Illusion 10**
- **Immunity 5** (Disease, Environmental Cold, Environmental Heat, Radiation, Poison)
- **Language Comprehension 8**
- **Melee Attack 8** (Sonic Punch, 8D6)
- **Range Attack 10** (Sonic Blast, 10D10)
- **Super-Agility 3**
- **Super-Smarts 8**
- **Super-Spirit 7**
- **Super-Skill 4** (Knowledge: Biology)
- **Super-Skill 4** (Knowledge: History)
- **Super-Skill 4** (Knowledge: Psychology)
- **Super-Skill 3** (Knowledge: Theology)
- **Super-Skill 6** (Streetwise)

Robert MacIntyre



Attributes: Agility D6, Smarts D12+1, Spirit D8, Strength D6, Vigor D6

Skills: Driving D6, Fighting D6, Guts D8, Investigation D10, Knowledge (Computers) D8, Knowledge (Law Enforcement) D8, Knowledge (Medicine) D8, Knowledge (Neo Genetics) D12+2, Knowledge (Science) D12, Notice D10, Shooting D8, Streetwise D8
Charisma: 0 **Pace**: 6 **Parry**: 5
Toughness: 5 **Mental Resistance**: 8
Spiritual Resolve: 6 **Wealth**: 6
Hindrances: Cautious, Curious, Glass Jaw, Pacifist (Minor)
Edges: Alertness, Expert (Knowledge: Neo Genetics), Jack-Of-All-Trades, Professional (Smarts), Scholar (Knowledge: Neo Genetics, Knowledge: Science), Wealthy
Powers:
- None

Stelleron



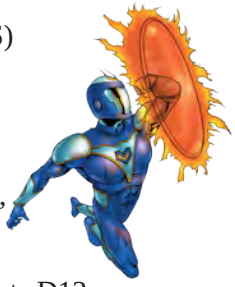
Attributes: Agility D12+4, Smarts D8, Spirit D10, Strength D12+8, Vigor D12+6

Skills: Fighting D10, Guts D12, Intimidation D10, Investigation D6, Knowledge (Science) D8, Knowledge (Tactics), D10, Notice D8, Persuasion D12+4, Shooting D10, Stealth D8, Streetwise D10, Throwing D8
Charisma: 0 **Pace**: 6 **Parry**: 11
Toughness: 59 (Heavy Armor)
Mental Resistance: 10 **Spiritual Resolve**: 11 Wealth:0
Hindrances: All Thumbs, Code of Honor, Heroic, Impoverished, Loyal, Pacifist (Minor), Vow (Protection of Mankind)
Edges: Arcane Background (Neo), Common Bond, Harder to Kill, Heavy-Hitter (Melee Attack), Immortal (No Aging), Improved Fortified Soul, Improved Nerves of Steel, Improved Resist Domination, Inhuman Anatomy, Iron Jaw, Invulnerable (Super-Toughness), Level Headed, Never Say Die, No Vital Areas, Perseverance, Power Development, Quick, Resilience, Titan-Level (Energy Blast)
Powers (Power Source: Natural):
- **Hyper-Edge 8** (Improved Fortified Soul, Improved Nerves of Steel, Improved Resist Domination, Iron Jaw, Resilience)
- **Immunity 10** (Hunger, Lack of Sleep, Life Support, Thirst)
- **Resolute 10** (Smarts, +10)
- **Super-Agility 6**
- **Super-Skill 5** (Persuasion)
- **Super-Strength 10**
- **Super-Toughness 8** (+48, Heavy Armor)
- **Super-Vigor 8**

Power Network 10 (Cosmic Energy Control, Power Source: Natural)
- **Faster-Than-Light-Travel 1** (ES)
- **Healing 10** (AS)
- **Hyper-Movement 10** (Flight, ES)

- **Hyper-Movement 6** (Super-Speed, Useable on Others, Extended Reach 2, AS)
- **Hyper-Parry 4** (+4, AS)
- **Hyper-Sense 1** (Transmission Hearing, ES)
- **Melee Attack 8** (Cosmic Energy Punch, 8D8, AP 20, Heavy Weapon, AS)
- **Range Attack 8** (Cosmic Blast, 8D10, AP 20, Heavy Weapon, AS)
- **Regeneration 8** (Regrowth, AS)
- **Sensory Overload 9** (Visual, ES)

Vanguardian



Attributes: Agility D8, Smarts D10, Spirit D10, Strength D8, Vigor D8

Skills: Driving D6, Fighting D10, Guts D12, Investigation D6, Knowledge (Area Knowledge: Autumn Arbor) D12, Knowledge (Business) D8, Knowledge (Computers) D8, Knowledge (Science) D10, Knowledge (Tactics) D8, Notice D6, Persuasion D6, Piloting D6, Repair D10, Shooting D6, Streetwise D8

Charisma: 0 **Pace**: 6 **Parry**: 7
Toughness: 30 (Heavy Armor) **Mental Resistance**: 31
Spiritual Resolve: 7 **Wealth**: 10

Hindrances: Bad Dreams, Guilt (Lying to His Wife, Not Being a More Involved Father), Enemy (Major, Alexander Ramirez), Heroic, Loyal, Married, Responsibility to Others (Wife and Children), Secret Identity, Trouble Magnet

Edges: Arcane Background (Neo), Luck, Combat Reflexes, Connections (Marcus Ramirez in VanCorp), Extremely Wealthy, Hard to Kill, Impervious (Force Field), Impervious (Super-Toughness), Impervious (Psychic Fortitude), Iron Jaw, Nerves of Steel, No Mercy, Resilience

Powers:
- **Interface 1** (Wild Power, Power Source: Mutation)
- **Psychic Fortitude 8** (+24, Power Source: Technology)
- **Resolute 10** (Smarts, +10, Power Source: Technology)

Power Network 11 (Nano-Armor, Persistent [PNO], Set-up [30 seconds, PNO], Concealable [PNO], Power Source: Technology)
- **Absorption 9** (Energy Shield, Energy, Enhance Trait: [Strength], Enhance Trait: [Force Field Heavy Armor], Power Accumulation, Power Sponge, Split Benefit, Superior Redirection, Limited Redirect [Range Attack Only], Limited: Energy Shield Must be Active, Limited: Must be Aware of Attack, AS).
- **Hyper-Movement 6** (Flight, Limited: Energy Shield Must be Active, AS)
- **Hyper-Sense 8** (Acute Direction, Danger Sense, Darkvision 3, Telescopic Vision, Thermal Vision, Transmission Hearing, ES)
- **Immunity 7** (Life Support, AS)
- **Melee Attack 6** (Energy Shield Swipe, 6D6, AP 10, AS)
- **Melee Attack 6** (Super-Punch, 6D6, ES)
- **Regeneration 8** (Ability Damage [Vigor, 1 Hour], Immortal [1 week], Natural Healing [1 Hour], Reconstruction [1 week], Limited: Power Network Only, AS)
- **Super-Strength 6** (ES)
- **Super-Toughness 6** (+24, Abatable, Heavy Armor, ES)
- **Super-Vigor 4** (D10, Limited: Power Network Only, ES)
- **Transmission 8** (Exponential Increase 13, ES)

Attacking the Nano-Armor

In the stories, Vanguardian's Nano-Armor is damaged on several occasions, one such occurrences throwing his personal life into absolute chaos. To mimic that in Dawn of Legends, the Nano-Armor has been given its own Vigor trait and Regeneration Power. Consider the Nano-Armor's Toughness to be 24 (Super-Toughness). Being Abatable, if the Nano-Armor suffers an Incapacitation result (apply damage rules as per Wild Cards), it is considered destroyed. For purposes of targeting the Nano-Armor, use Vanguardian's normal Parry or the normal Range TN.

Since the Nano-Armor is a living entity, upon being Destroyed it is considered absorbed into Vanguardian's flesh. The Nano-Armor cannot be taken away from him and used by others.

Psychic Fortitude and Resolute

As shown in the Autumn Arbor fiction, Vanguardian is extremely resistant to mental attacks and invasion even while the Nano-Armor is retracted. This is due to the millions of alien Nanites that form a collective consciousness and have become a part of his psyche.

Rogue Teams

The Gun-Runners

Fire-Arm



Attributes: Agility D8, Smarts D6, Spirit D6, Strength D8, Vigor D10

Skills: Driving D6, Fighting D8, Knowledge (Italian), Shooting D6, Streetwise D8
Charisma: 0 **Pace**: 6 **Parry**: 6
Toughness: 7 **Mental Resistance**: 5
Spiritual Resolve: 5 **Wealth**: 3
Hindrances: Bad Luck, Distinctive Appearance, Enemy (The Anarchitect), Loyal, Phobia (Minor, The Anarchitect), Trouble Magnet, Quirk (In Love with Maiden America), Wanted (Major, NCB), Windfall
Edges: Arcane Background (Neo), Brawny, Close Fighter, First Strike, Improved Trademark Weapon (Plasma Arm), Power Development, Riposte
Powers (Power Source: Mutation):
- **Disintegration 7** (Limited: Right Arm Only)
- **Energy Field 8** (Limited: Right Arm Only)
- **Melee Attack 7** (Plasma Arm, 7D6, Heavy Weapon)



Full Metal Jacket



Attributes: Agility D6, Smarts D12+1, Spirit D8, Strength D6, Vigor D8

Skills: Fighting D6, Guts D10, Investigation D12, Knowledge (Computers) D12, Knowledge (Electronics) D12, Knowledge (Science) D12, Knowledge (Tactics) D8, Piloting D8, Repair D12, Shooting D8, Street wise D8
Charisma: 0 **Pace**: 6 **Parry**: 5
Toughness: 6 **Mental Resistance**: 8
Spiritual Resolve: 6 **Wealth**: 6
Hindrances: Bad Luck, Code of Honor, Pacifist (Minor), Stubborn, Trouble Magnet, Wanted (Major, NCB)
Edges: Arcane Background (Neo), Expert (Smarts), Inventor, Power Development, Quick Change, Wealthy
Powers:
- **Super-Smarts 3** (Power Source: Natural)

Power Network 9 (F.M.J Armor, Persistent [PNO], Gadget [EPN], Difficult to Take [EPN], Power Source: Technology)
- **Hyper-Movement 4** (Flight, AS)
- **Hyper-Sense 1** (Transmission Hearing, ES)
- **Immunity 7** (Life Support, AS)
- **Range Attack 6** (6D6, AP 10, ES)
- **Shrinking 6** (Blindside, Normal Density, Linked to Enhance Trait 6 [Range Attack], Linked to Force Field 6 [+12], ES)
- **Super-Strength 4** (ES)
- **Super-Toughness 4** (+8, Armored, ES)
- **Super-Vigor 4** (ES)
- **Transmission 14** (ES)



Maiden America



Attributes: Agility D8, Smarts D12+2, Spirit D8, Strength D8, Vigor D8

Skills: Fighting D4, Investigation D10, Knowledge (Computers) D12, Knowledge (Chemistry) D12, Knowledge (Electronics) D12, Knowledge (Science) D12+2, Repair D12+1, Shooting D8, Street wise D6
Charisma: +4 **Pace**: 6 **Parry**: 4 **Toughness**: 6
Mental Resistance: 9 **Spiritual Resolve**: 6 **Wealth**: 6
Hindrances: Bad Dreams, Code of Honor, Glass Jaw, Guilt (Leaving Gillian), Responsibility to Others (Gillian), Vow (To Return to Gillian), Wanted (Major, NCB)
Edges: Arcane Background (Neo), Improved Trademark Weapon (Weapon Harness Rifle), Power Development, Very Attractive, Wealthy
Powers:
- **Hyper-Movement 3** (Extraordinary Pace, Power Source: Technology)
- **Hyper-Movement 3** (Leaping, Power Source: Technology)
- **Super-Skill 4** (Knowledge: Science, Power Source: Natural)
- **Super-Skill 4** (Knowledge: Repair, Power Source: Natural)
- **Super-Smarts 4** (Power Source: Natural)

Power Network 4 (Weapon Harness, Persistent [PNO], Gadget [EPN], Difficult to Take [EPN], Power Source: Technology)
- **Hyper-Sense 4** (Darkvision 2, Telescopic Vision, Thermal Vision, Transmission Hearing, ES)
- **Range Attack 7** (Hi-Tech Rifle- Modified Assault Rounds, 7D6, Auto Fire, Multiple Targets, AP 20, AS)
- **Range Attack 7** (Hi-Tech Rifle- Homing Rounds, 7D6, Homing, AP 10, AS)
- **Transmission 14** (ES)



Silo



Attributes: Agility D6, Smarts D12+4, Spirit D8, Strength D6, Vigor D8

Skills: Fighting D4, Investigation D12, Knowledge (Computers) D12+2, Knowledge (Science) D12+4, Repair D12+2, Shooting D8, Street wise D6
Charisma: 0 **Pace**: 6 **Parry**: 4
Toughness: 6 **Mental Resistance**: 10
Spiritual Resolve: 6 **Wealth**: 10
Hindrances: Arrogant, Cautious, Overconfident, Stubborn, Vengeful, Wanted (Major, NCB)
Edges: Arcane Background (Neo), Extremely Wealthy, Inventor, Jack-Of-All-Trades, Power Development, Scholar (Knowledge: Computers, Knowledge: Science)
Powers:
- **Interface 5** (Increased Value: Distance, Limited: Silo Armor Only, Gadget, Easy to Take, Power Source: Technology)
- **Super-Skill 3** (Knowledge: Computers, Power Source: Natural)
- **Super-Skill 6** (Knowledge: Science, Power Source: Natural)
- **Super-Skill 3** (Repair, Power Source: Natural)
- **Super-Smarts 5** (Power Source: Natural)

- **Universal Gadget 3** (30 Power Points, Power Source: Technology)

Power Network 14 (Silo Armor, Persistent [PNO], Gadget [EPN], Difficult to Take [EPN], Power Source: Technology)

- **Entangle 7** (Entangler Grenade, Incremental, ES)
- **Environmental Manipulation 7** (Smoke Grenades, Obscure, ES)
- **Growth 1** (Permanent, ES)
- **Hyper-Movement 3** (Extraordinary Pace, AS)
- **Hyper-Movement 3** (Flight, AS)
- **Hyper-Sense 2** (Telescopic Vision, Transmission Hearing, ES)
- **Immunity 7** (Life Support, AS)
- **Range Attack 6** (Missiles, 6D6, AP 10, Homing, Medium Burst, AS)
- **Range Attack 8** (Energy Cannons, 8D6, Multiple Targets, AS)
- **Sensory Overload 7** (Flash-Bang Grenade, Visual, ES)
- **Super-Strength 4** (ES)
- **Super-Toughness 8** (+16, Heavy Armor, ES)
- **Super-Vigor 4** (ES)
- **Transmission 14** (ES)

Solo Rogues



Arkainon

Attributes: Agility D6, Smarts D10, Spirit D12+6, Strength D4, Vigor D8

Skills: Fighting D6, Guts D12+4, Intimidation D10, Knowledge (Occult) D12+4, Notice D8, Persuasion D10, Riding D8, Repair D8, Shooting D8, Taunt D6
Charisma: 0 **Pace**: 6 **Parry**: 5
Toughness: 6 **Mental Resistance**: 67
Spiritual Resolve: 71 **Wealth**: 15
Hindrances: All Thumbs, Arrogant, Bloodthirsty, Clueless, Enemy (Major, Merlyn), Glass Jaw, Mean, Overconfident, Stubborn, Ugly, Vengeful
Edges: Arcane Background (Neo), Charismatic, Extremely Wealthy, Immortal (Slow Aging), Improved Intimidating Presence, Inventor, Invulnerable (Eldritch Defense), Invulnerable (Force Field, via Metamagic), Invulnerable (Psychic Fortitude), Paragon (Metamagic), Power Development, Silent Partner (Incindari), Titan-Level (Range Attack [Eldritch Bolt], via Metamagic), Windfall
Powers (Power Source: Mystical):

- **Eldritch Defense 10** (+60)
- **Language Comprehension 8**
- **Metamagic 12** (120 Power Points)
- **Psychic Fortitude 10** (+60)
- **Summon 10** (Demons, Wild Card, Super-Human)
- **Super-Skill 4** (Guts)
- **Super-Skill 5** (Knowledge: Occult)
- **Super-Spirit 6**



Incindari

Attributes: Agility D6, Smarts D6, Spirit D12, Strength D8, Vigor D10

Skills: Fighting D8, Guts D10, Intimidation D8, Knowledge (Occult) D10, Repair D8, Shooting D8, Stealth D12
Charisma: -2 **Pace**: 6 **Parry**: 6
Toughness: 27 **Mental Resistance**: 21
Spiritual Resolve: 28 **Wealth**: 0
Hindrances: Big Mouth, Bloodthirsty, Cocky, Impoverished, Mean, Servitor (Arkainon), Small, Yellow
Edges: Arcane Background (Neo), Dirty Fighter, Immortal (No Aging), Inventor, No Vital Areas, Power Development, Verbal Barrage
Powers (Power Source: Mystical):

- **Animation 8** (Ready to Rumble)
- **Eldritch Defense 10** (+20)
- **Camouflage 8**
- **Enhance Trait 8** (Source Enhancing [Magic], Incremental, Longer Fade [1 hour])
- **Psychic Fortitude 8** (+16)
- **Super-Toughness 10** (+20)



Bone-Spur

Attributes: Agility D8, Smarts D6, Spirit D8, Strength D12, Vigor D10

Skills: Climbing D6, Driving D8, Fighting D12, Guts D10, Intimidation D10, Shooting D8, Stealth D8, Streetwise D10, Survival D8, Tracking D6
Charisma: 0 **Pace**: 6 **Parry**: 13
Toughness: 23 Mental Resistance: 5
Spiritual Resolve: 6 Wealth: 6
Hindrances: Bloodthirsty, Dead Man Walking, Distinctive Appearance, Mean, Stubborn, Vengeful, Wanted (Major, NCB)
Edges: Ambidextrous, Arcane Background (Neo), Berserk, Brawny, First Strike, Frenzy, Improved Close Fighting, Improved Intimidating Presence, Improved Nerves of Steel, Instant Stand, No Vital Areas, Power Development, Riposte, Sweep, Two-Fisted, Wealthy
Powers:

- **Energy Field 8** (Bone Spurs, 8D6, Power Source: Mutation)
- **Evasion 7** (Power Source: Natural)
- **Hyper-Parry 5** (+5, Power Source: Natural)
- **Melee Attack 8** (Bone Claws, 8D6, AP 10, Concealable, Multiple Targets, Power Source: Mutation)
- **Range Attack 6** (Bone Missiles, 6D6, AP 10, Power Source: Mutation)
- **Super-Toughness 8** (Bone Spurs, +16, Power Source: Mutation)

Colonel Butcher



Attributes: Agility D8, Smarts D8, Spirit D12, Strength D8, Vigor D10

Skills: Climbing D6, Driving D8, Fighting D10, Guts D10, Knowledge (History) D8, Knowledge (Tactics) D10, Notice D8, Persuasion D6, Piloting D6, Repair D6, Shooting D10, Stealth D8, Streetwise D8, Survival D8, Swimming D8, Throwing D6, Tracking D6
Charisma: 0 **Pace**: 6 **Parry**: 7
Toughness: 7 **Mental Resistance**: 20
Spiritual Resolve: 8 **Wealth**: 6
Hindrances: Bloodthirsty, Guilt (Not Being There to Protect His Family), Psychologically Unstable (Brief Memory Lapses), Servitor (Uber Fuhrer), Skeleton in the Closet (Serving the Iron Reich, Unregistered Neo), Vengeful
Edges: Arcane Background (Neo), Brawny, Combat Reflexes, Connection (Capital Hill, NCB, HDDN, Pentagon), Followers (Military Unit), Iron Jaw, Level Headed, Marksman, Martial Artist, No Mercy, Steady Hands, Wealthy
Powers (Power Source: Mutation):
- **Emotional Manipulation 4**
- **Mind Control 4**
- **Psychic Fortitude 7 (+14)**

Jessica Baker



Attributes: Agility D6, Smarts D10, Spirit D8, Strength D6, Vigor D8

Skills: Driving D6, Fighting D6, Investigation D10, Knowledge (Computers) D8, Knowledge (Law Enforcement) D8, Knowledge (Registered Neos) D12, Knowledge (Psychology) D10, Knowledge (Science) D8, Notice D8, Persuasion D8, Repair D6, Shooting D8, Streetwise D10
Charisma: +4 **Pace**: 6 **Parry**: 5
Toughness: 6 **Mental Resistance**: 7
Spiritual Resolve: 6 **Wealth**: 4
Hindrances: Bad Dreams, Bloodthirsty (Against Neos), Haunted Memories (Parents' Death, Triggered by Neo Battles), Phobia (Neos), Psychologically Unstable (Depression), Skeleton in the Closet (Neo Murderer), Vow (Destroy the Neo Population)
Edges: Alertness, Attractive, Charismatic, Connection (FBI), Dirty Fighter, Extensive Network, Windfall
Powers:
- None

Carionette



Attributes: Agility D8, Smarts D8, Spirit D6, Strength D8, Vigor D12

Skills: Climbing D6, Fighting D6, Intimidation D10, Stealth D10, Throwing D6
Charisma: -2 **Pace**: 6 **Parry**: 5
Toughness: 8 **Mental Resistance**: 6
Spiritual Resolve: 5 **Wealth**: 0
Hindrances: All Thumbs, Clueless, Distinctive Appearance, Impoverished, Mean, Psychologically Stubborn, Unstable (Depression), Vengeful, Ugly, Unregistered Neo, Wanted (Major, NCB)
Edges: Arcane Background (Neo), Berserk, Combat Reflexes, Immortal (Slow Aging), Improvisational Fighter, Power Development, Really Dirty Fighter, Sweep
Powers (Power Source: Mutation):
- **Immunity 7** (Life Support)
- **Regeneration 6** (Attribute Damage, Limb Regrowth, Natural Healing [1 Hour])

Power Network 8 (Prehensile Hair, Power Source: Mutation)
- **Deflect 7** (Hair Fan, ES)
- **Entangle 6** (Hair Grapple, Extra Reach 2, ES)
- **Extra Limb 25** (Hair, ES)
- **Hyper-Parry 6** (Hair Defense, Maintained, ES)
- **Hyper-Movement 6** (Hair Vines, Swinging, ES)
- **Melee Attack 6** (Hair Punch, 6D6, Medium Burst, Extra Reach 2, ES)
- **Super-Toughness 6** (Hair Cocoon, +12 Maintained, ES)
- **Telekinesis 6** (Hair Grab, Limited: Melee, Limited: Must Touch Object, Extra Reach 2, ES)

Neo One



Attributes: Agility D8, Smarts D8, Spirit D8, Strength D6, Vigor D8

Skills: Fighting D8, Persuasion D8, Streetwise D10, Shooting D8
Charisma: +2 **Pace**: 6 **Parry**: 6
Toughness: 6 **Mental Resistance**: 6
Spiritual Resolve: 6 **Wealth**: 10
Hindrances: Cocky, Delusional (Believes he is the Neo Chosen One), Overconfident, Secret Identity, Unregistered Neo, Vengeful, Wanted (Major, NCB)
Edges: Arcane Background (Neo), Charismatic, Extensive Network, Extremely Wealthy, Financial Benefactor (Lord Wyverncrest), First Strike, Headquarters, Quick
Powers:
- **Drain 8** (Omni-Drain, Transference)

Ramirez



Attributes: Agility D8, Smarts D12+1, Spirit D10, Strength D8, Vigor D8

Skills: Driving D6, Fighting D10, Guts D8, Intimidation D10, Investigation D8, Knowledge (Business) D12+2,

Knowledge (Computers) D8, Knowledge (Finance) D12, Knowledge (Marketing) D10, Notice D8, Persuasion D10, Piloting D6, Repair D6, Shooting D8, Stealth D6, Streetwise D12
Charisma: +6 **Pace**: 6 **Parry**: 15
Toughness: 6 **Mental Resistance**: 22
Spiritual Resolve: 7 **Wealth**: 15
Hindrances: Arrogant, Cautious, Overconfident, Stubborn, Vengeful (Major), Vow (Destroy Vanguardian)
Edges: Arcane Background (Neo), CEO, Charismatic, Combat Reflexes, Expert (Knowledge: Business), Extensive Network, Extremely Wealthy, First Strike, Frenzy, Improved Block, Improved Fortified Soul, Improved Resist Domination, Intimidating Presence, Iron Jaw, Level Headed, Martial Artist, No Mercy, Power Development, Professional (Smarts), Riposte, Resilience, Sweep, Very Attractive, Windfall
Powers (Power Source: Natural):
- **Enhance Trait 9** (Chi Focus, Strength)
- **Evasion 8** (Chi Reflexes)
- **Hyper-Edge 10** (Martial Training, Combat Reflexes, First Strike, Frenzy, Improved Block, Level Headed, No Mercy, Riposte, Resilience, Sweep)
- **Hyper-Parry 8** (Chi Reflexes, +8)
- **Melee Attack 6** (Chi Strike, 6D6)
- **Psychic Fortitude 7** (Martial Training, +14)
- **Regeneration 5** (Chi Focus, Natural Healing [1 Hour])
- **Resolute 8** (Martial Training, Smarts, +8)

Sawbones 1200



Attributes: Agility D6, Smarts D12, Spirit D6, Strength D12+4, Vigor D12

Skills: Fighting D8, Intimidation D8, Knowledge (Computers), D12, Knowledge (Cybernetics) D12, Knowledge (Medicine) D12, Knowledge (Science) D12, Repair D10

Charisma: -2 **Pace:** 6 **Parry:** 6 **Toughness:** 24
Mental Resistance: 8 **Spiritual Resolve:** 5 **Wealth:** 0
Hindrances: Bloodthirsty, Cautious, Clueless, Delusional (Believes Reason For Existing is to Upgrade All Humans Into Cybernetic Beings), Distinctive Appearance, Impoverished, Ugly, Unable to Heal, Vow (Convert Humans to Cyborg Life Forms), Vulnerability (Minor, Electricity), Wanted (Major, NCB)
Edges: Arcane Background (Neo), Improved Close Fighting, Inventor, Jack-Of-All-Trades, Power Development, Scholar (Knowledge: Medicine, Knowledge: Cybernetics)

Powers (Power Source: Technology):
- **Daze 7** (Sedative Needle)
- **Grafting 8**
- **Hyper-Sense 6** (Acute Direction, Darkvision 3, Directional Hearing, Thermal Vision)
- **Immunity 6** (Source Immunity: Mystical Powers)
- **Melee Attack 7** (Bone Saw, 7D6)
- **Paralyze 7** (Paralysis Needle)
- **Sicken 7** (Narcotic Needle)
- **Super-Strength 6**
- **Super-Toughness 8** (+16, Armored)

Power Network 3 (Android Construction, Limitation: Negating the Power Network renders an Android Incapacitated, Persistent, Power Source: Technology)
- **Immunity 11** (Drowning, Environmental Radiation, Hunger, Lack of Sleep, Source: Mental Powers, Thirst, ES)
- **Super-Toughness 6** (+12, ES)
- **Super-Vigor 3** (ES)

Spring-Heeled Jack



Attributes: Agility D10, Smarts D8, Spirit D10, Strength D10, Vigor D12

Skills: Climbing D8, Fighting D10, Intimidate D10, Shooting D10, Stealth D12
Charisma: 0 **Pace**: 6 **Parry**: 7
Toughness: 20 **Mental Resistance**: 6
Spiritual Resolve: 7 **Wealth**: 0
Hindrances: Bloodthirsty, Clueless, Distinctive Appearance, Enemy (Minor, Midnight Avenger), Habit (Minor, Attacking Women), Impoverished, Unregistered Neo, Wanted (Major, NCB)
Edges: Arcane Background (Neo), Battle Cape, Combat Reflexes, Harder to Kill, Immortal (No Aging), Improved Intimidating Presence, Improved Nerves of Steel, No Vital Areas, Instant Stand, Really Dirty Fighter
Powers (Power Source: Natural):
- **Camouflage 8** (Visual, Auditory, Limited: Requires Shadows)
- **Hyper-Movement 3** (Extraordinary Pace)
- **Hyper-Movement 4** (Leaping)
- **Immunity 12** (Source Immunity: Mental Powers)
- **Range Attack 7** (Fire Breath, 7D6, Cone
- **Regeneration 8** (Attribute Damage [1 day], Immortal, Limb Regrowth [1 day], Natural Healing [1 minute], Reconstruction)
- **Sensory Overload 8** (Fire Flash, Visual)
- **Super-Toughness 6** (+12)

The Anarchitect



Attributes: Agility D4, Smarts D12+4, Spirit D10, Strength D4, Vigor D6

Skills: Fighting D4, Guts D10, Investigation D12, Knowledge (Computers) D12, Knowledge (Cybernetics) D12+4, Knowledge (Medicine) D12+2, Knowledge (Robotics) D12+2, Knowledge (Science) D12+4, Repair D12+2, Shooting D4, Streetwise D10
Charisma: -2 **Pace**: 4 **Parry**: 4 **Toughness**: 23
Mental Resistance: 10 **Spiritual Resolve**: 7

Wealth: 12
Hindrances: Arrogant, Enemy (Major, Daring Dynasty), Lame, Mean, Overconfident, Psychologically Unstable (Argues with Himself), Stubborn, Ugly, Vengeful, Vow (Destroy the Daring Dynasty), Wanted (Major, NCB, Daring Dynasty)
Edges: Arcane Background (Neo), Expert (Repair) Extensive Network, Extremely Wealthy, Headquarters, Immortal (Slow Aging), Inventor, Jack-Of-All-Trades, Nerves of Steel, Windfall
Powers:
- **Grafting 9** (Personality Transference, Power Source: Natural)
- **Super-Skill 6** (Knowledge: Cybernetics, Power Source: Natural)
- **Super-Skill 4** (Knowledge: Medicine, Power Source: Natural)
- **Super-Skill 3** (Knowledge: Robotics, Power Source: Natural)
- **Super-Skill 4** (Knowledge: Science, Power Source: Natural)
- **Super-Smarts 7**
- **Universal Gadget 7** (70 Power Points, Power Source: Technology)

Power Network 10 (Techno-Harness, Gadget [EPN], Difficult to Take [EPN])
- **Animation 9** (Limited: Machines Only, AS)
- **Extra Limbs 5** (Mechanical Arms, Extended Reach 3, ES)
- **Hyper-Action 2** (ES)
- **Hyper-Movement 2** (Flight, AS)
- **Hyper-Sense 2** (Awareness [Celestial Tear Energy], Transmission Hearing [Limited: Servos Only], ES)
- **Immunity 6** (Source Immunity: Mental Powers, ES)
- **Interface 8** (ES)
- **Sensory Shield 8** (Visual, Auditory, ES)
- **Super-Toughness 9** (+18, Armored, ES)
- **Transmission 8** (Exponential Distance Increase 7, Limited: Servos Only, AS)

Servos Soldiers



Attributes: Agility D6, Smarts D4, Spirit D4, Strength D12, Vigor D12

Skills: Fighting D8, Repair D6, Shooting D8, Stealth D6
Charisma: 0 **Pace:** 8 **Parry:** 6 **Toughness:** 20
Mental Resistance: 4 **Spiritual Resolve:** 4 **Wealth:** 0
Hindrances: Dependence (Major, Electricity, 1 Month, Rendered Incapacitated), Impoverished, Loyal, Servitor (The Anarchitect)
Edges: Arcane Background (Neo), Fleet-Footed, Power Development, Quick

Powers (Power Source: Technology):
- **Hyper-Sense 1** (Transmission Hearing)
- **Immunity 6** (Source Immunity: Mystical Powers)
- **Melee Attack 5** (5D6, AP 10)
- **Range Attack 5** (5D6, AP 10)
- **Super-Toughness 6** (+12)
- **Transmission 8** (Exponential Distance Increase 7, Limited: The Anarchitect Only)

Power Network 3 (Android Construction, Limitation: Negating the Power Network renders an Android Incapacitated, Persistent, Power Source: Technology)
- **Immunity 11** (Drowning, Environmental Radiation, Hunger, Lack of Sleep, Source: Mental Powers, Thirst, ES)
- **Super-Toughness 6** (+12, ES)
- **Super-Vigor 3** (ES)

Servos Hover Soldiers

Attributes: Agility D6, Smarts D4, Spirit D4, Strength D12, Vigor D12

Skills: Fighting D8, Repair D6, Shooting D8, Stealth D6
Charisma: 0 **Pace:** 6 **Parry:** 6 **Toughness:** 20
Mental Resistance: 4 **Spiritual Resolve:** 4 **Wealth:** 0
Hindrances: Dependence (Major, Electricity, 1 Month, Rendered Incapacitated), Impoverished, Loyal, Servitor (The Anarchitect)
Edges: Arcane Background (Neo), Power Development, Quick

Powers (Power Source: Technology):
- **Hyper-Movement 1** (Flight)
- **Hyper-Sense 1** (Transmission Hearing)
- **Immunity 6** (Source Immunity: Mystical Powers)
- **Melee Attack 5** (5D6, AP 10)
- **Range Attack 5** (5D6, AP 10)
- **Super-Toughness 6** (+12)
- **Transmission 8** (Exponential Distance Increase 7, Limited: The Anarchitect Only)

Power Network 3 (Android Construction, Limitation: Negating the Power Network renders an Android Incapacitated, Persistent, Power Source: Technology)
- **Immunity 11** (Drowning, Environmental Radiation, Hunger, Lack of Sleep, Source: Mental Powers, Thirst, ES)
- **Super-Toughness 6** (+12, ES)
- **Super-Vigor 3** (ES)

Servos Lab Assistants

Attributes: Agility D6, Smarts D8, Spirit D4, Strength D4, Vigor D6

Skills: Knowledge (Computers) D8, Knowledge Cybernetics D8, Knowledge (Robotics) D8, Knowledge (Science) D8, Repair D8

Charisma: 0 **Pace:** 6 **Parry:** 3 **Toughness:** 5
Mental Resistance: 8 **Spiritual Resolve:** 2 **Wealth:** 0

Hindrances: Dependence (Major, Electricity, 1 Month, Rendered Incapacitated), Impoverished, Loyal, Servitor (The Anarchitect)
Edges: Arcane Background (Neo), Power Development

Powers (Power Source: Technology):
- **Hyper-Sense 1** (Transmission Hearing)
- **Immunity 6** (Source Immunity: Mystical Powers)
- **Melee Attack 3** (3D6)
- **Super-Toughness 6** (+12)
- **Transmission 8** (Exponential Distance Increase 7, Limited: The Anarchitect Only)

Power Network 3 (Android Construction, Limitation: Negating the Power Network renders an Android Incapacitated, Persistent, Power Source: Technology)
- **Immunity 11** (Drowning, Environmental Radiation, Hunger, Lack of Sleep, Source: Mental Powers, Thirst, ES)
- **Super-Toughness 6** (+12, ES)
- **Super-Vigor 3** (ES)



Uber Fuhrer

Attributes: Agility D10, Smarts D12+1, Spirit D12+1, Strength D10, Vigor D8

Skills: Fighting D10, Guts D12, Intimidation D12, Investigation D10, Knowledge (Occult) D12+4, Knowledge (Tactics) D12+2, Knowledge (Theology) D10, Notice D8, Persuasion D10, Repair D10, Shooting D10, Stealth D6, Streetwise D10
Charisma: 0 **Pace**: 6 **Parry**: 7
Toughness: 46 **Mental Resistance**: 48
Spiritual Resolve: 8 **Wealth**: 15
Hindrances: Arrogant, Bloodthirsty, Phobia (Minor, Arkainon), Vengeful, Vow (Destroy Arkainon), Wanted (Major, United States Government)
Edges: Arcane Background (Neo), Battle Cape, Expert (Knowledge: Tactics), Extensive Network, Extremely Wealthy, Harder to Kill, Heavy-Hitter (Melee Attack), Immortal (Slow Aging), Impervious (Psychic Fortitude), Impervious (Super-Toughness), Improved Intimidating Presence, No Vital Areas, Professional (Smarts), Professional (Spirit), Windfall
Powers:
- **Metamagic 10** (100 Power Points Power Source: Mystical)
- **Super-Skill 5** (Knowledge: Occult, Power Source: Natural)

Power Network 12 (Runen Rüstang, Persistent [PNO], Artifact [EPN], Difficult to Take [EPN], Power Source: Mystical)
- **Duplication 10** (Damage Soaking, Sacrificial Lamb, Wild Card, AS)
- **Empower 8** (80 Power Points, AS)
- **Hyper-Movement 8** (Flight, AS)
- **Hyper-Sense 8** (Awareness [mystical energy], Danger Sense, Darkvision 3, Full Vision 2, Thermal Vision, AS)
- **Immunity 13** (Life Support, Source Immunity: [Mystical Powers] , AS)
- **Melee Attack 8** (8D8, AP 20, AS)
- **Mind Control 10** (Large Burst, AS)
- **Psychic Fortitude 10** (+40, ES)
- **Range Attack 8** (8D8, AS)
- **Resolute 10** (Smarts, +10, ES)
- **Sensory Shield 10** (Visual, Auditory, AS)
- **Super-Toughness 10** (+40, ES)



Ultimus

Attributes: Agility D12+2, Smarts D10, Spirit D10, Strength D12+11, Vigor D12+4

Skills: Fighting D12+2, Guts D10, Intimidation D12, Knowledge (Tactics) D10, Piloting D10, Streetwise D12, Throwing D8
Charisma: -4 **Pace**: 6 **Parry**: 19
Toughness: 71 (Heavy Armor) **Mental Resistance**: 47
Spiritual Resolve: 47 **Wealth**: 15
Hindrances: Alien Form, Arrogant, Bloodthirsty, Cocky, Vengeful, Vow (Destroy The Purge), Wanted (Major, The Protectorate)
Edges: Arcane Background (Neo), Expert (Fighting), Extremely Wealthy, First Strike, Followers, Frenzy, Headquarters, Immortal (Slow Aging), Impervious (Eldritch Defense), Impervious (Psychic Fortitude), Improved Block, Improved Intimidating Presence, Improved Nerves of Steel, Invulnerable (Super-Toughness), Iron Jaw, No Vital Areas, Paragon (Drain), Resilience, Sweep, Titan-Level (Melee Attack), Windfall
Powers (Power Source: Natural):
- **Drain 12** (Source Drain: Mental and Mutation, Area Effect, Death Touch, Transference, Longer Fade: 1 Month)
- **Eldritch Defense 10** (+40)
- **Extra Limb 2**
- **Growth 1** (Permanent)
- **Hyper-Edge 10** (First Strike, Improved Block, Improved Intimidating Presence, Improved Nerves of Steel, Iron Jaw, Resilience, Sweep)
- **Hyper-Movement 10** (Flight)
- **Hyper-Parry 10** (+10)
- **Immunity 7** (Life Support)
- **Melee Attack 10** (10D10, AP 30)
- **Psychic Fortitude 10** (+40)
- **Resolute 10** (Smarts, +10)
- **Super-Agility 3**
- **Super-Strength 10** (Exponential Lifting Increase 11)
- **Super-Toughness 10** (+60, Heavy Armor)
- **Super-Vigor 5**



Wraith

Attributes: Agility D10, Smarts D6 , Spirit D8, Strength D10, Vigor D12

Skills: Driving D8, Fighting D10, Guts D8, Knowledge (Chemistry) D6, Knowledge (Computers) D6, Knowledge (Tactics) D6, Piloting D6, Repair D6,

Shooting D10, Stealth D8, Survival D10, Swimming D6, Throwing D8
Charisma: -4 **Pace**: 6 **Parry**: 7
Toughness: 23 **Mental Resistance**: 5
Spiritual Resolve: 6 **Wealth**: 2
Hindrances: Bad Dreams, Bloodthirsty, Haunted Memories (Killing Children in Black Ops, Triggered by seeing Little Girls below the age of 10), Psychologically Unstable (Memory Lapses), Wanted (Major, Federal Government)
Edges: Arcane Background (Neo), Brawny, Close Fighting, Connection (Cuban Drug Lords), Dirty Fighter, First Strike, Frenzy, Improvisational Fighter, Iron Jaw, Martial Artist, Marksman, Riposte
Powers:
- **Universal Gadget 6** (60 Power Points, Power Source: Technology)

Power Network 3 (Assassin Armor, Gadget [EPN], Difficult to Take [EPN], Power Source: Technology)
- **Camouflage 7**
- **Hyper-Sense 7** (Darkvision 3, Telescopic Vision 2, Thermal Vision, Transmission Hearing)
- **Super-Toughness 7** (Armored, ES)



Xombehemoth



Attributes: Agility D12, Smarts D4, Spirit D10, Strength D12+8, Vigor D12+6

Skills: Fighting D10, Guts D12, Intimidate D10, Shooting D8, Throwing D8
Charisma: -4 **Pace**: 6 **Parry**: 3
Toughness: 53 (Heavy Armor)
Mental Resistance: 43 **Spiritual Resolve**: 7 **Wealth**: 0
Hindrances: All Thumbs, Bad Luck, Bloodthirsty, Clueless, Disability (Multiple Personalities), Enemy (Major, Daring Dynasty), Illiterate, Impoverish, Mean, Ugly, Wanted (Major, All Law Enforcement Agencies)
Edges: Arcane Background (Neo), Berserk, Frenzy, Immortal (No Aging), Impervious (Psychic Fortitude), Impervious (Super-Toughness), Improved Intimidating Presence, Inhuman Anatomy, Iron Jaw, Power Development, Resilience, Sweep, Titan-Level (Melee Attack)
Powers:
Power Network 17 (Corpse Amalgam, Power Source: Mystical)
- **Animate Dead 8** (Limited: Dead Neos Only, ES)
- **Drain 8** (Source Drain, Limited: Mystical Powers Derived from Celestial Tear Energies Only, ES)
- **Entangle 9** (Vines, ES)
- **Extra Limb 4** (3 Vines, 1 Arm, ES)
- **Growth 2** (Permanent, ES)
- **Hyper-Movement 2** (Extraordinary Pace, ES)
- **Hyper-Movement 4** (Vines, Swinging, ES)
- **Hyper-Senses 6** (Awareness 2 [Dead Neos], Awareness 2 [Celestial Tear Energy], Hyper-Olfactory, Hyper-Touch, ES)
- **Immunity 7** (Life Support, ES)
- **Melee Attack 10** (10D10, AP 20, ES)
- **Psychic Fortitude 10** (Multiple Personalities, +40, ES)
- **Range Attack 10** (Radiation Blast, 10D6, linked to Sicken 10, ES)
- **Regeneration 5** (Attribute Damage, Immortal, Natural Healing [1 hour] , ES)
- **Resolute 10** (Multiple Personalities, +10, Smarts, ES)
- **Telekinesis 6** (ES)
- **Super-Strength 6** (Exponential Lifting Increase 10, ES)
- **Super-Toughness 10** (+40, Heavy Armor, ES)



Zero-One



Attributes: Agility D8, Smarts D8, Spirit D8, Strength D12+4, Vigor D12+4

Skills: Fighting D8, Guts D12, Knowledge (Computers) D8, Knowledge (Cybernetics) D6, Knowledge (Medicine) D6, Intimidation D8, Repair D6, Shooting D8
Charisma: -2 **Pace**: 6 **Parry**: 6
Toughness: 28 (Heavy Armor)
Mental Resistance: 24 **Spiritual Resolve**: 6 **Wealth**:0
Hindrances: Amnesia (No Memory of Past Life as a Human and Hero), Bloodthirsty, Clueless, Impoverished, Psychologically Unstable (Brief memory Lapses), Servitor (Sawbones 1200), Unable to Heal, Vengeful, Vow (Destroy The Anarchitect, Destroy Xombehemoth, Convert Humans to Cyborg Life Forms), Wanted (Major, NCB)
Edges: Arcane Background (Neo), Combat Reflexes, Hard to Kill, Immortal (No Aging), Improved Nerves of Steel, Intimidating Presence, No Vital Areas, Power Development
Powers:
- **Hyper-Sense 6** (Danger Sense, Darkvision 3, Telescopic Vision, Thermal Vision, Power Source: Mystical)
- **Immunity 7** (Life Support, Power Source: Mystical)
- **Psychic Fortitude 9** (+18, Power Source: Mental)
- **Range Attack 7** (Armor Piercing Rounds, 7D6, AP 20, Power Source: Mystical)
- **Range Attack 7** (High Explosive Rounds, 7D8, Medium Burst, AP 10, Power Source: Mystical)
- **Range Attack 9** (Laser Beam, 9D6, Power Source: Mystical)
- **Super-Toughness 9** (+18, Heavy Armor, Power Source: Mystical)

The Iron Reich

Blitzenjaeger (includes Pilot Stats)*

Attributes: Agility D10, Smarts D8, Spirit D8, Strength D6, Vigor D8

Skills: Driving D10, Fighting D8, Knowleedge (German History) D8, Notice D8, Piloting D10, Repair D6, Shooting D10
Charisma: 0 **Pace**: 6 **Parry**: 6
Toughness: 22 (Heavy Armor)
Mental Resistance: 6
Spiritual Resolve: 6 **Wealth**: 6
Hindrances: Vow (Major, Serve the Iron Reich), Wanted (Major, All World Government Agencies)
Edges: Arcane Background (Neo), Combat Refelxes, Power Development, Quick, Trademark Weapon (Machine Gun Emplacement), Wealthy
Powers:
Power Network 6 (Blitzenjaeger Armor, Persistent [PNO], Set-up [5 minutes, PNO], Gadget [EPN], Difficult to Take [EPN], *Power Source: Mystical*)



- **Hyper-Edge 1** (Targeting Computer, Trademark Weapon: Machine Gun Emplacement, ES)
- **Hyper-Movement 6** (Flight, ES)
- **Hyper-Senses 6** (Acute Direction, Darkvision 2, Full Vision, Telescopic Vision, Transmission Hearing, ES)
- **Immunity 7** (Life Support, ES)
- **Range Attack 7** (Machine Gun Emplacement, 7D6, ES)
- **Range Attack 8** (Electrical Blast, 8D6, ES)
- **Super-Toughness 8** (+16, Heavy Armor, ES)

Donnerkrieg (includes Pilot Stats)*

Attributes: Agility D12+1, Smarts D8, Spirit D8, Strength D12+5, Vigor D8

Skills: Driving D10, Fighting D8, Knowleedge (German History) D8, Notice D8, Piloting D10, Repair D6, Shooting D12+1
Charisma: 0 **Pace**: 6 **Parry**: 6 **Toughness**: 33 (Heavy Armor) **Mental Resistance**: 6
Spiritual Resolve: 6 **Wealth**: 6
Hindrances: Vow (Major, Serve the Iron Reich), Wanted (Major, All World Government Agencies)
Edges: Arcane Background (Neo), Combat Refelxes, Heavy-Hitter (Melee Attack), Impervious (Super-Toughness), Power Development, Quick, Trademark Weapon (Energy Blast), Wealthy
Powers:
Power Network 12 (Donnerkrieg Vehicle, Persistent [PNO], Set-up [15 minutes, PNO], Gadget [EPN], Difficult to Take [EPN], *Power Source: Mystical*)

- **Growth 3** (Permanent, ES)
- **Hyper-Edge 1** (Targeting Computer, Trademark Weapon: Energy Blast, ES)
- **Hyper-Movement 10** (Extraordinary Pace, ES)
- **Hyper-Movement 3** (Leaping, ES)
- **Hyper-Senses 6** (Acute Direction, Darkvision 2, Full Vision, Telescopic Vision, Transmission Hearing, ES)
- **Immunity 20** (Critical Hits, Life Support, Mental Attacks, Mystical Attacks, ES)
- **Melee Attack 8** (8D8, Heavy Weapon, ES)
- **Range Attack 8** (Energy Blast, 8D6, Autofire, Heavy Weapon, ES)
- **Super-Agility 2** (ES)
- **Super-Skill 2** (Targeting Computer, Shooting, ES)
- **Super-Strength 8** (ES)
- **Super-Toughness 8** (+24, Heavy Armor, ES)

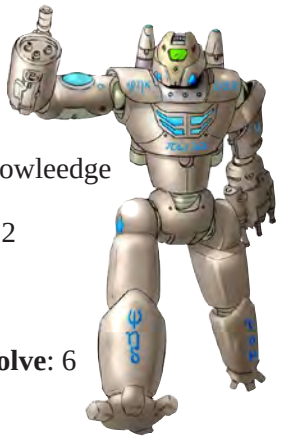
Runenrüstung (includes Pilot Stats)*

Attributes: Agility D12+1, Smarts D8, Spirit D8, Strength D12+5, Vigor D8

Skills: Driving D10, Fighting D8, Knowleedge (German History) D8, Notice D8, Piloting D10, Repair D6, Shooting D12+2
Charisma: 0 **Pace**: 6 **Parry**: 6 **Toughness**: 37 (Heavy Armor) **Mental Resistance**: 6
Spiritual Resolve: 6 **Wealth**: 6
Hindrances: Vow (Major, Serve the Iron Reich), Wanted (Major, All World Government Agencies)
Edges: Arcane Background (Neo), Combat Refelxes, Impervious (Super-Toughness), Power Development, Quick, Trademark Weapon (Plasma Blast), Wealthy
Powers:
Power Network 12 (Runenrüstung Vehicle, Persistent [PNO], Set-up [10 minutes, PNO], Gadget [EPN], Difficult to Take [EPN], *Power Source: Mystical*)

- **Growth 7** (Permanent, ES)
- **Hyper-Edge 1** (Targeting Computer, Trademark Weapon: Plasma Blast, ES)
- **Hyper-Movement 10** (Extraordinary Pace, ES)
- **Hyper-Movement 6** (Flight, ES)
- **Hyper-Senses 6** (Acute Direction, Darkvision 2, Full Vision, Telescopic Vision, Transmission Hearing, ES)
- **Immunity 20** (Critical Hits, Life Support, Mental Attacks, Mystical Attacks, ES)
- **Melee Attack 6** (6D6, ES)
- **Range Attack 8** (Plasma Blast, 8D6, Heavy Weapon, ES)
- **Range Attack 8** (Missiles, 8D6, AP 20, Large Burst, ES)
- **Super-Agility 2** (ES)
- **Super-Skill 3** (Targeting Computer, Shooting, ES)
- **Super-Strength 8** (ES)
- **Super-Toughness 10** (+60, Heavy Armor, ES)

Ubernaut (includes Pilot Stats)*



Attributes: Agility D12+1, Smarts D8, Spirit D8, Strength D12+7, Vigor D8

Skills: Driving D10, Fighting D8, Knowleedge (German History) D8, Notice D8, Piloting D10, Repair D6, Shooting D12

Charisma: 0 **Pace**: 6 **Parry**: 6
Toughness: 76 (Heavy Armor)
Mental Resistance: 6 **Spiritual Resolve**: 6
Wealth: 6

Hindrances: Vow (Major, Serve the Iron Reich), Wanted (Major, All World Government Agencies)

Edges: Arcane Background (Neo), Combat Refelxes, Invulnerable (Super-Toughness), Power Development, Quick, Trademark Weapon (Energy Blast), Titan-Level (Melee Attack), Titan-Level (Range Attack: Energy Blast), Wealthy

Powers:
Power Network 12 (Ubernaut Vehicle, Persistent [PNO], Set-up [32 minutes, PNO], Gadget [EPN], Difficult to Take [EPN], Power Booster: Crew, *Power Source: Mystical*)
- **Growth 10** (Permanent, ES)
- **Hyper-Edge 1** (Targeting Computer, Trademark Weapon: Plasma Blast, ES)
- **Hyper-Movement 10** (Extraordinary Pace, ES)
- **Hyper-Movement 1** (Flight, ES)
- **Hyper-Senses 6** (Acute Direction, Darkvision 2, Full Vision, Telescopic Vision, Transmission Hearing, ES)
- **Immunity 20** (Critical Hits, Life Support, Mental Attacks, Mystical Attacks, ES)
- **Melee Attack 6** (6D10, ES)
- **Range Attack 8** (Plasma Blast, 8D10, Heavy Weapon, ES)
- **Super-Agility 2** (ES)
- **Super-Skill 1** (Targeting Computer, Shooting, ES)
- **Super-Strength 8** (ES)
- **Super-Toughness 10** (+24, Heavy Armor, ES)

Iron Reich Soldier

Attributes: Agility D8, Smarts D8, Spirit D8, Strength D8, Vigor D10

Skills: Driving D8, Fighting D10, Knowleedge (German History) D8, Knowledge (Tactics) D8, Notice D6, Repair D8, Shooting D10
Charisma: 0 **Pace**: 6 **Parry**: 7 **Toughness**: 7
Mental Resistance: 6 **Spiritual Resolve**: 6 **Wealth**: 6
Hindrances: Vow (Major, Serve the Iron Reich), Wanted (Major, All World Government Agencies)
Edges: Arcane Background (Neo), Combat Refelxes, No Mercy, Wealthy
Powers:
- **Universal Gadget 5** (50 Power Points, *Power Source: Mystical*)

Iron Reich Pilots

Attributes: Agility D10, Smarts D8, Spirit D8, Strength D6, Vigor D8

Skills: Driving D10, Fighting D8, Knowleedge (German History) D8, Notice D8, Piloting D10, Repair D6, Shooting D10
Charisma: 0 **Pace**: 6 **Parry**: 6 **Toughness**: 6
Mental Resistance: 6 **Spiritual Resolve**: 6 **Wealth**: 6
Hindrances: Vow (Major, Serve the Iron Reich), Wanted (Major, All World Government Agencies)
Edges: Arcane Background (Neo), Combat Refelxes, Power Development, Quick, Trademark Weapon (Machine Gun Emplacement), Wealthy
Powers:
- Iron Reich Weapons and Vehicles as needed

Supreme Council Member

Attributes: Agility D8, Smarts D10, Spirit D10, Strength D6, Vigor D8

Skills: Driving D6, Fighting D8, Knowledge (Business) D10, Knowleedge (German History) D10, Knowledge (Tactics) D8, Persuasion D8, Shooting D8
Charisma: +2 **Pace**: 6 **Parry**: 6 **Toughness**: 6
Mental Resistance: 7 **Spiritual Resolve**: 7 **Wealth**: 12
Hindrances: Vow (Major, Serve the Iron Reich), Wanted (Major, All World Government Agencies)
Edges: Arcane Background (Neo), Charismatic, Command, Fervor, Extremely Wealthy, Hold the Line, Power Development, Windfall
Powers:
- Iron Reich Weapons and Vehicles as needed

City Government and Law Enforcement

Jeremy Anson



Attributes: Agility D6, Smarts D6, Spirit D8, Strength D8, Vigor D8

Skills: Driving D6, Fighting D8, Guts D6, Intimidation D8, Knowledge (Law Enforcement) D8, Shooting D8, Streetwise D8
Charisma: 0 **Pace**: 6 **Parry**: 7
Toughness: 6 **Mental Resistance**: 5 **Spiritual Resolve**: 6 **Wealth**: 3
Hindrances: Overconfident, Skeleton in the Closest (Vigilante Behavior), Vow (Punishing the Guilty), Wanted (Internal Affairs Bureau)
Edges: Alertness, Brawny, Block, Combat Reflexes, Iron Jaw, Windfall
Powers:
- None

Mondo Kay



Attributes: Agility D6, Smarts D10, Spirit D8, Strength D6, Vigor D6

Skills: Guts D8, Investigation, Knowledge (Computers) D6, Knowledge (Medicine) D8, Knowledge (Science) D8
Charisma: 0 **Pace**: 6 **Parry**: 3
Toughness: 5 **Mental Resistance**: 7 **Spiritual Resolve**: 6 **Wealth**: 4
Hindrances: Bad Dreams, Haunted Memories (Janice's Dead Body, Triggered by the Scent of her Perfume), Psychologically Unstable (Depression), Quirk (Work-a-holic)
Edges: Alertness, Scholar (Knowledge: Medicine, Knowledge: Science), Windfall
Powers:
- None

Joseph Vandome

Attributes: Agility D4, Smarts D8, Spirit D8, Strength D6, Vigor D6

Skills: Investigation D10, Knowledge (Law) D10, Persuasion D8, Streetwise D8
Charisma: +2 **Pace**: 6 **Parry**: 3 **Toughness**: 5
Mental Resistance: 6 **Spiritual Resolve**: 6 **Wealth**: 4
Hindrances: Bad Eyes, Pacifist, Quirk (Gruff Personality), Vow (Upholding the Letter of the Law)
Edges: Alertness, Charismatic, Connected (City Hall), Windfall
Powers: None

NCB Special Agent

Attributes: Agility D6, Smarts D8, Spirit D8, Strength D6, Vigor D6

Skills: Driving D6, Fighting D6, Guts D4, Investigation D8, Knowledge (Law Enforcement) D10, Knowledge (Neos) D8, Shooting D6, Streetwise D6
Charisma: 0 **Pace**: 6 **Parry**: 5
Toughness: 5 **Mental Resistance**: 6 **Spiritual Resolve**: 6 **Wealth**: 5
Hindrances: Loyal, NCB Special Agent, Vow (Uphold the Neo Laws), Windfall
Edges: Alertness, Connection (Federal Government)
Powers:
- None

Ballista Unit

Attributes: Agility D8, Smarts D8, Spirit D8, Strength D8, Vigor D8

Skills: Driving D6, Fighting D8, Guts D8, Knowledge (Neo Tactics) D8, Shooting D10, Streetwise D6
Charisma: 0 **Pace**: 6 **Parry**: 6 **Toughness**: 20
Mental Resistance: 6 **Spiritual Resolve**: 6 **Wealth**: 4
Hindrances: Heroic, Loyal, Secret Identity, Vow (Uphold the Neo Laws)
Edges: NCB Armor Division, NCB Armor Upgrade, Trademark Weapon (Range Attack: Energy Blast), Windfall
Powers:
Power Network 6 (Ballista Power Armor, Set-up [5 minutes, PNO], Gadget [EPN], Difficult to Take [EPN])
- **Hyper-Senses 5** (Acute Direction, Darkvision, Full Vision, Telescopic Vision, Transmission Hearing, ES)
- **Immunity 7** (Life Support, ES)
- **Range Attack 7** (Energy Blast, 7D6, ES)
- **Range Attack 7** (Missiles, Homing, 7D6 ES)
- **Super-Toughness 7** (+14, Armored, ES)
- **Transmission 8** (Exponential Increase 6, ES)

C.O.P.s



Attributes: Agility D8, Smarts D8, Spirit D8, Strength D8, Vigor D8

Skills: Driving D6, Fighting D8, Guts D8, Knowledge (Neo Tactics) D8, Shooting D8, Streetwise D6
Charisma: 0 **Pace**: 6 **Parry**: 6
Toughness: 20 **Mental Resistance**: 6
Spiritual Resolve: 6 **Wealth**: 4
Hindrances: Heroic, Loyal, Secret Identity, Vow (Uphold the Neo Laws)
Edges: NCB Armor Division, NCB Armor Upgrade, Quick, Windfall
Powers

Power Network 6 (Nullification Power Armor, Set-up [5 minutes, PNO], Gadget [EPN], Difficult to Take [EPN])
- **Hyper-Senses 5** (Acute Direction, Darkvision, Full Vision, Telescopic Vision, Transmission Hearing, ES)
- **Immunity 7** (Life Support, ES)
- **Negation 7** (Source Negation, Medium Burst, Limited: One Source Only, ES)
- **Range Attack 6** (Energy Blast, 6D6, ES)
- **Super-Toughness 7** (+14, Armored, ES)
- **Transmission 8** (Exponential Increase 6, ES)

Infiltration Unit

Attributes: Agility D8, Smarts D8, Spirit D8, Strength D8, Vigor D8

Skills: Driving D6, Fighting D8, Guts D8, Knowledge (Neo Tactics) D8, Shooting D8, Streetwise D6
Charisma: 0 **Pace**: 8 **Parry**: 6 **Toughness**: 18
Mental Resistance: 6 **Spiritual Resolve**: 6 **Wealth**: 4
Hindrances: Heroic, Loyal, Secret Identity, Vow (Uphold the Neo Laws)
Edges: Fleet-Footed, NCB Armor Division, NCB Armor Upgrade, Windfall
Powers:
Power Network 7 (Infiltration Power Armor, Set-up [5 minutes, PNO], Gadget [EPN], Difficult to Take [EPN])
- **Camouflage 5** (Sight, ES)
- **Hyper-Senses 5** (Acute Direction, Darkvision, Full Vision, Telescopic Vision, Transmission Hearing, ES)
- **Immunity 7** (Life Support, ES)
- **Range Attack 5** (Energy Blast, 5D6, ES)
- **Range Attack 7** (Anti-Personnel Explosives, Triggered, Small Burst, 7D6, ES)
- **Super-Toughness 6** (+12, Armored, ES)
- **Transmission 8** (Exponential Increase 6, ES)

Medical Unit

Attributes: Agility D8, Smarts D8, Spirit D8, Strength D8, Vigor D8

Skills: Driving D6, Fighting D6, Guts D8, Medicine D8, Shooting D6, Streetwise D6
Charisma: 0 **Pace**: 6 **Parry**: 6
Toughness: 18 **Mental Resistance**: 6 **Spiritual Resolve**: 6 **Wealth**: 4
Hindrances: Heroic, Loyal, Secret Identity, Vow (Uphold the Neo Laws)
Edges: Fleet-Footed, NCB Armor Division, NCB Armor Upgrade, Windfall
Powers:
Power Network 6 (Medical Power Armor, Set-up [5 minutes, PNO], Gadget [EPN], Difficult to Take [EPN])
- **Hyper-Senses 5** (Acute Direction, Darkvision, Full Vision, Telescopic Vision, Transmission Hearing, ES)
- **Immunity 7** (Life Support, ES)
- **Force Field 7** (+14, Medium Burst, ES)
- **Healing 6** (ES)
- **Super-Toughness 7** (+14, Armored, ES)
- **Transmission 8** (Exponential Increase 6, ES)

Fire-Fighter

Attributes: Agility D6, Smarts D6, Spirit D8, Strength D8, Vigor D8

Skills: Climbing D6, Driving D6, Guts D8, Knowledge (Medicine) D4, Notice D6
Charisma: 0 **Pace**: 6 **Parry**: 3
Toughness: 6 **Mental Resistance**: 5 **Spiritual Resolve**: 6 **Wealth**: 3
Hindrances: Heroic, Loyal, Vow (Save Lives)
Edges: Brawny, Windfall
Powers:
- None

Police Officer

Attributes: Agility D6, Smarts D6, Spirit D8, Strength D8, Vigor D8

Skills: Climbing D6, Driving D6, Fighting D6, Guts D8, Knowledge (Law Enforcement) D6, Notice D8, Shooting D6
Charisma: 0 **Pace**: 6 **Parry**: 5
Toughness: 6 **Mental Resistance**: 5 **Spiritual Resolve**: 6 **Wealth**: 3
Hindrances: Heroic, Loyal, Vow (Save Lives)
Edges: Brawny, Windfall
Powers:
- None

Autumn Arbor Underworld

The Mob Bosses



Jonathan Barludi



Attributes: Agility D6, Smarts D10, Spirit D10, Strength D8, Vigor D8

Skills: Driving D6, Fighting D6, Guts D6, Intimidation D8, Knowledge (Business) D12, Knowledge (Computers) D4, Knowledge (Languages: German, Italian, Russian) D8, Knowledge (Law) D8, Knowledge (Tactics) D6, Notice D8, Persuasion D10, Shooting D6, Streetwise D12
Charisma: +4 **Pace**: 6 **Parry**: 5
Toughness: 6 **Mental Resistance**: 11
Spiritual Resolve: 7 **Wealth**: 15

Hindrances: Cautious, Code of Honor, Responsibility to Others (Children), Vengeful (Minor), Wanted (Major, FBI, NCB)
Edges: Alertness, Attractive, Brawny, CEO, Charismatic, Connections (Mexican Government, Russian Mafia, Middle Eastern Government, Yakuza), Extensive Network, Extremely Wealthy, Improved Resist Domination, Windfall
Powers:
- None

James Terenza



Attributes: Agility D4, Smarts D10, Spirit D8, Strength D4, Vigor D6

Skills: Driving D6, Fighting D4, Guts D6, Intimidation D8, Knowledge (Business) D12+1, Knowledge (History) D8, Knowledge (Languages: German, Italian) D10, Knowledge (Law) D12, Notice D6, Persuasion D12, Shooting D4, Streetwise D12
Charisma: +2 **Pace**: 5 **Parry**: 4
Toughness: 5 **Mental Resistance**: 11
Spiritual Resolve: 6 **Wealth**: 15
Hindrances: Cautious, Elderly, Vengeful (Major), Vow (Destroy Jonathan Barludi), Wanted (Major, FBI, NCB)
Edges: Alertness, CEO, Charismatic, Connections (German Government, Federal Government, VanCorp), Professional (Knowledge: Business), Extensive Network, Extremely Wealthy, Improved Resist Domination, Windfall
Powers:
- None

Bernard Garibaldi, IV



Attributes: Agility D8, Smarts D8, Spirit D8, Strength D10, Vigor D8

Skills: Driving D6, Fighting D8, Guts D8, Intimidation D10, Knowledge (Business) D10, Knowledge (Law) D8, Knowledge (Tactics) D10, Notice D4, Persuasion D8, Shooting D6, Streetwise D12
Charisma: +6 **Pace**: 6 **Parry**: 6
Toughness: 6 **Mental Resistance**: 8
Spiritual Resolve: 6 **Wealth**: 13
Hindrances: Bloodthirsty, Vengeful (Major), Vow (Become the Top Mob Boss), Wanted (Major, FBI, NCB)
Edges: Brawny, CEO, Charismatic, Connections (Chinese Government), Extensive Network, Extremely Wealthy, Resist Domination, Very Attractive, Windfall
Powers:
- None

The Vignette Gang

Anna Mae



Attributes: Agility D12+2 , Smarts D6, Spirit D6, Strength D4, Vigor D6

Skills: Climbing D8, Fighting D8, Persuasion D8, Streetwise D6
Charisma: +4 **Pace**: 6 **Parry**: 6
Toughness: 5 **Mental Resistance**: 5
Spiritual Resolve: 5 **Wealth**: 2
Hindrances: Clueless, Distinct Appearance (Cartoon), Quirk (Blowing Bubblegum Bubbles), Wanted (Major, NCB)
Edges: Arcane Background (Neo), Immortal (No Aging), Improved Dodge, Inhuman Anatomy, Power Development, Very Attractive
Powers (Power Source: Natural):
- **Animation 8** (Ready to Rumble)
- **Regeneration 6** (Attribute Damage, Limb Regrowth, Immortal, Reconstruction)
- **Super-Agility 4**

Doodle



Attributes: Agility D8, Smarts D8, Spirit D6, Strength D6, Vigor D12+2

Skills: Fighting D8, Guts D6, Persuasion D10, Shooting D8, Streetwise D6
Charisma: +6 **Pace**: 6 **Parry**: 6
Toughness: 9 **Mental Resistance**: 6
Spiritual Resolve: 5 **Wealth**: 2
Hindrances: Clueless, Distinct Appearance (Cartoon), Wanted (Major, NCB)
Edges: Arcane Background (Neo), Charismatic, Immortal (No Aging), Inhuman Anatomy, Power Development, Very Attractive
Powers (Power Source: Natural):
- **Shape-Shift 8** (80 Power Points)
- **Regeneration 6** (Attribute Damage, Limb Regrowth, Immortal, Reconstruction)
- **Super-Vigor 4**

Etch



Attributes: Agility D8, Smarts D4, Spirit D6, Strength D8, Vigor D12+2

Skills: Fighting D8, Intimidate D6
Charisma: -2 **Pace**: 8 **Parry**: 6
Toughness: 9 **Mental Resistance**: 4
Spiritual Resolve: 5 **Wealth**: 2
Hindrances: Bloodthirsty, Clueless, Distinct Appearance (Cartoon), Quirk (Must Leave a Carved Etching at

Crime Scenes), Ugly, Wanted (Major, NCB)
Edges: Arcane Background (Neo), Fleet-Footed, Immortal (No Aging), Inhuman Anatomy, Power Development
Powers (Power Source: Natural):
- **Energy Field 8** (Hard Angles)
- **Melee Attack 8**
- **Regeneration 6** (Attribute Damage, Limb Regrowth, Immortal, Reconstruction)
- **Super-Vigor 4**



Sketch

Attributes: Agility D6, Smarts D8, Spirit D8, Strength D4, Vigor D12+2

Skills: Notice D6, Stealth D6, Streetwise D8
Charisma: 0 **Pace**: 8 **Parry**: 3
Toughness: 9 **Mental Resistance**: 6
Spiritual Resolve: 6 **Wealth**: 2
Hindrances: Distinct Appearance (Cartoon), Wanted (Major, NCB)
Edges: Arcane Background (Neo), Fleet-Footed, Immortal (No Aging), Inhuman Anatomy, Power Development
Powers (Power Source: Natural):
- **Chameleon 8** (Limited: Must Touch the Subject First)
- **Regeneration 6** (Attribute Damage, Limb Regrowth, Immortal, Reconstruction)
- **Super-Vigor 4**



Smudge

Attributes: Agility D6, Smarts D4, Spirit D4, Strength D6, Vigor D12+2

Skills: Notice D6, Stealth D6
Charisma: 0 **Pace**: 6 **Parry**: 3
Toughness: 9 **Mental Resistance**: 4
Spiritual Resolve: 4 **Wealth**: 2
Hindrances: Clueless, Distinct Appearance (Cartoon), Wanted (Major, NCB)
Edges: Arcane Background (Neo), Immortal (No Aging), Inhuman Anatomy, Power Development
Powers (Power Source: Natural):
- **Hyper-Movement 8** (Teleportation, Gateway, Improved Distance, Exponential Distance Increase 4)
- **Regeneration 6** (Attribute Damage, Limb Regrowth, Immortal, Reconstruction)
- **Super-Vigor 4**



Toon

Attributes: Agility D6, Smarts D4, Spirit D4, Strength D12+8, Vigor D8

Skills: Intimidation D6
Charisma: 0 **Pace**: 6 **Parry**: 3
Toughness: 30 (Heavy Armor)
Mental Resistance: 4 **Spiritual Resolve**: 4 **Wealth**: 2
Hindrances: Clueless, Distinct Appearance (Cartoon), Wanted (Major, NCB)
Edges: Arcane Background (Neo), Immortal (No Aging), Inhuman Anatomy, Impervious (Super-Toughness), Power Development
Powers (Power Source: Natural):
- **Regeneration 6** (Attribute Damage, Limb Regrowth, Immortal, Reconstruction)
- **Super-Strength 8** (Exponential Lifting Increase 10)
- **Super-Toughness 8** (+24, Heavy Armor)

Mimes with Attitudes (M.W.A.)

April Fool



Attributes: Agility D8, Smarts D6, Spirit D6, Strength D4, Vigor D6

Skills: Fighting D6, Persuasion D6, Taunt D6
Charisma: +6 **Pace**: 0 **Parry**: 5
Toughness: 5 **Mental Resistance**: 29
Spiritual Resolve: 5 **Wealth**: 4
Hindrances: Clueless, Glass Jaw, Psychologically Unstable (Major, Antisocial Personality Disorder), Quirk (Paints Face like a Mime), Wanted (Major, NCB)
Edges: Arcane Background (Neo), Charismatic, Impervious (Psychic Fortitude), Power Development, Very Attractive, Windfall
Powers (Power Source: Mutation):
- **Mind Control 8** (Large Burst, Sense Reliant: Visual, Unnoticeable)
- **Psychic Fortitude 8** (+24, Impervious)
- **Resolute 8** (+8)

Funny Bone



Attributes: Agility D4, Smarts D4, Spirit D6, Strength D8, Vigor D12+6

Skills: Fighting D8, Intimidation D8, Stealth D8, Taunt D6
Charisma: -2 Pace: 6 Parry: 6 Toughness: 35
Mental Resistance: 4 Spiritual Resolve: 5 Wealth: 4
ances: Distinctive Appearance, Clueless, Psychologically Unstable (Major, Antisocial Personality Disorder), Ugly, Wanted (Major, NCB)
Edges: Arcane Background (Neo), Immortal (No Aging), Inhuman Anatomy, Impervious (Super-Toughness), No Vital Areas, Power Development, Windfall
Powers (Power Source: Mystical):
- **Anatomical Separation 5** (Misc Enhancement:

Able to Choose Which Body Bones as Needed)
- **Immunity 10** (Grapple/Entangle, Hunger, Lack of Sleep, Life Support)
- **Super-Toughness 8** (+24)

Mad Capper



Attributes: Agility D8, Smarts D6, Spirit D6, Strength D6, Vigor D6

Skills: Shooting D10, Streetwise D7, Taunt D6
Charisma: 0 **Pace**: 6 **Parry**: 3
Toughness: 5 **Mental Resistance**: 5
Spiritual Resolve: 5 **Wealth**: 4
Hindrances: Clueless, Psychologically Unstable (Major, Antisocial Personality Disorder), Quirk (Paints Face like a Mime), Wanted (Major, NCB)
Edges: Ambidextrous, Arcane Background (Neo), Power Development, Trademark Weapon (Range Attack: Energy Blast), Two-Fisted, Windfall
Powers (Power Source: Mutation):
- **Range Attack 8** (Energy Blast, Auto-Fire, Multiple Targets)

Slap Stick



Attributes: Agility D8, Smarts D6, Spirit D8, Strength D8, Vigor D6

Skills: Fighting D8, Guts D4, Notice D6, Shooting D8, Streetwise D8, Taunt D8
Charisma: +0 **Pace**: 6 **Parry**: 6
Toughness: 5 **Mental Resistance**: 5
Spiritual Resolve: 6 **Wealth**: 4
Hindrances: Psychologically Unstable (Major, Antisocial Personality Disorder), Quirk (Paints Face like a Mime), Wanted (Major, NCB)
Edges: Arcane Background (Neo), Power Development, Quick, Windfall
Powers (Power Source: Mystical):
Power Network 5 (Slapstick, Gadget [EPN], Easy to Take [EPN])
- **Enhance Trait 8** (Source Enhancing: Mystical, Limited: Self Only, ES)
- **Environmental Manipulation 6** (Slow Movement, ES)
- **Hyper-Movement 1** (Flight, ES)
- **Range Attack 6** (Kinetic Force, Linked to Environmental Manipulation 6 [Knockdown], ES)
- **Telekinesis 6** (ES)

Other Gangs

Brother Exodus



Attributes: Agility D6, Smarts D8, Spirit D12, Strength D4, Vigor D4

Skills: Intimidation D8, Investigation D8, Knowledge (Occult) D10, Knowledge (Theology) D10, Notice D8, Stealth D12
Charisma: -2 **Pace**: 8 **Parry**: 3
Toughness: 4 **Mental Resistance**: 24
Spiritual Resolve: 26 **Wealth**: 10
Hindrances: Arrogant, Distinctive Appearance (Ghost), Mean, Overconfident, Unable to Heal, Vengeful (Major), Wanted (Major, Order of Merlyn)
Edges: Arcane Background (Neo), Connections (Hand of Madness), Extremely Wealthy, Fleet-Footed, Immortal (No Aging), No Vital Areas, Power Development
Powers (Power Source: Mystical):
- **Eldritch Defense 9** (+18)
- **Ethereal 9** (Permanent)
- **Metamagic 9** (90 Power Points, Poltergeist)
- **Psychic Fortitude 9** (+18)

The Awakened (Typical Member)

Attributes: Agility D6, Smarts D6, Spirit D6, Strength D6, Vigor D6

Skills: Fighting D6, Guts D4, Intimidation D4, Knowledge (Occult) D4, Shooting D6, Streetwise D6
Charisma: 0 **Pace**: 6 **Parry**: 5
Toughness: 5 Mental Resistance: 5
Spiritual Resolve: 5 Wealth: 2
Hindrances: Enemy (Major, The Riggers), Mean, Unstable (Major, Antisocial Personality Disorder), Wanted (Major, Order of Merlyn)
Edges: Arcane Background (Neo), Connections (Hand of Madness)
Powers (Power Source: Mystical):
- **Metamagic 5** (60 Power Points)

Liberty Legion (Typical Member)

Attributes: Agility D6, Smarts D6, Spirit D6, Strength D6, Vigor D6

Skills: Fighting D6, Guts D4, Intimidation D4, Shooting D6, Streetwise D6
Charisma: 0 **Pace**: 6 **Parry**: 5
Toughness: 5 **Mental Resistance**: 5
Spiritual Resolve: 5 **Wealth**: 2
Hindrances: Enemy (Major, The Masqueraders), Unstable (Major, Believe Neos to be the Master Race), Wanted (Major, NCB
Edges: Arcane Background (Neo), Power Development

Powers (Power Source: Mutation):
- **Powers as GM needs**.

The Masqueraders (Typical Member)

Attributes: Agility D6, Smarts D6, Spirit D6, Strength D6, Vigor D6

Skills: Drive D6, Fighting D6, Guts D4, Intimidation D4, Knowledge (Computers) D8, Shooting D6, Stealth D6, Streetwise D8
Charisma: 0 **Pace**: 6 **Parry**: 5
Toughness: 5 **Mental Resistance**: 5
Spiritual Resolve: 5 **Wealth**: 2
Hindrances: Enemy (Major, Liberty Legion), Unstable (Major, Antisocial Personality Disorder), Quirk (Dress to Imitate Known Neo Champions), Wanted (Major, NCB
Edges: Arcane Background (Neo), Power Development
Powers (Power Source: Variable):
- **Powers as GM needs.**
- **Possible Powers as Result of Amazadrin**

The Riggers (Typical Member)

Attributes: Agility D6, Smarts D8, Spirit D6, Strength D8, Vigor D8

Skills: Fighting D8, Intimidation D6, Knowledge (Cybernetics) D8, Knowledge (Medicine) D8, Knowledge (Science) D8, Repair D8, Shooting D8, Streetwise D10
Charisma: -4 **Pace**: 6 **Parry**: 6
Toughness: 6 **Mental Resistance**: 6
Spiritual Resolve: 5 **Wealth**: 10
Hindrances: Clueless, Distinctive Appearance, Enemy (Major, Mech-Daddy), Habit (Major, Drugs and Alcohol), Ugly, Mean, Vow (Kill Mech-Daddy), Wanted (Major, NCB)
Edges: Arcane Background (Neo), Extremely Wealthy, Power Development,
Powers (Power Source: Technological):
- **Powers as GM Needs**

Magic and the Supernatural

Master Xiang



Attributes: Agility D12, Smarts D8, Spirit D10, Strength D8, Vigor D10

Skills: Climbing D8, Fighting D12+4, Guts D8, Intimidation D8, Knowledge (Anatomy) D10, Knowledge (Laguange: Chinese) D12, Knowledge (Medicine) D8, Notice D8, Stealth D12, Streetwise D6
Charisma: 0 **Pace**: 6 **Parry**: 12
Toughness: 19 **Mental Resistance**: 6
Spiritual Resolve: 7 **Wealth**: 6
Hindrances: Code of Honor, Loyal, Pacifist, Vow (Protecting the Weak)
Edges: Alertness, Ambidextrous, Arcane Background (Neo), Combat Reflexes, First Strike, Frenzy, Improved Block, Improved Close Fighter, Improved Level Headed, Improved Sweep, Iron Jaw, Martial Artist, No Mercy, Power Development, Resilience, Riposte, Windfall
Powers (Power Source: Natural):
- **Chameleon 5** (Chi Morphing)
- **Daze 8** (Nerve Strike)
- **Deflect 8** (Chi Reflexes)
- **Enhance Trait 10** (Chi Focus, Maleable Enhancing: Hyper-Movement (Extraordinary Pace), Hyper-Movement (Leaping), Super-Strength, Limited: Self Only)
- **Evasion 10** (Chi Reflexes)
- **Hyper-Edge 10** (Martial Training, First Strike, Frenzy, Improved Block, Improved Close Fighter, Improved Level Headed, Improved Sweep)
- **Immunity 1** (Martial Training, Critical Hits)
- **Paralyze 8** (Nerve Strike)
- **Super-Skill 6** (Martial Training, Fighting)
- **Super-Toughness 6** (Martial Training, +12)

Maximillian Van Volkoff



Attributes: Agility D12+1, Smarts D10, Spirit D8, Strength D12+2, Vigor D12+2

Skills: Fighting D12, Guts D10, Intimidation D8, Knowledge (Business) D8, Knowledge (History) D10, Notice D8, Persuasion, Streetwise D8
Charisma: 0 **Pace**:6 **Parry**: 8
Toughness: 9 **Mental Resistance**: 7
Spiritual Resolve: 6 **Wealth**: 12
Hindrances: Code of Honor, Dependence (Minor, Blood, 1 Day, Very Common, 1 level of Fatigue), Stubborn, Vulnerability (Minor, Mystical Source Attacks)
Edges: Arcane Background (Neo), Extremely Wealthy, Frenzy, Immortal (No Aging), Improved Intimidating Presence, Improved Level Headed, No Mercy, No Vital Areas, Power Development, Quick, Windfall
Powers (Power Source: Mystic):
- **Astral Projection 8** (Exponential Distance Increase 11)
- **Drain Trait 10** (Vigor, Vampiric, Requires Grapple, Linked to Mind Reading 6, Linked to Enhance Trait 10 [Super-Strength])
- **Emotional Manipulaton 8**
- **Immunity 4** (Disease, Drowning, Poison, Suffocation)
- **Super-Agility 3**
- **Super-Strength 3**
- **Super-Vigor 3**

Melchior



Attributes: Agility D6, Smarts D12+2, Spirit D12+2, Strength D8, Vigor D10

Skills: Fighting D6, Guts D12, Intimidation D10, Investigation D12, Knowledge (History) D12, Knowledge (Medicine) D8, Knowledge (Occult) D12+2, Knowledge (Tactics) D12, Notice D8, Repair D10, Shooting D6
Charisma: -2 **Pace**: 6 **Parry**: 5
Toughness: 7 **Mental Resistance**: 29
Spiritual Resolve: 29 **Wealth**: 12
Hindrances: Bloodthirsty, Enemy (Major, Meryln), Mean, Overconfident, Servitor (Nebecar), Vow (Bring Nebecar to Earth), Wanted (Major, Order of Merlyn)
Edges: Arcane Background (Neo), Expert (Knowledge: Occult), Expert (Smarts), Expert (Spirit),Extremely Wealthy, Heavy Hitter (Eldritch Bolt via Metamagic), Immortal (No Aging), Impervious (Force Field vis Metamagic), Inventor, Power Development, Scholar (Knowledge: History, Knowledge: Occult), Windfall
Powers:
- **Eldritch Defense 10** (+20)
- **Metamagic 10** (100 Power Points)
- **Psychic Fortitude 10** (+20)

Merlyn



Attributes: Agility D8, Smarts D12+2, Spirit D12+4, Strength D8, Vigor D10

Skills: Fighting D8, Guts D12, Intimidation D8, Knowledge (History) D12+2, Knowledge (Medicine) D8, Knowledge (Occult) D12+4, Knowledge (Tactics) D10, Investigation D12, Notice D8, Repair D12, Repair D12, Shooting D8, Streetwise D12
Charisma: 0 **Pace**: 6 **Parry**: 6
Toughness: 7 **Mental Resistance**: 29
Spiritual Resolve: 30 **Wealth**: 15
Hindrances: Enemy (Major, Arkainon, Melchior), Vow (Destroy Arkainon, Destroy Hand of Madness, Safeguard Earth from Mystical Threats), Wanted (Major, Hand of Madness)
Edges: Arcane Background (Neo), Expert (Knowledge: History), Expert (Knowledge: Occult), Expert (Smarts), Expert (Spirit), Expert (Spirit), Extensive Network, Extremely Wealthy, Followers, Heavy Hitter (Eldritch Bolt via Metamagic), Immortal (No Aging), Impervious (Force Field vis Metamagic), Inventor, Paragon (Metamagic), Power Development, Scholar (Knowledge: History, Knowledge: Occult), Windfall
Powers:
- **Eldritch Defense 10** (+20, Power Source: Natural)
- **Metamagic 12** (120 Power Points, Power Source: Mystical)
- **Psychic Fortitude 10** (+20, Power Source: Natural)
- **Super-Skill 2** (Knowledge: Occult, Power Source: Natural)
- **Super-Spirit 2** (Power Source: Natural)

Hand of Madness (Typical Member)

Attributes: Agility D6, Smarts D8, Spirit D8, Strength D6, Vigor D8

Skills: Fighting D4, Guts D6, Intimidation D6, Knowledge (Occult) D8, Persuasion D6, Repair D6, Shooting D6
Charisma: 0 **Pace**: 6 **Parry**: 4
Toughness: 6 **Mental Resistance**: 18
Spiritual Resolve: 18 **Wealth**: 3
Hindrances: Skeleton in the Closet (Evil Cultist), Vow (Serve Nebecar), Wanted (Major, Order of Merlyn)
Edges: Arcane Background (Neo), Power Development, Windfall
Powers (Power Source: Mystical):
- **Eldritch Defense 6** (+12)
- **Metamagic 7** (70 Power Points)
- **Psychic Fortitude 6** (+12)

Order of Merlyn (Typical Member)

Attributes: Agility D8, Smarts D8, Spirit D8, Strength D6, Vigor D8

Skills: Fighting D8, Guts D6, Investigation D8, Knowledge (Occult) D8, Persuasion D8, Repair D8, Shooting D8
Charisma: 0 **Pace**: 6 **Parry**: 4
Toughness: 6 **Mental Resistance**: 20
Spiritual Resolve: 20 **Wealth**: 4
Hindrances: Vow (Destroy the Hand of Madness), Wanted (Major, Hand of Madness)
Edges: Arcane Background (Neo), Power Development, Windfall
Powers:
- **Eldritch Defense 7** (+14, Power Source: Natural)
- **Metamagic 7** (70 Power Points, Power Source: Mystical)
- **Psychic Fortitude 7** (+14, Power Source: Natural)

Order of The Whispering Wind (Typical Member)

Attributes: Agility D8, Smarts D8, Spirit D8, Strength D8, Vigor D10

Skills: Climbing D8, Fighting D8, Guts D6, Intimidation D8, Notice D8, Stealth D8, Streetwise D6, Survival D6
Charisma: 0 **Pace**: 6 **Parry**: 7
Toughness: 13 **Mental Resistance**: 6
Spiritual Resolve: 6 **Wealth**: 4
Hindrances: Heroic, Loyal
Edges: Arcane Background (Neo), Block, Dodge, First

Strike, Frenzy, Martial Artist, Power Development, Windfall

Powers (Power Source: Natural):
- **Chameleon 5** (Chi Morphing)
- **Daze 5** (Nerve Strike)
- **Enhance Trait 6** (Chi Focus, Maleable Enhancing: Hyper-Movement (Extraordinary Pace), Hyper-Movement (Leaping), Super-Strength, Limited: Self Only)
- **Evasion 5** (Chi Reflexes)
- **Hyper-Edge 5** (Martial Training, Block, Dodge, First Strike, Frenzy, Sweep)
- **Paralyze 5** (Nerve Strike)
- **Super-Toughness 3** (Martial Training, +6)

Soldier Demon

The brute force and muscle of the demons of Hell, Soldier Demons regularly serve as guardians and enforcers within the nine circles, and as shock troops for incursions into other dimensions. Inhumanly strong and fast, a Soldier Demon is immune to all mortal weapons and can only be contained, banished, or destroyed through magic and spellbound weaponry.

Attributes: Agility D12+4, Smarts D4, Spirit D8, Strength D12+6, Vigor D12+6

Skills: Fighting D12+4, Guts D12, Intimidation D12
Charisma: -4 Pace: 8 Parry: 10 Toughness: 27
Mental Resistance: 4 Spiritual Resolve: 6 Wealth: 0
Hindrances: Bloodthirsty, Impoverished, Mean, Overconfident, Ugly, Vulnerability (Major, Mystical Attacks)
Edges: Arcane Background (Neo), First Strike, Fleet-Footed, Frenzy, Power Development, Sweep
Powers (Power Source: Natural):
- **Hyper-Movement 4** (Flight)
- **Hyper-Senses 5** (Awareness (Magic), Danger Sense, Darkvision 3)
- **Immunity 15** (Fear, Hunger, Lack of Sleep, Life Support, Thirst, Effect Immunity [Attack Powers, Limited: Non-Magical Weapons])
- **Melee Attack 8** (8D6, AP 10)
- **Super-Agility 5**
- **Super Strength 7**
- **Super-Toughness 8** (+16)
- **Super-Vigor 6**

Overseer Demon

The Generals in Hell, Overseer Demons are sent to Earth to act as emissaries and commanders to those demons in the field. Extremely tough and resilient, an Overseer Demon is not something even the Order of Merlyn tackles lightly, as they are well versed in the Occult and extremely well trained in forms of combat.

Attributes: Agility D12+2, Smarts D8, Spirit D8, Strength D12+6, Vigor D12+6

Skills: Fighting D12+4, Guts D12, Intimidation D12, Knowledge (Occult) D8
Charisma: -4 **Pace**: 6 **Parry**: 10
Toughness: 27 **Mental Resistance**: 6
Spiritual Resolve: 6 **Wealth**: 0
Hindrances: Bloodthirsty, Impoverished, Mean, Overconfident, Ugly, Vulnerability (Major, Mystical Attacks)
Edges: Arcane Background (Neo), First Strike, Frenzy, Power Development, Sweep
Powers (Power Source: Natural):
- **Hyper-Movement 4** (Flight)
- **Hyper-Senses 5** (Awareness (Magic), Danger Sense, Darkvision 3)
- **Immunity 15** (Fear, Hunger, Lack of Sleep, Life Support, Thirst, Effect Immunity [Attack Powers, Limited: Non-Magical Weapons])
- **Melee Attack 8** (8D6, AP 10)
- **Metamagic 7** (70 Power Points)
- **Super-Agility 4**
- **Super Strength 6**
- **Super-Toughness 8** (+16)
- **Super-Vigor 6**

Infiltrator Demon

While not as strong or fast as the soldiers, Infiltrator Demons are the spies and manipulators of Hell. Able to assume human form and blend into society, many of them have already worked their way deep into government and business. Though stronger than any mundane could possibly be, and immune to mortal weapons, an Infiltrator Demon is the most susceptible to magic.

Attributes: Agility D12, Smarts D6, Spirit D8, Strength D8, Vigor D10

Skills: Fighting D10, Guts D12, Intimidation D12
Charisma: -4 **Pace**: 6 **Parry**: 7
Toughness: 18 **Mental Resistance**: 5
Spiritual Resolve: 6 **Wealth**: 0
Hindrances: Bloodthirsty, Impoverished, Mean, Overconfident, Ugly, Vulnerability (Major, Mystical Attacks)
Edges: Arcane Background (Neo), First Strike, Fleet-Footed, Frenzy, Power Development, Sweep
Powers (Power Source: Natural):
- **Chameloen 7**
- **Hyper-Senses 5** (Awareness (Magic), Danger Sense, Darkvision 3)
- **Immunity 15** (Fear, Hunger, Lack of Sleep, Life Support, Thirst, Effect Immunity [Attack Powers, Limited: Non-Magical Weapons])

- **Language Comprehension 6**
- **Super-Toughness 6** (+12)

Atlantean Vampire

While the more mythic and mystical examples exist in the Neo Earth setting, there also exists a unique species that has, over the centuries, come to be considered of the same cloth as the more legendary Vampires.

Created during the time of Atlantis as one of the Menzati's early experiments into manipulation of the human gene-code for what would eventually be called a Neo, the Atlantean Vampires are considered a failed experiment by their creators.

As an individual species, the Atlantean Vampires are not able to infect others and transform them into one of their own kind. They are, however, able to have children, though Atlantean Vampire offspring are extremely rare. In the case of a child having a combination of an Atlantean Vampire and Human parent, there is a 50% the child will develop the traits as they age. Furthermore, Atlantean Vampires are not effected by Holy Symbols, Sunlight, or any of the other mythological weaknesses. They are, however, as a result of a genetic defect, dependent upon the blood of other living things for survival, and do not stop aging until sometime during adulthood.

There are approximately 100 Atlantean Vampires living within Autumn Arbor, whose activities are overseen by Bishop Jacob Tomaszo of St. Michael Cathedra and, Maximillian Van Volkoff.

Attributes: Agility D10, Smarts D6, Spirit D8, Strength D10, Vigor D10

Skills: Fighting D8, Guts D6, Intimidation D8, Notice D6, Persuasion D6
Charisma: 0 Pace: 6 Parry: 6 Toughness: 7 Mental Resistance: 5 Spiritual Resolve: 6 Wealth: 3
Hindrances: Dependence (Minor, Blood, 1 Day, Very Common, 1 level of Fatigue), Vulnerability (Minor, Mystical Source Attacks)
Edges: Arcane Background (Neo), Frenzy, Immortal (No Aging), No Vital Areas, Power Developmen Windfall
Powers (Power Source: Mystic):
- **Astral Projection 4** (Exponential Distance Increase 7)
- **Drain Trait 6** (Vigor, Vampiric, Requires Grapple, Linked to Mind Reading 6, Linked to Enhance Trait 10 [Super-Strength])
- **Emotional Manipulaton 4**
- **Immunity 4** (Disease, Drowning, Poison, Suffocation)
- **Super-Agility 1**
- **Super-Strength 1**
- **Super-Vigor 1**

Mystic Artifacts

Items of Power from the lost Atlantean Age, Relics of Temptation from dark realms, Weapons of Light from benevolent Gods, mystical artifacts exist throughout the world in various forms. In Autumn Arbor, the Order of Merlyn and Germaine Investigations, Inc. struggle valiantly to keep them away from those that would seek to unleash destructive forces upon the world. Meanwhile, sects like the Hand of Madness seek their power as a way of unleashing their demonic masters to walk the Earth.

Although the list of Mystical Artifacts and Relics that exist is extensive, below are a few of the more well known, and respected, items.

These artifacts and relics represent potent items of power and are suggested to be handled as plot devices in regards to players. Point costs are listed for usage by NPCs as a normal part of their arsenal

Cloak of the Fae

Believed to have once belonged to Toril, a Ljósálfar from the realm of Álfheim, and the mother of the Half-Demon/Half-Fae known as X'Zalia, the Cloak of Fae is said to have been worn by the warrior maiden as she battled the Dökkálfar over the ages.

Upon Toril's seduction by Nebecar, it is said that she was cast out of Álfheim for her transgression and has spent the millennia wandering the Earth, perhaps even maintaining close vigilance upon her only offspring.

The Cloak of the Fae has only surfaced intermidently over the ages, the last time being used by Merlyn, himself, during the Dark Ages. Although many believe the Cloak is currently locked safely within the vaults beneath the Sanctumn of the Order of Merlyn, the Archmage maintains that he has not seen the cloak since being freed from his imprisionment at the hands Nimue, and has no inkling as to its current whereabouts.

Power Network 6 (Cloak of the Fae, Artifact [EPN], Difficult to Take [EPN], Power Source: Mystical)
- **Environmental Manipulation 7** (Fog, Obscure, Discriminating, ES)
- **Hyper-Movement 5** (Flight, ES)
- **Immunity 7** (Life Support, ES)
- **Psychic Fortitude 10** (+20, ES)
- **Sensory Shield 6** (Visual and Auditory, ES)
- **Super-Toughness 9** (+18, ES)

Eye of Merlyn

Another artifact associated with the Archmage, the Eye of Merlyn is a sphere of fog-shot glass with the ability to see far away places and specific individuals, and even assume control of their person, in addition to granting the user glimpses into possible futures. Rumored to have been used by Merlyn in ancient times, the Archmage vehemently refuses any accusations into his power stemming from such an artifact, even in part. Merlyn strictly rejects any association with the relic, and

even a joking mention of it in his presence is usually met with an angry stare and the offending individual spending the next week as an animal of some sort.

Power Network 4 (Eye of Merlyn, Artifact [EPN], Easy to Take [EPN], Power Source: Mystical)
- **ESP 9** (Exponential Distance Increase 13, ES)
- **Mind Switch 10** (ES)
- **Precognition 14** (ES)
- **Telepathy 9** (Exponential Distance Increase 13, ES)

Ring of Asmodai

Asmodai is believed to be the chief of all demons whose mission it is to bring hatred and evil desires to the world. The artifact known as the Ring of Asmodai is believed to have first surfaced Persia sometime around 400 BCE, where it was first used by the Magi Jureha, believed by many to be one of the direct forefathers of the worship of Nebecar and the eventual emergence of the Hand of Madness during the Dark Ages.

An Item of Power with the ability to weaken men and cause pure anger to overwhelm them, the ring has been lost for the past 300 years, and is currently sought by both the Order of Merlyn and the Hand of Madness.

Power Network 10 (Ring of Asmodai, Artifact [EPN], Difficult to Take [EPN], Power Source: Mystical)
- **Animation 10** (Ready to Rumble, ES)
- **Confusion 8** (ES)
- **Drain 8** (Vigor, Death Touch, ES)
- **Emotional Manipulation 8** (ES)
- **Language Comprehension 6** (ES)
- **Melee Attack 8** (8D6, ES)
- **Regeneration 8** (Natural Healing, ES)
- **Range Attack 8** (8D6, ES)
- **Sicken 8** (ES)
- **Super-Toughness 8** (+16, ES)

Rune Blade of Nebecar

Created by Lucius Belcar as a means of securing souls for his master, Nebecar, the Rune Blade is perhaps one of the most dangerous Items of Power still at large in the world today.

The Rune Blade of Nebecar is a sharply curved weapon that, when freely accepted and wielded by a mortal, invades the mind and emotions, sending him into a bloodlust that provides Nebecar with a fresh and steady supply of souls.

Unfortunately, the bloodlust of the Blade also eventually overwhelms its wielder, causing a final tribute to a master he never knew: his own soul.

Lucius retrieves the knife on each occasion, and waits patiently for his next deal to present itself.

Power Network 7 (Rune Blade of Nebecar, Artifact [EPN], Easy to Take [EPN], Power Source: Mystical)
- **Emotional Manipulation 8** (Limited: Wielder Only, Limited: Hostile Only, ES)
- **Daze 10** (Limited: Wielder Only, ES)
- **Environmental Manipulation 8** (Fog, Obscure, ES)
- **Hyper-Edge 4** (First Strike, Fleet-Footed, Frenzy, Nerves of Steel)
- **Melee Attack 10** (10D6, ES, ES)
- **Mind Control 10** (Limited: Weilder Only, ES)
- **Transform 10** (Mental Augmentation, Limited: Weilder Only, Limited: Memory of Murders Only, ES)

Voice of the Siren

When Orpheus accompanied Jason and the Argonauts in their quest to Colchis, although mythology discusses how he used his Lyre to drown out the Sirens' deadly song and prevent the Argonauts from succumbing to their influence, what it failed to mention was Orpheus' capture of their magnificent sound within a small gem he carried upon his person, so that he might possesses their power as his own. Later, the death of his wife, Eurydice, on their wedding day as she danced with the Naiads, was believed to have been the nymphs extracting their revenge against Orpheus.

The Voice of the Siren is a small, blue gem encased in an amulet and suspended from a chain. When touched against the skin, the wielder can cast forth the enchanting songs of the Sirens, forcing mortals to succumb to their desires.

While using the relic, the wielder is immune to the effect of the songs.

Power Network 2 (Voice of the Siren, Artifact [EPN], Easy to Take [EPN], Power Source: Mystical)
- **Emotional Manipulation 9** (Sense Dependant: Auditory, ES)
- **Mind Control 9** (Unnoticeable, Sense Dependant: Audiotry, ES)

Street Drugs

Over the past several decades, a variety of synthetic narcotics have made their way onto the streets of Autumn Arbor. Usually designed by one of the various corporations for use in genetic engineering, the most popular of the street drugs were considered failures by the manufactures and have, since then, found their way into the distribution market through a variety of methods.

Such narcotics are typically lethal to the user, and extremely rare.

Amazadrin

Originally Manufactured by VanCorp, and stolen and manufactured for street distribution by the Masqueraders, Amazadrin is a popular narcotic amongst the street gang and throughout Liberty Heights.

Users are put into a euphoric state as though under the influence of the Hope emotion as per Emotion

Control. Additionally, there is a 50% chance the user will gain a temporary super-power as though granted Enhance Trait 10, which fades at 1 point per hour. Those granted a power must make a Vigor –2 roll or become Incapacitated due to Fatigue once the power leaves their system

Devolvenol

Originally designed by the scientists at the Cuban Genetics Facility, Devolvenol grants anyone who takes it +5 Die Steps to Strength and Vigor, but the user suffers from +5 Die Steps to Smarts and Spirit (minimum D4). The effects last for 1 day, at which time the user must make a Vigor –2 roll or become Incapaciptated. Vigor rolls on the Incapacitation Chart are at –2.

Juiz

A powerful narcotic created by G.O.D., Juiz grants its users Hyper-Movement 5 (Super-Speed) and +3 Die Steps to Vigor. The effects last for 1 hour, at which time the user must make a Vigor –2 roll or become Incapacitated. Vigor rolls made on the Incapacitation chart are at –2

Psiontisone

Created in VanCorp labs, Psiontisone was originally designed to give VanCorp Security a limited form of telepathic ability, for use in interrogation and personal security. Unfortunately, the narcotic was considered a failure when it boosted what is believed to be the human mind's natural, if evolutionary, ability to detect brain waves and thought patterns to such a degree the user could not control what they received, in essence overloading their synapses.

Psiontisone grants the user Mind Probe 6 and Telepathy 6 with both powers suffering the Wild Power and Full Power drawbacks. While under the influence of the narcotic, the user must make a Smarts roll each round to take any action except moving at normal speed. The effects last for 1 hour, at which time the user must make a Vigor –2 roll or become Incapacititated due to brain aneurysms. Vigor rolls made on the Incapacitation chart are at –2

Viscosidrine

Another manufacturing brain-child of G.O.D., Viscosidrine grants anyone who ingests it the following Powers:

Power Network 6 (Rubbery Body, Power Source: Mutation)
- **Entangle 6** (Elongated Grapple, Extra Reach 6, AS)
- **Evasion 6** (Rubbery Dodge, AS)
- **Hyper-Parry 6** (Rubbery Dodge, Maintained, AS)
- **Hyper-Movement** (Leaping) 6 (Springing Bounce, AS)
- **Melee Attack 6** (Stretching Punch, Str + 6D6 damage, Extra Reach 6, AS)
- **Telekinesis 6** (Stretching Reach, Limited: Melee, Limited: Must touch object, Limited: Lifting cannot exceed normal Strength, Extra Reach 6, AS)

The effects last for 5 hours, at which time the user must make a Vigor -4 roll or be reduced to Strength D4 and Dexterity D4, and gain the Alien Form and Disability (Paralyzed) Hindrances; effectively becoming a massive blob as their body rejects the changes that were done to it. The effects last for 1 day.

Should the first Vigor roll fail, the user must make another at Vigor –2 at the end of the day or become Incapacitated as their body succumbs to the stress induced upon it due to the narcotics primary and secondary effects. Vigor rolls made on the Incapacitation chart are at –6.

DAWN OF LEGENDS

Character Name:
Public Name:

Registration #:

Affiliation:

Popularity:
Wealth:
Motivation:

Rank:
XP's: Banked Points:

	4	6	8	10	12	
Strength	4	6	8	10	12	
Agility	4	6	8	10	12	
Smarts	4	6	8	10	12	
Spirit	4	6	8	10	12	
Vigor	4	6	8	10	12	

Skills:

	4	6	8	10	12	
	4	6	8	10	12	
	4	6	8	10	12	
	4	6	8	10	12	
	4	6	8	10	12	
	4	6	8	10	12	
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	4	6	8	10	12	
	4	6	8	10	12	
	4	6	8	10	12	
	4	6	8	10	12	

Normal/Modified

Pace:		
Parry:		
Spiritual Resolve:		
Mental Resistance:		
Toughness:		
Charisma:		

Hindrances

Edges

Wounds: -1 -2 -3 INC!

Fatigue: -1 -2 Unconscious

DAWN OF LEGENDS

Character Name:
Registration #:
Public Name:
XP's: Banked Points:
Rank:

Popularity:
Wealth:
Motivation:

Power	Action	Rank	Range	Damage	Duration	Notes

Gear

Headquarters

Wounds -1 -2 -3 INC! Faftigue -1 -2 Unconscious

THIS DARKNESS CANNOT LAST FOREVER.
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A DAWN OF LEGENDS.

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