



WATCH GUARD SOURCEBOOK



REQUIRES THE MUTANTS & MASTERMINDS BE HERO'S HANDBOOK
CHARLIE MCCLVY

WATCH GUARD SOURCEBOOK

by Charlie McElvy

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THANK YOU!

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To Dennis "DJ" Byrd, for being my best bud and creative constant for the last 20+ years. We've been doodling, designing, and tracing over characters for what seems like forever together. I'm glad it's come to this.

To Andy Smith, who nudged me to do something with these characters, and probably had ***no idea*** it would turn into something like this!

To V. V. Wedding for general edits, criticism, and encouragement! You're a cool chica, y'know??

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Finally, to you guys -- yes, YOU! Fans of this project have been oh-so-very patient as I hit wall after wall while trying to get this completed. Your willingness to wait while I put my dream project together is -- in a word -- Amazing!

Thank you, and thank you again for not only waiting, but also for buying this product. I hope you enjoy it as much as I do...!

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For as long as I can remember, I've been creating my own superheroes, villains, military personnel, swords, armor, shields, guns... And probably for just as long I've dreamed of writing my own comic book series.

Back in 1998 I befriended one of my all-time favorite comic book artists, a man by the name of Andy Smith. I never imagined that I'd have the chance to meet a "real" comic book artist of his caliber, and I definitely didn't expect to become good friends with one. However, from the onset of our first call together I knew we had hit it off -- that first phone conversation lasted almost three hours! We talked about everything under the sun, it seems, and that started the conversation toward me writing & him drawing a book together. Through Andy I met Erik Larsen, then Publisher at Image Comics, who approved my comic book with a phone pitch -- a big part of that was because of Andy's renown and ridiculous skills with both pencil & brush. That, plus comics legend Mike Baron had compared some of my writing to Roy Thomas, and provided some really good insight and feedback for a new writer -- I was in my own personal heaven! For a short while, it looked like I was going to live out my dream: seeing my very own comic book creation in comic shops and on the newsstands (yes, they sold them there once upon a time). "The Prophecy", shortened from the original title "The Covenant of Avalon" at Erik's suggestion, was in the works! Woohoo!

Then, it happened: Andy got a really good paying gig with CrossGen Comics, and we had to put a halt to everything. I have one page of finished art and four more pages of pencils & breakdowns from that attempt. I did manage to take a couple of pieces of finished character art and created my very first Mutants & Masterminds products: Asa and Kuan Ti character sheets were made under M&M 1E (yes, it was that long ago) and sold on RPGNow.com. They were pretty successful, and I soon added Apollo, Andy's very own character from his Firstman comic published by Image Comics.

Then, something else happened: the comics industry started to implode because of the silly "investors" of comics, the absurd overprinting, and the myriad covers and special versions that just drove folks nuts (myself included). Because most of the market was built from speculation, and because books were being highly overprinted, the values these speculation investors were seeing weren't worth the trouble. Soon we saw a collapse.

I don't think that's necessarily a bad thing, mind you...

Fast-forward a few years. Obviously, I never got a chance to put that book out in any form. I couldn't see moving forward without Andy, and funding was getting tight, so I didn't pursue anything beyond what you just read. Still, the dream remained. Back in 2007, I had created a patriotic character that I called "Battalion", cuz he was such a bad dude that he could take on a whole battalion of enemies all by his lonesome. I gave him superhuman strength (25 ton lifting), flight, invulnerability (to stop bullets, anyway, not much more), telepathy, and telekinesis. To me, he was the coolest thing I'd ever created. He had everything I'd always wanted except for super-intelligence.

Move ahead a little more, to 2009, and I'm at it again. This time I created another dude who eventually became known as Voyager -- he had the super-strength, invulnerability, flight, telepathy, telekinesis, and... wait for it... SUPER-INTELLIGENCE! Now *this* was my idea of a "paragon". Superman's got nothin' on my guy. Nothin'. I showed the design sketch to Andy who then encouraged me to do something with this guy. I decided to start writing a backstory which then led to more characters, which led to more designs, etc. Oh, and I introduced the two guys to each other, Sentinel & Voyager, after tweaking their powers to avoid too much overlap, as you'll see in their respective entries. Next, I started commissioning a couple of artist pals to do these guys (and gal, back when Intrepid was the only member) up all pro-like.

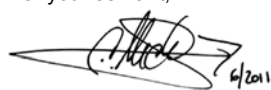
I started moving toward developing a "character bible" for myself, but I realized that this could serve as a neat entry point for potential fans of the book (that's you guys). However, who's going to buy a comic book encyclopedia of unknown characters? Then it hit me: why not put together my previous M&M Superlink success with my passion for character creation? Why not create a sourcebook that can be read by both gamers AND comics fans -- especially since most gamers already are comics fans? Genius! Well, IMHO. Heh. Anyway, that's how this book was born. In a nutshell. I'm sure I left something out, but that's the gist of it.

While putting this together, I opted to spread out a little and find artists that I've never worked with before, and who could help to enhance the book while giving them a chance to showcase their talent in a different forum. I think it turned out beautifully; hopefully you'll agree! Every one of the guys in the back of this book (go visit the Creator Bios section of the Appendix -- these guys & gals deserve your love!!) was a true professional in their approach, attitude, and artistry.

Thank you all for sticking with me while I put this together -- it took nearly TWO YEARS of hard work. There were a bunch of hangups and issues, and I got to experience firsthand the rigors of being a publisher... and I wouldn't trade it for anything!

Without further ado, I introduce you to the WatchGuard Sourcebook! If you like it, there'll be more!!

Ever your servant,



Charlie McElvy, 2011

HOW TO USE THIS BOOK

While the content in this sourcebook should be generally familiar to those of you who have played any of the *Mutants & Masterminds* games, there are some conventions exclusive to our offering. As such, these next pages will open up some of those conventions and clarify how best to approach the use of this manual.

Character Profile Pages

When designing the layout to the profile pages we took extra care to provide the best of both worlds: a comic book style "universe handbook" encyclopedic entry with clear, concise game stats with enough information to allow players and gamemasters alike to jump right into using these entries in either their existing games, or in all-new WatchGuard adventures. As always, if you have any additional questions that these pages don't answer you can send questions, comments, concerns, errors, or praises (we like those!) to comments@watchguardcomic.com.

- 1 CHARACTER NAME:** This is pretty cut & dry -- it's the codename, or most commonly referred to name, of the character portrayed in this entry.
- 2 POWER LEVEL:** The power level that this character is built at, as based on his/her comic book stats.
- 3 BIOGRAPHICAL DATA:** All about the character that you need to know... and whether this information is secret or not.
- 4 CHARACTER "PHOTO":** Large, professional image of the character to

help visualize your role(s) in the game. This image will always be of the character in his/her prime, even in the cases of WWII-era or otherwise significantly older characters.

- 5 HISTORY & ORIGIN:** A detailed history of the character, or at least as much as we're willing to reveal at this point, to help your players best understand the character's background, motivations, quirks, limitations, and maybe even vulnerabilities.
- 6 STRENGTH LEVEL:** A brief understanding of the lifting power of the character. This is done in a comic book format, and is given to provide an understanding of the intent of this character's power build.
- 7 KNOWN META-HUMAN POWERS:** Comic book style narrative, detailing the uses, intents, sources, and designs of each of the character's powers.
- 8 GAME STAT BLOCKS:** Everything you need to know about the character as either an NPC or PC in your games. Some of the math has been done to help both players & GMs best implement these characters into your games right away! Don't delay, play now!

1 VOYAGER



BIOGRAPHICAL DATA

Real Name: Dennis Byrd
Occupation: Scientist, Explorer, Adventurer
Identity: Secret
Other Aliases: "JD" (nickname)
Birthplace: Unknown

Height: 6' 4" (1.93m)
Weight: 285lbs. (129.27kg)
Eyes: Grey-Blue
Hair: Brown

Age: Unknown (appears to be in mid-late 30s)
Marital Status: Single
Known Relatives: None Known
Group Affiliation: The WatchGuard
Base of Operations: Summit City

Distinguishing Characteristics: None

HISTORY & ORIGIN: Voyager first came to the world's attention as the sole survivor of a freak collision between a meteor and a cargo plane carrying Cuban refugees to Mexico. The meteor and meteor broke up, scattering debris all over the tropical island of Veracruz. To the surprise of the local authorities, he left the bodies washed up by the sea was still alive. He was rushed to the nearest medical facility, but they couldn't have hurried—the man was virtually unscathed.

Except for his mind. He could remember nothing prior to waking naked on the sand with a sun-burnt tourist poking him with a beach umbrella. No memory, no papers, even his fingerprints and dental records came up clean. However, he did speak English with slight American accent. On that slightest of identifications, the American embassy took custody of the John Doe.

It was the consul who noted his incredible aptitude for science and technology, especially mechanical engineering, and who also arranged the testing that confirmed that J.D. (as he'd come to be known to the embassy officers) was indeed a meta-human. On the consul's suggestion, J.D. was transferred to Catalyst Technologies Advanced Robotics & Genetic Research Development Facility in Summit City... under surveillance, of course. There he immediately began to prove his worth, solving with relative ease numerous project hurdles that had stumped the Catalyst advanced technology teams for years.

When he wasn't working in the labs, J.D. was reading. He discovered he had eclectic tastes; his favorites were the stories of historic frontiersmen such as Kit Carson or the French voyageurs, and, at the other end of the spectrum, dense scientific treatises and philosophical essays. It was as a result of this reading that he finally chose a name for himself: James Dennis "J.D." Byrd. The James came from British explorer Captain James Cook, Dennis from NASA scientist Dennis Tito, and Byrd for explorer/adventurer Richard Byrd. As he proved himself trustworthy over the years, he also received American citizenship and a career working with Catalyst Technologies.

The world remained unaware of Byrd's capabilities until a crazed meta-human attacked a nearby meat-processing facility, threatening to kill everyone in the plant unless they ceased their "horrific, murderous ways" immediately and permanently. Unable to stand by and do nothing, Byrd leapt into action. The bad guy didn't last long. In the process of defeating the meta-human terrorist, Byrd discovered that he was not only impervious to injury, but also that he was incredibly strong and capable of flight. He also realized that he rather liked the idea of becoming a meta-human adventurer. Only part-time though—the joys of research and exploration that his job at Catalyst entailed were still paramount in his life. Seeing himself as a scientific explorer of meta-human potential, he became "Voyager."

As Summit City seemed to have an overabundance of heroes, Byrd opted to remain behind the scenes. He used his super intelligence to design, create, and repair devices or armor for heroes as needed. He willingly, even happily, volunteered for work on scientific missions in dangerous locations, where his strength and near-invulnerability were tremendous assets, and where he could enjoy the outdoor, explorative side of science.

Despite his mainly adjunct role, Voyager managed to become something of a media sensation, something which both fascinated and annoyed him. He enjoyed the attention, but foiling noisy and meta-human terrorist attacks, battling "super villains", and keeping nosy reporters from spying on his new designs took more time from his projects than he would have liked.

While Voyager had operated alongside a number of popular meta-human

adventurers over the years, he had never joined a "team of heroes." An attack on the Catalyst facility by a gang of meta-human supervillains changed that. Voyager and Mazer were joined almost immediately by heroes Garrison and Sentinel (see respective entries), who happened to be nearby. Unexpectedly, super-star speedster Intrepid raced cross-country to assist them too. The group discovered that they fought well together during the battle, and they worked just as well together in the aftermath. At Voyager's suggestion, the meta-human hero team The WatchGuard formed. Voyager soon called on Deacon, his friend and occasional crime fighting partner, to round out the team, trusting in Deacon's veteran wisdom and combat training to help mold this group of young adventurers into the team of heroes they could, and would, become (see Deacon).

STRENGTH LEVEL: Voyager possesses meta-human strength enabling him to lift/press roughly 10 tons under optimal conditions.

KNOWN META-HUMAN POWERS: Voyager possesses numerous meta-human abilities including enhanced strength, enhanced intelligence, flight, and a high-degree of resistance to physical harm. His powers are derived from an as yet unknown source, presumably a congenital genetic variation.

Voyager's enhanced intelligence is his most utilized meta-human trait. Provided enough time and resources are available, there are few (if any) mechanical devices that Voyager cannot design or manufacture given the limits of natural physics. At times it appears that his works even stretch or defy those limits.

His intellect does not appear to be a product of intense study or an unnaturally high IQ. In fact, much of his inventive skill appears to be an almost reflexive ability that enables him to design, build, and operate highly complex mechanical products without understanding the exact mechanics or physics behind them. It may be that his intellect is so great that the mechanical crafting ability is a subconscious/stored resource pool from which he draws the details. Or it may be that his mechanical ability is actually a meta-human ability triggered by a

desire or need to design and build such a device as is called for -- so that Voyager never need truly understand the mechanisms or physics behind it. Either way, it appears that this trait is not innate, as it can be nullified with strong psionic attacks or interference.

Some of the more fantastic devices created by Voyager include military flight belts, tesseract lockers, bulk-mass "modems", waste disintegrators, food replicators, and the A. R. Marine battlesuits. Some of the more mundane devices he's developed for everyday use include UV-Ray Players, HoEx video displays, the MyPADD portable computer, Phazer Stun Guns for personal use, and the iView Memory Projector-Recorder. Thanks to Voyager's mechanical genius, the denizens of Earth now have vacation spots in orbit aboard Carnival Space-Stations, as well as on the Moon at Horizons Moon Spa & Resort.

Voyager's strength and durability allow him to explore places where the average adventurer dare not go, such as the heart of a volcano, the depths of the oceans, or the intense pressures found at the highest peaks or in the stratosphere. His skin can withstand extremes of temperature, from 1500°F to -120°F, and great stresses and impacts without puncture wounds or lacerations. He can withstand point-blank hits by high-caliber firearms and appears to be immune to most diseases and illnesses.

Voyager possesses the ability to fly, presumably by psionically manipulating gravitons and anti-gravitons, sub-atomic particles that produce the effects of gravity within and around the mass of objects. The exact mechanism by which this is attained is unknown as this time. His current top speed is roughly 250mph (~402kmh).

It appears as if Voyager still needs to eat & drink, although this has not yet been confirmed. Because his mind is still organic, he needs to sleep to enable his brain to dream and recover. Voyager appears to be highly-susceptible to magicks, and seems to have no direct defense against magical assaults. He is also vulnerable to strong psionic attacks.

STATS	SAVES	ATTACK	DEFENSE	INFO
STR 44 +17	TGR +12	ATT +10	DEF +14	PL 14
DEX 12 +01	FOR +13	MEL +10	FLAT +07	PP 217
CON 34 +12	REF +05	RNG +10	KB -12	HP 01
INT 40 +15	WILL +10	GRP +27		
WIS 14 +02				
CHA 14 +02				

CARRYING CAPACITY, THROWING & MOVEMENT

Light Load: 3700 lbs.; Medium Load: 3.7 tons; Heavy Load: 5.6 tons; Maximum Load: 11.2 tons; Push / Drag Load: 28 tons

Thrown: 5.6tons - 5ft.; 100lbs. - 500ft.; 10lbs. - 2500ft.

Flight - Speed: 250 mph, 2200 ft./md
 Jumping - Running: 27ft. - Standing: 13ft. - High: 6ft.

ATTACKS, WEAKNESSES & COMPLICATIONS

Unarmed Attack, +10 (DC 32)

Vulnerable: Magicks (Common, Major); Vulnerable: Strong Psionic Attacks (Common, Major)

CHARACTER NOTES

Unenhanced Traits: STR: 20 (+5), DEX: +12 (+1), CON: 14 (+12), INT: 20 (+5), WIS: 14 (+2), CHA: 14 (+2), Toughness +2

• Impervious Effects: +12 Toughness
 • Personality: Explorer/Adventurer; Natural Leader; Natural Strategist; Moralist
 • Language: English (US)

• Totals: Abilities 34 + Skills 12 (48 ranks) + Feats 3 + Powers 116 + Combat 46 + Saves 13 + Drawbacks 7 = 217

POWERS & ABILITIES

Enhanced Constitution 20 (+20 CON)
 Enhanced Strength 24 (+24 STR)
 Flight 6 (Speed: 250 mph, 2200 ft./md)
 Gadgets 3 (Flaws: Easy to Lose, Drawbacks: Distracting)
 Immunity 4 (Aging, Disease, Poison, Starvation & Thirst)
 Impervious Toughness 12
 Super-Genius (Container, Passive 6)
 • Enhanced Intelligence 20 (+20 INT)
 • Enhanced Trait 7 (Feats: Eidetic Memory, Improved Tools, Inventor, Jack-of-All-Trades, Leadership, Master Plan, Mechanical Genius 2 [Personal Mechanical Equipment, Ad-hoc Mechanical Devices], Salvage)
 • Quickness 4 (Perform routine tasks at 25x speed; Flaws: One Type [Mental])

FEATS

Dodge Focus, Eidetic Memory*, Improved Tools*, Inventor*, Jack-of-All-Trades*, Leadership, Master Plan, Mechanical Genius 2 (Personal Mechanical Equipment, Ad-hoc Mechanical Devices), Salvage*

*from POWER & ABILITIES

SKILLS

Computers 6 (+21), Craft (Electronic) 6 (+21), Craft (Mechanical) 6 (+21), Craft (Weapon & Armoring) 6 (+21), Disable Device 4 (+19), Knowledge (Physical Sciences) 6 (+21), Knowledge (Technology) 6 (+21), Notice 4 (+6), Profession (Mechanical Engineer) 4 (+6)

EQUIPMENT & DEVICES

None Specified.

(see Powers & Abilities, Feats and Skills regarding Voyager's ability to produce equipment as needed, depending on the DC as determined by your GM. Please consult Core Rules.)

The **BIOGRAPHICAL DATA** block contains information relevant to the character's personal life, in brief. The information contained therein includes his/her real name, birthplace, relatives, affiliations, and physical stats (height, weight, eye & hair color, etc.)

The **POWERS & ENHANCEMENTS** stat block is designed to be easy to read and aesthetically pleasing, but to avoid assuming everyone understands this as well as our intentions let's walk through the formatting of this very important block of data:

Base level powers, ones that are not found in a power stack, or are the primary name of the stack, are listed with no indentation and are **Bold**. The base level powers in this example are:

Enhanced Constitution
Enhanced Strength
Flight, Gadgets
Immunity
Impervious Toughness
Super-Genius

Powers in an array (or any other power stack) are listed with a 10pt indentation and are formatted with ***Bold Italics***. The arrayed powers in this example are:

Enhanced Intelligence
Enhanced Trait

Alternate Powers in an Array are listed with a (*), like such:
 • ***Quickness***

The remaining game stat blocks, **ADVANTAGES; SKILLS; DEVICES, GEAR & EQUIPMENT; CARRYING CAPACITY, THROWING & MOVEMENT; OFFENSE & COMPLICATIONS; and CHARACTER NOTES** all have direct to game information with no special formatting save that done for the sake of clarity. Whenever possible, the formatting, in general, reflects that of the **Mutants & Masterminds 3E Hero's Handbook** from Green Ronin.

The **FEATS** stat block has only one note, regarding the use of asterisks: any feat designated with an asterisk is one that is directly associated with a power in the **POWERS & ABILITIES** block. This is clearly denoted in each entry with a footnote, but is referenced here for quick reference.

The **"NUMBERS" SECTION** of the stat block (where the numbers are...) contains the Abilities, Saves, Attack, Defense, Size, Initiative, and general Info stats to help you get a quick glimpse of the character's build in conjunction with his/her Powers & Enhancements, Advantages, Skills, etc. These stats are all listed with Powers & Abilities enabled. In other words, these are "enhanced" stats based on default powers. For the character's "unenhanced", or standard, traits, please refer to the **CHARACTER NOTES** block (see below).

The **CHARACTER NOTES** block is designed to provide some background information on the character (Languages Spoken, Personality Breakdown, etc.), as well as provide players & GMs with the unenhanced stats for this particular character apart from his/her powers, abilities, skills, equipment, or other enhancements. A great place of reference for when your character is de-powered by a GM plot twist!

In the **SCENARIO** pages you will be greeted with a brief introduction to the scenario, and provided with a recommended starting Power Level for your players and GMs. If a particular scenario requires additional background data, you will find this data either in a scenario appendix (found at the end of the scenario's text) or in the scenario's sidebars & tables. If the scenario requires map data, please refer to the Summit City map on page 1 or visit www.WatchGuardComic.com for a printable version of the map for use in marking up during gaming.

For content updates, errata, and additional resources, please visit our website on a regular basis. We will be adding a fan forum shortly to provide you an avenue for game hooks, scenarios, and contests, so keep it bookmarked and watch for updates!

Profile Sheet Color Legend

For the purposes of this sourcebook, the following color schemes are used to designate specific individuals' affiliations or general associations:

BLUE - Designates heroes in the WatchGuard Universe. Generally speaking these persons fight for justice, save lives, and defend liberties the world over.

ORANGE - Villains. These are the bad guys. Crooks, murderers, would-be world dominators, psychotic hoods, and the like. The persons categorized here tend to fight for themselves, focus on self-preservation, are egocentric, and bully others.

GREEN - These are considered "civilians" for the sake of this work. This does not imply that they are "unaffiliated" or don't have a natural proclivity one way or another, simply that they tend to operate in the periphery, general don't have metahuman abilities (though some do), and/or aren't as celebrated or notorious as our other characters. These tend to be politicians, police & military personnel, reporters, business persons, et al.

Retired, Deceased & Inactive Characters

If the character is an historical/retired/deceased character, such as Bluechip, Jupiter, or Soundwave (1980s), or Captain Victory, Lynx, or El Capitan I (1940s), then the stats represented will be that of the character in their **PRIME**, so as to provide for gameplay (via time travel, etc.) I may add their current information (for those not deceased) in an Appendix update at a later time, if deemed necessary.

WATCH GUARD

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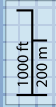
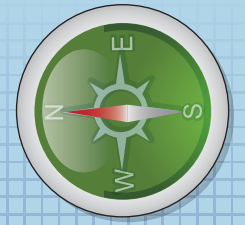
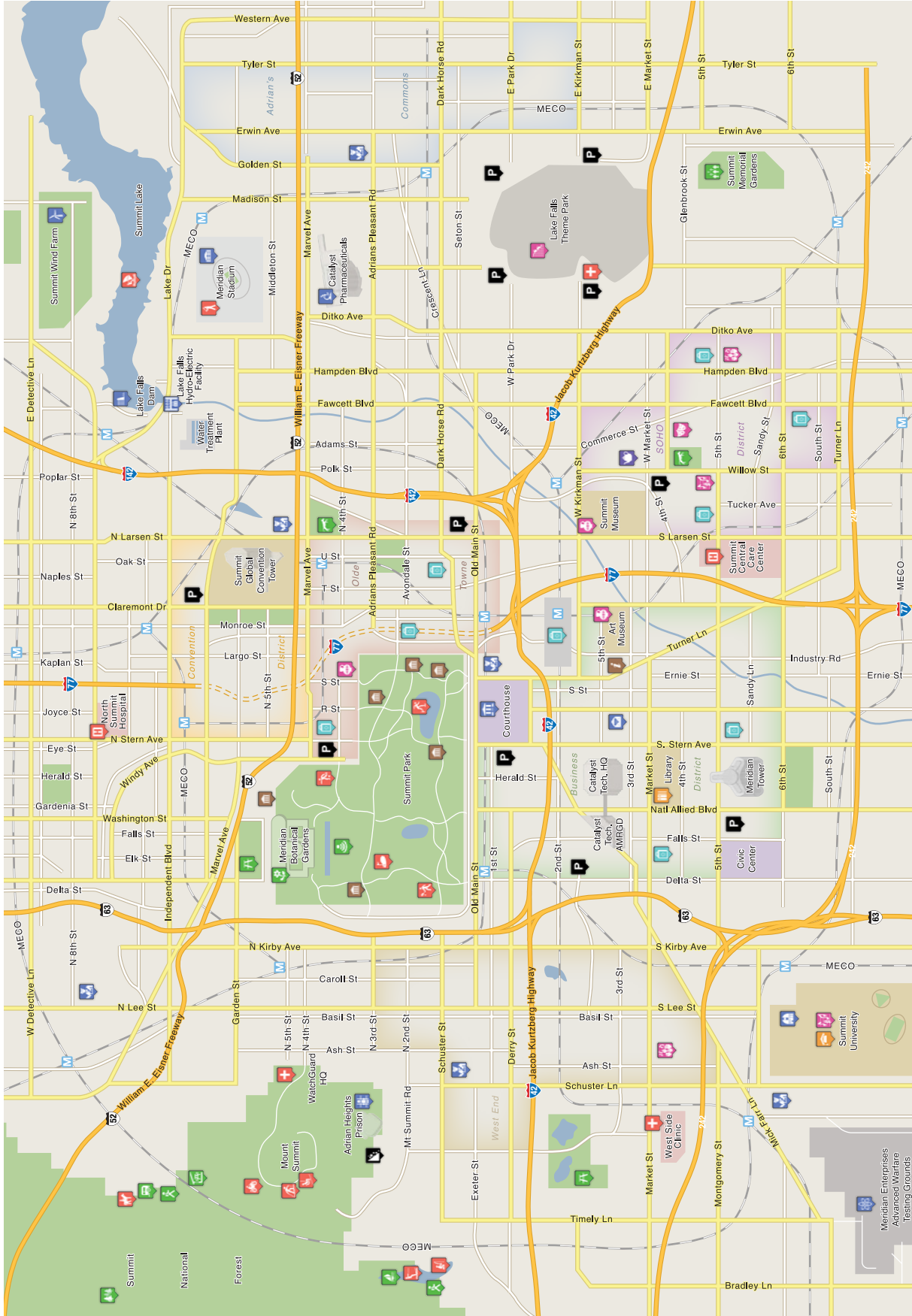
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CHAPTER 1: SUMMIT CITY

SUMMIT CITY



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SUMMIT CITY: An Introduction

A gem of metropolitan and technological advancement, Summit City rests in a valley at the base of the Appalachian Mountain range, the peak of Mount Summit standing watch over the city.

Summit City stands unique among her metropolitan sisters, a true “city of tomorrow.” What started out as a small mining community has grown into a city that sprawls out far beyond the original site, and up into the stratosphere with her towering skyscrapers and high-tech magnetic rail line. Very little of the historic Summitville (the original name) remains, and what little does is nestled due east of Summit Park.

Toward the base of Mount Summit, and built mostly inside of the mountain, lies Adrian Heights Prison, the nation’s first and largest metahuman criminal penitentiary. Having no roads or paths built up to it, it is accessible only via special transport. Adrian Heights Prison is manned by specialized law enforcement and scientific teams who are well-trained to handle the unique inmates. The Metahuman Incident Corps (MICs/“Mikes”), a customized police force of highly-trained, armored soldiers, has its headquarters there, and maintains the security of the facility. Research teams work around the clock to help maximize security by discovering more efficient and humane ways of negating the powers of the incarcerated, mostly through non-pharmaceutical methods. Most metahuman criminals in the United States are transported to Adrian Heights Prison for incarceration and rehabilitation. Only twice in its history has there been successful break-outs, and in both instances the escapees were apprehended and returned. Only the metahuman criminal Bulldog remains on the loose.

Adding to the security of Adrian Heights Prison is the fact that The WatchGuard, a metahuman hero team, is also headquartered in Mount Summit. The two facilities are joined by a single corridor, deep inside the mountain, with MICs operating as sentries on either side of the emergency blast doors (two pairs of two on either side) around the clock. Rotations are made one pair on either side at a time, so that maximum security is maintained and there are no “gaps” in coverage at any point.

SUMMIT CITY At-A-Glance

Location:

Summit City (major metropolitan area pop. 4,212,977; mid-Atlantic city near the Appalachian Mountains, just hours from the east coast) – Summit boasts over 25 million non-resident workers in the latest census.

City Highlights & Major Attractions:

- Summit Lake
- Summit National Forest & Park (3341 acres; the city is built around this akin to Central Park in some ways)
- Meridian Botanical Gardens, and the Lake Falls Theme Park
- Lake Falls Hydro-Electric Power Facility (dam)
- Mount Summit (incl. campgrounds; rock-climbing & seasonal skiing)
- Completely encircled by the Meridian Enterprises Commuter O-Rail (MECO) which transports over 70% of all commuters in, around & through Summit City
- Meridian Enterprises corporate HQ (Meridian Tower, a massive 2684 ft. skyscraper)
- Meridian Enterprises Advanced Warfare Division & testing grounds (outside the corporate city limits, but adjacent to the actual city)
- Catalyst Technologies HQ (skyscraper; 1417 ft.; located 3 blocks north of Meridian Tower) adjoined to Catalyst Technologies Advanced Mechanics, Robotics & Genomics Division tower via skywalk.
- Catalyst Pharmaceuticals facility (secure facility for pharmaceutical R&D and production/distribution)
- The Summit Global Convention Tower (a neutral facility for the gathering of political minds similar to the UN, but not beholden to the UN -- houses several embassies year-round; holds a global summit once every four years to include the newest US President and discuss progress toward global cooperation)
- Adrian Heights Prison for Metahuman Criminals -- built into the

Since Mount Summit is also a hiking/biking/sightseeing location, the conjoined facilities are cordoned off with unobtrusive, highly-advanced technological “fences.” These prevent humans, and wildlife, from entering into the restricted areas, whether intentionally or not, by providing an initial audible warning as they approach as well as erecting an impenetrable force field. This fenced area is monitored twenty-four hours a day, seven days a week, three hundred and sixty five days a year by MICs. It takes over a dozen MIC officers and soldiers to monitor the entire perimeter. There are access tubes to each of the “fence posts” around the facilities that permit the MICs near-immediate evacuation to a potentially violated point for scouting, repair, or any other justified purpose. These access tubes are available in the monitoring station at all times. In the event a MIC is deployed to a “fence post”, another MIC is rotated into the monitoring station until his/her return to monitoring duty. Monitoring duty MICs are trained to maintain, repair, and monitor the fence posts and other perimeter warning or monitoring devices (cameras, speakers, etc.).

At the southwestern tip of Summit City's limits sits the Meridian Enterprises Advanced Warfare Testing Grounds. Most of the testing occurs underground: the facility is comprised of 26.4 square miles of networked tunnels, stations, and laboratories from which the M.E.A.W. engineers operate. What little occurs above ground is usually more for show, and none of the testing involves nuclear or atomic radiation. Most of the weapons tested here are technically-advanced weapons for use by the U.S. Army in its continued efforts to reduce or eliminate terror around the world. This facility was originally above ground, but when they opted to move it mostly underground, for security and protective measures, Meridian Enterprises donated the remaining grounds to Summit University. The university's original location near Summit Park is now the Summit Global Convention Tower. Summit University has several satellite locations in the suburbs surrounding Summit City, most notably Summit Tech, which is located in Stonewall, due south of Summit City.

Catalyst Technologies moved their headquarters nearer to the city's center when they diversified in 1946. Their headquarters is joined to their Advanced Mechanics, Robotics, and Genomics Division tower by a skywalk, a marvel of modern technology hovering some thirty stories above the streets below. However, Catalyst Pharmaceuticals remains in its historic location on the

southern side of Mount Summit, on the edge outside of the city's corporate limits. Hangs out over a cliff.

- The WatchGuard HQ -- also built into Mount Summit, east facing. Houses the Metahuman Incident Corps (MICs) training facility & the superhero team, The WatchGuard. MICs are like police (or SWAT), but specially trained to handle metahuman villains.

Major Employers:

- Catalyst Technologies (there's a genome research facility, war & defense non-lethal division testing grounds & lab on the city's outskirts, a consumer electronics division facility, an advanced mechanics & robotics facility and a pharmaceutical division facility)
- Meridian Enterprises (Schuster's conglomerate -- new name) -- they own banks, provide security for the city reserve, built a hydroelectric plant/dam, own the electric company, a number of government contractor campuses and an automotive manufacturing corporation

Claims To Fame:

- First mass-produced, affordable hybrid solar/piezoelectric fuel cell automobiles (now sub-contracted to multiple automobile manufacturers in Detroit)
- strongest economy in US for the last 22yrs
- heavy tourism annually
- houses Adrian Heights Prison for Metahuman Criminals near the base of Mount Summit
- generates 90% of its own electrical energy through various “green” technologies

Other City Notes:

- granted exemption to accommodate a seat in the United States Senate

upper-east side.

Most of Summit City is industrial, with very little residential property remaining as the city continues to expand upward and outward. Summit Park has several historic homes, all of which are still owned and lived in by the city's elite. There are also some homes to the east of Summit Park, in the historic Olde Towne area, (though most of these are now shop and antique stores) and the SOHO district. The largest remaining residential area of Summit City is Adrian's Commons, on the far east side of the city's limits. This is the original location of Adrian Heights Prison, prior to its use as a metahuman incarceration facility. The area has continued to be a high crime area, but the residents have refused to leave their subsidized homes, and the city's leadership is forced to continue funding the area. A handful of heroes have made this area their primary focus, most notably El Halçon ("The Falcon") and Teen Force 5 (both in the 1980s) and more recently, The Cardinal (see respective entries). Most of those who work within the city limits are commuters from one of the five major suburbs. The remainder of those who work in Summit City reside in corporate penthouses and extended-stay hotels.

One of the highlights of Summit City is the Meridian Enterprises Commuter O-Rail, or MECO, which is a magnetically-driven, elevated train system designed and operated by Meridian Enterprises. The MECO encircles the entire city, and has stations at major points within the city. All of Summit's suburbs have a station that ties into the primary networked rail and provides access to the city for more than 70% of Summit's workforce. Robotic maintenance workers and their remote operators maintain the entire rail system. From every station within the city limits, Meridian also provides as a free service to its commuters and tourists a solar-powered hybrid shuttle bus which goes to nearly every major point within the city.

Because of the advancements in "green" technologies at both Meridian Enterprises and Catalyst Technologies, Summit City is capable of providing nearly 90% of its entire energy requirements completely off-grid. This makes for an annualized carbon footprint of 0.9327 metric tons--the best in the world. Summit has a highly-efficient hydroelectric dam, a large wind farm, and nearly every building is outfitted with Catalyst Technologies' latest photovoltaic cell systems that feed power directly to each outfitted building, with the excess being fed into the internal power grid. Every major government or corporate facility is equipped with an advanced sub-critical "safe" reactor, which, like the solar cell systems, feed the buildings directly and then pour the "excess" into Summit's internal power grid.

Summit City is growing and developing so rapidly that many people call her the "Organic City," though she has many such appellations ("The City of Tomorrow, Today," "The Mother of the Next Generation of Cities," The Ultimate City-State," et al.)

SUMMIT CITY: Early Local History

Summit City was settled in 1830 in a valley at the base of the Appalachian Mountains by a small group of gold prospectors looking to strike it rich. Unfortunately they found no gold. Most of the original settlers moved on, but two of the families--the Schusters and the Meltons--remained, convinced they were there for a reason.

Adrian Schuster eventually did find gold in the foothills and established the first mines in the area. The strike wasn't especially large, but how Adrian Schuster used his wealth expanded the family coffers tremendously. He kept his ears open to what the natives and travelers spoke of, and when copper was discovered nearby, he quickly bought the land and built the first copper smelting plant in the area. He followed the same plan when iron was found locally. Timber, coal, oil--if a resource was found within a hundred miles of Summitville (as the settlement came to be named), Schuster had control of it. His son Jakob inherited Adrian's fortune and business acumen, and expanded Schuster control of the town and its resources through continued development of industry, politics, and, as some would say, "under-handed" business dealings.

The Meltons, on the other hand, were "people people". When it seemed that no gold was going to be found, Samuel Melton built a trading post and dealt fairly with the native population. In return, they kept him well-supplied with furs, a resource worth almost its weight in gold during the early 18th century. When the local tribes were forced out, Melton's trading post/general store became an embarkation point for the settlers pushing west. While the Meltons were not as wealthy as the Schusters, they were more popular (and more trusted), and so became the leaders of the growing community up into the 20th century.

The 20th Century – The Early Decades

In 1908, Jakob "J.J." Schuster, Jr. used his family's vast fortune and influence to oust Dr. Julius Melton from his place as mayor of Summitville. Now in control of Summitville both politically and economically, J.J. proceeded to drag it into the twentieth century. One of his first acts was to rename the town "Summit City", a name that sounded much less rural. By the time the United States officially entered the Great War in 1917, J.J. Schuster had already gotten government contracts to build weapons and supply raw materials for that which he could not build. Summit City's population almost tripled in less than two years, and the economic boom helped shield the city from many of the effects of the Great Depression. Schuster founded Meridian Contractors (later Meridian Enterprises) during this time and remained the U.S. Government's largest contractor of military arms and supplies throughout WWII, Korea, and Vietnam, and up to today.

From The Great Depression to WWII

While J.J. Schuster setting himself up as the patron saint of Summit City in his own ways, Dr. Melton went on to found the pharmaceutical research company Catalyst Pharmaceuticals. Catalyst laboratories developed the knockout gasses used in the first (and unfortunately, under-utilized) non-lethal weapons of WWI. The labs, having perfected synthetic "skin", also developed the first life-like prosthetics for use on wounded soldiers after WWII. The realism provided by the Catalyst prosthetics enabled the vets to re-assimilate more easily into society and thus helped alleviate post-traumatic stress disorder (PTSD) in many of the veterans.

Catalyst expanded their research into nearly all the sciences, changing the "pharmaceuticals" portion of their name to "technologies", to better reflect the changing nature of their research. In the late 1940s, their headquarters in Summit City became the center for their advanced mechanics and genomics research at the dawn of the so-called "Golden Age" of metahuman activity. It was Catalyst Technologies that discovered the Metahuman x-Trait Gene (MHx). Much of their genome research centers around the MHx gene, its effects on various organisms, including human cells not inherently coded with MHx, and its origins. This nomenclature has led to the common use of the tag "meta" to refer to most super-powered individuals, regardless of origin.

Research into the origins of the MHx gene has revealed that DNA from several Egyptian mummies, as well as that from bones from places as far-flung as Greece and India, Ireland and Denmark, possess the MHx chromosome. This has led some of the Catalyst's scientists to conclude that many of our legendary heroes may well have been endowed with abilities far beyond those of non-MHx humans, and, hence, lend credence to their myth.

WWII & The Golden Age of Heroes

While not much occurred directly within the boundaries of Summit City itself, several events would occur during the war that would come to affect Summit in the years to come.

One of the first metas to don a colorful outfit in which to fight crime was the American hero Captain Liberty, who used his solar-powered abilities to shine the light of hope to the American Soldiers overseas. Captain Liberty often found himself at odds with Der Lautermensch ('The Pure Man'), the latter espousing the prevailing mind-set of Nazi Germany during Hitler's reign.

Enter: Voyager

In 1975 Voyager first came to the world's attention as the sole survivor of a meteoric collision with a cargo plane carrying Cuban refugees to Mexico. Both plane and meteor broke up, scattering debris, and bodies, all over the tropical waters and tourist beaches of Veracruz. To the surprise of the local authorities, one of the bodies washed up by the sea was still alive. In fact, he was virtually unscathed, except he had no memory. The American embassy took custody of this "John Doe".

Testing done on this "John Doe" affirmed their suspicions that he is indeed a metahuman, so they had him transferred to Catalyst Technologies' genomic research facility in Summit City. The scientists there worked with "J.D.", as they called him, to discover the extent of some of his abilities, as well as to hopefully help shed some light on the MHx gene's mysteries. It wasn't long before they realized that "J.D." had a significantly advanced mechanical aptitude. He helped develop a new wave of devices with which to study metahumans and to help them to understand and use their amazing abilities. Because of J.D.'s ability, Catalyst Technologies built a new wing onto their headquarters, devoted solely to mechanical engineering design and development, and made J.D. a volunteer member of the staff.

As the years went by, J.D. proved himself over and over again to be both trustworthy and morally upright. Eventually, he gained an identity of his own--James Dennis "J.D." Byrd. He also gained U.S. citizenship and a job as the Senior Mechanical Engineer in charge of advanced robotics and mechanical design at Catalyst Technologies. Although highly resistant to injury, J.D. remained mostly on the sidelines as a technical advisor and developer. He served in an "adjunct hero" role, providing technology or general assistance as he could, rather than being directly involved in the heroic day-to-day. He did, however, embark on frequent adventures away from Summit City to dangerous locales in the interest of scientific and/or explorative research. (see Voyager)

It was during WWII the world became aware of the metahuman medic, Stitch (now known as Deacon), who fought alongside Captain Liberty and the original Spanish national hero, El Capitán, during the War, up until the Captain Liberty's powers increased uncontrollably and he exiled himself out into space. (*Editor's Note: His current whereabouts are as yet unknown, though recent projects have opened up at Catalyst Technologies that are attempting to locate and track the Golden Age hero.*)

Stitch fought crime Stateside after the War, for a time, but the explosion of new, young heroes allowed Stitch an opportunity to settle down and hang up his "tights" for a time. It is believed he resides in China with a wife and child, but these may be one of many rumors created during the McCarthy Era intended to demoralize the metas still operating after the War.

The 1970s

The 1970s for Summit City were surprisingly quiet and prosperous. While the world around them teemed with metahuman activity, Summit City remained an anomaly: few, if any, heroes or villains made their base of operations in or around Summit City. Rumor has it that then-mayor Mark Schuster (JJ's grandson and the heir to Meridian Enterprises) bought off one of the largest metahuman cartels and convinced them to stay away from Summit, and to keep others of their ilk away. With no metahuman villains, the likelihood of metahuman heroes stepping in was minimized. How much truth there is to this rumor remains to be seen, as no one has pursued the investigation as of this writing.

The 1980s

Despite Mayor Schuster's best attempts, Summit City, like almost every major metropolis during the 80s, experienced an influx of metahumans. Villains owing no allegiance to any of the organized crime lords began popping up within the boundaries of Summit City, and in turn heroes came to Summit's rescue. For a time, the Spanish hero El Halcón (The Falcon, as he was known in the U.S.) made Summit City his base of operations, focusing his efforts in the rundown area of Adrian's Commons (later, the new hero Cardinal would follow in his footsteps). Other heroes, like the youthful adventurers Teen Force 5, were also very active in Summit City. Because of this confluence of heroes in or around Summit City, J.D. Byrd remained no more than an occasional supporting player.

Supervillains continued to crop up within Summit City as well. These included Braindamage, Hardknox, Vespa, Bulldog, each a part of the villainous team Dark Faction.

Still, Summit City prospered and grew. In 1983, the Meridian Enterprises Commuter O-Rail (MECO), whose rail encircles the city's perimeter and fans out into every major suburb, opened. Because of the MECO, most Summit's workforce was able to live in the suburbs and commute in, keeping the city's population density significantly lower than other cities of similar size. Now a gleaming metropolis with highly-advanced buildings, a burgeoning infrastructure, and an economy that was the envy of the rest of the world, Summit City drew more tourism than New York, Paris and Beijing combined for almost two years straight.

Another attraction was Summit State University, where Erick Schuster, son of then-mayor Mark Schuster, obtained his PhD at the tender age of...13. Erick, a homeschooled boy with a seemingly insatiable hunger for knowledge, made international headlines early in his life when he calculated the value of Pi out to two-and-a-half trillion digits as a preteen. When he graduated in 1981, he became the world's youngest PhD, and a leader in the scientific community and a multi-millionaire in his own right. After his father passed away in 1989, the inheritance fell to the son, not the wife (as was the family tradition). Erick continued to care for his mother, but she left Summit City shortly after her husband's death--too much of Summit reminded her of him, apparently. She now lives on a private island in the South Pacific.

The 1990s

The early 1990s were the roughest Summit City had experienced since the Great Depression. Its tourism market slid quite a bit, falling slightly behind France as a country, and the dot-com bubble burst on Summit nearly as hard as the rest of the world. As businesses began to fall off, Dr. Erick Schuster began using Meridian's vast resources to scoop up patents, copyrights, and other intellectual properties from the failing businesses. From these many acquisitions, Dr. Erick Schuster established many more subsidiary organizations. Some were pure research and development (R&D) projects, others were full-scale production companies (such as Summit Motor Cars, the world's leading automaker, which was later moved to Detroit), while others served a purpose that is not yet publicly known, but may well be for tax purposes and nothing more.

Meanwhile, Catalyst Technologies continued virtually unscathed. Diversifying their research regularly, Catalyst continued to be the world leader in pharmaceuticals, nanobot engineering, mechanical engineering, and metahuman genomics research. Catalyst applied for more patents per annum than even Meridian Enterprises, although the latter held more overall patents due to their multiple acquisitions throughout the years. By the beginning of the new century, Catalyst had three campuses throughout the Summit metropolitan area.

Summit First National Bank, Corp. was purchased by Dr. Schuster as a subsidiary of Meridian Enterprises, granting Schuster control over the majority of Summit City's economy and financial [non-federalized] resources.

Y2K and Beyond...

Summit City, now a sprawling, massive metropolis, is the gem of the US. Non-meta crime rates are significantly lower than every other major metropolitan city; it has become the "Silicon Valley" of the eastern seaboard; and unemployment rates are consistently below 2%.

Dr. Erick Schuster is now the 3rd richest man in the world. Meridian Enterprises has over a dozen international headquarters, and Schuster himself is the world's leading philanthropist.

In 2006 the U.S. government granted Summit City and nine other megalopolises status as "city-states." With the new status came a greater degree of self-government, and senatorial representation in the U.S. Congress. Native son Theodore "Ted" Melton, great grandson of Dr. Julius Melton ran for Senator of Summit City on a pro-meta, Libertarian platform, and surprisingly won against his Democratic--and Schuster-supported--opponent. Senator Melton used his political resources to help metas maintain the Constitutional freedoms of other citizens, opposing registration acts and other prejudiced models of anti-meta legislature. Senator Melton continues his legislative battle to this day.

Melton and Schuster, in very rare form, teamed up to establish The Adrian Heights Prison, exclusively for the correction and rehabilitation of metahuman offenders. They also agreed to help found the Metahuman Incident Corps (MIC; they're often called "Mikes" in slang reference) -- a specialized police corps trained to handle metahuman events and activity.

Now, The WatchGuard!

Recently a series of attacks on scientific facilities took place, eventually hitting the Catalyst Technologies facility where J.D. Byrd (Voyager) and Toby Jarrett (Mazer) resided. Several new villains, including Tailgator, War Eagle, Ravage, Black Bow, and Edge attacked the building alongside the "veterans" Braindamage and Bulldog, injuring dozens of the resident scientists, some nearby pedestrians, and wreaking havoc in and around the facility. A few heroes responded to the incident, including Sentinel, Garrison (who was visiting his aunt at the Spanish Embassy), and the former Teen Force 5 hero Soundwave.

By the time they arrived, Mazer had already been knocked unconscious and Byrd lay buried under tons of rubble. Professor Johann Wedding, one of Byrd's closest friends and confidants, had just been attacked by the beastly Tailgator. Sentinel jumped in to save him only to be snatched from above by War Eagle and taken skyward. Soundwave found himself facing the waiting swordsman Edge. As Soundwave and Edge exchanged blow after blow, the cunning Ravage attacked Soundwave, ripping into his back deeply, giving Edge the advantage. The two continued to shred and pound Soundwave, who fought back valiantly, if not successfully. Soundwave would not survive this encounter.

Even their erstwhile teammate Bulldog found Edge and Ravage's brutality too much, and he expressed vehement disgust at their actions. To shut him up, Tailgator used his prehensile tail to break Bulldog's neck. Just then, Byrd cleared himself up from the rubble, and noticed Professor Wedding slumped lifelessly in Tailgator's grip. Angered like never before, Byrd leapt into action, attacking Tailgator to free his friend. Garrison, finally dispatching Braindamage with a knockout blow, joined Byrd just as he was about to be ganged up on by Ravage & Edge. Garrison tossed Tailgator by his tail a few miles away. Edge turned from Byrd to take on Garrison, who transformed into his osmium steel form to prevent Edge's blades from doing any damage. Despite his chivalrous desires not to hit a woman, Byrd took care of Ravage within seconds. As she crumpled to the floor, War Eagle fell from the sky, stunned, and landed almost on top of her. Sentinel followed him down slowly using his telekinetic powers. Edge found himself the last villain left standing, and so to escape capture he sliced through a support beam, forcing Garrison to use himself to buttress the building. After helping Sentinel, a dazed Mazer, and the newly-arrived L.A.-speedster Intrepid evacuate the remaining civilians, Byrd ventured back into the groaning structure to recover the bodies of his fallen friends.

As Byrd held the Professor, whose life was flickering away, Johann Wedding made one last request of his friend. He said, "Don't live on the sidelines, or life will continue to slip a...way...", and with that breathed his last.

In the resulting chaos, Ravage & War Eagle escaped together, Black Bow had already disappeared, Tailgator fled from where he landed, and Braindamage was put into the custody of the "MICs" for holding until trial. Black Bow, who had been playing sniper outside the building, disappeared before anyone knew he had been there.

Byrd realized what great chemistry this makeshift team had from the start, and was inspired by what Professor Wedding had said. He decided it was time for him to take his place amongst the other costumed metas as Voyager, leading a new team of sentries, of watchmen, of guardsmen...a team called...





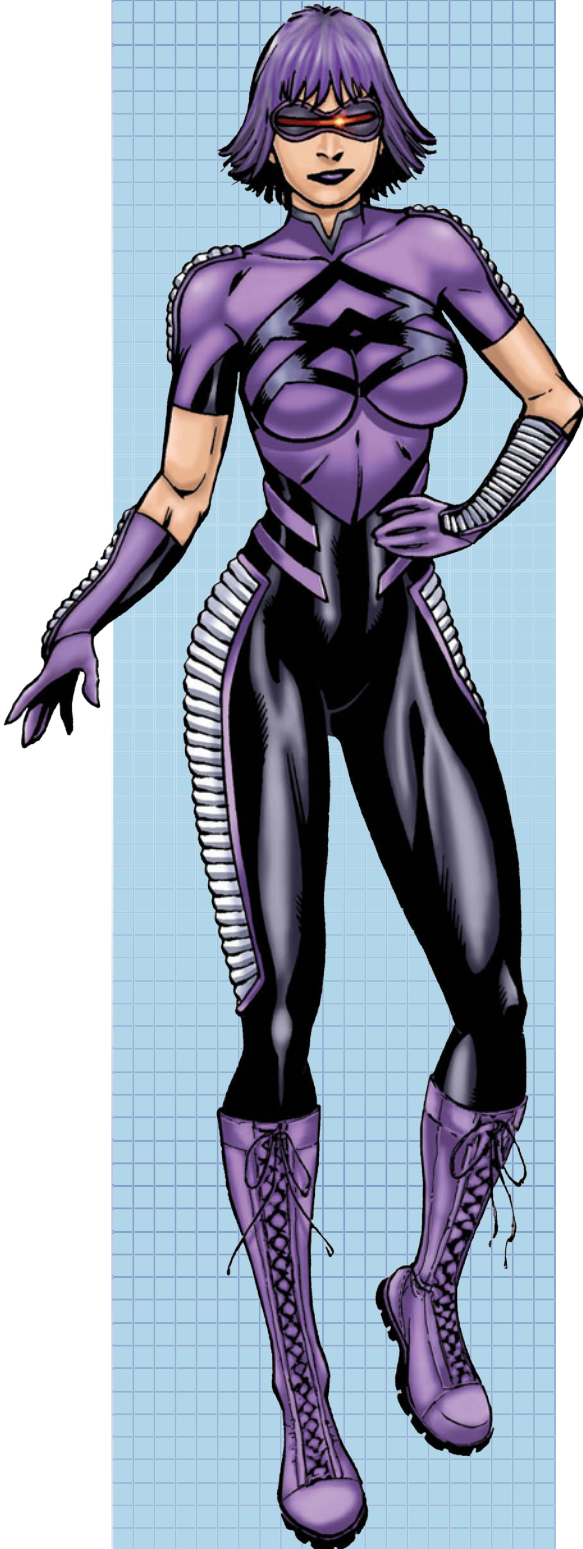
CHAPTER 2: CHARACTER BIOS

ACCESS

BIOGRAPHICAL DATA

PL10

Real Name: Gillian Dana Burke	Summer (mother), Melissa, Frances
Occupation: Adventurer, Student	"Frankie" (sisters), Robert, William
Identity: Secret	(brothers)
Other Aliases: None	Group Affiliation: The WatchGuard
Birthplace: Summit City	Base of Operations: Summit City
Marital Status: Single	
Known Relatives: Thomas (father),	
Height: 5' 1" (1.55m)	Distinguishing Characteristics: None.
Weight: 105lbs. (47.63kg)	Gillian wears a brown wig in her normal
Eyes: Green	identity to cover up her purple-dyed hair.
Hair: Purple (dyed)	



HISTORY & ORIGIN: Gillian grew up in a happy, secure, and moderately normal home. Her family has lived in Summit City for generations—the first Burkes arrived there shortly after it became “Summitville.” Closest in age to her two brothers, she grew up playing the games they played/liking the things they liked—science fiction, and fantasy, and the world of comic book superheroes. It helped that both parents were/are insatiable readers and lovers of sci-fi & fantasy themselves. (She is, after all, named for “Scully” from X-Files—portrayed by Gillian Anderson). Gillian’s parents owned the successful entertainment store chain, “Sci-Flix & Comix,” and hosted the annual Summit City Comicon event at the Meridian Heights Convention Center, which has grown into the second largest convention of its kind. They eventually sold the chain of stores to a group of fans and investors who didn’t want to see the business close down, and Thomas instead took a position as chief of staff for his longtime friend Ted Melton, Summit City’s first Senator.

Gillian is the middle child of five. Her older sister, Melissa, now lives in Texas starting her own family; older brother Robert is attending college at Carnegie Mellon, earning his degree in bagpipes; and her younger brother William is the drum major for Summit City Central High School. The youngest child, her sister Frankie, is the oddball of the family, in that she’s more into boys and pop rock and teenybopper stuff than in being successful. She’s a thorn in Gillie’s side, in fact, and it was indirectly because of her that Gillian created her first portal—she and her boyfriend were trying to escape Frankie’s incessant tagging along/spying, so when they went to kiss, Frankie popped in and, surprised, Gillie instinctively dropped herself and the boy through a portal in the floor into the basement below. This being Summit City, with its higher-than-usual concentration of metahumans, the boyfriend was not terribly freaked out. In fact, he thought it was a great thing that she could now sneak in and out of the house to be with him more. However, Gillie was more fascinated with her new power than in finding a quiet place to kiss, and they broke up not long afterwards, thought still remaining good friends.

With her dad playing “coach”, Gillian began to practice using her abilities. The two worked on practical ways to utilize her powers in battle situations, not just to escape. He would throw tennis balls at her and she would practice opening portals just large enough to accommodate the balls so as to teleport them away from her. First one, then two, then multiple tennis balls at the same time. Once she “got it”, they moved on to baseballs, and then other projectiles. Gillie finally learned to teleport multiple projectiles away from herself, and simultaneously open new “exit” portals facing away from her and allow the projectiles’ velocity to carry them on toward her dad. In other words, she’d learned to redirect incoming projectiles back to her attacker.

Comfortable with her level of self-training, Gillie decided it was finally time to carve out an identity for herself. Her family knew of her abilities, as did her ex-boyfriend, and while she wasn’t worried about any of them exposing her secret, why take the chance of having anyone else learn about them? Besides, how cool would it be to have a costumed identity? After several failed designs, Gillie came up with a costume and name that she felt was perfect—Access. She opted to cut her hair and dye it black, with a streak of bright purple...just because. She would wear a brown wig similar to her natural hair in her civilian identity.

Access’ public debut was at a local daycare where the mentally-unstable father of one of the kids took both workers and children hostage. His wife had recently left him, taking their young son, and he threatened to detonate a bomb he had strapped to himself, unless his wife would take him back. Access asked the commanding police officer for permission to assist. The officer agreed and provided a diagram of the daycare, which Access used to teleport in and get a better vantage point from a nearby closet. Once inside, Access used her powers to teleport away several children and daycare workers at once, getting most of them on the first pass by simply opening a portal (Access has since started calling these “portals”) beneath the hostages and relocating them to

safety. When the father saw most of them disappear, he was so shocked that he unthinkingly let go of his son, the last hostage. The boy was quickly teleported out by Access. Before his father could react and explode the device anyway, Access reached out into a portal from the closet, opened another near the still-stunned man, and snatched the explosive's detonation device from his hands. She then teleported herself back out to the commanding officer and they sent in the Bomb Squad to disarm the bomber's harness and take him into custody.

The press loved it, and Access became an instant local celebrity. She would eventually involve herself in the initial battle between the WatchGuard and the BlackGuard, and, proving herself useful in team situations, was asked to join the team by leader Voyager. Her parents are supportive of her using her powers, and especially approve of her working under Voyager's watchful leadership (they think it's much better than her running amok without some sort of experienced person looking after her). Her brothers think it is beyond cool that she can do what she does, but also think it's rather unfair that she's the only one in the family who can.

STRENGTH LEVEL: Access possesses the average strength of a girl her age, weight & height who engages in moderate, regular exercise.

KNOWN METAHUMAN POWERS: Access is a mutant with the metahuman ability to teleport, but it's not an instantaneous effect, as she has to create portals (wormholes, really) in space and pass through them. She can make them a small distance from her body (such as appearing below a nearby opponent, teleporting them to wherever she wills), or she can generate them further away, as long as her target is within visual range – the exact distance of her maximum range of portal creation is unknown but it is at least 50 feet (15m). The amount of effort it takes to generate a portal, as she calls them, is directly proportional to its area—the larger the portal, the more effort it takes to generate and maintain in an open state. The amount of mass that is moved through the portal's opening does not appear to be a significant limitation, but her upper limits have yet to be catalogued. It is worth noting that, as she trains in the use of her ability, Access may grow more adept at

the generation and maintaining of larger portals, and the mass which she can move through them may increase as well.

Access can teleport a moving object through her discs, and the object's velocity does not appear to change when it passes out of an exit disc. She can use it to teleport a projectile, for example, back at her opponent by opening an entry disc so as to snag the projectile out of the air, and then opening an exit disc that faces her target, allowing the projectile to continue its path from that point. She has also used this ability to “throw” her punches an extended distance in similar fashion (though rarely, as she isn't an effective melee combatant at this time), and by “skimming”: opening a portal, running through, and, as she's running through, opening another and repeating.

Her main utilization of these abilities is to move from one location to another. She can use this to transport the entire WatchGuard team to their intended location. The better she knows an area's geography, the more accurate her “delivery” to the intended point. Because she grew up in Summit City and knows its geography better than any other member of the WatchGuard, she's especially accurate/useful when they are in their home base. The very nature of her teleport discs allows her to “scan” an area before exiting so as to not teleport into a wall or other potentially deadly situation.

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	10	STR	01	FGT	06	DODGE	14
POWER POINTS	150	STA	02	INT	03	PARRY	12
SIZE	M	AGL	01	AWE	03	FORT.	06
		DEX	01	PRE	02	TOUGH.	06
						WILL	10

CARRYING CAPACITY, THROWING & MOVEMENT	
Load Limit: 100lbs. (50kg)	
Thrown: 400lbs - 6ft. • 100lbs - 30ft. • 25lbs - 120ft.	
Jumping: Running: 11ft. • Standing: 5.5ft. • Vertical: 2.2ft. • Standing: 1.1ft.	
Teleport: see POWERS & ENHANCEMENTS	

OFFENSE & COMPLICATIONS	INITIATIVE +1
Attack Portal. Perception Ranged, Teleport 10 (Dodge DC 20) • Remote Manipulation +5, Ranged, Damage 1 (Str 1 Grab) • Unarmed +6, Close, Damage 1	
Identity: Secret Identity: This is known to her immediate family members; this can lead to a potential issue of compromise or safety for herself & her family.	
Obsession: Access is a sci-fi nerd.	

CHARACTER NOTES
Unenhanced Traits: Strength 1 • Stamina 2 • Agility 1 • Dexterity 1 • Fighting 6 • Intellect 3 • Awareness 3 • Presence 2 • Dodge 6 • Parry 6 • Fortitude 6 • Toughness 2 • Will 10
Personality: Perky • Nerdy • Talkative • Friendly • Excitable
Language: English (US) • Klingon (Fictional) • Spanish
Totals: Abilities 38 + Powers 74 + Advantages 2 + Skills 20 (40 ranks) + Defenses 16 = 150

POWERS & ENHANCEMENTS
Portals: Array (50 points)
• Attack Portal: Perception Ranged Shapeable Area Teleport Attack 10 (Resisted by Dodge; 4 miles) • 50pts
• Defensive Warps: Deflect 14, Reflect, Redirect • 1pt
• Remote Manipulation: Move Object 1, Accurate 2, Damaging, Indirect 4, Feedback • 1pt
• Telelocation: Remote Sensing 10 (all senses), Simultaneous, Noticeable • 1pt
• Teleportal: Teleport 10 (4 miles), Extended (1000 miles), Portal • 1pt
Reflexive Portal: Enhanced Advantages 6 (Defensive Roll 4, Evasion 2); Enhanced Defenses 16 (Dodge 8, Parry 6) • 20pts

ADVANTAGES
Defensive Roll 4 • Evasion 2 • Languages 2

SKILLS
Deception 6 (+8) • Expertise: Popular Culture 10 (+13) • Insight 4 (+7) • Perception 6 (+9) • Persuasion 6 (+8) • Stealth 4 (+5) • Technology 4 (+7)

DEVICES, GEAR & EQUIPMENT
None specified.

AMP

BIOGRAPHICAL DATA

PL11

Real Name: Robert Nguyen
Occupation: Professional Criminal, former Electrical Engineer
Identity: Secret
Other Aliases: Bobby (nickname)
Birthplace: Summit City
Marital Status: Married (estranged)

Known Relatives: Unnamed Wife, Unnamed Son
Group Affiliation: The BlackGuard
Base of Operations: Summit City

Height: 5' 11" (1.8m)
6' 7" (amped) (2.01m)
Weight: 201lbs. (91.17kg)
385lbs. (amped) (174.63kg)

Eyes: Pale Blue
Hair: Dark Brown w/ White Streaks
Distinguishing Characteristics: None.

HISTORY & ORIGIN: Robert "Bobby" Nguyen was an exceptionally average guy, the son of a white mother and a Vietnamese emigrant pipe fitter father, he married his high school sweetheart, graduated from his local college, has a young son, lived in a common suburban neighborhood in a typical colonial home, and worked at Meridian Power in Summit City as a senior electrical engineer. In fact, Jack's life couldn't have been more mundane. Until that fateful day every parent dreads...

Bobby's toddler son had been fiddling around with some bobby pins that he found in the carpet and decided to stick a couple in the electrical outlet nearby. Bobby saw it happening and reacted, as any parent would, by darting toward the child to save his life. The boy managed to get both inserted, each into a slot, and complete a circuit, sending electricity all throughout his body. Bobby continued on his path to stop or save his son, and instinctively grabbed him by the arms, as the child's muscles were locked tight to the pins because of the surging energy, and risked himself being electrocuted. Bobby managed to pull the child free, tossing him slightly across the room, and ending the discharge of electricity into the boy's body. Bobby's wife began CPR on the child, as his heart had stopped, and successfully managed to resuscitate him. Bobby's hands were burnt severely, but he would recover as well.

After being discharged from the ER, the family went back to their rather mundane life together. The boy suffered no permanent damage, and Bobby's hands were fine within a couple weeks. In fact, the only permanent change, apart from an extra-cautious parental nature, was Bobby's hair – he now had streaks of very light grey running through his hair. Regardless, Bobby was back to work within a couple weeks, and life seemed to have returned to "normal". That is, until Bobby started having sporadic fits of anger. The family sought counseling, thinking that the fits were stress-related. Bobby's outbursts continued and even worsened, eventually leading to complications at work and Bobby getting fired. His anger reached a fever pitch, and, after returning home, Bobby lashed out at his wife, striking her for the first time and breaking her collarbone. Appalled and distraught at his own actions, Bobby ran out of their home to cry, scream and vent. After finally calming down, he returned home to find it vacant. His wife had left him, taking their child with her.

At the end of his rope, with no hope left in his mind, he sat down crying over a bobby pin he found in the carpet. In his anguish, Bobby thought to end his life in the manner that almost claimed



his son's. Sticking a pair of pins into the same outlet, the circuit completed, and cycled throughout his body. Bobby held there for what seemed like eons, but he realized that it didn't hurt as much as he remembered the first shock, but he did feel "something". Frustrated at his failed suicide, Bobby grew angrier and more frustrated and just started to tear through the home, destroying everything in site. Smashing through walls, windows, flooring, columns, beams, he finally brought the entire home down on his own head, literally. This didn't even faze him. He realized that he must be absorbing the energy and somehow growing stronger & denser, physically. However, the impulses running through his brain appeared to be affecting his thought processes. His fits of rage and frustration continue to this day.

Bobby continued to lose more of himself in this newfound ability to absorb electricity and converting it to physical strength & durability, and growing more and more villainous with each day. He hasn't seen his wife & child since that day, and hasn't done much to reach out to them either. When Dr. Schuster was gathering metahuman beings for his "BlackGuard" team, Nguyen's public misadventures drew his attention. Schuster had him fitted with an insulated suit and a dynamo pack that generated electricity, allowing Nguyen to project electricity from his gloves, while also enabling him to "amp up" for combat.

Calling himself "Amp", Bobby Nguyen now enjoys his time on BlackGuard, if only to afford him a chance to take out his frustrations on anyone or anything at anytime. Truly a tragic character, Amp makes few friends, and even lashes out at his teammates from time to time.

STRENGTH LEVEL: Amp, when not amped up possesses slightly superhuman strength in the Rank-1 level. He can lift (press) a maximum of 3200lbs. under optimal conditions. He maintains that level, regardless of physical activity because the human body is constantly operating with natural electrical charges. Hence, he is always "charging".

When Amp comes into contact with an electrical energy source, such as his dynamo pack, he can "charge" his body to attain superhuman strength

levels. His upper limit is unknown, but he has been observed with the strength enough to lift/press up to 50 tons.

KNOWN METAHUMAN POWERS: Amp possesses the metahuman ability to absorb electricity from any source and somehow convert it to physical strength and density. The exact limits to his enhanced strength and its commensurate durability are unknown, but Amp has been observed lifting a flatbed trailer carrying a minivan and tossing it roughly 10 feet. He has also been observed taking small arms fire at close range without harm. The amount of charge at these occasions is unknown, as is whether or not these are his limits.

Amp has also been seen growing to greater heights when charged, or "amped up" as he prefers, and has been so far witnessed at heights around 20 feet. His strength increases proportionally with this growing ability.

Amp can store this energy internally for a limited period of time, and he burns it off the more he exerts himself. How much he can store, and how long it takes for him to reach his minimum power levels isn't exactly known as of this writing.

EQUIPMENT & DEVICES: Amp wears an insulated jumpsuit that houses the conduits and projection points for the discharge of electrical energy from his gloves. On his back, Amp wears a dynamo pack that generates this electrical energy. He can project arcs of electrical energy at distances of roughly 90 feet away. Additionally, Amp can direct this energy inward on himself so as provide an immediate source of controlled energy for his powers.

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	11	STR	11	FGT	10	DODGE	08
POWER POINTS	148	STA	11	INT	02	PARRY	08
SIZE	M/L	AGL	02	AWE	00	FORT.	13
		DEX	02	PRE	02	TOUGH.	14
						WILL	06

CARRYING CAPACITY, THROWING & MOVEMENT

Load Limit: 50 tons

Thrown: 200 tons - 6ft. • 50 tons - 30ft. • 12 tons - 120ft.

Jumping: Running: 21ft. • Standing: 11.5ft. • Vertical: 4.2ft. • Standing: 2.1ft.

POWERS & ENHANCEMENTS

Bioelectrical Boost: Array (10 points)

- **Density:** Growth 5, Continuous, Limited: Does not modify size, skills, or Fortitude; Impervious Toughness 5; Fades • 10pts
- **Growth:** Growth 5, Continuous, Fades • 1pt

Dynamo Suit: 29 points, Removable (-6pts) • 23pts total

Electrical Arc: Ranged Damage 10, Split • 21pts

Electrical Charge: buys off Fades Flaw from Bioelectrical Boost effects • 5pts

Kevlar Lining: Protection 3 • 3pts

Electrical Absorption: Immunity 10 (electrical effects) • 10pts

OFFENSE & COMPLICATIONS

Electrical Arc +10, Ranged, Damage 10 (Split) • **Unarmed** +11, Close, Damage 11

Temper: Amp is unpredictable and easily angered, particularly when he is charged.

Relationship: Mention of his wife & son can cause strong emotional reactions.

INITIATIVE +2

ADVANTAGES

Accurate Attack • Close Attack • Daze (Intimidation) • Languages 1 • Power Attack • Startle • Takedown

CHARACTER NOTES

Unenhanced Traits: Strength 6 • Stamina 6 • Agility 2 • Dexterity 2 • Fighting 10 • Intellect 2 • Awareness 0 • Presence 2 • Dodge 10 • Parry 10 • Fortitude 8 • Toughness 6 • Will 6

Personality: Unpredictable • Intense • Easily Angered (grows more so with additional electrical charge)

Language: English (US) • Vietnamese

Totals: Abilities 60 + Powers 44 + Advantages 7 + Skills 21 (42 ranks) + Defenses 16 = 148

SKILLS

Expertise: Engineer 10 (+12) • Insight 4 (+4) • Intimidation 6 (+8) • Perception 6 (+6) • Ranged Combat: Electrical Arc 8 (+10) • Technology 8 (+10)

DEVICES, GEAR & EQUIPMENT

None specified (see POWERS & ENHANCEMENTS).

ASA

BIOGRAPHICAL DATA

PL13

Real Name: Asa (assumed)
Occupation: Adventurer, Traveler
Identity: The general populace is unaware of Asa's existence.
Other Aliases: None known
Birthplace: Nigeria (Oyo Kingdom, 14th century, rumored)

Marital Status: Unknown, possibly Widower
Known Relatives: Unknown
Group Affiliation: None known
Base of Operations: Various; Mobile

Height: 6'4" (1.93m)
Weight: 210 lbs. (95.25kg)
Eyes: White (no visible pupils)
Hair: None

Age: 617 (estimated; appears to be in mid- to late-thirties)
Distinguishing Characteristics: None known

HISTORY & ORIGIN: From what has been ascertained, the man known only as Asa is at least six hundred years old, and has ventured across most of the world, serving sultans and kings in various capacities while learning as much regarding elemental magic as he possibly can.

Asa's origins seem to date back to the fourteenth century when he served as vizier and grand general to Sultan Murad II in the Ottoman Empire for a short time until he abandoned the Sultan's war against the Christians. Asa saw no justice in the matter, and refused to compromise himself for the sake of a spoiled king with a grudge. Instead of fighting against the Sultan and dishonoring his tenure and friendships, Asa elected to continue his pursuit of mastery of the classical elements. How he came into the Sultan's employ, and how he first gained his mystical abilities is as yet unknown.

During his wanderings, Asa met and befriended the Orisha, Xango, who respected Asa's sober-mindedness, strong will, and compassionate heart (see Xango). Xango helped Asa better learn to use his elemental abilities for offensive purposes, and gain better control over the storm -- a specialty of Xango's. While he's not as adept at "stormbringing" as Xango, Asa has at least a nominal skill at generating or controlling the weather thanks in great part to the thunder god. While visiting with the deity, Asa paid his respects to his tribal home in Nigeria by altering a small portion of the geography into a garden for the current residents to work and maintain which they now call "ògbà tí òrè-òfèjù rereànfàní" -- the garden of grace.

According to legend, Asa's original tunic was given to him by the Atlantean mage, N'Gila and was a reward for his service in the Atlantean-Agarthan War while earning the right to be trained as a mage by him, the honor of which no other surface dweller has been granted before or since. The tunic was a only given to those who are trained in the arts by the mages of Atlantis and have passed the requisite testing given by N'Gila himself. While the original version of his tunic was destroyed while fighting against the tyrannical dark mage Loki (not to be confused with the mythological being of the same name; see Loki). Loki was apparently killed in the battle, after a massive, powerful explosion of mystical forces from the two combatants.

Asa briefly fought for the Chinese people during a Mongolian invasion where Altan Khan began burning the outer perimeter homes of the Chinese citizens inside the Great Wall. After he & Kuan Ti ran the Mongols back across the wall, Kuan Ti trained Asa to better control his mind & spirit, which granted him greater skill with the elements (see Kuan Ti).

Asa is a man driven by heroic idealism -- some would call a "savior complex". While mostly quiet and reserved, Asa is always processing ways to help Earth and her inhabitants live out life without tyranny, destruction, and poverty. Over the years, though, he has become more subdued in his approach, less direct. While he will still engage himself in a battle Asa is most often operating in a mentoring or advisory capacity. He is arguably the world's leading authority on the legendary, the mythological, and



the mystical, having stood toe-to-toe with deities, lost peoples, sorcerers, and the like for over six hundred years.

Most recently, Asa came to the aid of the WatchGuard team of metas when Summit City was under attack from a malicious mage calling himself Loki with his dragon-like, hybrid minions perched atop the Summit Global Convention Tower. Asa led the charge past their mystic force field, but never got an opportunity to engage this "Loki" one-on-one, so it remains to be seen if this new Loki is indeed the same being that Asa has fought in the past. He remains available to the WatchGuard team in the event they should need a mystic for anything again in the future.

When, and where, Asa will be seen again can only be speculated.

STRENGTH LEVEL: Asa possess the normal human strength for a man of his age, height and build who engages in intensive, regular exercise.

KNOWN METAHUMAN POWERS: Asa possesses numerous metahuman abilities centered primarily around the manipulation of the classical elements earth, wind, fire, and water. First, Asa is able to "call" any one, or multiple of, the elements to within his proximity. This could mean pulling dirt, gravel or sand from it's existing location and then manipulating it's shape or state. This is, in effect, a telekinetic manipulation of the element. He can use this aspect of his powers to shape, mold, or animate the particular volume he calls so as to create, for example: shields, bludgeons, and walls, or to shape it into hands to grasp or attack, generate platforms, bridges or the like, and so on. He can animate the object or shape by shifting the element so as to simulate life motion. He tends to do so by gesturing with his own hands. The element(s) he is working with remains in this state as long as he will it so, in most cases but all of the elements operate within their normal properties when he releases conscious control of them.

His power over wind grants him the ability to hover or fly. The exact limits to the speed at which he can fly is presumably equal to the maximum speed of wind -- currently recorded as roughly 250mph. How Asa is able to breathe

at such high speeds is unknown, but it may be that he creates a "wall" of air around himself to provide resistance to friction as well as enabling him to breathe normally.

Asa appears immune to the affects of heat, suffocation and drowning. The heat immunity may be a subconscious protection and manipulation of the flame, or a reduction in thermal temperature by psionically manipulating the excess motion in the atoms or molecules of the object in subjection to his power, thereby reducing the heat of the object. Additionally, he has been observed underwater for long periods of time, far exceeding the lung capacity of a normal human being. It could be, again, a wall of air that he traps around himself permitting him to breathe, similar to when he flies, but this would require consciousness. Asa has been able to survive underwater without drowning while also unconscious. It has been hypothesized that he subconsciously extracts the oxygen and provides that to his lungs for breathing while simultaneously preventing water to flow into his lungs. If this is true, he may be able to remain underwater indefinitely.

One of the interesting uses of his powers is the ability to create, tame, or enrage a storm system. His time studying under Xango has helped to improve his control in this area, but it is not one of his more commonly used abilities. However, he has been observed projecting lighting, hail, and snow from his hands, so it may be more of a preference than a skill set.

Additionally, he has several apparently mystical abilities that don't seem to fall under the "elemental" category, but may yet prove out to be mere nuances of his natural abilities. Asa's lack of aging may well be one of these, and while he may not be immortal he appears immune to the affects of aging. He does require a time of healing and regeneration from wounds or exhaustion, but the limits to which he can recover haven't been properly documented, and it is somewhat enhanced. He is not a mage, per sé, but is highly experienced in many areas deemed mythical, mystical, religious, or likewise.

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	13	STR	03	FGT	04	DODGE	12
POWER POINTS	223	STA	04	INT	03	PARRY	10
SIZE	M	AGL	02	AWE	07	FORT.	09
		DEX	02	PRE	03	TOUGH.	12
						WILL	15

CARRYING CAPACITY, THROWING & MOVEMENT	
Load Limit: 400lbs. (200kg)	
Thrown: 1600lbs - 6ft. • 400lbs - 30ft. • 100lbs - 120ft.	
Jumping: Running: 17ft. • Standing: 8.5ft. • Vertical: 3.4ft. • Standing: 1.7ft.	
Flight: 250 MPH, 0.5 mile/round	

OFFENSE & COMPLICATIONS	INITIATIVE +6
Elemental Blast +10, Ranged, Damage 16 • Unarmed +4, Close, Damage 3	
Enemy: Loki has confronted Asa frequently.	
Motivation -- Compassion: Asa sees himself as a defender and savior.	

CHARACTER NOTES
Unenhanced Traits: Strength 3 • Stamina 4 • Agility 2 • Dexterity 2 • Fighting 6 • Intellect 3 • Awareness 7 • Presence 3 • Dodge 8 • Parry 6 • Fortitude 9 • Toughness 4 • Will 15
Personality: Defender • Equitable • Savior • Wise • A "Gentle Strength"
Language: Arabic • Atlantean • Chinese (Mandarin) • Dansk Tunga (Old Norse) • English (UK) • Latin • Yoruba
Totals: Abilities 60 + Powers 86 + Advantages 14 + Skills 44 (88 ranks) + Defenses 19 = 223

POWERS & ENHANCEMENTS
Atlantean Magic: Array (40 points)
• Astral Form: Remote Sensing 13 (visual, auditory, mental; 60 miles), Subtle, Limited: physical body is defenseless, Dynamic • 41pts
• Element Control: Perception Ranged Move Object 13, Precise, Dynamic • 2pts
• Elemental Blast: Ranged Damage 16, Affects Insubstantial, Indirect 2 (any point, away from Asa), Variable Descriptor (any elemental), Dynamic • 2pts
• Elemental Ward: Create 13, Impervious, Variable Descriptor (any element), Dynamic • 2pts
• Weather Control: Environment 10 (2-mile radius; Intense Cold, Intense Heat, Impede Movement, Visibility), Selective, Dynamic • 2pts
• Force Shield: Enhanced Defenses 8 (Dodge 4, Parry 4); Protection 8, Subtle • 17pts
Immortal: Immunity 4 (aging, heat, suffocation--no need to breathe); Immunity 4 (cold, disease, poison, starvation and thirst), Limited to Half Effect • 6pts
Windriding: Flight 7 (250 MPH) • 14pts

ADVANTAGES
Accurate Attack • Connected • Improved Initiative • Languages 4 • Leadership • Luck 2 • Ritualist • Skill Mastery (Expertise: Magic) • Trance • Ultimate Effort (Expertise: Arcane Lore)

SKILLS
Athletics 4 (+7) • Expertise: History 12 (+15) • Expertise: Magic 20 (+23) • Expertise: Theology 12 (+15) • Insight 4 (+11) • Investigation 6 (+9) • Perception 6 (+13) • Persuasion 10 (+13) • Ranged Combat: Atlantean Magic 8 (+10) • Stealth 6 (+8)

DEVICES, GEAR & EQUIPMENT
None specified.

BATTALION

BIOGRAPHICAL DATA

PL09

Real Name: Unknown
Occupation: Assassin, Mercenary
Identity: Secret
Other Aliases: None Known
Birthplace: Unknown
Marital Status: Unknown
Known Relatives: None Known

Group Affiliation: The BlackGuard
Base of Operations: Various

Height: 6' 4" (1.93m)
Weight: 215lbs. (97.52kg)
Eyes: Unknown
Hair: Unknown

Distinguishing Characteristics:
Unknown

HISTORY & ORIGIN: Next to nothing is known about the assassin known as "Battalion" save the fact that he is efficient and brutal. His ethnic background, patriotic status, citizenship, and real name are all mysteries as of this writing.

Battalion's recorded history begins with the assassination of President Hugo Gutierrez of Venezuela, a job replete with efficiency.

In fact, the only thing tying Battalion to Gutierrez's death is a security camera in which Battalion was caught -- apparently with intention, perhaps as a sort of "resume builder" for the assassin-for-hire, as he stared right into the camera prior to destroying it.

Since that time, there has been no shortage of assumed acts completed by this man. From the limited intel that has been gathered at this date we can know for certain these few things: he is agile, strong and quick, perhaps at least peak-human in each of these attributes. He is intelligent and efficient, possibly spending weeks gathering information and studying his targets before execution. He is well prepared in advance, and has an uncanny ability to have the right weapon available to him at the right time. It has been discovered that this latter feat is actually the product of the band he wears on his left hand -- it appears to have the ability to produce weaponry on the fly. The exact mechanism by which this is achieved is as yet unknown, but it is believed the weapons are teleported in, nor is it known how he came into possession of such technology.

Many wild theories and Internet rumors abound related to Battalion's existence, modus operandi, powers & abilities, and the like. So much so, the Department of Justice and the Department of Defense have created a joint task-force with the specific assignment of figuring out who this enigma is, and putting an end to his operations... or find a way to make him work for them. So far, we have a small list of meta-human abilities confirmed that include the ability to duplicate himself an untold number of times, which explains how he can appear to be in two places at once -- he actually is! It's presumed that he maintains a mental link to his duplicates, enabling him to provide recon to himself without radio equipment, thereby avoiding detection by radio scanners. In this sense, he is his own support crew.

Battalion has been reportedly killed on at least two occasions. Whether the original Battalion was the one having been killed, or a duplicate is unknown. In neither case was the body recovered.

Battalion wears a grey camouflage patterned set of battle dress uniforms (BDUs) with what appears to be a specialized pair of highly-advanced goggles; they provide him (at the least) night vision, and possibly and advanced zoom and thermographic vision. These goggles, combined with his superior marksmanship, create the perfect sniper -- one that can attack at any time of day or night, through walls, doors and other barriers. He has never been observed without his mask or uniform, so his ethnicity still remains a mystery. Additionally, there are no markings on his uniform so as to assign him a nationality -- the man is truly an enigma in every sense of the word. In fact, whether he is a man or not is still open for debate, with several feminist blogs promoting the idea that Battalion is a female. Regardless, what is known is that Battalion is extremely efficient, and has, up until recently, appeared as a solo act.

Battalion is difficult to contact or hire, preferring to work through various underlings as his "front end", though they have never met him and only receive payments into Swiss accounts from an untraceable source. They do have access to him via satellite phones, but even these are bounced so many times and cleverly routed through home Wi-Fi networks, that authorities have given up all attempts at tracing the signal at this point.

How Battalion came into the employ of the Blackguard team, or why such a loner type figure was willing to do so, is as yet unknown. However, his tactical



skill and physical prowess seem a surprisingly good fit for this "gang". Perhaps their mysterious ringleader has something over Battalion that makes it all the more clear...? Only time will tell. Something that has recently been revealed is that the WatchGuard hero known as Sentinel has experience facing against Battalion. How this came to be, and what it means going forward are both, like much of Battalion's history, mysteries.

STRENGTH LEVEL: Battalion possesses the strength of a man who engages in highly intensive, regular exercise.

KNOWN METAHUMAN POWERS: Battalion possesses the meta-human ability to duplicate himself an as-yet unspecified number of times. Each duplicate appears to have all of the physical abilities, knowledge & experience of the original, but is somehow mentally submissive to the original. Battalion is able to mentally communicate with his duplicates over an unspecified distance, much like telepathy, but only to his doppelgängers. This use of their mental link aids Battalion frequently in the battlefield or on missions, as often one or more is sent out for reconnaissance, informing each other or the original of anything relevant to the operation.

It appears as if Battalion is able to mentally "shift" his original consciousness into one of the dupes as a fail-safe in the event of the original's death. This ability may be reflexive, which would lend credence to his supposed "death" when shot in the head, if indeed that was the original after all. This is still an ability under speculation, and may just be the product of careful planning on Battalion's part.

None of his duplicates appear able to duplicate themselves. It is safely assumed that, if Battalion maintains this "fail-safe" ability, upon transference of consciousness, the "new" original Battalion is fully capable of duplicating himself again.

Battalion has exceptional strength, speed, and resistance to harm, agility and mental quickness. It is believed that these abilities are a result of secretive experimentations to create the perfect soldier, but this is not

known for sure, and since none of them appear to fall outside the human norm, this is purely speculation. None of his physical traits appears to be in the meta-human range, but they are nonetheless formidable, especially when combined with his martial prowess.

Battalion is a highly-skilled, well-trained assassin, the likes of which we have not seen very often, perhaps ever. His marksmanship is amongst the greatest in the world, rarely missing to the best of our current intel. Additionally, he is very skilled at several martial arts including, but probably not limited to: Krav Maga, Kung Fu, Kenpo, Aikido, and Judo. He combines these martial elements into a very deadly, and efficient hand-to-hand combat form. His endurance, strength, speed, reflexes and mental quickness are all very well-developed, and, as stated earlier, may be the result of some military "super-soldier" program, though these abilities have not been registered in the meta-human range. Nonetheless, Battalion is a most formidable opponent.

EQUIPMENT & DEVICES: Battalion is in possession of what appears to be a highly advanced piece of technology that he wears on his left hand. This device, dubbed an "arsenal band" because of its ability to produce weapons at Battalion's whim. The exact mechanism by which this is achieved is also unknown, but it is believed that the band is a portal/gateway to an unknown dimensional location wherein Battalion stores various weapons, utilities, equipment and tools. How much this dimensional "pocket" can maintain, or how Battalion is able to "call" the specific device he needs is as yet unknown. This provides him an amazing advantage when traveling from country to country, as he does not require additional planning to bring his arsenal along with him -- he simply teleports in what he needs -- thereby avoiding any "red flags" in his comings or goings. This band appears to be extremely durable, possibly even bulletproof. The creators of the band, if not Battalion himself, is unknown, as is their power supply.

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	09	STR	03	FGT	09	DODGE	10
POWER POINTS	219	STA	03	INT	02	PARRY	10
SIZE	M	AGL	04	AWE	02	FORT.	08
		DEX	04	PRE	01	TOUGH.	07
						WILL	07

CARRYING CAPACITY, THROWING & MOVEMENT	
Load Limit: 400lbs. (200kg)	
Thrown: 1600lbs - 6ft. • 400lbs - 30ft. • 100lbs - 120ft.	
Jumping: Running: 19ft. • Standing: 9.5ft. • Vertical: 3.8ft. • Standing: 1.9ft.	

OFFENSE & COMPLICATIONS	INITIATIVE +4
Guns +13, Ranged, Damage 5 plus various effects • Unarmed +10, Close, Damage 3	
Secret: Battalion's identity is an enigma, as is the reason for his involvement with the Blackguard.	

CHARACTER NOTES
Unenhanced Traits: Strength 3 • Stamina 3 • Agility 4 • Dexterity 4 • Fighting 9 • Intellect 2 • Awareness 2 • Presence 1 • Dodge 10 • Parry 10 • Fortitude 8 • Toughness 7 • Will 7
Personality: Enigmatic • Hunter/Killer • Ruthless
Language: Arabic • Chinese (Cantonese) • Chinese (Mandarin) • English (US) • German • French • Korean • Russian • Spanish
Totals: Abilities 56 + Powers 90 + Advantages 25 + Skills 31 (62 ranks) + Defenses 17 = 219

POWERS & ENHANCEMENTS
Arsenal Band: Features 5 (mass rank 5 storage); Variable 2 (10 points, for producing weapons and equipment), Move Action, Continuous; Removable (-5pts) • 18pts
Duplication: Summon Duplicates 10, Active, Mental Link, Multiple Minions 4 (16 minions), Sacrifice • 72pts

ADVANTAGES
All-Out Attack • Benefit (Cipher) • Chokehold • Defensive Roll 4 • Equipment • Improved Aim • Improved Critical (Guns) • Improved Disarm • Improved Grab • Improved Trip • Languages 4 • Power Attack • Ranged Attack 5 • Set-Up • Teamwork

SKILLS
Acrobatics 6 (+10) • Athletics 6 (+9) • Expertise: Tactics 8 (+10) • Insight 4 (+6) • Intimidation 6 (+7) • Investigation 8 (+10) • Perception 8 (+10) • Sleight of Hand 6 (+10) • Treatment 4 (+6) • Vehicles 6 (+10)

DEVICES, GEAR & EQUIPMENT
Camo Clothing: Feature 1 (+5 Stealth checks in urban) • 1 pt
Flashlight: Feature 1 (Illumination) • 1 pt
Gas Mask: Feature 1 • 1 pt
Night Vision Goggles: Feature 1 • 1 pt

BLACK BOW

BIOGRAPHICAL DATA

PL11

Real Name: Kellen Carson	(mother), Jake (father), Eliza (sister)
Occupation: Assassin, Mercenary	Group Affiliation: The BlackGuard
Identity: Secret	Base of Operations: Summit City
Other Aliases: None Known	
Birthplace: Summit City	
Marital Status: Single (assumed)	
Known Relatives: Deanna	
Height: 6' 1" (1.85m)	Distinguishing Characteristics: None Known.
Weight: 201lbs. (91.17kg)	
Eyes: Brown	
Hair: Black	

HISTORY & ORIGIN: Kellen Carson thought he'd get the world on a silver platter, using his tremendous throwing ability to lead his high school team to national recognition over his four years as the starting pitcher, and receiving numerous scholarship offers to play for nearly any college he chose. He didn't expect that his popularity would turn to infamy with just one overly-aggressive play.

In the summer following his graduation from Summit High School, Kellen participated in the All-American High School Baseball Classic as the leading choice as the East team's starting pitcher by the selection committee. Prior to the game, one of the West's players tweeted negative comments about Kellen's abilities and attitude, which angered Kellen to no end. When the player was up to bat early in the first inning, Kellen determined to pelt him in the head with a fastball. Winding up, Kellen concentrated all his rage into this pitch – he let it fly, and true to his aim, the baseball flew straight into the player's head, clocking in at 101mph, smacking him in the temple area of his skull.

The player was dead on impact, and the high school baseball world was in complete shock.

The play was initially ruled an "horrific tragedy" and a "freak accident" until Kellen tweeted, "*That [CENSORED] got xactly wut he deserved. Mebbe nxt tm ppl will think abt xing me.*" from his account. Immediately, the local District Attorney's office filed criminal murder charges against Kellen, and the journalistic maelstrom began.

Kellen Carson was demonized by the press, and his trial became a media circus. Ultimately, Kellen was convicted of involuntary manslaughter, receiving five years in prison with all but nine months suspended for it being his first conviction.

While in prison, instead of "rehabbing" Kellen was stewing in his anger and frustration. He studied archery for his "therapy", also playing baseball and football with his fellow inmates to maintain his athletic prowess. The doctors, following standard procedures established since the 1980s, tested Kellen Carson for MHx, the Metahuman x-Trait Chromosome, to which he tested positive. After testing positive for MHx, Carson was transferred to Adrian Height's Prison for Metahuman Criminals, again per standard protocol, to finish out his sentence.

Upon his exit from Adrian Heights, he found that he was still despised by those who remembered him, and struggled to find any work at all. Shortly after his release, Kellen was met by a mysterious "agent" who confronted him with two metahuman villains, Bulldog and Braindamage, to offer him a job as an assassin – his athletic prowess and metahuman targeting ability would prove to be an asset to the agent's employer. He agreed, and debuted a week later as the costumed archer Black Bow while the syndicate he joined robbed a research laboratory run by Catalyst Technologies. This would be the same research facility at which metahuman scientist/adventurer Dennis Byrd worked (see Voyager). It would be this event that spawned the formation of the WatchGuard team of heroic metahumans.

After the failed attack on the Catalyst facility, Black Bow escaped arrest. His current whereabouts are unknown, but it is firmly believed that we have yet to see the last of the assassin called Black Bow.

STRENGTH LEVEL: Black Bow possesses the strength of a man his age, weight and size who engages in intensive regular exercise.

KNOWN METAHUMAN POWERS: Black Bow possesses an uncanny, metahuman ability to aim and hit any target he chooses with virtually any projectile of his choosing.

Black Bow was an Olympic-level baseball pitcher while still in high school, and was known as something of an "ace" when throwing virtually anything. His



metahuman ability permits him to throw nearly any object and subconsciously compensate for the item's specific aerodynamics, or lack thereof, without taking additional time to consider the object's shape, mass, angle of reflection, etc. On the note of reflection, Black Bow's power also allow him to immediately, subconsciously calculate reflection, even multiple reflections, of the object being thrown. This allows for a multiple bank shot type of throw, which enables Black Bow to hit a target that may be hidden behind another object.

While Black Bow's ability permits him to also hit a moving target, again immediately compensating for velocity as with angle, etc., so that a target running away can be hit with nearly the same precision as a stationary one. Changes of direction complicate this quite a bit, and Black Bow does seem to have to engage a conscious calculation of the runner's intents prior to throwing (or shooting, et al.), so a moving target could possibly avoid being hit in this manner in spite of no additional interference.

The exact mechanism by which his power functions, but what is known is that he can miss in certain circumstances, such as that listed above, but also if the projectile is interfered with either using a counter projectile or somehow deflecting the projectile in another manner.

EQUIPMENT & DEVICES: Black Bow utilizes a compound bow that he has customized for his own use, with tweaks and modifications made as necessary.

In conjunction he uses a series of "trick" arrows for specialized occasions. Some of the arrows he has used in the past include, but are not limited to: an Acid Arrow, which may be something of a misnomer, which contains two silicon "cells" each with a reactant of unknown origin that, when the head impacts, causes a chemical reaction that dissolves most common metals within seconds, but whose reactions end within seconds; an Explosive Arrow, which is designed almost identically to the Acid Arrow, contains two differently colored reactants that cause an incendiary explosion when the head is impacted; a Sleeping Gas Arrow, which also contains two reactants whose reactions create a fast-expanding gas that somehow induces sleep in its

inhalation victims -- all of these chemical based arrows have differently colored tips and striped shafts to enable Black Bow to immediately recognize which one is which. He keeps additional arrowheads in the round discs located on his belt at each of his hips which he opens and accesses with a "press & rotate" manipulation. These are made of Osmium Steel, which is resistant to the acidic properties of the reactants in the Acid Arrow, and is strong enough to contain the explosions of the Explosive Arrow, preventing accidental harm to Black Bow by his own devices.

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	11	STR	03	FGT	10	DODGE	15
POWER POINTS	163	STA	03	INT	01	PARRY	13
SIZE	M	AGL	06	AWE	03	FORT.	08
		DEX	08	PRE	02	TOUGH.	07
						WILL	08

CARRYING CAPACITY, THROWING & MOVEMENT	
Load Limit:	400lbs. (200kg)
Thrown:	1600lbs. - 6ft. • 400lbs. - 30ft. • 100lbs. - 120ft.
Jumping:	Running: 21ft. • Standing: 11.5ft. • Vertical: 4.2ft. • Standing: 2.1ft.

OFFENSE & COMPLICATIONS	INITIATIVE +10
Acid Arrows +16, Ranged, Weaken 5 (Fort DC 15) • Broadhead Arrows +16, Ranged, Damage 5 (Multiattack, Crit 19-20) • Explosive Arrow , Burst Area, Ranged, Damage 5 • Sleeping Gas Arrow , Cloud Area, Ranged, Affliction 5 (Fort DC 15) • Unarmed +10, Close, Damage 3	
Reputation: Black Bow is infamous and blackballed for killing his opponent in a baseball game.	

CHARACTER NOTES
Unenhanced Traits: Strength 3 • Stamina 3 • Agility 6 • Dexterity 8 • Fighting 10 • Intellect 1 • Awareness 3 • Presence 2 • Dodge 15 • Parry 13 • Fortitude 8 • Toughness 7 • Will 8 Personality: Arrogant • Ruthless • Thrillseeker Language: English (US)
Totals: Abilities 72 + Powers 9 + Advantages 27 + Skills 25 (50 ranks) + Defenses 22 = 163

POWERS & ENHANCEMENTS
Custom Bow and Trick Arrows: Array (15 points), Easily Removable (-6pts) • 9pts total • Broadhead Arrows: Ranged Multiattack Damage 5 • 15pts • Acid Arrow: Ranged Weaken Toughness 5 (Resisted by Fortitude), Affects Objects • 1pt • Cable Arrow: Movement 1 (Swinging) • 1pt • Explosive Arrow: Ranged Burst Area Damage 5 • 1pt • Sleeping Gas Arrow: Ranged Cloud Area Affliction 5 (Resisted by Fortitude; Fatigued, Exhausted, Asleep) • 1pt Perfect Aim: Variable 1 (5 points), Free action, Limited to adding Perception or Ricochet Extras on a Ranged effect • 8pts

ADVANTAGES
Agile Feint • Defensive Attack • Defensive Roll 4 • Great Endurance • Improved Aim • Improved Critical (Bow) • Improved Disarm • Improved Initiative • Move-By Action • Power Attack • Precise Attack 2 (Ranged, Cover and Concealment) • Ranged Attack 8 • Skill Mastery (Throwing) • Takedown • Ultimate Effort (Aim) • Uncanny Dodge

SKILLS
Acrobatics 4 (+10) • Athletics 8 (+11) • Insight 6 (+9) • Investigation 6 (+7) • Perception 8 (+11) • Sleight of Hand 6 (+14) • Stealth 6 (+12) • Technology 6 (+7)

DEVICES, GEAR & EQUIPMENT
None specified (see POWERS & ENHANCEMENTS)

BLUECHIP

BIOGRAPHICAL DATA

PL10

Real Name: Timothy Dixon
Occupation: College Professor, Former Adventurer
Identity: Public (formerly Secret)
Other Aliases: Tiny Tim (nickname)
Birthplace: Norfolk, Virginia
Marital Status: Widower

Known Relatives: Kryssy Dixon ("Jupiter"; wife, deceased), Daniel "Danny" (father), Karen (mother), Kammie, Kathy, Karlene (sisters)
Group Affiliation: Teen Force 5 (retired)
Base of Operations: Summit City

Height: 5' 11" (1.55m)
Weight: 197lbs. (47.63kg)
Eyes: Light Brown
Hair: Black

Distinguishing Characteristics: None

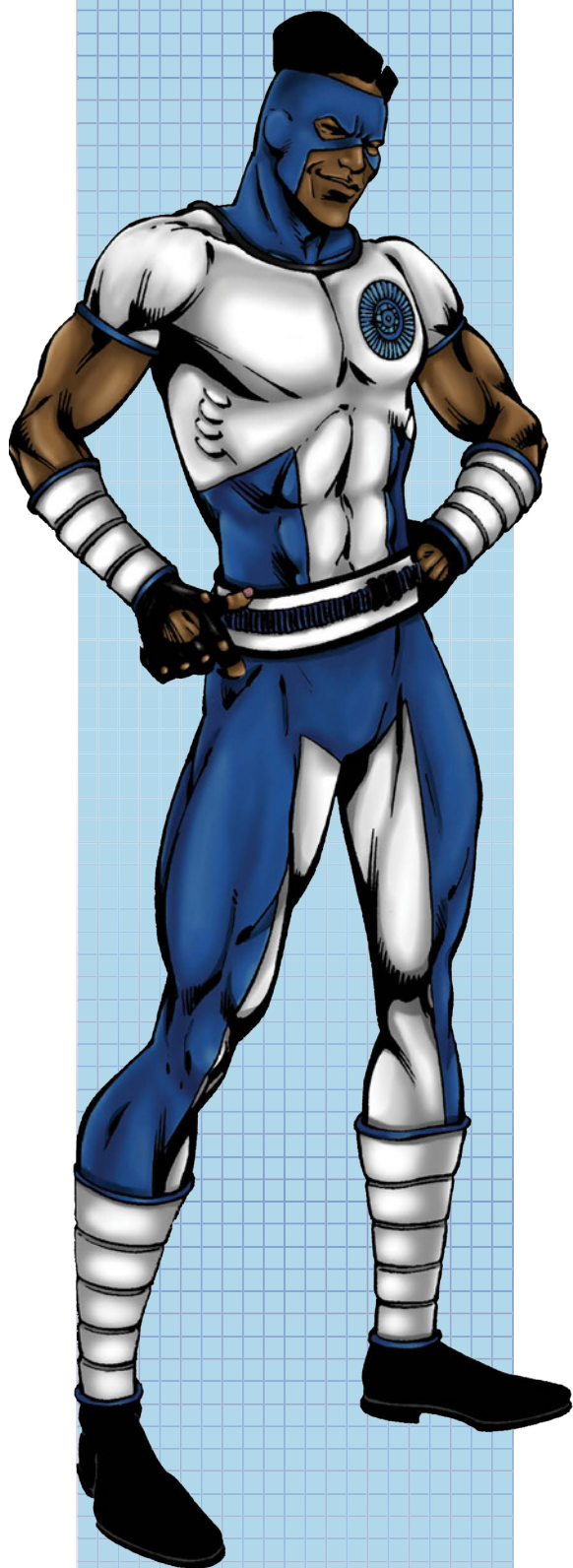
HISTORY & ORIGIN: Born the son of decorated police officer Danny Dixon, Timothy grew up with a strong sense of justice, moral uprightness, and a solid work ethic. From a young age it was evident that young Timothy was something very special. He starred in his peewee football league, taking his team, the Norfolk Saints, to the Division One Junior Pee Wee National Championships; he was the Suburban Park Elementary School Spelling Bee Champion for three straight years, and he was the captain of his YMCA Boys Swim Team at age ten. All the while, Timothy defended the "little guy", keeping bullies at bay in school and on the playground.

Danny Dixon's exemplary performance on the job was rewarded with an opportunity to transfer to Summit City Police Department and a try-out for the Metahuman Incident Corps (see Metahuman Incident Corps). With full support of the family, Danny moved his family to the Adrian Commons area of Summit City. Danny passed his MIC field test, including the written exam, and was moved into the elite ranks of Summit City's metahuman special crimes unit. Timothy, his sisters and cousins all enrolled in the local schools and picked up where they all left off. Timothy made the Millar Middle Football team, and became their starting quarterback right away, supplanting the kid on the current roster.

As Timothy grew, so did his knowledge and physical abilities. There seemed nothing he couldn't accomplish when he put his mind to it. Because of his father's strong, but fair, disciplining of his children, Timothy worked harder despite the relative ease with which things came to him. He would star on his high school's varsity basketball, football and swim teams, as well as captaining the Debate Club and being lead for the school's DECA chapter. Something else that grew was his fascination with Summit City's metahuman hero population, specifically the Spanish hero El Halçon, whom the locals simply called "Falcon". The Falcon operated primarily within the general Adrian Commons area, dispatching thugs and "dons" of the growing drug cartels based in or near Adrian Commons.

Timothy would graduate from Giordano High School two years early, with a full academic scholarship available to him for Stanford University and an offer to attend the University of North Carolina on a full athletic scholarship. After some consideration, Timothy declined to take either offer, citing a desire to stay close to home to help in the community. He was going try his hand at being a costumed hero like his idol, the Falcon, who seemed to have no powers of his own except for being able to fly. Little did Timothy expect that he would have metahuman powers as well, a discovery he would soon unearth.

The summer after he graduated, Timothy devoted himself to training in secret while volunteering at the Adrian Commons Community Boys & Girls Club, while earning a little cash working part time as a clerk for the District Attorney's office. Timothy would fashion an identity, and by the end of summer Timothy had finished the design and his costume. Donning his outfit for the first time, Bluechip would stop a suicide jumper by talking him off the ledge, halt a potential carjacking, and catch a jewelry thief fleeing the scene of his heist. Not bad for a first day on the job. Bluechip was an instant success, and the local paper took note of his success. He became Summit City's first Africa-American costumed hero, and he interviewed well. Articulate, with a great smile, a cool name, a caring heart and a natural charisma, Bluechip would remain a media favorite for months to come. It was during a chase that Bluechip would meet beatboxing resonance generator-manipulator Soundwave and strong gal Jupiter -- two more teen heroes who took to the streets to fight crime shortly after Bluechip's first appearance, inspired by his actions. The three of them were dubbed "Teen Force" by a reporter, and the name stuck. On one of their first missions, Teen Force ran into the metahuman brute Bulldog who was working with Braindamage and Hardknox to rob an experimental weapons convoy moving from Meridian testing grounds outside Summit City to Quantico Marine Corps Base in Virginia. This encounter would bring about even more changes in Bluechip's life.



During the fracas, Braindamage blasted Bluechip who then backwards into the arms of Bulldog, who began to bear hug crush him. Just before blacking out, Bluechip felt a surge rush through him, and then an amazing flow of strength rushed across his body giving him the strength necessary to bust out of Bulldog's crushing grip. He then dispatched Bulldog with several superstrong, well-placed blows. The others defeated Braindamage and Hardknox, both of whom escaped custody. Bluechip, upon return to the Teen Force HQ, spent his first few hours gauging his newfound strength -- he was truly a metahuman now! While reviewing some of the data from the system, he started processing ways to better gauge the upper limits of both his strength and that of Jupiter, the team's "muscle". During these test evaluations, he felt a similar surge as when engaged in battle with Bulldog, this time providing superhuman mental processing. Bluechip ascertained that he can spontaneously "boost" any of his traits, for a limited time, to metahuman levels but only one at a time. Bluechip continued to lead the Teen Force, who became Teen Force 5 when they added the mind-controller known as Sonja Blackwood and weather wizard Tempest.

The Teen Force would be Summit City's first teenage metahuman team of heroes, and their time as a team has been revered by all. Their fight against crime and villainy would last for years, through marriages, departures, and the like. Teen Force 5 was among the first, and most decorated, team of heroes to fight within Summit City's borders. Their example would eventually inspire other hero teams in the future, including the premier metahuman team The WatchGuard.

These days Timothy Dixon is serving on staff at Summit University as a Professor in Philosophy & Religion, and is retired from heroics. He married his former teammate Jupiter, who died several years ago while attempting to save children trapped in a foster care facility. Dixon is also a traveling public speaker, often to promote the civil liberties of metahumans.

STRENGTH LEVEL: Bluechip, in his prime, possessed the peak human strength for a man of his age, weight, and height. When boosting his

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	10	STR	05	FGT	10	DODGE	10
POWER POINTS	150	STA	05	INT	07	PARRY	10
SIZE	M	AGL	07	AWE	07	FORT.	07
		DEX	07	PRE	07	TOUGH.	05
						WILL	08

CARRYING CAPACITY, THROWING & MOVEMENT	
Load Limit:	1600lbs. (800kg)
Thrown:	3 tons - 6 ft. • 1600 lbs. - 30 ft. • 400 lbs. - 120 ft.
Jumping:	Running: 21ft. • Standing: 11ft. • Vertical: 4.2ft. • Standing: 2.1ft.

OFFENSE & COMPLICATIONS	INITIATIVE +7
Unarmed +10, Close, Damage 5	
Motivation -- Doing Good: Though retired from fighting crime, Dixon still will seek to do the right thing as Bluechip, when necessary.	
Fame: Public speaker and metahuman proponent.	

CHARACTER NOTES
Unenhanced Traits: Strength 5 • Stamina 5 • Agility 7 • Dexterity 7 • Fighting 10 • Intellect 7 • Awareness 7 • Presence 7 • Dodge 10 • Parry 10 • Fortitude 7 • Toughness 5 • Will 8
Personality: Strong Leader • "Cool as a Cucumber" • Confident
Language: English (US)
Totals: Abilities 110 + Powers 12 + Advantages 5 + Skills 17 (34 ranks) + Defenses 6 = 150

strength, Bluechip could achieve metahuman strength enabling him to lift/press approximately 25 tons under optimal conditions.

KNOWN METAHUMAN POWERS: Bluechip has the strength, speed, reaction time, healing time, mental aptitude, mental quickness, and fortitude of a perfect human specimen. All of his natural traits remain at their peak. His only metahuman ability is being able to "boost" any one of his natural abilities beyond peak-human and into the metahuman level. This is temporary, as he appears to have an "energy store" of sorts that he must recharge through rest, eating, and/or sleep. The simple passage of time without using this ability will also eventually restore it to fullness. He appears to be able to switch amongst his abilities for this boosting, but the same energy stores feed them all, so the constraint remains the same.

The exact limits of each of his boosted abilities remains something of a mystery.

POWERS & ENHANCEMENTS
Boost: Variable 2 (10 points, for improving any one ability), Fades • 12pts

ADVANTAGES
Attractive • Beginner's Luck • Jack-Of-All-Trades • Leadership • Well-Informed

SKILLS
Acrobatics 4 (+11) • Athletics 6 (+11) • Expertise: Popular Culture 4 (+11) • Expertise: Theology and Philosophy 4 (+11) • Insight 4 (+11) • Perception 4 (+11) • Persuasion 4 (+11) • Technology 4 (+11)

DEVICES, GEAR & EQUIPMENT
None specified.

BRAINDAMAGE

BIOGRAPHICAL DATA

PL10

Real Name: Joseph Arters	Emily (mother), Jake (brother)
Occupation: Thief, Thug-For-Hire	Group Affiliation: BlackGuard, formerly Dark Faction
Identity: Secret	Base of Operations: Summit City
Other Aliases: Joey (nickname)	
Birthplace: Summit City	
Marital Status: Single	
Known Relatives: Fred (father),	
Height: 6'2" (1.88m)	Distinguishing Characteristics: None known
Weight: 193 lbs. (87.54kg)	
Eyes: Brown	
Hair: Black	



HISTORY & ORIGIN: Joey Arters was a normal, rambunctious boy growing up in Summit City. When he started attending kindergarten, his teacher worried that he wasn't paying attention well when reading at story time or working on coloring pages and that he seemed more interested in causing "trouble". She suggested he be evaluated by a child psychiatrist, who diagnosed Joey with Attention-Deficit Hyperactivity Disorder (ADHD) and prescribed him the drug Ritalin to help him focus. He still struggled in school, but he appeared to have calmed down some which allowed him to move on to the first grade. While there, much of the same learning issues cropped up, and the school recommended to his mother that he be enrolled into some of the Special Education programs to help with his development.

It didn't take long for the other children to start picking on Joey for being "Special Ed" or "riding the short bus to school" which prompted more of Joey's violent behavior, especially because he rode into school with all of the other "normal" kids. Almost weekly, Joey's parents would get a call from the school principal to tell of another fight in which he got himself. Eventually, the school decided that Joey would be best served with a private tutor at home to supplement his schooling as well as continued counseling. His older brother, Jake, didn't help matters by being an Honor Roll student constantly, which made for a terrible, degrading comparison by others.

While this measure at least eased Joey's in-school outbursts and fighting, his violent tendencies simply shifted to small animals, bugs, and the like. Joey took great, almost sadistic, pleasure in hurting small animals or squashing bugs. Climbing trees to find birds' nests and dumping out the eggs was an enjoyable experience for him. Still, the bullying continued to gnaw on him until, one morning while awaiting the school bus at the neighborhood bus stop, he lashed out with a psychokinetic burst. He knocked the bully back several feet, and gave him a concussion. Joey, not realizing what had happened quite yet, jumped on the bully and started pounding on his head, bare-knuckled. The bus driver rolled up, witnessing the last of the fight and reported the incident to the school principal. Joey was asked to be removed from public schooling altogether, and a social worker was assigned the case to help with the psychiatric evaluations.

During his off-hours, Joey continued to think on that fight and what really happened, so he continued to recreate the effect while messing around with bunnies in the back yard. One night, he had a breakthrough moment—he succeeded in blowing up the ground beneath a bunny, flinging the hapless hare several dozen feet into the air and landing hard on the ground, breaking its leg. He then pressed hard for another "explosion", which burst the bunny into little shreds spattering blood all over Joey's jeans and shoes. He continued to play with this newfound ability, nearly every night, by causing bugs, bunnies, snakes, and rats to burst under the explosive telekinetic pressure of Joey's mental outbursts. He discovered, however, that these exercises gave him major migraine headaches and occasional nosebleeds, so he'd learn to back off some in order to ease the pain.

By the time Joey reached his teens, he had been taken off of the Ritalin which actually seemed to stave off the negative effects of his "brain bursts", as he called them. Now free of the headaches and nosebleeds, Joey started using his powers to rob convenience stores and small fast food restaurants, while wearing a green ski mask, goggles and a leather jacket, which he stole from a college friend of his older brother. He had dropped out of school, and started skipping his tutoring sessions, frustrating his parents until they decided to contact the social worker and have Joey placed in a halfway house after they uncovered the truth about his robberies. After appearing before a judge, who granted the request because of all the criminal misconduct but desiring to see him come out of this the better for it all, Joey was placed into a halfway house on the south edge of Summit City. He ran away at age 16.

It's unknown how he came to befriend the metahuman behemoth Bulldog and

his partner Hardknox, but Joey had begun calling himself Braindamage and the trio became a constant headline for Summit City newspapers. They founded a loosely organized villain team known briefly as Dark Faction, and were seemingly in constant battle with the youthful hero team, Teen Force 5. All of the members of Dark Faction are wanted criminals, with a few, including Hardknox, already imprisoned within the mountainside facility for metahuman criminals, Adrian Heights Prison. Braindamage had managed never to get captured, and remains on the loose.

Later in his career, Braindamage became a sort of envoy for the latest metahuman criminal team now known as BlackGuard. This team appears much more organized than Dark Faction, and may have a leader/benefactor that is managing this new structure. It was Braindamage and his frequent partner Bulldog who recruited the assassin archer Black Bow (see Black Bow). On their first major outing together, prior to adopting the team name BlackGuard, Braindamage was captured and taken into custody within the walls of Adrian Heights Prison. He remains incarcerated to this day.

STRENGTH LEVEL: Braindamage possesses the normal human strength for a man of his age, height and build who engages in intensive, regular exercise.

KNOWN METAHUMAN POWERS: Braindamage is a mutant with the ability to project telekinetic blasts of concussive energy from his mind. It appears that this is the only functional ability of his telekinesis, as he has shown no other usage of it, such as lifting objects, manipulating them, or levitating himself or others with his mind. While they appear to be "explosive" because of the targets' reactions when blasted, they have little to do with actual explosions and are purely concussive in nature. As such, he cannot start fires or disintegrate objects with his telekinesis (TK) on its own—he would have to force an already volatile material to burst to do so.

The concussive force of Braindamage's most powerful blast observed to date appears to fall in the range of 1 ton of TNT. This appears to exhaust him, and side effects of such a massive TK blast include a recurrence of his

migraines and the nosebleeds. The average blast appears equivalent to about 500 pounds of TNT, with some subtle variations depending on his force of intent. He can also create a blast output that is omnidirectional from his person, covering a range of roughly 90 feet (27.43m), which affects virtually anyone or anything in the immediate blast area.

Somehow, he is not blown back from the explosive force of his own telekinetic blasts and it has been surmised that he subconsciously creates a telekinetic "anchor", which works even while jumping or falling, to prevent a Newtonian response to the force of his TK blasts. In other words, he is rarely, if ever, blown backwards by the direct utilization of his "brain bursts". Resultant, secondary explosions, such as when he forces a volatile material to explode, affect Braindamage as they would any other human with their proximity, as does fragmentation or debris from his blasts.

It is unknown as to why this is the only form his telekinesis takes, but it may have to do with his learning disorder or other lack of mental faculty, or it could simply be a lack of training. If he has mental blocks preventing more nuanced usage of his telekinesis, this has yet to be diagnosed.

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	10	STR	02	FGT	05	DODGE	12
POWER POINTS	123	STA	03	INT	00	PARRY	10
SIZE	M	AGL	02	AWE	01	FORT.	08
		DEX	02	PRE	01	TOUGH.	06
						WILL	07

CARRYING CAPACITY, THROWING & MOVEMENT

Load Limit: 200lbs. (100kg)
Thrown: 800lbs. - 6ft. • 200lbs. - 30ft. • 50lbs. - 120ft.
Jumping: Running: 18ft. • Standing: 9ft. • Vertical: 3.6ft. • Standing: 1.8ft.

OFFENSE & COMPLICATIONS INITIATIVE +6

Pulse Burst +8, Ranged, Damage 10 (Multiattack) • **TK Detonation**, Burst Area, Ranged, Damage 10 • **TK Pulse** +8, Ranged, Damage 12 (Penetrating 6)

Disability: Braindamage suffers from an attention disorder and is easily distracted and provoked.

CHARACTER NOTES

Unenhanced Traits: Strength 2 • Stamina 3 • Agility 2 • Dexterity 2 • Fighting 5 • Intellect 0 • Awareness 1 • Presence 1 • Dodge 12 • Parry 10 • Fortitude 8 • Toughness 6 • Will 7
Personality: Unpredictable • Erratic • Impulsive • Aggressive
Language: English (US)

Totals: Abilities 32 + Powers 33 + Advantages 9 + Skills 23 (46 ranks) + Defenses 26 = 123

POWERS & ENHANCEMENTS

Brain Bursts: Array (30 points)
• **TK Pulse:** Ranged Damage 12, Penetrating 6 • 30pts
• **Pulse Burst:** Ranged Multiattack Damage 10 • 1pt
• **TK Detonation:** Ranged Burst Area Damage 10 • 1pt
• **TK Repulse:** Deflect 12 • 1pt

ADVANTAGES

Accurate Attack • Assessment • Defensive Roll 3 • Equipment • Improved Initiative • Power Attack • Teamwork

SKILLS

Athletics 6 (+8) • Expertise: Streetwise 8 (+8) • Insight 4 (+7) • Intimidation 6 (+7) • Perception 6 (+7) • Ranged Combat: Telekinesis 6 (+8) • Stealth 6 (+8) • Vehicles 4 (+6)

DEVICES, GEAR & EQUIPMENT

None specified.

BULLDOG

BIOGRAPHICAL DATA

PL11

Real Name: Frederick Washington
Occupation: Thief, Thug-For-Hire
Identity: Secret
Other Aliases: Freddy, F-Dub
Birthplace: Flint, Michigan
Marital Status: Single
Known Relatives: Robert (father),

Tamara (mother), Dennis (brother),
Stephanie (sister)
Group Affiliation: BlackGuard,
formerly Dark Faction
Base of Operations: Summit City

Height: 7'8" (2.34m)
Weight: 692 lbs. (313.89kg)
Eyes: Brown
Hair: Black

Distinguishing Characteristics: Bulldog has unusually large jowls, and artificially-enhanced lower canine teeth.



HISTORY & ORIGIN: Growing up in Flint gave young Freddy Washington a cynicism and inner turmoil that would continue to spill over into his teen, and even adult, years. Freddy's mother was a bank teller while his father made and sold drugs from their basement. When he wasn't in school, Freddy was sitting down in front of the television without much, if any, parental guidance. In effect, he grew up on his own. Like the other kids in his neighborhood, he played, tore up abandoned homes for fun, and walked the streets at night witnessing everything from drug deals, to prostitution, to police raids and the occasional gun fight. This became something of the norm for him.

As he reached adolescence, Freddy's height and weight became increasingly more noticeable, something which Freddy used to his advantage while bullying others. He was significantly larger and stronger than his classmates or friends and found that he could intimidate just about anybody to gain most anything he desired. It started with lunch money, then he moved into "protection money", and eventually led to his acting as muscle for the school drug dealers, brutalizing or scaring unsavory "customers". Because of Freddy's massive size & strength, even the school's faculty did little to try and stop Freddy from bullying others. Everyone was afraid, and Freddy liked it that way. Nobody dared to comment on the increasing size of his jowls, an apparent mutation possibly related to his enhanced strength.

When the police and Drug Enforcement Agency (DEA) posted a raid on his father's basement lab, Freddy came to his father's defense and almost single-handedly ended the fight, putting several officers in critical condition and wounding dozens more. The family came to realize that Freddy wasn't just big and strong—he was mostly bulletproof, too. While metahumans had been around for some time now, in the public eye, this was the first time any of them had suspected Freddy to be anything more than just a big, strong youth. They hurriedly packed up and left in a friend's pickup truck, heading east to run from any trouble that was bound to follow them. They changed their identities twice along the way, and eventually found themselves within Summit City's limits. Finding a no-questions-asked landlord in the rundown Adrian's Commons district of Summit, they resumed operation. By this time, the drug that Freddy's father had been selling as his primary product became known as "Red-K", as it had been made from a Metahuman x-Trait Chromosome (MHx) derivative, contained in a red capsule, which occasionally came with bizarre side effects but most often gave an adrenal "high" unlike anything else the world had seen. Freddy was told by his father that his mother was on the stuff when she became pregnant, which may have led to Freddy's freakish size and strength. Since his siblings were much younger, and his mother had been "clean" during those pregnancies,

teammate Tailgator broke his neck to “shut him up”.

STRENGTH LEVEL: Bulldog possesses metahuman strength enabling him to lift/press roughly 200 tons under optimal conditions.

KNOWN METAHUMAN POWERS: Bulldog is a mutant whose genetic structure was apparently altered in utero by his pregnant mother's consumption of an MHx based drug. As such, Bulldog possesses metahuman strength, enhanced recuperative powers and an enhanced durability.

His metahuman strength extends to nearly all aspects of his being, providing even his jaw muscles with a greater crushing power than non-metahumans. This is something Bulldog will exploit to add credence to his nom-de-guerre.

Bulldog's enhanced recuperative powers aren't exhaustive, but they allow him to recover more quickly than a non-metahuman in the event he is actually wounded. Bulldog sustained a broken nose, concussion, and several cracked ribs to go with his two black eyes during his skirmish with Bluechip, who knocked Bulldog unconscious, only to reappear within a few days with apparently no lingering effects from any of these injuries. This healing factor has its limits and it is believed that he could not, for example, regrow an amputated limb, but beyond these presumed limitations Bulldog appears capable of recovering from most forms of injury within a very short period of time.

He possesses a much more durable physical structure than non-metahumans, and has been observed taking high-caliber bullets shot at him from police-issued handguns with virtually no damage. He appears immune to most forms of conventional harm, such as bullets, knives, and the like. He can be rendered unconscious by a significant enough blow to the head, such as during his fight with Bluechip, and he can be cut by sharp objects made of very strong materials such as Osmium Steel.

Enhanced Durability: Impervious Toughness 14; Regeneration 2 • 16pts
Massive: Growth 4, Permanent, Innate • 9pts

Load Limit: 200 tons
Thrown: 800tons - 6ft. • 200tons - 30ft. • 50tons - 120ft.
Jumping: Running: 27ft. • Standing: 13.5ft. • Vertical: 5.4ft. • Standing: 2.7ft.

Unarmed +9, Close, Damage 13

Motivation -- Greed: Pay, and he'll take out whomever you want.

Enemy: Bulldog frequently clashes with the members of Teen Force 5.

Unenhanced Traits: Strength 9 • Stamina 10 • Agility 1 • Dexterity 1 • Fighting 9 • Intellect 0 • Awareness 1 • Presence 0 • Dodge 10 • Parry 10 • Fortitude 10 • Toughness 10 • Will 6

Personality: Thug • Bully • Aggressive

Language: English (US)

Totals: Abilities 62 + Powers 25 + Advantages 11 + Skills 18 (36 ranks) + Defenses 15 = 131

All-Out Attack • Daze (Intimidation) • Fast Grab • Great Endurance • Improved Grab • Improved Hold • Improved Initiative • Improved Smash • Power Attack • Startle • Takedown

Athletics 4 (+17) • Expertise: Streetwise 6 (+6) • Intimidation 16 (+16) • Perception 6 (+7) • Stealth 4 (+5)

None specified.

CAPTAIN VICTORY

BIOGRAPHICAL DATA

PL10

Real Name: James Williams	Jackson (father), April (sister), Regina (grandmother)
Occupation: US Marine, Adventurer	Group Affiliation: United States Marine Corps (Special Status, Assigned)
Identity: Secret	Base of Operations: Mobile
Other Aliases: "Jimmie" (nickname)	
Birthplace: Lincoln, Nebraska	
Marital Status: Single	
Known Relatives: Julia (mother),	

Height: 6' 5" (1.96m)
Weight: 265lbs. (120.2kg)
Eyes: Green
Hair: Brown-Blonde

Distinguishing Characteristics: None

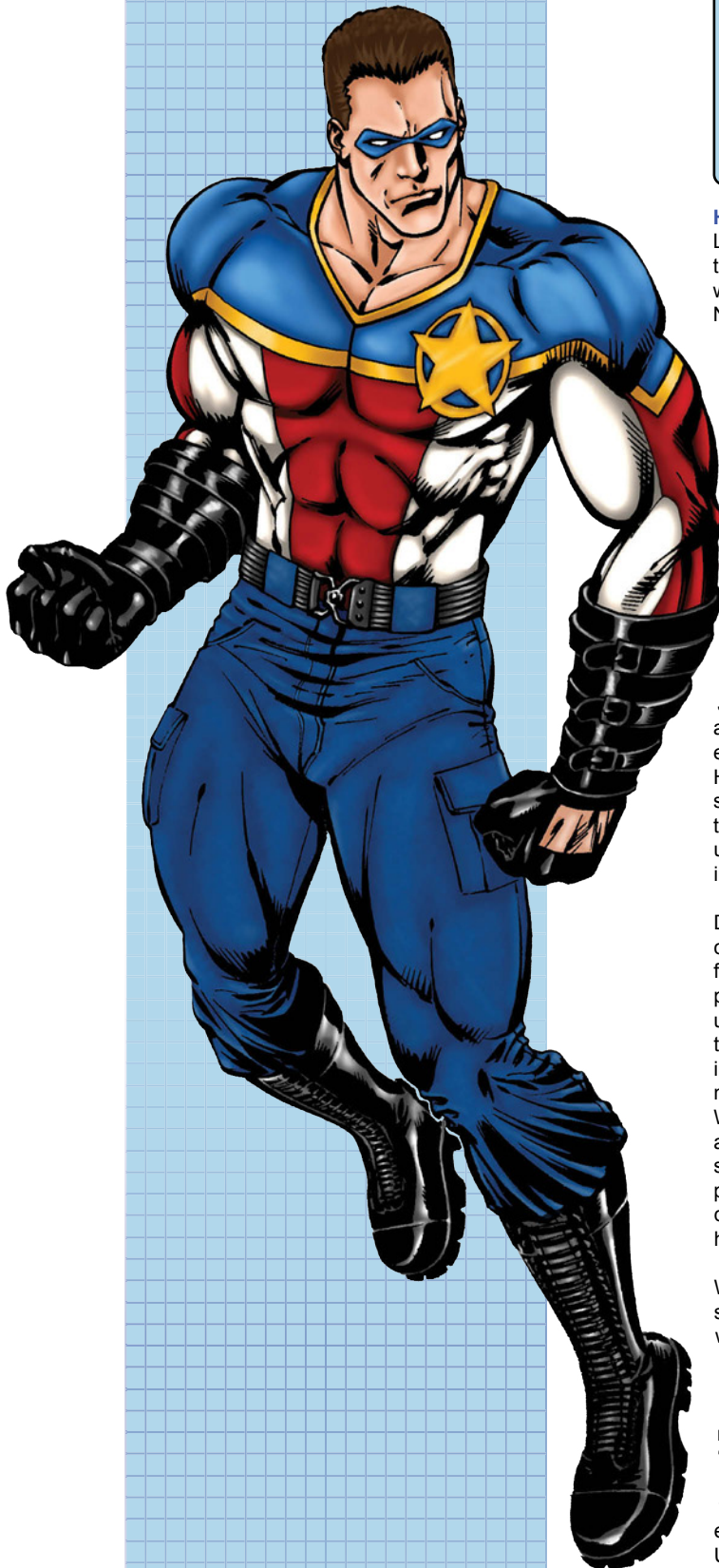
HISTORY & ORIGIN: Jimmie Williams is the typical, all-American boy from Lincoln with dreams of serving his country in the same way as his father had in the United States Marine Corps ("Devil Dogs") during WWI. Jimmie grew up with a hard work ethic, having grown up during the Great Depression, and Nebraska being one of the hardest hit areas of the country. The combination of a patriotic family, growing up in a rural area of the country, and enduring the Great Depression added up to a strong, faith-filled young man with a strong leadership style and a patriot's heart.

When Nebraska rallied its young men for engagement in World War II, Jimmie had already enlisted with the USMC. His Grandma 'Gina (or, "Gee-Gee") stayed at home to raise & care for young April while Jimmie's parents both went to work in Grand Island at the Cornhusker Ordnance Plant nearly 100 miles away from their family home; they would come home on weekends to see their children before Jimmie was shipped off to boot camp. Jimmie would eventually enroll in the Officer Candidate School (OCS) to pursue this service as a career.

Once on active deployment, Jimmie saw plenty of conflict initially at Sicily, but as with all things with the War, there was no shortage of action, however, Jimmie, now a Captain in the US Army was sent with an elite group of soldiers and marines to ambush a Nazi incursion moving across Poland. British intel exposed an Axis secret convoy that was carrying some mysterious cargo for Hitler. Not wishing to see this cargo get into Hitler's evil hands, the British shared this information with their US allies, who sent Captain Williams and this team to procure the cargo – presumed to be a mystical device of power, not unlike the mystical Spear of Destiny that Hitler had attempted to obtain earlier in the War.

During the ambush the cargo was accidentally damaged by a grenade and the container lay opened up on the road as the battle ensued. Near the end of the fracas, Captain Williams approached the damaged container, and, when peering into it, was blasted by a bright, hot golden light. He lay unconscious until a medical team showed up to assist him. When he awoke, he was temporarily blind, but felt healthier & stronger than ever. After a few short hours in low light, his sight began to restore itself, and he eventually regained his full natural vision. As soon as the doctors cleared him to return to full, active duty, Williams immediately began to request information about the ambush he led and the contents of the container to which he was exposed. In order to stonewall his queries, the "higher ups" ordered he be sent into battle at the fore, primarily to keep him occupied. It was during his first engagement on this deployment that Williams discovered that something more had happened to him than originally thought during that ambush.

While pinned down during a nasty fire-fight, Williams watched as a German stick grenade lands on his squad's side of the barricade, near their mortarman who didn't notice. Instinctively, Williams threw himself on the grenade to absorb the explosion and protect his fellow soldiers. When the grenade exploded, instead of ripping him apart, Williams seemed to have absorbed almost all of the energy except for some of the concussive energy, which resonated from the detonation point as a mild rippling wave of force that merely "pushed" the soldiers back a little, knocking them off-balance. When they regained their bearings, they looked toward Williams, who stood there glowing with raw power. Apparently, the energy blast from the container's contents earlier on had somehow re-coded his DNA with energy-based superpowers. Unsure of what was happening to him, Williams flew off to an unknown location to gather his wits regarding his new condition. He eventually returned to the War, but this time not as Captain Williams – he now called himself "Captain Victory" and wore a customized, experimental bodysuit designed to conform to his body and protect him from conventional firearms. Somewhere between his discovery and his return to open combat, Williams had worked with the newly-formed Joint Chiefs to establish a costumed identity and engage the War as the first recorded "metahuman". The US and British papers went berserk



covering this new US hero.

The US & Allied forces agreed to use Captain Victory's presence more as a rallying cry to get the troops motivated and encouraged to continue pressing ahead against the Axis armies. Involving him too much might push the Allies into complacency, or even discouraged, if they allowed Captain Victory to handle the War by himself. As such, the US never deployed him into Germany when the Allies took the fight to Hitler's doorstep, instead they allowed the standard Allied Forces to effectively end the War on their own. Shortly after Captain Victory's first public appearance, several other metahumans began to pop out of the woodworks: the Spanish hero, El Capitán, who was friendly to the Allied forces in spite of Spain's leadership; the metahuman medic Stitch, now called Deacon; the Canadian heroine Lynx, among others (see respective entries). Still, yet none of these heroes gained the publicity or fan-following of Captain Victory the world over. His confidence, leadership, and experience have all earned him the respect from his fellow metahumans as well, with them deferring to his lead when they worked together.

Toward the end of the War, in a very heated fire-fight, Captain Victory's powers raged out of control. Seeking to protect those around him from what he knew to be an imminent explosion of the energies now powering him, Captain Victory flew off into the sky, racing for space. As the other heroes looked on, Captain Victory vanished from view. A bright light flashed in the sky, and some assumed he had, indeed, exploded. Still others believe he managed to survive, somehow, and is living in isolation in space or on another planet to protect humans from the amazing power he contains. What has truly become of the hero Captain Victory remains to be seen...

STRENGTH LEVEL: Captain Victory possesses Rank-15 metahuman strength enabling him to lift/press roughly 15 tons.

KNOWN METAHUMAN POWERS: Captain Victory possesses numerous meta-human powers that all seem to be solar-energy based. He is able to

absorb, convert, and contain large volumes of solar-based energies, the exact limits of each were never properly catalogued. He was rarely witnessed as having lost his powers or suffering significantly reduced effects of a lack of solar energy exposure (fighting at night, for example), but it is believed that he has to absorb a certain amount of solar energy in order to convert it to the form usable by his new cellular structure. The process by which this occurs is unknown, but is believed to be an ultimate form of photosynthesis, as it appears supremely efficient. Once processed and stored in his cells, Captain Victory gains meta-human strength, the ability to fly, project light from his body, and "solar blasts" from his hands or eyes that can melt the armor of a Panzer tank, and an enhanced immunity to disease & poisons, as well as enhanced resistance to injury.

Captain Victory's ability to fly a maximum speed of 250 mph (402 km/h). When in flight, he instinctively generates a force field that provides additional protection from wind shear.

He has the ability to project extra solar energy as beams of intensely coherent light, not unlike a laser, from either his hands or eyes (or both). These beams can generate enough heat to melt through the armor of a Panzer tank, and has been used to cut through gun barrels, plane wings, and other metals. Captain Victory has a great deal of control over this ability, and can generate even pinpoint beams with very little heat if he so desired. A variation of this ability is the generation of pure light, with no detectable heat signature at all, from his body parts, or even his entire body. He uses this ability most often as an intimidation tactic when committing Axis armies into surrendering to the Allies.

His most intimidating, and draining, ability is what he calls his "Victory Burst" – he concentrates the entirety of his available solar stores, except those that keep him alive, into an explosive blast of destructive heat & light that decimates most everything within his immediate vicinity (about a 40ft. radius from his person).

INFORMATION

POWER LEVEL	10
POWER POINTS	165
SIZE	M

ABILITIES

STR	10	FGT	06
STA	10	INT	01
AGL	02	AWE	03
DEX	02	PRE	02

DEFENSES

DODGE	10
PARRY	10
FORT.	12
TOUGH.	10
WILL	06

CARRYING CAPACITY, THROWING & MOVEMENT

Load Limit: 25 tons

Thrown: 100 tons - 6ft. • 25 tons - 30ft. • 6 tons - 120ft.

Jumping: Running: 24ft. • Standing: 12 ft. • Vertical: 4.8ft. • Standing: 2.4ft.

Flight: 250 MPH, 0.5 mile/round

OFFENSE & COMPLICATIONS

INITIATIVE +6

Dazzling Burst, Burst Area, Close, Affliction 10 (Fort DC 20) • **Solar Blast** +8, Ranged, Damage 10 • **Unarmed** +10, Close, Damage 10 • **Victory Burst,** Burst Area, Close, Damage 10 (Penetrating)

Motivation--Patriotism: Captain Victory is devoted to the United States.

Fame: Captain Victory is the world-renowned metahuman face of the United States Army.

Power Loss: Prolonged deprivation of sunlight will cause Captain Victory to lose his powers and his STR and STA to drop to 2.

CHARACTER NOTES

Unenhanced Traits: Strength 2 • Stamina 2 • Agility 2 • Dexterity 2 • Fighting 6 • Intellect 1 • Awareness 3 • Presence 2 • Dodge 10 • Parry 10 • Fortitude 4 • Toughness 2 • Will 6

Personality: Patriotic • Natural Leader • Protective • Supportive • Team Player

Language: English (US)

Totals: Abilities 72 + Powers 47 + Advantages 8 + Skills 21 (42 ranks) + Defenses 17 = 165

POWERS & ENHANCEMENTS

Invulnerability: Impervious Toughness 8 • 8pts

Solar Flight: Flight 7 (250 MPH) • 14pts

Solar Projection: Array (20 points)

• **Solar Blast:** Ranged Damage 10 • 20pts

• **Dazzling Burst:** Burst Area Cumulative Affliction 10 (Resisted by Fortitude; Vision Impaired, Vision Disabled, Vision Unaware), Limited to One Sense • 1pt

• **Victory Burst:** Burst Area Damage 10, Penetrating, Tiring • 1pt

Sun Halo: Environment 1 (Bright Light); Features 1 (Special Effect) • 3pts

ADVANTAGES

All-Out Attack • Assessment • Benefit (Security Clearance) • Diehard • Improved Initiative • Inspire • Power Attack • Teamwork

SKILLS

Athletics 4 (+14) • Close Combat: Unarmed 4 (+10) • Expertise: Military 8 (+9) • Insight 4 (+7) • Intimidation 8 (+10) • Perception 4 (+7) • Ranged Combat: Solar Blast 6 (+8) • Stealth 4 (+6)

DEVICES, GEAR & EQUIPMENT

None specified.

CARDINAL

BIOGRAPHICAL DATA

PL10

Real Name: Marques Brandt
Occupation: Adventurer, Weapons Engineer
Identity: Secret
Other Aliases: None known
Birthplace: Summit City
Marital Status: Married

Known Relatives: Alyssa (wife), James, Carson (sons), Abigail (daughter), Janelle (mother)
Group Affiliation: None
Base of Operations: Summit City

Height: 6'5" (1.96m)
Weight: 188 lbs. (85.28kg)
Eyes: Brown
Hair: Black

Distinguishing Characteristics: None known

HISTORY & ORIGIN: Despite growing up in the impoverished area of Adrian's Commons in Summit City, Marques flourished in every way possible from his youth and into his adult years. His grades were exceptional, with him earning frequent honors and accolades, and his personality was strong, likable, and moral. His friends enjoyed his company, his teammates in sports followed his leadership, and his opponents respected his abilities. Physically, mentally, and ethically, Marques appears to be the most well-rounded person one could imagine. Most who knew the family credited this to his parentage--his father a former Marine staff sergeant, and his mother a dedicated housewife with a strong devotion to family. The family continued to live in the same home originally purchased by his paternal grandfather.

After graduating high school with honors, Marques enrolled in Summit Tech on a scholarship, while still living at home with his family. His studies in Advanced Mechanics & Robotics, and subsequent Bachelor's Degree, earned him a position at Meridian Enterprises in the Design & Engineering department.

Marques worked on several projects solving numerous problems that had plagued previous teams in their efforts at building newer, better, faster, more powerful weapons, armor, and other military paraphernalia to be further developed at the Advanced Warfare Technology Division of Meridian. Because of his leadership and engineering successes, Marques received several promotions, and rapidly moved his way up to Assistant Director of the Design & Engineering department, until he was promoted again a few months later, to Lead Engineer at the Advanced Warfare Technology Division.

When he married his high school sweetheart, Alyssa, the couple remained living in Marques' childhood home in spite of his above-average income. His father passed away less than a year later, and Alyssa would stay home to care for his mother, Janelle. When the twins were born, the first one out was named for his father, James, to honor his memory. All the while, Marques continued to flourish at Meridian, until he became suspicious of some activity within the AWT Division's higher-ups. When

Marques brought his suspicions to his director, he was assured they would look into things.

Several weeks later, while walking home from the MECO commuter station, Marques found himself surrounded by several street thugs threatening him, two of whom he recognized as Meridian AWT Division security personnel. Marques had noticed these guys following him before, beginning the night after he first spoke up to his director about some potentially shady dealings with the executive directors. He deduced these men were hired to keep him from talking to others, and possibly to "silence" him should he keep digging. As a fight broke out amongst them, Marques fought his way out of it, knocking one of the attackers unconscious and escaping into a nearby apartment building. He raced to the rooftop, and thought to leap to the next building--something they did as kids, jumping from garden shed roof to garden shed roof. It worked, but they pursued him. He ran and crossed as many as he could until he came to one that had a much larger expanse, which overlooked Dark Horse Road. Thinking he'd need a running start to have a chance, and realizing that the thugs were gaining on him, Marques backed up, focused himself, then ran as fast as he could, planted his foot on the rooftop ledge, and launched himself to cover the nearly 35 foot distance. Instead of leaping, and landing, on the top of the building across from where he left, Marques found himself flying out toward Summit Lake. His pursuers didn't see him fly off, and assumed he somehow escaped by hiding on the rooftop or racing down into the building.

After a rough landing in a field just north of the Summit Wind Farm, Marques stopped to gather his wits and figure out what to do next with his family, his



career, the concern about some of the operators at Meridian, the apparent attempt at "silencing" him, and his newfound power to fly. Thinking it'd be best to consult with a family confidant and mentor, Marques prepared to head back toward Adrian's Commons, and, while looking in that direction, discovered that he could see vast distances further than before. Marques readied himself to attempt flying again, on purpose this time, and did so, successfully landed within the Adrian's Commons general area. He then walked to meet with his mentor Jackson McDaniels (see APPENDIX: Jax). Confiding in Jax all that had transpired, Jax opened up and let Marques know that he had been the partner and mechanic to the area's original metahuman hero, The Falcon (see El Halcón). Surprised, but delighted—the Falcon was one of Marques' childhood heroes—the two carried on with ideas to provide the area with a new guardian. After several hours of discussion, design sketches, and a quick tour of Jax's hidden workshop, the latest metahuman hero had been born: Cardinal!

During the upcoming weeks, Marques convinced his directors that he was no longer concerned with potential bad dealings, and that he misconstrued what he saw completely. Not surprisingly, he was not approached, nor followed anymore. Also during this time, Marques worked on his Kenpo and Aikido skills with a personal trainer, and, along with Jax, finished work on a lightweight body armor they developed together. They had designed and built special wings under the arms of the suit so as to assist Marques, as the Cardinal, with his maneuverability as he lacked sufficient control over his flying ability to enable him to effectively weave in and out of tight alleys and the like.

As Cardinal, Marques would operate to stop some of the crime in and around Adrian's Commons, while secretly working to resolve his earlier concerns about the corruption within Meridian Enterprises. Cardinal's legend grew rapidly, and his successes fighting some of the drug rings within Summit City had started pointing him in the direction of Meridian Enterprises as well, though initially seemingly unrelated. Marques would let his wife in on the secret of the Cardinal, in order to both prepare and protect her with contingencies, and she would serve to help encourage him in his quest to clean up both Adrian's Commons and Meridian Enterprises.

STRENGTH LEVEL: Cardinal possesses the normal human strength for a man of his age, height and build who engages in intensive, regular exercise.

KNOWN METAHUMAN POWERS: Cardinal possesses the mutant ability to psionically manipulate gravitons and anti-gravitons to permit him the ability to levitate and fly. His top recorded speed is 100mph (approx. 161km/h). His body appears to have adapted to flying at such speeds as he suffers no ill effects from friction and he appears capable of breathing normally even at top speed. Cardinal's maneuverability is currently limited, and he has need of a specially-designed winged harness to assist him when making swooping strikes, sharp turns, and sharp vertical climbs when flying through alleyways or engaging an enemy in combat.

EQUIPMENT & DEVICES: Cardinal wears a specialized suit of armor that offers him protection from some common forms of conventional harm, such as low-caliber bullets, knives, and falls from moderate heights. It is composed of RhinoScale vinyl plating invented by his predecessor, El Halcón, and a ballistic polymer under-layer used by the Metahuman Incident Corps (see MICs). His helmet contains a commlink to permit him the ability to maintain communication with Jax while the latter monitors Cardinal's activities from Jax's hidden workshop/HQ beneath his body shop.

The gauntlets of the Cardinal armor contains pneumatic launchers that near-silently project various "talons", custom-designed darts, at high speeds. He often carried bolos and entrapment devices, and various utility "grenades" (such as smoke bombs for concealment, flash bangs, etc.) as needed within his armor's various compartments

The wings under the arms of the armor are made of a lightweight polymer-like material of unknown origin. It may be related to the RhinoScale material, but this information is inconclusive. The primary purpose of these wings appears to enable Cardinal with a much greater degree of control, and tighter directional shifts, during his flights. The can be used as shields from large caliber projectiles if needed, but this is a secondary function. Because of their shape and resilience to damage, and combined with his momentum in flight, Cardinal can use them as light cutting blades while in flight, and have been demonstrated as strong enough to cut thin planks of wood, straps of

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	10	STR	04	FGT	11	DODGE	13
POWER POINTS	174	STA	04	INT	05	PARRY	13
SIZE	M	AGL	06	AWE	02	FORT.	08
		DEX	04	PRE	02	TOUGH.	07
						WILL	08

POWERS & ENHANCEMENTS
Flight: Flight 6 (120 MPH), Distracting • 6pts
Wing Harness: buys off Distracting Flaw on Flight, Removable (-1pt) • 5pts

CARRYING CAPACITY, THROWING & MOVEMENT
Load Limit: 800lbs. (400kg)
Thrown: 3,200lbs. - 6ft. • 800lbs. - 30ft. • 200lbs. - 120ft.
Jumping: Running: 20ft. • Standing: 10ft. • Vertical: 4ft. • Standing: 2ft.
Flight: 120 MPH, 1800 ft./round

ADVANTAGES
Agile Feint • All-Out Attack • Assessment • Benefit (Wealth) • Chokehold • Contacts • Daze (Intimidation) • Defensive Attack • Equipment 5 • Improved Disarm • Improved Initiative • Improved Trip • Move-By Action • Power Attack • Prone Fighting • Ranged Attack 7 • Skill Mastery (Acrobatics) • Startle • Takedown • Uncanny Dodge • Weapon Bind • Well-Informed

OFFENSE & COMPLICATIONS	INITIATIVE +10
Bolos +11, Ranged, Affliction 4 (Dodge DC 14) • Flash-Bangs , Burst Area, Ranged, Affliction 4 (Fort DC 14) • Sleep Gas Grenades , Cloud Area, Ranged, Affliction 4 (Fort DC 14) • Smoke Grenades , Cloud Area, Ranged, Visual Concealment • Talons Darts +11, Ranged, Damage 3 (Multiattack) • Unarmed +13, Close, Damage 4	
Relationship: Marques is married.	

SKILLS
Acrobatics 8 (+14) • Athletics 6 (+10) • Close Combat: Unarmed 2 (+13) • Expertise: Science 6 (+11) • Expertise: Streetwise 4 (+9) • Insight 6 (+8) • Intimidation 8 (+10) • Investigation 8 (+13) • Perception 6 (+8) • Sleight of Hand 4 (+8) • Stealth 6 (+12) • Technology 6 (+11) • Treatment 2 (+7)

CHARACTER NOTES
Unenhanced Traits: Strength 4 • Stamina 4 • Agility 6 • Dexterity 4 • Fighting 11 • Intellect 5 • Awareness 2 • Presence 2 • Dodge 13 • Parry 13 • Fortitude 8 • Toughness 7 • Will 8 Personality: Strong Leader • Strategic • Moral/Highly Ethical • Family Man Language: English (US) Totals: Abilities 76 + Powers 11 + Advantages 32 + Skills 36 (72 ranks) + Defenses 19 = 174

DEVICES, GEAR & EQUIPMENT
Helmet: Senses 1 (Communication Link--Jax) • 1 pts RhinoScale/Kevlar Armor: Protection 3, Subtle • 4 pts Weapons: Array (16 points) • Flash-Bang Grenades: Ranged Burst Area Cumulative Affliction 4 (Resisted by Fortitude; Vision and Auditory Impaired, Vision and Auditory Disabled, Vision and Auditory Unaware) • 16 pts • Bolos: Ranged Cumulative Affliction 4 (Resisted by Dodge; Hindered and Vulnerable, Immobile and Defenseless) • 1 pt • Sleep Gas Grenades: Ranged Cloud Area Affliction 4 (Resisted by Fortitude; Fatigued, Exhausted, Asleep) • 1 pt • Smoke Grenades: Cloud Area Visual Concealment Attack 4 • 1 pt • Talon Launcher: Ranged Multiattack Damage 3 • 1 pt

CASTLE

BIOGRAPHICAL DATA

PL11

Real Name: Jon Marks
Occupation: Vigilante, former
Captain in the MICs
Identity: Secret
Other Aliases: None known
Birthplace: Chico, California
Marital Status: Married (estranged)

Known Relatives: Elisa (wife), Dale
(son)
Group Affiliation: None, MICs
(former)
Base of Operations: Summit City

Height: 6'2" (1.88m)
Weight: 220 lbs. (100kg)
Eyes: Green
Hair: Brown

Distinguishing Characteristics: None
known

HISTORY & ORIGIN: A decorated police career propelled Jon Marks into an esteemed position within Summit City's specialized police force, the Metahuman Incident Corps (MICs). Jon would serve the MICs with the same distinction as during his standard police career, working his way up in rank, reaching Lieutenant within the first year. By the end of his second full year as a MIC, he had been promoted to Captain and assigned a field squad of his own. Continuing his personal tradition of leadership excellence and promoting more officers from within his squad than any other. It would seem Jon Marks was on the fast track to becoming the youngest Major within the Metahuman Incident Corps in the history of the Corps (see Metahuman Incident Corps).

This rapid rise would hit a rather abrupt halt while he worked an MHx drug ring within Summit City that seemed to go deeper into the heart of the city than any of the others. Most were small time drug rings, with immigrant "runners", common thugs, and simple-minded dealers, but this one felt huge. Marks would spend several hours a day tracking clues, logging related busts, and connecting the dots in an attempt to find the mastermind behind it all. When the dots started drawing a line in the direction of the esteemed Dr. Erick Schuster, Director Chase suggested Marks back off the investigation to avoid getting himself in too deep. Marks refused to give in too pressure from anyone, including corporate magnates, and told Chase that unless he gave a direct order to cease the investigation he would see it through to the finish. After an ethical debate between the two, both good men, Chase admitted that he had no reason to order an official end to the investigation, but he was looking out for Jon Marks' own welfare—especially with him being a family man.

After multiple requests to see Dr. Schuster personally, to assist with the investigation, Marks finally convinced Schuster's office that further delay in a MIC investigation could result in charges brought up against Schuster and his administrative staff. Marks received notification of his appointment with Dr. Schuster the following day. After a lengthy interview, Schuster ended the meeting to avoid being made late for another appointment, noting his disappointment in Marks' accusatory questioning and inflammatory comments. Nonetheless, they seemingly departed on a cordial note, even shaking hands.

On the drive back to his office Marks was run off the road, into the side of a commuter bus, by a hit and run driver. Marks was knocked unconscious and rushed to North Summit Hospital for his injuries. When he awoke, he found himself under questioning by some of his fellow officers. Marks had several liters of the MHx derivative drug called "Red-K" in his vehicle and was now under investigation for drug possession, with the possible charges of trafficking and/or intent to distribute. Unfortunately, Jon Marks had some gaps in his memory and struggled to recover facts, even failing to recall the make of the car that had swiped him. Director Chase personally visited Marks to discuss the situation, off the record, later that night. He let Marks know that the investigation was getting press already, and that Congress had expressed interest in what could be the first-ever scandal involving the MICs. When deemed capable of discharge by his doctors, orders were given that Marks be arrested by Director Chase who was given no choice in the matter. As such, he gave Marks his MIC issued analyzer back, set down a backpack with his clothes inside along with a little cash, and told him to run. Marks was in a no-win scenario, and he realized the truth in Chase's words and escaped the hospital with the Director's help, unbeknownst to anyone else.

Now a fugitive, Marks needed to clear his name and wanted to restore his position within the MICs. He tried to return home to his wife and son, but found that it was under watch by the authorities. Fearing capture, especially now that he had escaped capture, Jon Marks ran into the night. Stopping to gather his wits, Marks ducked into an alley to think about all that had happened. While there he glanced at his analyzer's holster and noticed a piece of paper crammed into the holster alongside the device. It was a note from Director Chase that simply read, "Go to Vito's, order Cuban w/ extra pickles, ask for



JAX." Marks walked into Adrian's Commons and stopped in Vito's, a local, well-known bistro, following Chase's note precisely. Asking for "JAX", after ordering the sandwich, he was then led into the kitchen, and out into the back alley. There, a homeless man walked Marks over to an abandoned television repair shop and opened the door. That's when Marks first met "JAX", or Jackson McDaniels--the legendary mechanic who equipped the Falcon to fight crime many decades ago (see El Halcón, Appendix: Jax).

Jax and Marks would become partners much in the same way Jax and El Halcón had been years ago, albeit Jax would be less involved in the day-to-day affairs of field work. Together, they would design a new identity to permit Marks to fight crime while attempting to also clear his name. Taking cues from his time constructing armor for El Halcón, as well as Marks' time as a MIC, Jax built a brand new armor incorporating Marks' metahuman analyzer directly into the helmet. When finished, Marks put on the armor, but wondered what to call himself in this new identity. Jax suggested "Castle", reminding Marks of their late night chess matches during construction of his new equipment--the rook, a castle, is a symbol of strength, second only to the queen in modern-day chess. According to Jax, "Who better to take out the king of Summit City?"

Castle made an immediate impact in Summit City, helping to put several metahuman criminals behind bars in his first month of action, but avoided reporters and officials as much as possible to avoid the risk of exposure to his real identity. Castle was a hit-and-run type vigilante, loved by the people, feared by the criminal, and an outlaw to the authorities. Castle's commitment to justice, his persistence in absolving himself and ending the Red-K drug ring, all motivate him to try and put an end to any crime, whether involving metahumans or not. His knowledge of Summit City's underworld, as well as his exceptional training as a MIC, provide Castle with an edge in his pursuit.

Since his initial accusation and subsequent disappearance, his wife Elisa has moved out of Summit City with their son, and into her parent's home in La Jolla, California. Castle has not made an attempt to contact them, in the

event they are being monitored, not wishing to expose himself or risk their safety in any way.

STRENGTH LEVEL: Castle possesses the normal human strength for a man of his age, height and build who engages in intensive, regular exercise.

KNOWN METAHUMAN POWERS: None known.

EQUIPMENT & DEVICES: Castle wears a customized suit of armor with several properties native to it, with some additional modular components capable of being added within a very short period of time (minutes). The armor's shielding is uniquely designed to absorb kinetic energy, such as that from punches, bullets, falls, etc., and convert it into a usable energy store to enhance the strength of its wearer temporarily--the exact limits of which are currently unknown. In the collar of the armor rests a psionic "white noise" generator which shields Castle from telepathic detection from all but the most adept telepaths. He carries a spare one in his belt pouch in the event the primary is damaged.

Castle carries a customized rifle and magazines with specialized rounds for taken out different kinds of targets. Some of the more standard rounds that Castle carries are stun rounds, flechette (high velocity darts) rounds, explosive ones, incendiary ones that ignite on impact, and snare rounds which contain a gel of unknown origin which expands and wraps around its targets, tightening around them to prevent escape.

The helmet that Castle wears contains a modified version of the analyzer he carried as a MIC and incorporated into the heads-up display (HUD) within the lenses. This permits Castle the ability to scan for potential weaknesses in a metahuman opponent's abilities, and, when possible, to suggest a neutralizing strategy.

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	11	STR	04	FGT	10	DODGE	13
POWER POINTS	179	STA	04	INT	03	PARRY	13
SIZE	M	AGL	05	AWE	03	FORT.	09
		DEX	05	PRE	02	TOUGH.	08
						WILL	09

CARRYING CAPACITY, THROWING & MOVEMENT	
Load Limit: 800lbs. (400kg)	
Thrown: 3200lbs. - 6ft. • 800lbs. - 30ft. • 200lbs. - 120ft.	
Jumping: Running: 20ft. • Standing: 10ft. • Vertical: 4ft. • Standing: 2ft.	

OFFENSE & COMPLICATIONS	INITIATIVE +9
Custom Rifle +14, Ranged, Damage 7 plus others • Unarmed +10, Close, Effect 4	
Motivation -- Justice: Castle is dedicated to fighting crime and clearing his name.	
Relationships: Castle has a wife and son. He works closely with his partner, Jax.	

CHARACTER NOTES
Unenhanced Traits: Strength 4 • Stamina 4 • Agility 5 • Dexterity 5 • Fighting 10 • Intellect 3 • Awareness 3 • Presence 2 • Dodge 13 • Parry 13 • Fortitude 9 • Toughness 4 • Will 9
Personality: Strong Leader • Quick Thinker • Strategic • Ethical • Dedicated
Language: English (US)
Totals: Abilities 72 + Powers 26 + Advantages 21 + Skills 35 (70 ranks) + Defenses 22 = 176

POWERS & ENHANCEMENTS
Analyzer Helmet: 10 points, Removable (-2pts) • 8pts total
"The Shop" Systems Access: Features 1 (Database); Senses (Communication Link to The Shop) • 2pts
Metahuman Analysis: Enhanced Advantages 1 (Assessment); Senses 7 (Detect MHx-Active Metahuman (Visual)--Acute, Ranged; Detect Weakness (Visual)--Acute, Analytical, Ranged); Easily Removable (-3pts) • 8pts
Custom Rifle: Array (21 points), Easily Removable (-10pts) • 15pts total
• Explosive Rounds: Ranged Burst Area Damage 7 • 21pts
• Flechette Rounds: Ranged Multiattack Damage 7 • 1pt
• Incendiary Rounds: Ranged Damage 7, Secondary Effect • 1pt
• Snare Rounds: Ranged Cumulative Affliction 7 (Resisted by Dodge, Damage to escape; Hindered and Vulnerable, Immobile and Defenseless), Extra Condition, Limited to Two Degrees • 1pt
• Stun Rounds: Ranged Cumulative Affliction 7 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • 1pt
Kinetic Shielded Armor: Protection 4; Impervious Toughness 8, Limited to Physical; Enhanced Strength 4, Fades; Removable (-2pts) • 10pts
White Psi Generator: Concealment 2 (mental sense type), Permanent; Removable (-1pt) • 3pts

ADVANTAGES
Accurate Attack • Assessment • Contacts • Defensive Attack • Diehard • Hide in Plain Sight • Improved Aim • Improved Initiative • Leadership • Move-By Action • Power Attack • Precise Attack 2 (Ranged, Cover and Concealment) • Quick Draw • Ranged Attack 5 • Startle • Uncanny Dodge

SKILLS
Acrobatics 4 (+9) • Athletics 6 (+10) • Expertise: Tactics 12 (+15) • Intimidation 10 (+12) • Investigation 10 (+13) • Perception 8 (+11) • Ranged Combat: Rifle 4 (+14) • Stealth 6 (+11) • Technology 6 (+9) • Vehicles 6 (+11)

DEVICES, GEAR & EQUIPMENT
None specified (see POWERS & ENHANCEMENTS)

CHASSIS



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BIOGRAPHICAL DATA

PL10

Real Name: Dirk Sicat	Known Relatives: Mark (father), Nikki (mother)
Occupation: Thief, former Mechanic and Body Shop Painter	Group Affiliation: BlackGuard
Identity: Secret	Base of Operations: Summit City; Mobile
Other Aliases: None known	
Birthplace: Akron, Ohio	
Marital Status: Single	
Height: 5'10" (1.78m)	Distinguishing Characteristics: None known
Weight: 165 lbs. (74.84kg)	
Eyes: Hazel	
Hair: Black	

HISTORY & ORIGIN: Dirk Sicat grew up the son of a Filipino research scientist father who had been working on new polymers for an upstart military contractor, and a marketing executive mother often away on business travel. As such, Dirk spent much of his childhood a "latch-key kid", home alone, or out hanging around the other kids in his up-scale suburban neighborhood. This autonomy didn't give him a sense of responsibility so much as it gave him the freedom to do the things he wanted to do, with which kept himself in trouble, earning him the dubious distinction of being the neighborhood troublemaker. As he grew into his teens, this mischievousness "matured" into occasional petty larceny, fighting, and acts of vandalism. At first breaking windows and other destructive attacks on property, he soon discovered graffiti art, which would become his signature pastime during off hours from school when not watching anime, a favorite pastime of his. So, by the time he finished high school, Dirk had already made several trips home in the rear of a police cruiser, often caught "tagging" stop signs or painting murals on the sides of tractor trailers. He did manage enough to graduate high school, then opted to get a regular job working at a body shop as a mechanic and part-time painter. When the shop expanded into custom street modifications, they made Dirk the lead designer, and he now had the chance to truly expand his art form and stretch his creative freedom, though he still involved himself in the occasional car stereo theft, amongst other things.

During this first summer after high school, his father had become very involved in a new project to create a ballistic, hybridized polymer for military and special police units which had been contracted by Meridian Enterprises. This polymer would form the base layer of the Metahuman Incident Corps field armor (see Metahuman Incident Corps).

Meridian combined this project into a joint effort with several other highly-advanced groups to create Project:Framework. This particular project had been wrapped in secrecy by all involved, which was unusual for Dirk to experience, as his father had even begun to lock his home office door. One night, while his parents were out at a movie, Dirk sneaked into his father's office, after picking the lock, to see what all the secrecy was about. He found that the project, a specialized weapons suit, was near completion, and that they were planning a test of the suit that next weekend down in Summit City. After reading a little more about the project, Dirk's old nature reared its head and he decided he would steal the project to sell it on the Black Market--the latter part he'd figure out later. He took his father's keycard and lanyard, and made his way into the facility. Being as this was not a high-security facility, getting in was fairly simple, and he found his way to the Project:Framework suite where, behind a secured glass door, hung a black suit with a helmet and visor. Swiping his father's keycard opened the glass door, but also set off a notification system to the security team, unbeknownst to Dirk. He quickly tossed the suit into his backpack and made for the nearest exit.

Unfortunately, security had already locked down the building and they began making sweeps to find whoever had accessed the Project:Framework area. When Dirk felt trapped, and couldn't break a window to escape, he jumped into a small closet, donned the suit and helmet and attempted to use it to avoid capture. Once on, the suit booted up, and the orbs started glowing. The visor presented him a heads-up display (HUD) which guided him to note things like reserve power levels, listed a few pre-programmed configuration scenarios, and acknowledge when the suit was fully ready to be utilized. Dirk asked for one of the configurations simply entitled "Arm Cannons" and immediately a ray-traced set of cannons were formed around his hands and forearms, seemingly made of light. He exited the closet, pointed his arms at the windows and the cannons blasted the windows and part of the wall with an intense laser-like burst of energy. He then returned to viewing the HUD menu, selected the "Albatross" item and the suit traced out large mechanical-looking wings, a rocket pack, heavy-looking mecha style boots, and matching gauntlets. The HUD completed the configuration with the notice "FLIGHT MODE:READY", so Dirk leapt out of the third story hole he made and he flew off into the night sky.

After landing and removing the suit, Dirk returned home to find his father and mother crying because their home had been broken into and his father's office had been ransacked. The police arrived almost immediately after Dirk's return home; apparently corporate pirates had broken in to take all of his father's files on Project:Framework. They stole his laptop, several memory sticks, and the entire file folder he had brought home—the same one Dirk perused before stealing the suit. Fortune had been riding on Dirk's side, as he now had a scapegoat. No need to answer questions about his father's stolen keycard and so he destroyed it. However, he panicked when he realized that his face may have ended up on some of the security cameras back at the project. So, he excused himself after the police left, and "went for a walk", intending to destroy any evidence at the facility.

Not long after these events, Dirk decided he was going to move himself to Summit City to make a name for himself as "Chassis", hiring out his services to the highest bidder. Shortly after his arrival in Summit City he was approached to fill a spot on a roster of like-minded metas, who had just lost Bulldog, one of their own, in a recent fight with Summit's protectors, WatchGuard (see Bulldog). He was offered a special salary and bank account, and thus Chassis would join the villainous team known today as BlackGuard.

STRENGTH LEVEL: Chassis possesses the normal human strength for a man of his age, height and build who engages in moderate, regular exercise.

KNOWN METAHUMAN POWERS: None known.

EQUIPMENT & DEVICES: Chassis wears an experimental bodysuit that grants its wearer the very unique ability to access photons from a parallel dimension, compress them into "hard light", that is, energy that has a tangible, physical form, and shape them into virtually any form he can envision. The bodysuit was developed to use the initial wearer's biometric signatures as the "key" to unlocking and enabling the suit. As such, this

particular suit is keyed to Dirk's biometric signatures and no one else can activate the suit's capabilities. The suit itself is made of a highly-durable blend of stretch materials, ballistic foams, and polymers woven together to provide the wearer maximum natural flexibility, while also providing a greater deal of resistance to conventional injury. The suit's base materials provide the wearer protection from low-caliber ammunition, common punctures and lacerations, and some degree of protection from falls of moderate heights.

The primary function of the suit is to tap into an extradimensional energy source that both empowers the suit and provides customizable configurations for the suit's wearer to use in various situations. These configurations are manifestations of the same extradimensional energy built by a series of microscopic "lenses" woven into the suit's fabric that project the energy a predetermined distance away from the suit and "builds" a hard-light set of components such as, but not limited to, cannons that project intense laser blasts, wings for flight, armor-like sections for additional protection, claws to slice or scale sheer surfaces, shields, swords, etc. As the helmet is programmable by the wearer using the accompanying hand-held computer, the possibilities are near-limitless, however the suit can only manifest menu options that are programmed before activation of the suit, hence no impromptu configurations.

The Chassis suit cannot create light manifestations further than 5m from itself, and the manifestations cannot be detached from the suit, lest the lenses lose their ability to maintain cohesion of the energies with which they build the configurations. As such, while the suit can certainly project a beam of these energies, as it does with the arm cannons, it cannot create a shape that is usable by another user. All manifestations dissipate when the wearer is knocked unconscious, as the system enters into a security-hibernation mode to prevent hacking of any sort. All power is diverted to this security protocol temporarily, which also shields the wearer from harm (up to its design limits). Once Chassis is re-awakened, it takes several seconds for the system to "wake up" from this mode and allow new configurations to be generated.

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	10	STR	01	FGT	06	DODGE	10
POWER POINTS	134	STA	02	INT	01	PARRY	10
SIZE	M	AGL	03	AWE	01	FORT.	06
		DEX	04	PRE	01	TOUGH.	06
						WILL	07

CARRYING CAPACITY, THROWING & MOVEMENT	
Load Limit: 100lbs. (50kg)	
Thrown: 400lbs. - 6 ft. • 100lbs. - 30ft. • 25lbs. - 120ft.	
Jumping: Running: 15ft. • Standing: 7.5ft. • Vertical: 3ft. • Standing: 1.5ft.	
Flying: 5000 MPH, 1 mile/round	
Running: 250 MPH, 0.5 miles/round	
Swimming: 60 MPH, 900 ft./round	

OFFENSE & COMPLICATIONS	INITIATIVE +3
Arm Cannons +8, Ranged, Damage 12 • Colossus +10, Close, Damage 9 • Feral Fighter +10, Close, Damage 7 (Multiattack) • Gatling Burst +8, Ranged, Damage 8 (Multiattack) • Laser Sword +10, Close, Damage 8 (Penetrating 5) • Talons +10, Close, Damage 4	
Obsession: Chassis is a kleptomaniac.	

CHARACTER NOTES
Unenhanced Traits: Strength 1 • Stamina 2 • Agility 3 • Dexterity 4 • Fighting 6 • Intellect 1 • Awareness 1 • Presence 1 • Dodge 10 • Parry 10 • Fortitude 6 • Toughness 2 • Will 7
Personality: Hedonist • Troublemaker • Artistic • Kleptomaniac
Language: English (US) • Tagalog
Totals: Abilities 38 + Powers 36 + Advantages 12 + Skills 27 (54 ranks) + Defenses 21 = 134

POWERS & ENHANCEMENTS
Framework Powersuit: 44 points, Removable (-9pts), Feature (only usable by Dirk Sicut) • 36pts total
Armor: Protection 4, Impervious • 8pts
Hard Light Constructs: Array (24 points)
• Albatross: Flight 8 (500 MPH); Power Gauntlets: Enhanced Strength 4, Dynamic • 25pts
• Arm Cannons: Ranged Damage 12, Dynamic • 2pts
• Armored Mecha: Growth 4; Impervious Toughness 4; Laser Shield: Enhanced Defenses 4 (Dodge 2, Parry 2); Laser Sword: Strength-based Damage 3, Penetrating 5 • 1pt
• Colossus: Growth 8, Continuous • 1pt
• Deep Six: Immunity 4 (Cold, Pressure, Suffocation--all); Movement 1 (Environmental Adaptation--Underwater); Swimming 7 (60 MPH); Dynamic • 2pts
• Feral Fighter: Strength-based Damage 6, Multiattack 7, Selective 7; Movement 2 (Wall-Crawling) • 1pt
• Gatling Burst: Ranged Multiattack Damage 8, Dynamic • 2pts
• Velociraptor: Speed 7 (250 MPH); Talons: Strength-based Damage 3; Dynamic • 2pts

ADVANTAGES
Accurate Attack • Close Attack 4 • Languages 1 • Move-By Action • Power Attack • Ranged Attack 4

SKILLS
Athletics 4 (+5) • Deception 6 (+7) • Expertise: Art 10 (+11) • Expertise: Streetwise 10 (+11) • Perception 4 (+5) • Sleight of Hand 8 (+12) • Stealth 6 (+9) • Technology 6 (+7)

DEVICES, GEAR & EQUIPMENT
None specified (see POWERS & ENHANCEMENTS)

DAMOCLES

BIOGRAPHICAL DATA

PL14

Real Name: Ethan Evans
Occupation: Adventurer, Public Speaker, Explorer
Identity: Secret
Other Aliases: None Known
Birthplace: Savannah, Tennessee
Marital Status: Single

Known Relatives: Melanie (mother), Michael (father)
Group Affiliation: None
Base of Operations: Mobile

Height: 6' 1" (1.85m)
Weight: 181lbs. (82.1kg)
Eyes: Blue
Hair: Blonde

Distinguishing Characteristics: None.
Ethan suffers with cerebral palsy (CP), which affects mobility in his left side and both legs.

HISTORY & ORIGIN: Ethan Evans was born with cerebral palsy, but it was evident from his first entry into the world that he would be a fighter. His parents named him "Ethan" to reflect the strength he demonstrated fighting through the various pokes, prods, tests, and other events surrounding his pre-term birth. (Ethan means, "strong, firm".) After spending nearly two months in the neonatal intensive care unit (NICU), Ethan was free to go home with his parents who spent a great deal of their time, prayers, and money to ensure that Ethan grew up with the best possible care.

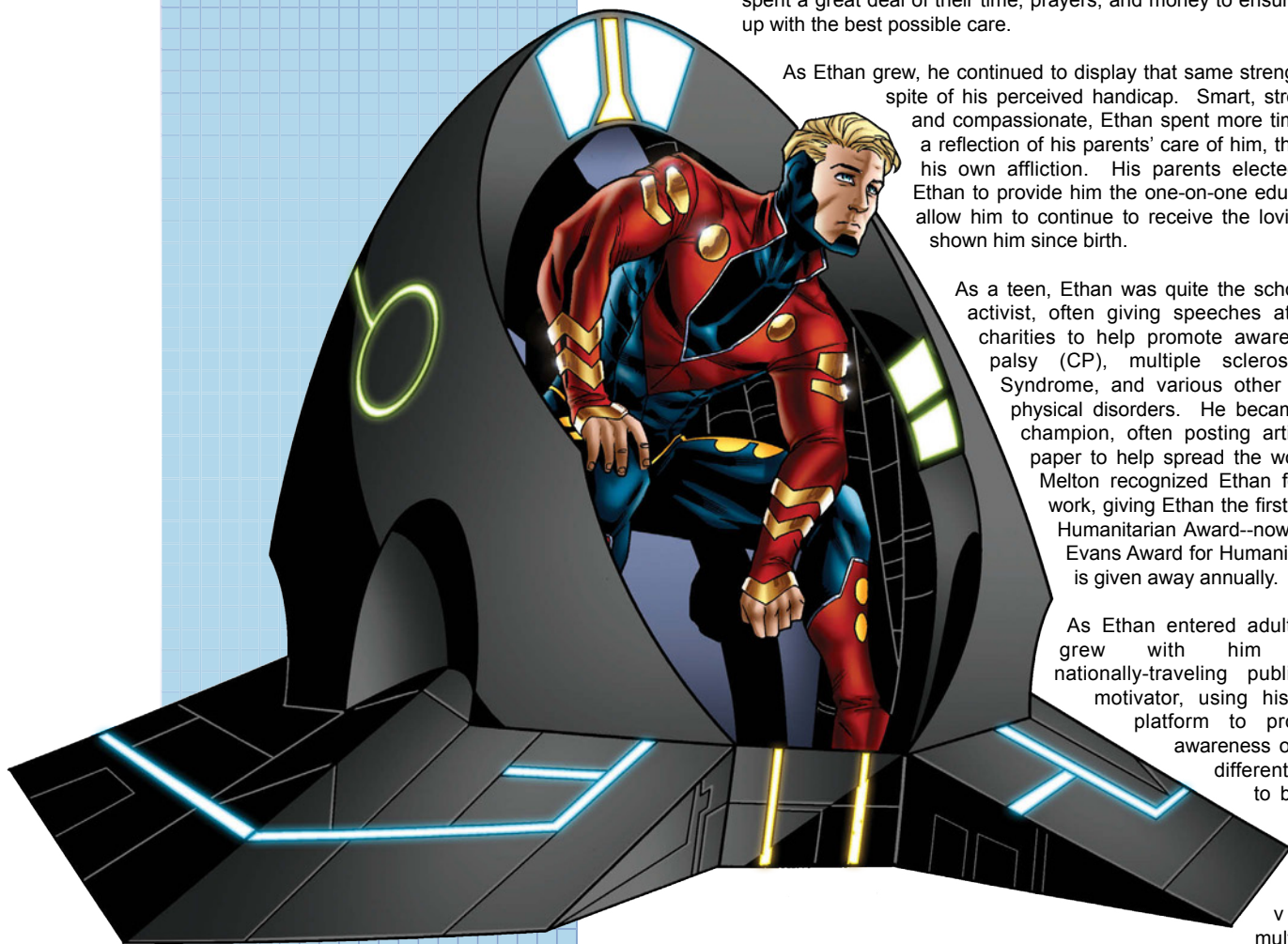
As Ethan grew, he continued to display that same strength of character in spite of his perceived handicap. Smart, strong-willed, clever, and compassionate, Ethan spent more time helping others, a reflection of his parents' care of him, than he did nursing his own affliction. His parents elected to homeschool Ethan to provide him the one-on-one educational time, and allow him to continue to receive the loving care they had shown him since birth.

As a teen, Ethan was quite the scholar, and ever the activist, often giving speeches at local events or charities to help promote awareness of cerebral palsy (CP), multiple sclerosis (MS), Down Syndrome, and various other neurological and physical disorders. He became quite the local champion, often posting articles to his local paper to help spread the word. Senator Ted Melton recognized Ethan for his community work, giving Ethan the first-ever Summit City Humanitarian Award--now called the Ethan Evans Award for Humanitarian Efforts--that is given away annually.

As Ethan entered adulthood, his efforts grew with him becoming a nationally-traveling public speaker and motivator, using his handicap as a platform to promote not only awareness of the capability of differently-abled persons to be effective in the workforce, but to also stimulate the outreach and funding of various multi-national groups

who care for special needs children and orphans the world over. One day, all of this would seemingly come to an end--as Ethan returned home from a speaking engagement in Washington, D.C., a metahuman brawl destroyed part of the MECO rail line and sent his MECO-shuttle tumbling to the ground below. Several passengers died in the accident, with dozens more sustaining serious injury, but Ethan never hit the ground...

Just as the accident occurred, Ethan was snatched out of the shuttle by an ethereal yellow glowing light and transported to a mysterious location, where he could only see the glow and hear a deep, booming voice. Miraculously, Ethan had full mobility and strength in his body, so as to even be able to stand or walk while here. The voice told Ethan that he had an opportunity to do great things, but must first make a choice: if Ethan elected to have him do so, the mysterious being would rewind time saving all of the persons on the shuttle at the time of the incident, but he would remain afflicted with CP, or Ethan could become one of the most powerful metahumans ever to live and would be cured of his CP forever.



It was an easy choice for him...

Ethan elected to save everyone and remain in his previous condition. He was then told by the voice that he had been selected for his strong compassion for others, and his unwillingness to let his own condition turn him into a victim. All of the passengers on the MECO-shuttle would not only survive the incident, but survive unscathed. Ethan would remain confined to a wheelchair and his CP would remain intact, but he was granted a bevy of amazing powers and his chair was transformed into an amazing device that provided Ethan a universal transport – he could literally go anywhere he chose. The chair also provided the energy to supply his newly-given powers. The only caveat was that Ethan's powers would fade the longer he was away from his chair.

Realizing this was a blessing beyond imagining, Ethan thanked the mysterious "voice", and was returned to Summit City. He now uses his powers to help others as before, and to support metahuman heroes in their efforts to protect the innocent and stop the onslaught of the villainous. Dubbing himself "Damocles", as he was now given an astonishing array of powers, but remained confined to his new "throne", Ethan spends a great deal of time searching the wonders of the solar system between speaking engagements, which now draw millions of dollars for his causes from the world over. Occasionally, his parents get to take these extraterrestrial trips with their son.

Other healers have offered to heal Damocles of his CP, but their effects do not appear to be permanent, a possible side effect of his empowerment. This does not affect his outlook or heroic efforts in the slightest. Damocles remains a hero in every sense of the term, in spite of his powers, not because of them.

STRENGTH LEVEL: Damocles possesses the normal strength for a human male of his age who engages in moderate regular exercise. His cerebral palsy, however, does not permit him the ability to walk unaided, and his left

side is particularly weakened by the disorder. When Damocles leaves his chair, he does so using one of his myriad powers to aid him, but this dissipates the longer he is removed from his chair.

KNOWN METAHUMAN POWERS: Damocles possesses numerous metahuman powers derived from an unknown, perhaps mystical, source. His specialized chair is the conduit for this array of powers.

He possesses several mental, or psionic, abilities including: telekinesis, the ability to manipulate objects with his mind; telepathy, the ability to mentally communicate with others across vast distances; limited clairvoyance, the ability to mentally "see" concurrent events even when not physically present; and limited precognition, the ability to mentally "see" possible future events before they actually occur.

Damocles' most powerful ability is that he can grant metahuman abilities to other individuals temporarily. The limit to the type of powers Damocles is able to grant is currently unknown, and may not actually be limited, but the apparent "scope" of the powers does appear limited, as he is not, for example, able to grant someone the ability to create entire universes, or even planets, nor is he able to grant someone the strength to throw moons out of orbit. These powers eventually fade out and return their energies to Damocles.

Damocles is able to physically leave his chair for a limited amount of time under his own power, but the longer he is away from it, the more his strength deteriorates until he is fully returned to his original state, suffering again the full effects of his CP.

His cerebral palsy appears incurable, even by the most powerful metahuman healers. This may likely be a trade-off to the powers granted him.

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	14	STR	00	FGT	00	DODGE	10
POWER POINTS	194	STA	00	INT	02	PARRY	10
SIZE	M	AGL	00	AWE	07	FORT.	06
		DEX	00	PRE	03	TOUGH.	06
						WILL	07

CARRYING CAPACITY, THROWING & MOVEMENT	
Load Limit: 50lbs. (24kg)	
Thrown: 200lbs. - 6ft. • 50lbs. - 30ft. • 12lbs. - 120ft.	
Jumping: Running: 10ft. • Standing: 5ft. • Vertical: 2ft. • Standing: 1ft.	

OFFENSE & COMPLICATIONS	INITIATIVE +0
Psychokinetic Blast , Perception Ranged, Damage 14 • Psychokinesis , Perception Ranged, Move Object 14 (Str 14 Grab) • Unarmed +0, Close, Damage 0	
Disability: Damocles suffers from cerebral palsy.	
Motivation -- Doing Good: Damocles is compassionate, self-sacrificing, and eager to use his powers in the service of others.	

CHARACTER NOTES
Unenhanced Traits: Strength 0 • Stamina 0 • Agility 0 • Dexterity 0 • Fighting 0 • Intellect 2 • Awareness 7 • Presence 3 • Dodge 0 • Parry 0 • Fortitude 6 • Toughness 0 • Will 18
Personality: Charismatic • Caring • Chivalrous • Altruistic • Self-Sacrificing • Friendly • Cheerful • Sensible • Wise • "Even-Keeled"
Language: English (US)
Totals: Abilities 24 + Powers 143 + Advantages 2 + Skills 25 (50 ranks) + Defenses 0 = 194

POWERS & ENHANCEMENTS
Axiom Seat: 178 points, Removable (-36pts), Feature (only usable by Damocles) • 143pts total
Empowerment: Variable 6 (30 points, for granting metahuman powers), Affects Others Only • 42pts
Evasive Maneuvers: Enhanced Defenses 24 (Dodge 12, Parry 12) • 24pts
Force Field: Immunity 10 (Life Support); Protection 12, Impervious • 34pts
Psionic Powers: Array (42 points)
• Psychokinesis: Perception Ranged Move Object 14, <i>Dynamic</i> • 43pts
• Clairvoyance: Remote Sensing 21 (Visual; 16,000 miles), <i>Dynamic</i> • 2pts
• Psychokinetic Blast: Perception Ranged Damage 14, <i>Dynamic</i> • 2pts
• Telepathy: Mental Communication 4; Mind Reading 13, <i>Dynamic</i> • 2pts
Psychometry: Senses 5 (Mental Awareness, Precognition) • 5pts
Universal Transport: Flight 8 (500 MPH); Movement 4 (Environmental Adaptation: Zero-G, Space Travel 3) • 24pts

ADVANTAGES
Connected • Fascinate (Persuasion)

SKILLS
Expertise: Medicine 8 (+10) • Insight 6 (+13) • Investigation 6 (+8) • Perception 10 (+17) • Persuasion 12 (+15) • Technology 8 (+10)

DEVICES, GEAR & EQUIPMENT
None specified (see POWERS & ENHANCEMENTS)

DEACON

BIOGRAPHICAL DATA

PL12

Real Name: Unknown (Deacon may be his first name or surname)
Occupation: Adventurer, former Army Medic
Identity: Secret
Other Aliases: Stitch (former)
Birthplace: Unknown

Marital Status: Married (Widower?)
Known Relatives: unnamed wife & son (possibly deceased)
Group Affiliation: The WatchGuard
Base of Operations: Summit City

Height: 6' 2" (1.88m)
Weight: 194lbs. (88kg)
Eyes: Green
Hair: None (black eyebrows)

Distinguishing Characteristics: None

HISTORY & ORIGIN: The man known simply as Deacon was born in 1919 to a wheat farmer in Oklahoma. His father would die of influenza when Deacon was only four years old, and his mother would be left to manage the farm. As the Dust Bowl event swept through the region, Deacon, along with his mother and sister, would be forced from their home, as they faced foreclosure and possible starvation. As they migrated westward toward California, Deacon's sister was lost to illness and malnutrition, leaving him and his mother to continue on. Upon reaching California, his mother would find work on a vineyard, while also catching the eye of the vineyard's owner. The man was a former soldier, a veteran of World War I, who inherited the family farm upon his return, and had turned most of the land into a productive vineyard. It was this man who instilled a sense of patriotism in the young Deacon, as well as a sensibility to his work ethic -- Deacon had always worked hard, such was life on a farm, but this man taught him how to work smarter and more efficiently.

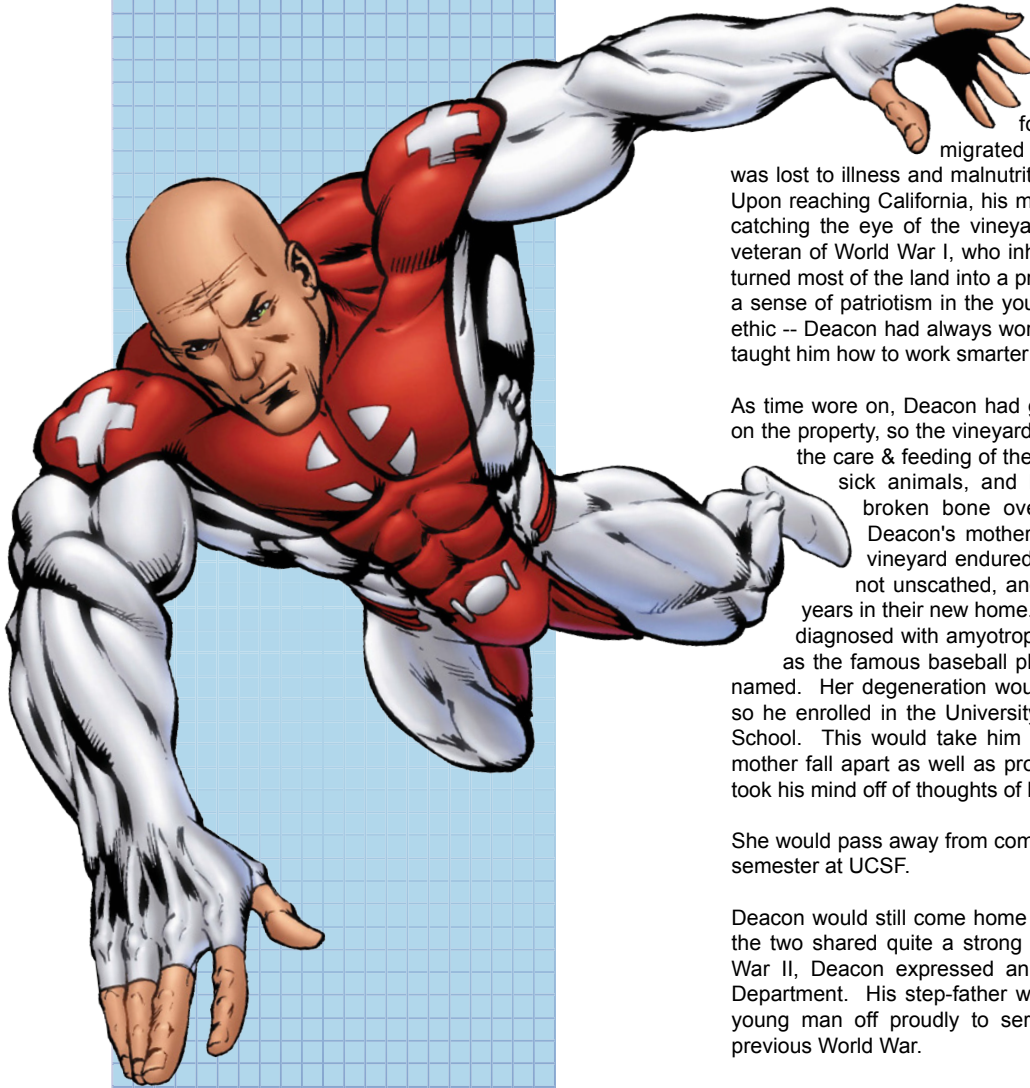
As time wore on, Deacon had grown adept at care for the remaining livestock on the property, so the vineyard owner would put Deacon, now 15, in charge of the care & feeding of the animals. Deacon had a strong natural care for sick animals, and he helped mend many an illness, wound or broken bone over time. The vineyard owner's fondness of Deacon's mother also grew, and eventually the two wed. The vineyard endured Prohibition and The Great Depression, though not unscathed, and life had a semblance of normalcy for several years in their new home. When Deacon turned 20, his mother had been diagnosed with amyotrophic lateral sclerosis (ALS) about the same time as the famous baseball player, Lou Gehrig, for which the disease is now named. Her degeneration would spur Deacon to learn more about medicine, so he enrolled in the University of California, San Francisco (UCSF) Medical School. This would take him away from the continued pain of watching his mother fall apart as well as promote his affinity for medicine, which, ironically, took his mind off of thoughts of losing his mother.

She would pass away from complete lung failure at the beginning of his second semester at UCSF.

Deacon would still come home to visit his step-father during school breaks, as the two shared quite a strong bond. When the United States entered World War II, Deacon expressed an interest in enlisting in the US Army Medical Department. His step-father wouldn't have had it any other way, sending the young man off proudly to serve the country he himself had served in the previous World War.

The events surrounding Deacon's discovery of his meta-human powers is yet still a mystery. The first significant event surrounding his meta-human activities in WWII was at Malmedy, during the Battle of the Bulge, wherein he found himself, a US Army Medic, in the midst of bodies desperately trying to heal them. He rushed around making every effort to save as many soldiers' and civilians' lives as possible. Passing out from exhaustion, Deacon was found unconscious by El Capitàn, the Spanish national hero who had been fighting against Nazi invasions all across Europe in spite of General Franco's ambivalent attitude and sympathy toward the Axis (see El Capitàn I).

El Capitàn took the unconscious hero back to an Allied base camp, where he awoke and was honored by the platoon commander for his bravery and dubbed "Stitch" for his ability to patch up the wounded. Determined to continue helping, "Stitch" as he was then called, jumped back into the fray, this time alongside El Capitàn and the Allied soldiers directly. He began to wear the Red Cross vest over his Army fatigues, and helped sustain the soldiers, healing them as he was able. It was during a fierce melee that Stitch learned he could not only heal others, but could actually manipulate their flesh so as to break bone, not



just mend it, warp & mutate limbs, not just reset & restore them, and could actually, through tremendous effort, cause another's heart to simply stop. He also discovered that he could manipulate his own flesh, stretching, contorting, and elongating beyond normal human limits. Stitch began to use a "constrictor" technique to squeeze his opponents unconscious, wrapping his body around them and forcing the air out of their lungs until they had passed out.

Over time, Deacon has learned more nuanced usage of his powers. And, while he still occasionally will engage in such rough & physical attacks, he tends to induce unconsciousness by merely reducing the oxygen content (usually by slowing the flow of iron) to a target's brain through physical touch and minor concentration. He has learned to "see" inside someone's body by touching them, and can use this to find disease, internal organ damage, mutations, tumors & cysts, et al.

It is unknown how and when Voyager & Deacon first came into acquaintance, but there is clearly a high degree of trust and friendship between these two. He was personally invited into The WatchGuard team by Voyager (see Voyager) – Deacon was the only member of WatchGuard that was not present at their initial gathering, when fighting to defend Catalyst Technologies from an attacking meta-terrorist group. Deacon's gruff, terse nature isn't very popular amongst the other, younger WatchGuard team members, but his fearlessness and quiet wisdom have at least earned him their respect.

STRENGTH LEVEL: Deacon possesses normal human the strength of a man of his apparent age, weight, and height who engages in intensive regular exercise.

KNOWN METAHUMAN POWERS: Deacon is a meta-human with the ability to manipulate organic matter via touch to varying effects, including physical mutation and healing of ailments and injuries. He is also able to manipulate his own physical form, heal himself, and levitate himself so as to "fly". He can "see" inside a target by touching them, so as to ascertain medical

conditions, or understand & map their physiology.

Deacon's ability to manipulate organic matter (most commonly flesh) is limited to physical touch, however the changes he enacts are permanent changes. He can levitate others with whom he maintains contact, but the moment contact is broken, the target will begin to descend back to the ground.

Deacon can heal a target's injuries by touching them anywhere on their bare skin and concentrating on the affected area. This can be mentally exhausting for Deacon if the damage is too extensive, or if he heals multiple individuals without proper rest in between them. He is also capable of healing his own injuries, provided he is conscious enough to focus on the effort. A variant of this power is his ability to "boost" the abilities of his targets, temporarily.

He can change his own shape by manipulating his own flesh so as to appear to be someone else, including altering his skeletal structure, and even imitating the fingerprints or retinas of a target, provided he has touched the target at least once so as to have absorbed their physical structure. This mutation can also come in various other forms: extra limbs, eyes in the back of his head (literally), dense scales for armor, razor sharp teeth, stretching/elongating his form, etc. It is assumed Deacon could mimic animal forms, but this has not been witnessed as of this writing. When in contact with a target, he can do much of the same to them.

A rarely used ability of his is the opposite of his healing: Deacon can induce multiple negative effects on a target by touch such as, but not limited to: convulsions/seizures, vomiting, paralysis, blindness, muteness, body part fusion, hunger/thirst, fatigue, and even death (via heart attack, for example). Deacon does not appear to favor this ability, as he does not often take advantage of it in battle, preferring, rather, to induce unconsciousness or paralysis.

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	12	STR	04	FGT	10	DODGE	12
POWER POINTS	236	STA	09	INT	02	PARRY	12
SIZE	M	AGL	05	AWE	05	FORT.	14
		DEX	03	PRE	01	TOUGH.	09
						WILL	10

CARRYING CAPACITY, THROWING & MOVEMENT	
Load Limit:	800lbs. (400kg)
Thrown:	3200lbs. - 6ft. • 800lbs. - 30ft. • 200lbs. - 120ft.
Jumping:	Running: 20ft. • Standing: 10ft. • Vertical: 4ft. • Standing: 2ft.
Flying:	60 MPH, 900 ft./round

OFFENSE & COMPLICATIONS	INITIATIVE +5
Biomatter Manipulation +13, Close, Affliction 11 (Fort DC 21) • Unarmed +13, Close, Damage 4	
Motivation -- Responsibility: Deacon uses his powers to aid and protect others. He is also driven to mentor the younger generation.	

CHARACTER NOTES
Unenhanced Traits: Strength 4 • Stamina 4 • Agility 5 • Dexterity 3 • Fighting 10 • Intellect 2 • Awareness 5 • Presence 1 • Dodge 12 • Parry 12 • Fortitude 9 • Toughness 4 • Will 10
Personality: Emotionless • Fearless Combatant • Mentor • Veteran • Protective
Language: English (US) • Korean
Totals: Abilities 68 + Powers 105 + Advantages 13 + Skills 31 (62 ranks) + Defenses 19 = 236

POWERS & ENHANCEMENTS
Biomatter Manipulation: Array (33 points) • Mutate: Progressive Affliction 11 (Resisted by Fortitude; Impaired, Disabled, Transformed) • 33pts • Augment: Enhanced Traits 10 (Strength 2, Stamina 2, Agility 2, Dexterity 2, Fighting 2), Affects Others Only • 1pt • Disrupt: Progressive Affliction 11 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • 1pt • Smite: Progressive Affliction 11 (Resisted by Fortitude; Senses Impaired, Senses Disabled, Senses Unaware) • 1pt • Stitch: Healing 10, Energizing, Persistent, Stabilize • 1pt Diagnostic Touch: Senses 6 (Acute and Analytical Detect Physiology and Detect Biological Anomalies--tactile) • 6pts Enhanced Physiology: Enhanced Stamina 5; Immunity 3 (aging, disease, poison) • 13pts Self-Manipulation: Variable 2 (physical traits, 10 points, plus changing existing physical trait allocations); Morph 4 (any form), Precise • 35pts Self-Propulsion: Flight 5 (60 MPH), Affects Others, Quirk: Affects Others Fades once physical contact is broken • 14pts

ADVANTAGES
Agile Feint • Benefit (Ambidexterity) • Chokehold • Diehard • Evasion • Fast Grab • Fearless • Grabbing Finesse • Great Endurance • Improved Grab • Improved Trip • Languages 1 • Prone Fighting

SKILLS
Acrobatics 6 (+11) • Athletics 6 (+10) • Expertise: Medicine 12 (+14) • Expertise: Tactics 6 (+8) • Insight 6 (+11) • Intimidation 4 (+5) • Perception 4 (+9) • Sleight of Hand 6 (+9) • Stealth 4 (+9) • Treatment 8 (+10)

DEVICES, GEAR & EQUIPMENT
None specified.

EDGE

BIOGRAPHICAL DATA

PL10

Real Name: Xian Wei Feng
Occupation: Hitman/Assassin, former sword fighting champion
Identity: Secret
Other Aliases: None Known
Birthplace: Kaifu, Changsha, Hunan, China

Marital Status: Unknown, possibly Single
Known Relatives: Chunhua (mother, deceased), unnamed father (possibly deceased)
Group Affiliation: BlackGuard
Base of Operations: Summit City

Height: 5'9"
Weight: 177 lbs.
Eyes: Dark Brown
Hair: Black

Age: Unknown (appears to be in mid twenties)
Distinguishing Characteristics: He also has a red dragon tattoo that wraps around his left side & arm; see also History & Origin regarding the alien artifact attached to his right side.



HISTORY & ORIGIN: Very little is known about Xian Wei Feng prior to his first appearance with the villainous metahuman team BlackGuard. What is absolutely certain is that this Asian assassin is in possession of a symbiotic, metallic alien artifact of unknown origin that he can manipulate into various forms, most often bladed. He is ruthless, nearly silent, and precise in his fighting styles.

Assuming that rumors are true, he may be the same Xian Wei Feng known for his underground bloodsport battles, and sword fighting championships. The champion Xian was well respected in the full-contact sword fighting community in his home province of Changsha, going undefeated for nearly two years and competing in the national events in Beijing. He was quick, cunning, ruthless, and a prowess that would seem unmatched. In addition, he took pride in his exceptional good looks and was well-loved by the women. His only loss came in the championship match after nearly two-and-a-half hours, the fight ended when Xian was disqualified for a third illegal pinning of the opponent's sword. He responded by slitting the opponent's throat -- a move that shocked the crowd and led to the attempted arrest of Xian for murder. Xian fought his way past the security guards and went into hiding. Rumors have it he went into fighting in underground fighting circuits until he came into the employ of the nefarious drug lord Gong Zhuoyan. Zhouyan hired Xian to be his personal bodyguard and assassin, using Xian's legal status as "encouragement" to join the cartel. Zhouyan promised to protect Xian from arrest in exchange for his work. He would also receive a handsome salary to coincide the efforts.

It was during his tenure with Zhouyan that Xian's life would change, seemingly forever. While on a job to procure a special "package" for Zhouyan, which was to arrive from the United States, Xian was caught in a raid by the Chinese People's Armed Police Force (CPAPF). He fought to obtain the package, then escape to return it to Zhouyan. During his escape, one of the CPAPF policemen shot at him, hitting the package instead, piercing the vacuum casing of the internal device causing a small explosion knocking Xian over. When he got up to collect the contents of the package and continue his escape, Xian reached for the metallic ore when it reached back up to him and wrapped itself around Xian's right arm, covering it completely, reaching up to his neck and face, covering each partly on that right side. Horrified, Xian froze up for a second allowing one of the policemen to regain his ground and start shooting at him. Reacting to the gunfire, Xian instinctively caused the metallic material to morph itself so as to deflect each of the incoming bullets. Calming himself, he walked over to the policeman who was in the process of changing magazines on his handgun. Xian made it over to him before he could finish the switch, morphed the metal into a blade and decapitated him. Xian had not been seen in China since that incident. It is unknown what his status is with Zhouyan's organization, or whether he left under positive circumstances or not.

Xian's first appearance as "Edge" was made during the raid on the Catalyst Technologies facility wherein worked scientific-adventurer JD Byrd (see Voyager). The attack wrecked parts of the building significantly as he and the band of metas with which he now operated tore through there apparently looking for something. During the skirmish, the renown Dr. Johann "John" Wedding was killed, and Edge took direct part in the murder of former Teen Force 5 hero Soundwave (see Soundwave). Edge, and most of his teammates managed to escape capture after other heroes joined in the skirmish.

What is next for Edge and the BlackGuard, or when they will resurface again to wreak havoc, remains to be seen. It is also unknown how Edge came to be a part of the BlackGuard squad. It may be that Edge is in their company in hopes of finding a way to remove the artifact from his face, as this is a source of constant frustration for a once good-looking young man. This has only served to increase his level of ruthlessness, it appears.

STRENGTH LEVEL: Edge possesses the normal human strength for a man of his age, height and build who engages in intensive, regular exercise. The artifact which covers his right arm provides an enhanced level of strength in that right side only.

KNOWN METAHUMAN POWERS: Edge's only metahuman abilities extend directly from the metallic artifact affixed to his right arm, whose origins remain a mystery. While the artifact does not seem to be removable, in toto, it does morph into virtually any form that Edge imagines, most notably bladed weapons. The artifact appears to respond to subconscious commands from Edge, as well as conscious ones, such as when it responded to the bullets flying toward him. Another apparent example of the subconscious control Edge has over the artifact is the fact that it bends and moves as naturally as his left, uncovered arm. He has full dexterity in his right hand, and appears to have a tactile "sense" of some sort that is passed from the artifact through to Edge's brain so that he can feel whatever touches the artifact. This sensation is selective, as Edge does not feel pain or impact, per sé, when it is in use as a shield.

The limitations of the artifacts morphic capabilities appear to be its mass and Edge's imagination. Most commonly Edge will shape the artifact into a blade that extends outward from this right hand, but it has also been observed as a shield, a series of shielded locations, a grappling hook, a claw, and more. Regardless, Edge appears incapable of shifting the facial coverage of the metal away, much to his discouragement, but perhaps it is necessary for the mental control he has over the material.

Edge is capable of detaching portions of the artifacts's mass and still control it with a limited range. He uses this ability to generate a second weapon for his left hand. If he somehow loses contact with the separated component, he can mentally recall it provided he is within range (estimated to be no more than 100 meters).

It appears that this metal artifact is some sort of parasite or symbiotic. It does not seem to have any sentience of its own. The material does appear

to be extremely sensitive to high-powered, high-frequency sonics as it reacted violently, almost as if in pain, to a sonic blast from the hero Soundwave during the battle at the Catalyst facility. Whether this can be exploited in such a way as to neutralize the artifact or remove it remains to be seen.

There may be other uses of the metallic artifact that have yet to be documented. Should those become public, this information will be appended.

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	10	STR	05	FGT	12	DODGE	12
POWER POINTS	157	STA	04	INT	03	PARRY	12
SIZE	M	AGL	06	AWE	01	FORT.	09
		DEX	04	PRE	02	TOUGH.	08
						WILL	07

CARRYING CAPACITY, THROWING & MOVEMENT

Load Limit: 1600lbs. (800kg)
Thrown: 3 tons - 6ft. • 1600lbs. - 30ft. • 400lbs. - 120ft.
Jumping: Running: 23ft. • Standing: 11.5ft. • Vertical: 4.6ft. • Standing: 2.3ft.

OFFENSE & COMPLICATIONS INITIATIVE +10

Blade Form +12, Close, Damage 8 (Penetrating, Reach, Crit 18-20) •
Unarmed +12, Close, Effect 5

Power Loss: The alien artifact attached to Edge's right arm is susceptible to sonic effects and its powers neutralized.

CHARACTER NOTES

Unenhanced Traits: Strength 3 • Stamina 4 • Agility 6 • Dexterity 4 • Fighting 12 • Intellect 3 • Awareness 1 • Presence 2 • Dodge 10 • Parry 12 • Fortitude 9 • Toughness 8 • Will 7
Personality: Ruthless • Cunning • Confident • "Silent" Killer
Language: Chinese (Cantonese) • Chinese (Mandarin) • English (UK) • Tibetan (Standard)

Totals: Abilities 70 + Powers 20 + Advantages 23 + Skills 29 (58 ranks) + Defenses 15 = 157

POWERS & ENHANCEMENTS

Alien Artifact: Enhanced Strength 2, Quirk: Limited to right arm; Enhanced Dodge 2 • 5pts
Metal Tendrils: Array (14 points)
 • **Blade Form:** Strength-based 3, Improved Critical 2, Penetrating 8, Reach • 14pts
 • **Grappling Hook:** Movement 1 (Swinging) • 1pt

ADVANTAGES

Assessment • Benefit (Ambidexterity) • Daze (Intimidation) • Defensive Attack • Defensive Roll 4 • Evasion • Improved Disarm • Improved Initiative • Improved Trip • Languages 3 • Move-By Action • Power Attack • Precise Attack (Close, Concealment) • Prone Fighting • Startle • Takedown • Uncanny Dodge • Weapon

SKILLS

Acrobatics 4 (+10) • Athletics 8 (+13) • Deception 6 (+8) • Expertise: Streetwise 8 (+11) • Insight 6 (+7) • Intimidation 8 (+10) • Perception 8 (+9) • Sleight of Hand 4 (+8) • Stealth 6 (+12)

DEVICES, GEAR & EQUIPMENT

None specified.

EL CAPITÀN (I)

THE CAPTAIN (I)

BIOGRAPHICAL DATA

PL09

Real Name: Guillermo Alvarez
Occupation: Adventurer, National Hero, former Construction Worker
Identity: Secret
Other Aliases: None
Birthplace: Àvila, Spain
Marital Status: Married

Known Relatives: Anita (wife), José (father), Alma (mother)
Group Affiliation: None
Base of Operations: Mobile, primarily Spain

Height: 5' 10" (1.55m)
Weight: 192lbs. (47.63kg)
Eyes: Brown
Hair: Brown

Distinguishing Characteristics: None Known

HISTORY & ORIGIN: Guillermo Alvarez grew up in the walled city of Àvila a frail and often sickly youth. His parents couldn't afford continuous medical care, and instead relied on their faith, local charitable doctors, and familial love. Because he was so sick and his parents feared constant exposure to other children's illnesses, Guillermo wasn't able to attend school with the others until he reached his teens. Upon entering puberty, Guillermo's strength began to finally catch up to his age. While still considerably thinner than the other children, his sickness appeared to have dissipated altogether within a few short months. Guillermo was overjoyed to actually begin spending time outside, playing with other youths. He enjoyed soccer most of all, and spent most of his waking hours playing or practicing with the soccer ball his grandmother had given him. He began to attend the local school just a few years before he should be finishing, thankfully his tutoring enabled him to catch up pretty well. Well enough, to ultimately finish with most of his friends.

Soccer gave Guillermo both an outlet and physical exercise -- while the town isn't rich, being cooped up for so long gave Guillermo quite the pent-up energy. He would grow strong enough, in time, to have physically caught up to his peers. Although he finished his primary schooling, Guillermo still struggled with some things, and he didn't have an opportunity to attend university because of his family's financial situation. Still, Guillermo had known a limited life and was determined to push through anything to avoid remaining imprisoned by circumstance. He wasn't eligible to enlist in the national army of Spain because of the concern for his previous state as a child, so Guillermo worked himself into a construction position with a company hired to help rebuild and repair the city's outer walls. Guillermo worked hard to prove himself continually, and he gained the respect of his fellow workers as well as his supervisors. Guillermo even turned his newfound love for soccer into a team building exercise as he organized his work mates to play a few days a week after hours or during lunch.

On one fate-filled day, Guillermo was working the outer wall on a fairly dangerous section high above the jutting rocks below. When one of the scaffolds came loose, and an older worker whom Guillermo had never met before began to lose his grip, Guillermo leapt, literally, into action to help save the man. He had the men at the top drop down a bucket line while securing it, which Guillermo tied around his waist. He then launched himself out toward the older man, snatching him from harm. The remaining workers lowered the two down to the rocks below, safely, and things then turned a bit odd for Guillermo. It seemed as if all of time had stopped, and only Guillermo and this stranger remained unaffected.

It turns out that the man was never an employee at all, in fact he was the legendary priest-mage Ranémíro who explained to Guillermo that he was the mage's direct descendent and was destined to be a champion for their beloved Spain. Ranémíro had served Spain during the Dark Ages, but there hadn't been a champion since then... now the time had come again for a line of champions empowered for the defense of Spain, and the world. He praised Guillermo's bravery, and his inner strength despite the illness of his youth and what had seemed an unfortunate turn with his education. So, Ranémíro held his hands out and touched Guillermo, empowering him to be the first in this new line of Spanish champions. His physique was enhanced, a mystical outfit & shield appeared, and he was given special powers "to fight for the interests of Spain, not the interests of her leaders." And so was born, El Capitàn!

El Capitàn would come to the world's awareness during the heat of World War II. El Capitàn would fight alongside several Allied heroes, in spite of General Franco's insistence to remain uninvolved for he knew that Franco's desires



were to serve himself, his interests, and not those of Spain. Capitàn befriended the American hero Captain Victory, and was present in the battle that forced Captain Victory to flee into space, his powers apparently on overload (see Captain Victory). One interesting meeting was that of Capitàn and the new medic-turned-hero "Stitch", who would go on to be known as Deacon and fighting for The WatchGuard (see Deacon). While El Capitàn wasn't Spain's only metahuman hero, he is and was their first national hero.

El Capitàn's battle for all things righteous, good, just, and pure, and his desire to protect Spain from harm by both outside and inside influences often led him into disagreement with Spain's leadership, but Guillermo held fast to the message given him by his ancestor -- which was the same message told him in his heart of hearts. Ultimately, El Capitàn would meet his demise on the battlefields of Vietnam, helping other heroes protect non-military lives, while not directly involving themselves in the civil war there. Spain's leadership would use his death as a propaganda piece to further avoid becoming involved in the conflict.

As El Capitàn, Guillermo had the duty of not only protecting Spain, but passing on the mantle to a worthy male descendent -- one of nobility, honor, courage, and commitment. It need not be his own son, but one of direct descent. This would eventually be passed on to Oscar Marino, who becomes the second El Capitàn (see El Capitàn II).

STRENGTH LEVEL: El Capitàn possess the normal human strength for a man of his age, height and build who engages in intensive, regular exercise.

KNOWN METAHUMAN POWERS: El Capitàn possessed several metahuman powers that are mystical in nature. One such power he dubbed his "El Toro Punch", which is actually more than the appellation lets on. He was able to "charge up" his fists and deliver a damaging blow that was capable of denting a Panzer tank at full power. The downside to this ability was that he had to recharge after use, either through absorbing kinetic energy or rest.

Capitàn was also able to absorb kinetic energy and convert it into enhanced strength and/or recharge his *El Toro Punch*, so that punches, bullets hitting his shield, or even the thumping of his own feet as he ran would all provide him additional energy stores from which to draw.

The shield that El Capitàn carried provided him a mystical ability to dodge or deflect oncoming projectiles in an uncanny way. As the shield was a part of his mystical transformation it was, for all intents and purposes, a part of his person.

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	09	STR	06	FGT	08	DODGE	12
POWER POINTS	143	STA	03	INT	00	PARRY	12
SIZE	M	AGL	04	AWE	03	FORT.	09
		DEX	02	PRE	04	TOUGH.	06
						WILL	09

POWERS & ENHANCEMENTS
Escudo: Enhanced Dodge 4, Removable (-1pt) • 3pts
Kinetic Absorption: Immunity 40 (physical damage), Limited to Half Effect • 20pts
Kinetic Charge: Array (3 points)
• <i>El Toro Punch:</i> Strength-based Damage 3, Penetrating, Fades • 3pts
• <i>Strength Boost:</i> Enhanced Strength 3, Fades • 1pt

CARRYING CAPACITY, THROWING & MOVEMENT
Load Limit: 3200lbs. (1600kg)
Thrown: 6 tons - 6ft. • 3200lbs. - 30ft. • 800lbs. - 120ft.
Jumping: Running: 24ft. • Standing: 12ft. • Vertical: 4.8ft. • Standing: 2.4ft.

OFFENSE & COMPLICATIONS	INITIATIVE +8
El Toro Punch +12, Close, Damage 6 (Penetrating) • Unarmed +12, Close, Damage 6	
Motivation -- Patriotism: El Capitàn's first priority is to protect Spain and her people.	

ADVANTAGES
All-Out Attack • Benefit (Status -- Legendary Hero of Spain) • Defensive Attack • Defensive Roll 3 • Fearless • Improved Defense • Improved Initiative • Languages 2 • Move-By Action • Power Attack • Startle • Takedown

CHARACTER NOTES
Unenhanced Traits: Strength 3 • Stamina 3 • Agility 4 • Dexterity 2 • Fighting 8 • Intellect 0 • Awareness 3 • Presence 4 • Dodge 8 • Parry 12 • Fortitude 9 • Toughness 6 • Will 9
Personality: Patriotic • Faithful • Dedicated • Ethical
Language: Spanish, English (UK), German
Totals: Abilities 70 + Powers 20 + Advantages 23 + Skills 29 (58 ranks) + Defenses 15 = 157

SKILLS
Acrobatics 6 (+10) • Athletics 8 (+14) • Close Combat: Unarmed 4 (+12) • Expertise: Current Events 6 (+6) • Insight 8 (+11) • Intimidation 4 (+8) • Perception 6 (+9) • Persuasion 6 (+10) • Stealth 6 (+10)
DEVICES, GEAR & EQUIPMENT
None specified.

EL CAPITÀN (II)

THE CAPTAIN (II)



BIOGRAPHICAL DATA

PL13

Real Name: Oscar Marino
Occupation: Adventurer, National Hero
Identity: Secret
Other Aliases: None
Birthplace: Àvila, Spain
Marital Status: Married

Known Relatives: Anita (wife)
Group Affiliation: None
Base of Operations: Mobile, primarily Spain

Height: 6'5" (1.96m)
Weight: 242 lbs. (109.77kg)
Eyes: Brown
Hair: Brown

Distinguishing Characteristics: None known.

HISTORY & ORIGIN: When he was a young boy, Oscar Marino was taught to be a proud Spaniard -- a national patriot with aspirations to join the military and serve his country as best he can with the skills God had given him. He also grew up with many a fantastic story of the exploits of his great grand-uncle, El Capitàn, Spain's original metahuman hero during World War II. His wealthy upbringing somewhat clouded his patriotism into slight arrogance, but his parents' idealism, and self-sacrificial examples would be of greater influence to the boy in the coming years.

Oscar's schooling was always premium, and upon finishing his primary education Oscar began attending Universitat de Barcelona to study philosophy, civics, and business. During his third year in university, he elected to attend a university tour of Spain. One of the first stops on this trip would be a fateful one, and would help him to determine his true purpose for the people of his beloved Spain.

While touring the beautiful walled city of Àvila, the students witnessed a nearly horrific accident as one of the scaffolds had broken away from its grapnel and put the life of an old construction worker at risk. Without thinking, Oscar jumped onto one of the nearby trucks, and leapt up to grasp a hold of one of the tie-lines dangling, and then used the tie-line and repelled up the wall, swinging over to save the older man. Oscar managed to catch the elder's hand just as he lost his grip and began to fall to the rocks below. After they returned to the ground, Oscar was cheered for his heroic efforts and the elder man thanked him profusely. He invited Oscar to his home for dinner, as a means to repay Oscar for saving his life.

At dinner, the elder man confessed his accident was no accident, but a test. In fact, it was reflective of the same test he had endured himself many, many years prior. Bewildered, Oscar allowed the man to finish his story, thinking perhaps some of the old man's mind was slipping due to age. The old man revealed himself to be Guillermo Alvarez, the original El Capitàn, and Oscar's deceased great grand-uncle! Guillermo touched Oscar's hand and showed him a telepathic vision of the exploits of El Capitàn, and now Oscar wasn't sure he hadn't lost his own mind (see El Capitàn I). Still, in the passage of what seemed hours, while the other students were tucked into their hostel beds, Oscar came to realize the truth in what Guillermo was telling him -- and Guillermo had one final task before leaving the earthly plane forever: to crown a new champion for Spain. The test was for Oscar to prove that he was capable of becoming the new El Capitàn.

After finishing the explanation, Guillermo then mystically embed Oscar with powers and a special costume for him to represent Spain in the coming years against wicked and tyrannical men.

Oscar's exploits as the second El Capitàn would gain him instant international recognition, and he would have an opportunity to speak to the United Nations on different occasions to discuss what the world needs to do to put an end to suffering and tyranny for all time. His idealism and patriotism never wavering, he speaks with a confidence that ignites courage and passion for the Spanish peoples. This new Capitàn would fight alongside many international heroes, including the United States-based metahuman hero team, The WatchGuard. While he is not opposed to taking the fight outside of Spain's borders, Capitàn remains a sentry to his country first and foremost. His desires are to ignite the resurgence of Spain through the encouragement of her people, and through the diplomacy of international cooperation.

STRENGTH LEVEL: El Capitàn possesses metahuman strength, enabling him to lift/press 1600 tons under optimal conditions, the exact limits of which may well be significantly higher. The level of strength he maintains at any given moment is directly correlated to the level of national pride for the people of Spain at that moment.

KNOWN METAHUMAN POWERS: El Capitàn possesses several metahuman powers that are mystical in nature and granted to him by inheritance from his great-uncle, the original El Capitàn. He has metahuman strength whose limits have not been properly catalogued as of this writing, but is at least capable of allowing him to lift a C-32A military aircraft when on the ground and throw it roughly ten feet. His limits while in flight may be reduced. El Capitàn's durability has also been improved to metahuman levels, providing him the ability to withstand tremendous pressures, crushing weights, and damaging attacks. The limits of his overall durability has yet to be gauged.

El Capitàn can fly at speeds nearing 500mph, presumably through the psionic manipulation of gravitons and anti-gravitons. He also possesses metahuman speed, enabling him to propel himself along the ground at roughly the same speeds as his in-flight speeds. This also permits him a quickness that grants him the ability to perform routine tasks and react at 1/100th the time of that for a normal, unenhanced human athletic male.

Offensively, El Capitàn possesses a metahuman power he calls his "La Visión con Láser", or simply, "Laser Vision" in English. Through an unspecified manner, perhaps mystical in nature, Capitàn is able to open small portals, millimeters in front of his eyes, and project intense blasts of energy in a focused, controlled manner. He can use this Laser Vision to weld objects together, to burn through steel, and to ignite other materials as needed. He can adjust the width and force of the beam from pinpoint beams for fine operation, or massive, powerful, wide bursts so as to cause as much damage as within his visual range and the distance at which his power can be projected.

All of El Capitàn's powers appear to ebb and flow with the level of national pride for the country of Spain. It does not appear limited to his proximity to Spain, but simply her people's patriotism, pride, and honor as Spaniards. Because of this limitation, it is possible that El Capitàn could be trapped in a precarious or dangerous position, should Spain's pride dip to a level that reduces his power at an inopportune moment.

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	13	STR	16	FGT	08	DODGE	10
POWER POINTS	229	STA	12	INT	01	PARRY	10
SIZE	M	AGL	02	AWE	03	FORT.	12
		DEX	02	PRE	03	TOUGH.	16
						WILL	12

CARRYING CAPACITY, THROWING & MOVEMENT

Load Limit: 1600 tons
Thrown: 6400 tons - 6ft. • 1600 tons - 30ft. • 400 tons - 120ft.
Jumping: Running: 26ft. • Standing: 13ft. • Vertical: 5.2ft. • Standing: 2.6ft.
Flying: 500 MPH, 1 mile/round

OFFENSE & COMPLICATIONS INITIATIVE +2

Laser Vision +8, Ranged, Damage 13 (Multiattack) • **Unarmed** +10, Close, Damage 16

Motivation -- Patriotism: El Capitàn's foremost desire is the national and cultural revival of Spain.

Power Loss: El Capitàn's powers are proportional to the level of Spain's national pride. At their nadir, he loses all of his powers and his STR and STA are reduced to 2.

CHARACTER NOTES

Unenhanced Traits: Strength 2 • Stamina 2 • Agility 2 • Dexterity 2 • Fighting 8 • Intellect 1 • Awareness 3 • Presence 3 • Dodge 10 • Parry 10 • Fortitude 2 • Toughness 2 • Will 12

Personality: Patriotic • Self-Confident • Pragmatic • Diplomatic
Language: Spanish • English (UK)

Totals: Abilities 94 + Powers 77 + Advantages 14 + Skills 25 (50 ranks) + Defenses 19 = 229

POWERS & ENHANCEMENTS

Flight: Flight 8 (500 MPH) • 16pts
 • **Super-Speed:** Quickness 8; Speed 8 (500 MPH) • 1pt
Invulnerability: Protection 4, Impervious 16 • 20pts
Laser Vision: Ranged Multiattack Damage 13, Precise • 40pts

ADVANTAGES

Attractive • Benefit 4 (Diplomatic Immunity, Status -- Hero of Spain, Wealth) • Connected • Diehard • Fearless • Improved Grapple • Improved Smash • Languages 1 • Leadership • Takedown 2

SKILLS

Close Combat: Unarmed 2 (+10) • Expertise: Business 4 (+5) • Expertise: Current Events 8 (+9) • Expertise: Philosophy 4 (+5) • Insight 6 (+9) • Intimidation 6 (+9) • Perception 6 (+9) • Persuasion 8 (+11) • Ranged Combat: Laser Vision 6 (+8)

DEVICES, GEAR & EQUIPMENT

None specified.

EL HALCÓN

THE FALCON



BIOGRAPHICAL DATA

PL09

Real Name: Rafael Vargas
Occupation: Adventurer, National Protector, Inventor
Identity: Secret
Other Aliases: The Falcon (US equivalent), El Centinela (current)
Birthplace: Cadiz, Spain

Marital Status: Married
Known Relatives: Elisa (wife), G rome (brother; deceased), Javier (nephew)
Group Affiliation: None
Base of Operations: Cadiz, Spain

Height: 6' (1.83m)
Weight: 188 lbs. (85.28kg)
Eyes: Hazel
Hair: Dark Brown

Distinguishing Characteristics: None known.

HISTORY & ORIGIN:

Always over-achieving, Rafael Vargas seemed to never sleep. As a youth, he devoted his time perfecting his study habits, gymnastics, and futbol (soccer) skills. Rafael had a passion for technology, primarily chemistry, and a fervor to make a name for himself in the United States, so he committed his life to the pursuit of these things. While attending University, Rafael discovered a way to synthesize osmium and combine it with other materials (such as iron to create Osmium Steel, or vinyl to produce the patented product RhinoScales; see Appendix entries for each). Rafael's discovery made international headlines, and he was invited to visit Meridian Enterprise's Advanced Warfare Technology Development division to help with the design of what would years later become armor for the specialized police force, the Metahuman Incident Corps (see MICs). Rafael was granted a patent on his formulas, given a work visa, and began the process of gaining US citizenship, as well as a career working within this division of Meridian Enterprises. He would rent a home in the Adrian's Commons area of Summit City, and befriended the local mechanic known only as "Jax", who shared Rafael's zeal for devising new ways to utilize technology. Whereas Rafael was more experienced in chemistry, Jax was brilliant with mechanical projects (see Appendix: Jax).

Rafael enjoyed his work immensely, and often stayed late at night to reach what he considered to be a good stopping point in his work. The young man continued to excel in his work, and was recognized often by the young scientist Dr. Erick Schuster, heir to the Meridian fortunes (see Schuster, Erick) for his excellence. Eventually, Meridian Enterprises made an offer to buy all of Rafael's patents for a sizable sum, but Rafael's lawyers worked it out so that Meridian had exclusive usage of the formulas without ownership, paying continued royalties to him throughout the contract terms. The final agreement included a Meridian-requested clause that, in the event of Rafael's death, his rights to the patents would transfer solely to the exclusive contractor (i.e., Meridian Enterprises), with a large sum of money to be paid to his surviving family or designated beneficiaries.

Two weeks after signing the contract, while Rafael was working late in his team's laboratory, an apparent group of corporate spies broke into the Meridian tower to steal documents and formulas, among other things, and they attempted to kidnap Rafael as well. After a brief struggle, he managed to escape from the men and ran for his life. While running, they started shooting at him, shattering the glass in front of him and clipping his right calf causing him to stumble. He fell forward, rolled and tumbled out of the window to plummet more than 30 stories to his demise. The armed gunmen watched him fall out of the window, and decided to escape before the authorities showed up as the glass breakage caused an alarm system which they hadn't already dismantled to sound off.

As Rafael plummeted, he prayed, and as his life seemed to have flashed before him, he then screamed out as the pavement below grew ever closer, more rapidly. To his surprise, during his vocal outburst of fear, he had stopped falling... just short of 40 feet above the ground. Excitedly, he "pushed" his way upward and discovered he could fly. For a moment, he had forgotten about the incident that nearly led to his death, and flew around Summit City with childish delight. Finally settling down just outside of his Adrian's Commons home, in a darkened park, Rafael prayed a prayer of thanks to God and St. Barbara for keeping him from an untimely death, then he walked home.

After the investigation into the event came up empty, Rafael began to think about his newfound power and what good he could do with it, so he opted to

re-negotiate the contract with Meridian Enterprises and sold them the patents outright for 150% of the original offering amount. He would use this money to fund his new passion: the war on crime in Summit City, particularly in his neighborhood which had been neglected already for far too long by the authorities. Discussing his idea with Jax, with whom he had established a relationship of confidence, the two designed and built a suit of bird-like armor to protect Rafael in flight and in fights. Calling himself "El Halcón", which means "falcon" in English, he took to the skies around Adrian's Commons to wage a war against the thugs, crooks, pimps, and drug dealers in and around the neighborhood since no one else seemed to care enough to be involved.

El Halcón would wage his personal war for years, despite Governor Mark Schuster's best attempts to prevent metahuman vigilantism within Summit City's limits. His war would end abruptly when an accident occurred that broke his spine and somehow disabled his flight capabilities... permanently. Now confined to a wheelchair, Rafael took Jax's advice to return to Spain to find his new calling while living in the love and comfort of family. These days, Rafael operates in a secret lair beneath his home and yard in Cadiz as El Centinela, the Sentry. He monitors criminal activity all over the world, but primarily in Spain, and helps other heroes in their pursuit to end crime and save lives. His wife, Elisa, is aware of his activities and she assists him whenever possible. For protection, she uses the codename Caracara.

STRENGTH LEVEL: El Halcón possesses the normal human strength for a man of his age, height and build who engages in intensive, regular exercise. Since his accident, Rafael Vargas has virtually no feeling in his lower limbs and is confined to a wheelchair. His upper body is still in phenomenal condition, as he continues a rigorous, regular workout and conditioning routine.

KNOWN METAHUMAN POWERS: Prior to the accident that broke his spine, El Halcón possessed the mutant ability to psionically manipulate gravitons and anti-gravitons to permit him the ability to levitate and fly. His top recorded speed is 100mph (approx. 161km/h). His body appears to

have adapted to flying at such speeds as he suffers no ill effects from friction and he appears capable of breathing normally even at top speed.

This ability appears permanently disabled as a result of his spinal cord injury.

EQUIPMENT & DEVICES: El Halcón wears a specialized suit of armor that offers him protection from some common forms of conventional harm, such as low-caliber bullets, knives, and falls from moderate heights. It is composed of an early version of the RhinoScale vinyl plating that he invented while in college, and a kevlar under-layer. His helmet contains a commlink to permit him the ability to maintain communication with Jax while the latter monitors El Halcón's activities from their hidden headquarters beneath Jax's body shop. It also provided night time visibility using infrared technology when activated.

The talons on his armor's gloves and boots are comprised of Osmium Steel, and are virtually unbreakable. El Halcón uses them as part of his offensive strikes, and has developed a unique fighting style incorporating both set of talons as well as his flying abilities. He often carried various snares and entrapment devices, various utility "grenades" (such as smoke for concealment, sleeping gas for incapacitating large groups, flash bangs, etc.) as needed within his utility belt, and the belt could also project a pair of high-voltage tasers to incapacitate larger opponents

As El Centinela he takes advantage of the computer array he co-developed with Jax, which resides in the secret operations center located within his estate. With this, he monitors activity in Spain and around the world and often assists his fellow metahuman heroes with their investigations. His real identity is known only to his wife and nephew, which permits him a great deal of security and freedom with which to operate.

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	09	STR	04	FGT	11	DODGE	11
POWER POINTS	185	STA	04	INT	06	PARRY	11
SIZE	M	AGL	05	AWE	03	FORT.	08
		DEX	03	PRE	03	TOUGH.	07
						WILL	10

POWERS & ENHANCEMENTS
Flight: Flight 6 (120 MPH) • 12pts

CARRYING CAPACITY, THROWING & MOVEMENT
Load Limit: 800lbs. (400kg)
Thrown: 200lbs. - 6ft. • 800lbs. - 30ft. • 200lbs. - 120ft.
Jumping: Running: 20ft. • Standing: 10ft. • Vertical: 4ft. • Standing: 2ft.
Flying: 120 MPH, 1800 ft./round

OFFENSE & COMPLICATIONS	INITIATIVE +9
Bolos +11, Ranged, Affliction 4 (Dodge DC 14) • Flash-Bangs , Burst Area, Ranged, Affliction 4 (Fort DC 14) • Sleep Gas Grenades , Cloud Area, Ranged, Affliction 4 (Fort DC 14) • Smoke Grenades , Cloud Area, Ranged, Visual Concealment • Talons +11, Close, Damage 6 (Crit 19-20) • Unarmed +11, Close, Damage 4 • Taser +9, Ranged, Affliction 5 (Fort DC 15)	
Disability: El Halcón is now a paraplegic, and the same accident disabled his ability to fly.	
Relationships: Rafael maintains a close relationship with his wife, Elisa, and his colleague and friend, Jax.	

CHARACTER NOTES
Unenhanced Traits: Strength 4 • Stamina 4 • Agility 5 • Dexterity 3 • Fighting 11 • Intellect 6 • Awareness 3 • Presence 3 • Dodge 11 • Parry 11 • Fortitude 8 • Toughness 7 • Will 10
Personality: Intelligent • Pragmatic • Dedicated • Aggressive • Self-Sacrificing
Language: Spanish • English (US)
Totals: Abilities 78 + Powers 12 + Advantages 37 + Skills 41 (82 ranks) + Defenses 17 = 185

ADVANTAGES
Agile Feint • Assessment • Benefit 2 (Wealth) • Connected • Contacts • Daze (Intimidation) • Defensive Attack • Equipment 6 • Favored Environment (Airborne) • Improved Critical (Talons) • Improved Disarm • Improved Initiative • Improved Trip • Inventor • Languages 1 • Move-By Action • Power Attack • Ranged Attack 8 • Skill Mastery (Acrobatics) • Startle • Takedown • Uncanny Dodge • Weapon Bind • Well-Informed

SKILLS
Acrobatics 8 (+13) • Athletics 6 (+10) • Expertise: Science 10 (+16) • Expertise: Streetwise 4 (+10) • Insight 6 (+9) • Intimidation 8 (+11) • Investigation 8 (+14) • Perception 6 (+9) • Persuasion 6 (+9) • Sleight of Hand 6 (+9) • Stealth 6 (+11) • Technology 6 (+12) • Treatment 2 (+8)

DEVICES, GEAR & EQUIPMENT
Falcon Helmet: Senses 2 (Communication Link -- Jax, Infravision) • 2pts Osmium-tipped Talons: Strength-based Damage 2 • 2pts RhinoScale/Kevlar Armor: Protection 3, Subtle • 4pts Utility Belt: Array (16 points)
• Flash-Bang Grenades: Ranged Burst Area Cumulative Affliction 4 (Resisted by Fortitude; Vision and Auditory Impaired, Vision and Auditory Disabled, Vision and Auditory Unaware) • 16pts • Bolos: Ranged Cumulative Affliction 4 (Resisted by Dodge; Hindered and Vulnerable, Immobile and Defenseless) • 1pt • Sleep Gas Grenades: Ranged Cloud Area Affliction 4 (Resisted by Fortitude; Fatigued, Exhausted, Asleep) • 1pt • Smoke Grenades: Cloud Area Visual Concealment Attack 4 • 1pt • Taser: Ranged Affliction 5 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • 1pt

GARRISON

BIOGRAPHICAL DATA

PL12

Real Name: Javier Jacinto Vargas

Occupation: Adventurer,
self-proclaimed "playa"

Identity: Secret

Other Aliases: None Known

Birthplace: Cadiz, Spain

Marital Status: Single

Known Relatives: Milta (mother),
Gèrome (father, deceased), Elisa
(aunt), Rafael Vargas (uncle)

Group Affiliation: The WatchGuard

Base of Operations: Summit City

Height: 6' 6" (1.98m)

Weight: 475lbs. (215.46kg)

Eyes: Dark Brown

Hair: Brown

Distinguishing Characteristics: Eagle
tattoo spanning across his back/upper
shoulders.

HISTORY & ORIGIN: Javier is the son of a local politician in Cadiz, and the nephew of the original Spanish superhero, El Halcón ("The Falcon", as he was known in the United States of America). Javier was born quite a bit larger than the average baby (13lbs 4oz [6.01kg], 26.5" [0.67m]), but nothing else was perceivably different about him at birth. Despite his massive birth size, Javier's frame as a youth was actually much leaner, and lankier than those of his peers. Consequently, he wasn't very popular, and rarely involved himself in sports or other extracurricular activities.

This was to change later in high school. Javier, almost overnight, increased in muscle mass and height, which was accompanied by a disproportionate increase in overall strength. In his junior year, Javier decided now was his time to shine -- he joined the local community fútbol (soccer) team and became a local fan-favorite to watch. Now noticed by just about everyone, especially the girls, Javier took quite a liking to this newfound attention and made sure to take advantage of every opportunity as they presented themselves. Javier, despite his apparently selfish & arrogant ways, retained the heart of a hero especially to those with special needs or handicaps.

It wasn't until Javier participated in encierro, the running with the bulls, that he discovered he had super powers. During his run, Javier stumbled, fell, and as he got up, noticed a young girl who had gotten tossed in the path of the bulls. Javier instinctively reached out to save the young girl, by shoving her out of the way. As the bull closed in on him, Javier's super power surfaced, and he transformed into a metallic colossus, accidentally breaking the neck of the bull as it barreled down on him, crashing into his newfound form. Stunned, Javier ran away, not sure of what to do or say at the time. Knowing his uncle Rafael was the former metahuman hero El Halcón, he went to pay him a visit. Confiding in his uncle these newfound abilities, Javier was taken into La Guarida del Halcón, The Falcon's Lair, the base of his uncle's alter ego, where the former Halcón still keeps watch over his nation and communicates with the respective authorities & crime fighters in secret as El Centinela (The Sentry) in order to continue assisting with crime fighting as much as possible while yet retired from active duty. Through continued training with his uncle, Javier eventually learned he could also activate his transmorphic ability selectively, with an increase in strength & durability to the affected part. Tío Rafael suggested Javier take on a costumed identity and become the nation's newest metahuman hero. Javier relished the idea, and became Castillo, or "Castle", carrying on the family legacy of protecting Spain, having even fought alongside the newest incarnation of the Spanish national hero, El Capitán (see El Capitán II), whom his uncle helped to train and also fought alongside.

It wasn't until Javier was on vacation in the United States, while visiting his aunt, a Spanish diplomat, that he gained worldwide prominence in helping scientist/explorer J.D. Byrd (see Voyager) defend his workplace at Catalyst Technologies in Summit City from an attack by a technically-advanced terrorist organization apparently attempting to steal some of the latest technologies coming out of Catalyst under Byrd's development group.

Following a suggestion by Byrd to join him and Mazer (see Mazer) in forming a group of metahuman heroes, Javier initially declined, but changed his mind on the return trip to Spain when he realized that there weren't many "challenges" for him in Spain, and that his uncle was still protecting the country as El Centinela via his broad-reaching computer network and expansive relationships with most Spanish authorities -- rather successfully, too. So, Javier had the private jet return to Summit International Airport to rejoin the group now known as The

WatchGuard. He changed his name to Garrison, to avoid confusion with the vigilante adventurer Castle (see Castle), and added to his outfit a pair of gloves built by Voyager that gave him a “thunderclap” ability plus a pair of boots that gave him “ground-quake stomp” ability, all to improve his offensive capabilities while fighting crime & villainy.

STRENGTH LEVEL: Garrison possesses metahuman strength enabling him to lift/press up to 800 tons when in his metallic state.

KNOWN METAHUMAN POWERS: Garrison is the recipient of a congenital variant trait set known commonly as the Metahuman x-Trait chromosome, or MHx which has no known origin today, but seems to be proliferating across the populace of earth. This MHx reacts differently with different persons for reasons as unknown as its origins, and Garrison has been imbued with a number of related abilities due to its presence in his genetic structure.

Garrison is superhumanly strong, able to lift thousands of pounds more than even the strongest non-MHx human. His strength appears to be subconsciously controlled to prevent him from crushing bones or rupturing normal human organs when engaging in common activities such as shaking hands, patting one on the back, or even hugging. This can be overridden, of course, and Garrison can crush a typical human male hand with a conscious squeeze in fractions of a second.

Garrison is able to transform the tissue of his entire body into an “organic osmium steel”-like substance, which grants him a high-degree of resistance to damage or harm. This form includes additional mass, not just in density, but in a general sense as he also grows to a stature of about eight feet in proportion. He can transform into this state at will, and will remain in this form unless knocked unconscious while transformed. The upper limit of his resistance to damage is currently unknown, but he has been shown to resist harm from armor-piercing rounds from a high-caliber weapon. He retains his entire natural range of flexibility and mobility while in this form. The exact mechanism by which this transformation occurs, or the origination of this additional mass, is currently unknown. One theory is that this additional

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	12	STR	15	FGT	07	DODGE	09
POWER POINTS	180	STA	04	INT	01	PARRY	09
SIZE	M	AGL	02	AWE	01	FORT.	14
		DEX	02	PRE	02	TOUGH.	15
						WILL	08

CARRYING CAPACITY, THROWING & MOVEMENT

Load Limit: 800 tons
Thrown: 3200 tons - 6ft. • 800 tons - 30ft. • 200 tons - 120ft.
Jumping: Running: 25ft. • Standing: 12.5ft. • Vertical: 5 ft. • Standing: 2.5ft.

OFFENSE & COMPLICATIONS

INITIATIVE +2

Groundstomp, Line Area, Close, Damage 12 • **Groundstrike**, Burst Area, Close, Affliction (Dodge DC 22) • **Immovable**, Close, Damage 8 • **Thunderclap**, Cone Area, Move Object 12 • **Unarmed** +9, Close, Damage 15

Motivation -- Responsibility: Protective of others.
Pick-Up Artist: Garrison is a ladies' man who is making up for lost time.

CHARACTER NOTES

Unenhanced Traits: Strength 4 • Stamina 4 • Agility 2 • Dexterity 2 • Fighting 9 • Intellect 1 • Awareness 1 • Presence 2 • Dodge 9 • Parry 9 • Fortitude 14 • Toughness 4 • Will 8

Personality: Athlete • Ladies' Man • “Tough Guy” • Protector
Language: Spanish • English (US)

Totals: Abilities 50 + Powers 76 + Advantages 11 + Skills 13 (26 ranks) + Defenses 24 = 180

mass is extra-dimensional, but current tests are inconclusive.

None of his metahuman abilities seem to have any negative effects on his natural bodily functions.

EQUIPMENT & DEVICES: Garrison wears a pair of specialized gauntlets & boots designed by Voyager to provide him with additional offensive capabilities. The gauntlets, when triggered mentally and clapped together, create an arcing shockwave through the air that can knock most normal humans over, and “push” other stationary objects out of the way. Likewise, Garrison's boots can be triggered mentally and when stomped on the surface below to send an earthquake-like effect rippling through the medium. This has caused asphalt to buckle, bridges to shimmy and sway, and walls to crumble.

The manner in which these devices operate is as yet unknown, but it is speculated that they simply magnify Garrison's own metahuman strength into a localized, vibratory response when activated.

POWERS & ENHANCEMENTS

Gauntlets and Boots: Alternate Effects of Strength Damage, 3 points, Removable (-1pt) • 2pts total
 • **Groundstomp:** Line Area Damage 12, Limited to targets touching the same surface as Garrison • 1pt
 • **Groundstrike:** Burst Area Affliction 12 (Resisted by Dodge; Hindered and Vulnerable, Prone and Defenseless), Extra Condition, Limited to Two Degrees, Limited to targets touching the same surface as Garrison • 1pt
 • **Thunderclap:** Cone Area Move Object 12, Close Range, Limited to Pushing • 1pt
Organic Osmium Steel Form: 81 points, Activation (move action, -1pt) • 80pts
Immovable: Damage 8, Reaction (when hit by close attack), Limited: damage equal to rank of attack • 24pts
Invulnerability: Immunity 9 (critical hits, all environmental conditions, suffocation--no need to breathe); Protection 11, Impervious Toughness 15 • 35pts
Super-Strength: Enhanced Strength 11 • 22pts

ADVANTAGES

All-Out Attack • Attractive • Benefit (Diplomatic Immunity) • Diehard • Fast Grab • Great Endurance • Improved Smash • Interpose • Languages 1 • Luck • Takedown

SKILLS

Expertise: Current Events 6 (+7) • Insight 6 (+7) • Intimidation 6 (+8) • Perception 2 (+5) • Persuasion 6 (+8)

DEVICES, GEAR & EQUIPMENT

None Specified (see POWERS & ENHANCEMENTS)

INTREPID

BIOGRAPHICAL DATA

PL11

Real Name: Brittani Lee Thomason
Occupation: Adventurer, Spokesperson, Reality Show Star (former)
Identity: Secret
Other Aliases: Bree Thomas
Birthplace: Piperton, TN
Marital Status: Single

Known Relatives: Theresa (mother), Gerard (step-father), Corey (brother), Lyle (brother)
Group Affiliation: The WatchGuard
Base of Operations: Summit City

Height: 5' 11" (1.8m)
Weight: 162lbs. (73.48kg)
Eyes: Brown
Hair: Blonde

Distinguishing Characteristics: Her hair is "bottle blonde", naturally brown. For a time, Bree wore green contacts over her brown eyes.

HISTORY & ORIGIN: Boring. That word best described Brittani Thomason's early life in rural Tennessee. Brittani spent her first few years bouncing from trailer park to trailer park with her single mother Theresa and older brother Corey. When Brittani was five, her mother married Gerard Thomason, and they moved to his property in Moscow, Tennessee. Brittani grew up like most girls in the area: running around the park or in nearby fields, or playing dress-up or with dolls. But Brittani often grew bored of such sedate pastimes, and developed quite the adventuresome streak. She would climb trees, scale brick walls and walk across them, play "chicken" on her bicycle, and so forth. Scrapes, bruises, cuts, road rash—these were the norm for this rugged little girl.

Her boredom led to greater frustration and wilder behavior in her teen years. She was usually the one to suggest cow tipping or "borrowing" tractors for joy rides or driving out to the river for some bridge jumping. Several of these stunts earned her brief stays in the Fayette County sheriff's office until her mother or stepfather came to get her out. Gerard, trying to channel some of her energy, started taking Brittani to his garage after school to work on the custom motorcycles he built there as a side business. Their previously cool relationship grew into friendship. During the week they worked together on the bikes, John Lee Hooker or Muddy Waters blaring from the stereo. On the weekends they were riding buddies, cruising up and down the Blue Ridge Parkway.

Until tragedy struck. Her stepfather was in a very serious accident that shattered both his legs. To erase the pain & frustration of never being able to walk again, Gerard turned to alcohol. Although Theresa worked hard managing his employees and the garage, business dropped significantly. Brittani withdrew, refusing to go back to the shop at all. Her bitterness increased when she was forced to take a job as a waitress at the Wholly Cow Restaurant to help pay the bills. Soon her life consisted of work, school, and sleep, with little room for anything else. She hated every minute of it.

Despite Theresa's best efforts, the garage soon faced bankruptcy. Tired of listening to the fights between Theresa and Gerard, and fed up with the monotony of her life, Brittani began sneaking out, "borrowing" a motorcycle, and riding into Memphis to lose herself in the nightlife. One night she found a livid Theresa waiting for her when she came home. In the midst of the ensuing argument, her mother threw the TV remote at her. And Brittani stopped it—in mid air.

Up to this point Brittani had never asked her mother about her real father. She assumed it was too painful, or was best left unknown. But the horror in her mother's eyes forced the question. She had to know who she was, needed to know what else to expect. Brittani angrily demanded the truth.

Theresa confessed that Brittani's birth father was none other than the supervillain Zero, the very same man who had killed Brittani's grandfather. Unable to handle the knowledge, Brittani ran from the house. Ten minutes later she stopped, only to discover she was in Sawmill...ARIZONA. She had covered a distance of more than twelve hundred miles in fewer than ten minutes! Bewildered, and very hungry, Brittani found a diner where she could sit and think. There a friendly waitress played therapist and helped Brittani come to terms with everything. She realized that it was time she lived her own life—she was eighteen after all.

Five minutes after she left the diner and started running, Brittani was in Los Angeles. There, hoping to find fame, fortune, and adventure, she changed her name to "Bree Thomas" and created a costumed identity as "Intrepid", the fast and fearless female adventurer! She cut and colored her hair, developed a California tan, and started crime fighting. By making the rounds on the talk



show scene as often as possible and never shying away from popularity, paparazzi, or her clamoring fans, Intrepid managed to become a media sensation. She even received the first-ever “Sexiest Meta of the Year” title from People magazine.

Intrepid worked alongside other young heroes as R.P.G. and Mecha-Man as the opportunity arose, but not necessarily for the same altruistic reasons (see R.P.G., Mecha-Man). Determined to never return to her trailer-park roots, she eventually hired an agent, and began signing endorsement contracts. However, Intrepid’s fame eventually became a detriment. More celebrity than heroine to most people, Intrepid wasn’t really taken seriously. Not by the public, nor by her sponsors, and especially not by her opponents. Unfortunately, since she’d never really spent much time training, Intrepid was not particularly adept with her metahuman capabilities, and so the derision was often well-founded.

Embarrassed, and slightly ashamed of how shallow she’d become, Intrepid pulled back from constantly seeking the spotlight, and instead began to focus on her training and crime fighting abilities. So when she heard on the radio of an attack by a gang of supervillains on Catalyst Technologies in Summit City, she raced across the country to help—without first announcing her intentions to the media. Although she arrived near the end of the battle, she immediately began to assist in evacuating the scientists and other workers who were still in danger. She even stayed to help with the decidedly non-glamorous task of cleaning up afterwards, because she rather enjoyed working with this particular group of superheroes. When scientist-hero Voyager suggested that they all band together, Intrepid quickly agreed, and so became one of the founding members of The WatchGuard.

STRENGTH LEVEL: Intrepid possesses the typical strength of a woman at her age, height and physique who engages in moderate, regular exercise.

KNOWN METAHUMAN POWERS: Intrepid is a mutant classified as a “speedster”, but that is something of a misnomer. While it is true that she can move at superhuman speeds, and has reaction times that are

fractionally faster than even the most accomplished athlete, what appears to be “super-speed” is in actuality a psionic manipulation of molecular kinetic energy. So, when Intrepid is moving at super-speeds, she is “pushing” her molecules psionically to move faster than she would be capable otherwise.

Intrepid has demonstrated a fairly comprehensive set of effects, including: super speed, “freezing” others in their tracks by reducing the kinetic motion of the atmosphere around them, raising the ambient temperature in a room, increasing the kinetic motion between molecules of an object so as to melt it or set it ablaze, stopping bullets in mid-air, and even “running” on air.

When Intrepid runs on air, what she is doing is locally halting all kinetic motion of the air molecules beneath her feet (reaching absolute zero), effectively solidifying the air so as to step on the frozen air. The air, after she has relaxed the control over its area, immediately reverts to its original temperature. This constant “freezing and thawing” creates interesting sound effects—a muffled “fwump” as the air is displaced in a vacuum when frozen, and miniature “sonic-booms” as it re-expands to fill its original volume. Similar effects occur when running on water, though creating a turbulent wake behind her instead of sonic booms.

Intrepid’s skills continue to grow, and the exact extent of her abilities as she hones them has yet to be catalogued.

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	11	STR	01	FGT	04	DODGE	14
POWER POINTS	165	STA	02	INT	00	PARRY	14
SIZE	M	AGL	04	AWE	00	FORT.	07
		DEX	04	PRE	01	TOUGH.	08
						WILL	07

CARRYING CAPACITY, THROWING & MOVEMENT

Load Limit: 100lbs. (50kg)
Thrown: 400lbs. - 6ft. • 100lbs. - 30ft. • 25lbs. - 120ft.
Jumping: Running: 15ft. • Standing: 7.5ft. • Vertical: 3ft. • Standing: 1.5ft.
Running: 8000 MPH, 16 miles/round

OFFENSE & COMPLICATIONS INITIATIVE +28

Melt +8, Ranged, Weaken 6 • Rapid Attack +10, Close, Damage 7 (Multiattack) • Rapid Fire +8, Ranged, Damage 6 (Multiattack) • Reduce Motion +8, Ranged, Affliction 6 (Fort DC 16) • Unarmed +10, Close, Damage 1
Motivation -- Acceptance: Intrepid is eager to prove herself as a superhero. Secret: Intrepid’s birth father is the supervillain, Zero.

CHARACTER NOTES

Unenhanced Traits: Strength 1 • Stamina 2 • Agility 4 • Dexterity 4 • Fighting 4 • Intellect 0 • Awareness 0 • Presence 1 • Dodge 4 • Parry 4 • Fortitude 7 • Toughness 2 • Will 7
Personality: Flirty • “Tomboy” • Stubborn • Eager to Prove Herself Language: English (US)
Totals: Abilities 32 + Powers 99 + Advantages 2 + Skills 20 (40 ranks) + Defenses 12 = 165

POWERS & ENHANCEMENTS

Kinetic Acceleration: Enhanced Defenses 20 (Dodge 10, Parry 10); Enhanced Advantages 15 (Agile Feint, Close Attack 4, Evasion, Improved Initiative 6, Instant Up, Move-By Action, Takedown); Quickness 12 • 47pts
• Run on Ground: Speed 12 (8,000 MPH) • 12pts
• Run on Air: Flight 12 (8,000 MPH), Platform • 1pt
Kinetic Field: Immunity 2 (Friction Heat, Suffocation—high speed); Protection 6, Impervious • 14pts
Kinetic Manipulation: Array (20 points)
• Rapid Attack: Strength-based Damage 6, Multiattack, Selective • 20pts
• Drain Motive Force: Deflect 14 • 1pt
• Melt: Ranged Weaken Toughness (Resisted by Fortitude), Accurate 2, Affects Objects • 1pt
• Rapid Fire: Ranged Multiattack Damage 6, Accurate 2 • 1pt
• Reduce Motion: Ranged Cumulative Affliction 6 (Resisted by Fortitude; Dazed and Hindered, Stunned and Immobile), Accurate 2, Extra Condition, Limited to Two Degrees • 1pt
• Temperature Control: Environment 6 (900ft. radius; Extreme Cold, Extreme Heat), Selective • 1pt

ADVANTAGES

Agile Feint • Attractive • Close Attack 4 • Evasion • Improved Initiative 6 • Instant Up • Move-By Action • Takedown • Teamwork

SKILLS

Acrobatics 4 (+8) • Athletics 4 (+5) • Close Combat: Unarmed 2 (+10) • Deception 8 (+9) • Expertise: Motorcycles 6 (+6) • Expertise: Popular Culture 6 (+6) • Perception 8 (+8) • Vehicles 2 (+6)

DEVICES, GEAR & EQUIPMENT

None Specified.

JUPITER

BIOGRAPHICAL DATA

PL10

Real Name: Jessica Flores-Dixon
Occupation: Model, former Adventurer
Identity: Public (formerly Secret)
Other Aliases: None known
Birthplace: Moscow, Idaho
Marital Status: Married

Known Relatives: Timothy Dixon (husband), Rolando (father), Elsie (mother)
Group Affiliation: Teen Force 5
Base of Operations: Summit City

Height: 6' 3"
Weight: 438 lbs.
Eyes: Blue
Hair: Brown

Distinguishing Characteristics: None known.

HISTORY & ORIGIN: Jessica Flores grew up loving sports, enjoying her dance classes, and spending her down time reading -- there wasn't a whole lot more to do in Moscow, Idaho, but she made the most of it. Cute, funny, kind, and outgoing, Jessica had always been well-liked, and her company much enjoyed, so when the accident occurred most everyone in town was praying and pulling for her recovery...

The night of her eighth grade "graduation" dance, when the upper-class middle school kids move up to high school, Jessica and a group of her friends were run off the road and crashed into a deep drainage ditch by an asleep-at-the-wheel truck driver. Because she wasn't wearing a seat belt, Jessica was thrown from the car breaking her spine in several places. She was rushed to Gritman Medical Center, where they stabilized her and attempted to realign as much of her busted back as possible. Several days later, she awoke from her mild coma to realize she was now paralyzed from the neck down. The local community was stunned, and rallied around this young girl by holding a vigil outside of the hospital, as well as having organized prayer rallies in the faintest hope that she would recover. The doctor's prognosis wasn't as reassuring as was the faith of the community: Jessica would never be able to walk again, barring a miracle. So, they all prayed for one.

Several weeks go by with Jessica keeping her usual cheery, sweet disposition in spite of her condition, and she was eventually released into the home care of her parents who would be assisted by a small rotation of volunteer nurses as the family's insurance did not cover home nursing care. She had already been removed from the ventilator, and it was the hopes of the doctors that being in a comfortable, loving environment would aid in Jessica's emotional, mental, and spiritual healing. Despite the deep faith of this northwestern community, no one could've expected what would happen in the coming weeks.

While lying in her bed, chatting with her father, a bright light shone in her window. Jessica asked her father if that was the Northern Star, but he explained that the bright object was in fact the planet Jupiter -- the largest celestial body in our solar system apart from our sun, and the fourth brightest object in most night skies. He pulled out his telescope so that she could get a better glimpse of this heavenly object. While she gazed on her father told her that Jupiter reminds him of her because she's the biggest part of their lives, and certainly one of the brightest, in fact she was the brightest, but also because of the symbol of strength that both she and Jupiter were.

The next morning Jessica noticed that she had a degree of feeling in her toes again. And in her fingers. She made an effort to move them and found that she was not only feeling again, but she could stand, walk, and jump again. Her parents raced up to her room, fearing that she somehow had fallen out of bed and they stood astonished at the tall, strong teenage girl that now stood before them. Jessica appeared to be fully healed. They took her to the doctors who were just as confused and amazed. They ran tests, including x-rays, and there was no sign of any damage to her spine at all. They had no choice but to declare this a "miracle from God", and the whole city reveled in this child's amazing, miraculous recovery.

After the media sensation wore off, life in Moscow went back to normal for everyone except Jessica. She continued to go to school, and participate in some sports, and she even continued to grow -- eventually outpacing some of the boys in high school with her height. Soon she would discover that her recovery had less to do with the miraculous, and more to do with her emergent MHX-trait chromosomes -- a fact all too evident during a hiking incident later that year. When her father moved the family out to Summit City, because of a reassignment at work, they decided to visit Summit National Park to go hiking near their new home. Jessica went off on her own for a bit while her parents prepared an afternoon meal. A loose boulder came rolling down the side of the mountain at her, who reacted by putting her hands up quickly not knowing what else to do. The boulder shattered on impact, and Jessica was barely moved.

Surprised at what she had done, Jessica told her parents who then witnessed their daughter dig into solid rock with her bare hands. The three agreed that this was a tremendous blessing and that Jessica should use her powers to help others in need. Together they cobbled up an heroic costume design and Jessica opted to call herself "Jupiter", recalling the conversation she and her father had that night, seemingly so long ago.

On her very first attempt at heroics, Jupiter came across another new, young hero calling himself Soundwave and who seemed more interested in hitting on her than venturing out to stop the bad guys. By happenstance, the well-known teen hero Bluechip was involved in a chase not far from where these two were, and so they joined the chase. After stopping the huge metahuman thug Bulldog, the three became a media darling with one reporter dubbing the trio, "Teen Force". They would eventually be joined by Sonja Blackwood and Tempest, changing the group name to "Teen Force 5" -- which would remain active for years to come, even beyond their teen years. With Bluechip constantly testing the team members limits, he discovered that Jupiter's primary weakness is neutron radiation -- relatively uncommon, naturally, but a by-product of the Meridian Enterprises "Safe" Reactors that were being deployed to government run operations.

Eventually, Jessica married Timothy "Bluechip" Dixon and they went into semi-retirement in their mid-thirties to focus on preparing for family building; Timothy began teaching and Jessica took a job as a model for the Summit City fashion magazine, "Pique". Later, while in the process of adopting a little girl, Jessica would die because of a particular explosion. At the orphanage they had been visiting, the Meridian "Safe" Reactor exploded and took out part of the building's support structure. Jessica held up the building as well as she could while Timothy raced to save the children. Because the reactor was leaking neutron radiation, obstructive to her powers, Jessica was unable to save herself when her strength gave way. The building collapsed and Jessica was crushed underneath. Nearly all of Summit City seemed to be in attendance to this hero's funeral. Timothy established the Jupiter Foundation, a non-profit organization designed to help Summit City's orphanages and to promote adoption awareness.

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	10	STR	12	FGT	06	DODGE	06
POWER POINTS	150	STA	04	INT	01	PARRY	06
SIZE	M	AGL	02	AWE	02	FORT.	10
		DEX	02	PRE	03	TOUGH.	14
						WILL	06

CARRYING CAPACITY, THROWING & MOVEMENT

Load Limit: 100 tons

Thrown: 400 tons - 6ft. • 100 tons - 30ft. • 25 tons - 120ft.

Jumping: Running: 26ft. • Standing: 13ft. • Vertical: 5.2ft. • Standing: 2.6ft.

OFFENSE & COMPLICATIONSINITIATIVE +2

Groundstrike, Burst Area, Close, Affliction 10 (Dodge DC 20) • **Immovable**, Close, Damage 10 • **Thrown** +6, Ranged, Damage 12 • **Unarmed** +8, Close, Damage 12

Relationships: Jupiter is married to Bluechip.

Power Loss: Exposure to neutron radiation causes Jupiter to gradually lose her powers, leaving them impaired, disabled, then debilitated over a matter of minutes.

CHARACTER NOTES

Unenhanced Traits: Strength 2 • Stamina 4 • Agility 2 • Dexterity 2 • Fighting 6 • Intellect 1 • Awareness 2 • Presence 3 • Dodge 6 • Parry 6 • Fortitude 10 • Toughness 4 • Will 6

Personality: Sweet • Tender • Perky • Playful • Joyful • Honest/Genuine

Language: English (US) • Spanish (Latino)

Totals: Abilities 44 + Powers 71 + Advantages 8 + Skills 13 (26 ranks) + Defenses 14 = 150

STRENGTH LEVEL: Jupiter possesses metahuman strength enabling her to lift/press 100 tons.

KNOWN METAHUMAN POWERS: In addition to her metahuman strength, Jupiter possesses a high degree of resistance to injury, illness, disease, and other forms of conventional harm. The limits of her enhanced durability are unknown, but she has been observed sustaining only minor bruising when attacked by a tank cannon hurtling a 155mm shell directly at her.

Jupiter's ability to feel sensation and to effectively utilize her sense of touch do not appear to be obfuscated by her enhanced durability. It is unclear whether this is an innate, subconscious ability or if she must make a conscious effort to feel these sensations naturally. Apparently, however this operates it grants her not only a high degree of immunity to harm, but a high degree of immunity to pain as well.

All of Jupiter's enhanced metahuman abilities can be reduced, and eventually negated, by volumes of neutron radiation such as output from the Meridian Enterprises "Safe" Reactors that operate many of Summit City's government facilities. After exposure to such a form of radiation she requires a period of time congruent with the volume of exposure to recover her strength and durability.

POWERS & ENHANCEMENTS

Density: Enhanced Strength 10; Protection 10, Impervious • 40pts

Groundstrike: Alternate Effect of Strength Damage; Burst Area Affliction 10 (Resisted by Dodge; Hindered and Vulnerable, Prone and Defenseless), Limited to Two Degrees, Limited to targets touching same surface as Jupiter • 1pt

Immovable: Damage 10, Reaction (when hit by close attack), Limited: damage equal to rank of attack • 30pts

ADVANTAGES

Accurate Attack • Attractive • Close Attack 2 • Fast Grab • Interpose • Languages 1 • Power Attack

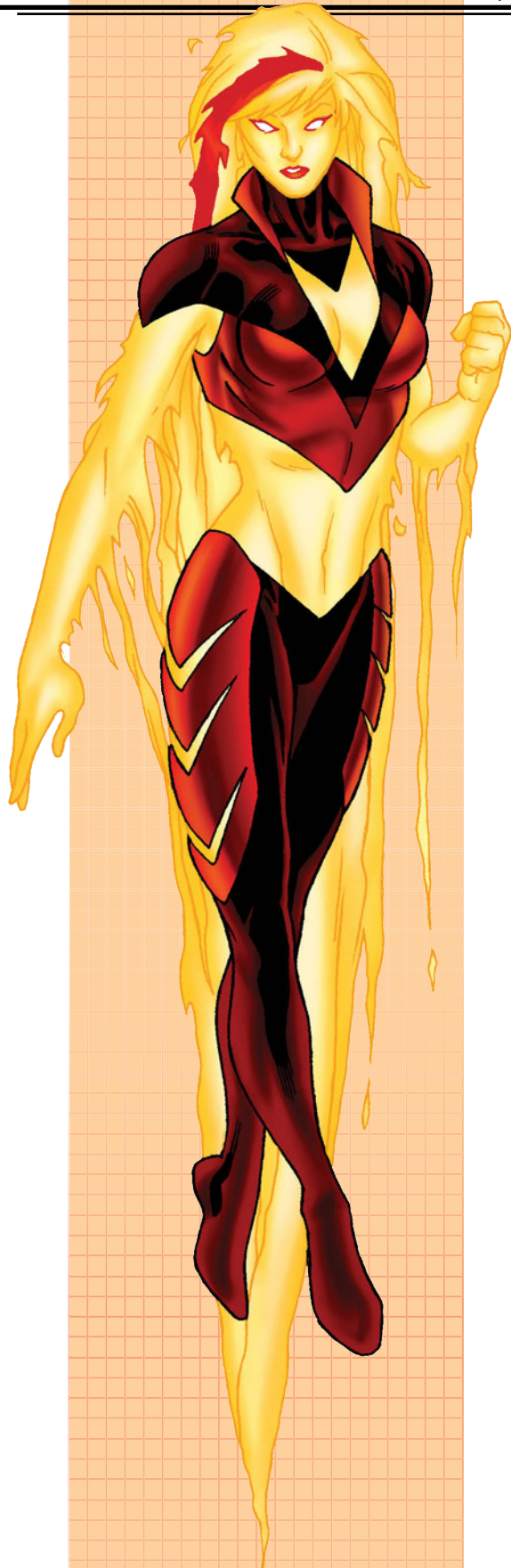
SKILLS

Athletics 4 (+16) • Expertise: Popular Culture 4 (+5) • Insight 4 (+6) • Perception 4 (+6) • Persuasion 6 (+9) • Ranged Combat: Throwing 4 (+6)

DEVICES, GEAR & EQUIPMENT

None Specified.

KINDLE



BIOGRAPHICAL DATA

PL11

Real Name: Andrea Gillespie
Occupation: Thief, Arsonist, former Prostitute
Identity: Secret
Other Aliases: Jubilee
Birthplace: Lafayette, Louisiana
Marital Status: Single

Known Relatives: Joe (step-father, deceased), Margot (mother, deceased)
Group Affiliation: BlackGuard
Base of Operations: Summit City

Height: 5'7" (1.70m)
Weight: 132 lbs. (59.87kg)
Eyes: Green
Hair: Blonde w/ red streak

Distinguishing Characteristics: None known

HISTORY & ORIGIN: Andrea Gillespie grew up in poverty with an abusive step-father, and a drugged out mother along the south side of I-49/Evangeline Throughway in Louisiana. She spent the better part of her early life locked in her bedroom to play with her few broken toys, while her parents fought constantly or while her mother "entertained" her "pharmacist". When Andrea was allowed out of her room, she tried playing with the other kids who often mocked her because they all knew about her mother's addictions. So, Andrea was left to go play by herself most of the time.

By the time Andrea reached eleven, her mother had started offering Andrea up to entertain the visiting men, but it was when her step-father attempted to assault her that Andrea first reacted with her latent mutant powers. When he tried to touch her, Andrea screamed until he hit her, and when he continued she finally had built up enough anger that she accidentally set him ablaze. He ran through the house, screaming and thrashing violently while setting the shag carpet on fire as well. The entire trailer soon was engulfed in flames. Andrea managed to get out of the house, while her catatonic mother and pedophile step-father burned inside. Emergency responders were too slow in arriving, and there was nothing they could do to save anyone inside. Andrea enjoyed watching all of her pain go up in smoke. She ran away from the area, never to return.

When she next appeared in public, you Andrea had found herself living with a few other women in a brothel house. Andrea had somehow involved herself in prostitution, and was now going by "Jubilee" while staying in Shreveport, some 200 miles north and west of Lafayette. Her age and legal status made her a fan favorite with the local "Johns", as did her youthful appearance. She made a good living for a time, until one day a certain "John" hired her services and was exceptionally brutal in his conduct. Hitting her brought back painful memories of her abusive step-father, and one hit too many she finally exploded with the same rage that caused her step-father to be set on fire. This reaction was no different. The John screamed, ran out of the hotel room, and set much of the building on fire before he finally died of severe burns. Andrea was arrested for murder and arson, and was held in Caddo Parrish Correctional Facility until her court date was set. As had become standard policy during this time, Andrea was administered a test to see if she was MHx-positive. Indeed, she had been designated positive, and a company of Metahuman Incident Corps (MICs, see Metahuman Incident Corps) was immediately dispatched from Summit City to retrieve and detain her in the metahuman incarceration facility, Adrian Heights Prison.

Before transfer to Adrian Heights could be arranged, a jailbreak, managed by the metahuman archer Black Bow, freed Andrea and they made off for parts unknown.

Apparently, Black Bow had offered Andrea an opportunity to join the Summit City-based metahuman gang known as BlackGuard. Kindle, as she now referred to herself, had gained a greater deal of control over her powers and used them in remorseless fashion, seeming to have no issue with outright murder of her targets or those in the way. Kindle is a wanted fugitive and remains on the loose. She is considered dangerous and highly unpredictable by metahuman authorities. Several MIC vehicles and MIC armor variants for foot troopers have been developed to protect the officers from the high degree of heat which Kindle can generate.

STRENGTH LEVEL: Kindle possesses the normal human strength for a woman of her age, height and build who engages in moderate, regular exercise.

KNOWN METAHUMAN POWERS: Kindle possesses the metahuman ability to transform her body into a living furnace which grants her several traits. The first of which appears to be an immunity to heat and flame, the exact limits of which have yet to be catalogued or observed. Additionally, she appears

capable of seeing in the infrared portion of the electromagnetic spectrum enabling her to "see" people and some objects, even through coverage (such as walls) by using this vision to see their thermal output as they generate heat.

By superheating the air currents around herself and projecting a burst of flame from beneath her, Kindle can fly at speeds up to 100 mph, though she generally stays under 60mph to enable her to still breathe without strain. Her fiery aura protects her from the effects of friction, and creates a visible trail of flame behind her.

Kindle can generate a super-heated aura that protects her from most forms of conventional harm, such as knives, bullets, and other projectiles, but she also appears to be more resilient to general harm while in her fiery form than when in her standard human form.

Kindle's primary application of her powers are the projection of super-heated plasma so as to melt object, set them ablaze, or to cause explosions in pressurized gases or flammable containers. The maximum temperatures she can achieve with these blasts is unknown, but she can at least generate enough heat to melt steel (approximately 2500° F / 1370° C).

She does not appear to generate any form of harmful radiation when she utilizes her powers, and it may be that she psionically superheats the molecules around her instead of generating actual flame on her own. By superheating the molecules they turn to plasma, very similarly to the sun, which gives her the flaming appearance when she transforms or projects flaming blasts.

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	11	STR	01	FGT	05	DODGE	10
POWER POINTS	165	STA	02	INT	01	PARRY	06
SIZE	M	AGL	05	AWE	00	FORT.	07
		DEX	03	PRE	01	TOUGH.	12
						WILL	08

CARRYING CAPACITY, THROWING & MOVEMENT	
Load Limit: 100lbs. (50kg)	
Thrown: 400lbs. - 6ft. • 100lbs. - 30ft. • 25lbs. - 120ft.	
Jumping: Running: 15ft. • Standing: 7.5ft. • Vertical: 3ft. • Standing: 1.5ft.	
Flight: 120 MPH, 1800 ft./round	

OFFENSE & COMPLICATIONS	INITIATIVE +5
Ignite +11, Ranged, Damage 7 (Concentration) • Melt +11, Ranged, Weaken 7 (Fort DC 17) • Plasma Aura +5, Close, Damage 4 (Reaction) • Plasma Blast +11, Ranged, Damage 11 • Unarmed +5, Close, Damage 5	
Power Loss: Kindle may lose her powers if submerged in a large enough quantity of water or in a vacuum.	

CHARACTER NOTES
Unenhanced Traits: Strength 1 • Stamina 2 • Agility 5 • Dexterity 3 • Fighting 5 • Intellect 1 • Awareness 0 • Presence 1 • Dodge 10 • Parry 6 • Fortitude 7 • Toughness 12 • Will 8
Personality: Ruthless • Enchanting • Seductive • Self-Serving • Hedonistic
Language: English (US)
Totals: Abilities 36 + Powers 83 + Advantages 6 + Skills 21 (42 ranks) + Defenses 19 = 165

POWERS & ENHANCEMENTS
Infravision: Senses 6 (Infravision--Penetrates Concealment, Tracking) • 6pts
Living Furnace: Activation (Move action, -1 point) • 77pts
Fireflight: Flight 6 (120 MPH) • 12pts
Plasma Aura: Reaction Damage 4; Immunity 6 (friction heat, heat damage); Protection 10, Impervious • 42pts
Plasma Projection: Array (22 points)
• Plasma Blast: Ranged Damage 11 • 22pts
• Melt: Ranged Weaken Toughness 7 (Resisted by Fortitude), Affects Objects • 1pt
• Ignite: Ranged Damage 7, Concentration • 1pt

ADVANTAGES
Accurate Attack • All-Out Attack • Attractive • Fascinate (Expertise: Dance) • Power Attack • Precise Attack (Ranged, Cover)

SKILLS
Acrobatics 4 (+9) • Athletics 4 (+5) • Deception 8 (+9) • Expertise: Dance 8 (+13) • Insight 8 (+8) • Intimidation 6 (+7) • Sleight of Hand 4 (+7)

DEVICES, GEAR & EQUIPMENT
None Specified.

KUAN TI

BIOGRAPHICAL DATA

PL14

Real Name: Kuan Ti
Occupation: Chinese God of War and Justice
Identity: The general populace is unaware of Kuan Ti's existence.
Other Aliases: Kuan Yu, Huan Ti
Birthplace: (?) China

Marital Status: Single
Known Relatives: Unknown
Group Affiliation: None known
Base of Operations: Various; Mobile

Height: 9' (2.74m)
Weight: 1508 lbs. (684kg)
Eyes: Black
Hair: Black

Distinguishing Characteristics: His eyes flame up whenever he is enraged. His beard is 3' (0.94m) long.

HISTORY & ORIGIN: Kuan Yu was born sometime during the Eastern Han Dynasty (25 B.C. - 220 A.D.) and, in adulthood, served meritoriously as a general in the army under Warlord Liu Bei during the civil war that would divide, and ultimately collapse, the Han empire. After this collapse, Liu Bei would set himself up as emperor of the Shu Han kingdom, under whom Kuan Yu continued to serve.

Kuan Yu's life has always been lived with honor, equity, and disdain for the oppressors of justice. In his youth, his family was known as scholars and philosophers, with Yu being no exception to this. His personal readings focused on justice and mercy, which drove his zeal for the end of tyrannical rule in the kingdoms. This first evidenced itself in his assassination of Lü Xiong, a local despotic governor who had been taxing his subjects heavily and forcing the mothers into slave-like farming conditions picking food for his court while nearly starving many of the villagers. Yu would have none of this, and fought his way through Xiong's bodyguard and slain him in the streets as he paraded himself. This forced Yu to leave his home and seek asylum elsewhere.

Yu's next appearance came when he was recruited, and befriended, by then-commander Liu Bei who sought to suppress a rebellion in the north. Eventually, Liu Bei positions himself as a warlord after the defeat of Cao Cao at the Battle of the Red Cliffs, when the Three Kingdoms were established. He promoted Kuan Yu to "General Who Exterminates Rebels". Eventually, Liu Bei moved into Yi Province, leaving Kuan Yu as the leading figure in Jing Province. During an attack on the neighboring, enemy city of Fancheng Yu was betrayed, forced to retreat to Yi Province, and was ultimately captured and beheaded by Wu forces in the east. Cao Cao buried Kuan Yu's head with full military honor.

After his death, Yu found himself in the presence of many legendary heroes and gods of Chinese lore who offered him a position in their pantheon because of his honorable service to China, regardless of circumstance or danger to himself. Yu agreed, humbly, and he became imbued with powerful magic's that transformed him into a massive figure as large as his honorable nature, provided him a crimson armor of a mystical nature, and an enormous broadsword that would cut through nearly anything. Kuan Ti, as he was now called, became the father of Chinese wars and protected the just in

those wars sometimes even taking part in the fight directly.

During the siege of Beijing by Altan Khan in 1550, the elemental Asa came to the help of the Chinese people because Khan had been setting the homes of the citizens inside the Great Wall, terrorizing the innocent in the war against the Chinese empire. Witnessing Asa's heroics, Kuan Ti visited the elemental and aided his battle against the Mongols, sending them



back across the wall, then worked together to reinforce the wall again. Kuan Ti offered to train Asa in martial skill, and to help him to develop strategy, insight, and meditative skill to balance the elements warring inside himself. This helped to not only provide Asa greater fighting prowess, but it granted him the sharpness of mind and quietness of spirit to better control the elements (see Asa).

Since his deification, Kuan Ti has worked to serve as the god of war for the Chinese but he only responds to cries from the just and the righteous in spite of the prayers and requests sent his way by all of China's emperors and warlords since. Though considered the deity of war, Kuan Ti is more well-known for being the protector of innocent, the patron of justice, and the defender of righteousness. It is certain the world will see more of Kuan Ti in the near future.

STRENGTH LEVEL: Kuan Ti possess metahuman strength enabling him to lift/press at least 200 tons.

KNOWN METAHUMAN POWERS: Kuan Ti is an immortal deity with tremendous physical strength, immunity to aging and Earthly diseases, as well as a high degree of resistance to conventional injury. In the event he is injured, Kuan Ti's deified metabolism and rate of recovery permits him the ability to recover from any amount of damage including the ability to overcome death itself (what "death" means for an immortal is subject to evaluation). His immortal status provides him complete immunity to starvation, thirst, and suffocation, and enabling him to operate without sleep indefinitely.

Despite his enormous physical size, Kuan Ti still possesses great athletic ability and dexterity that appears unhindered by the excessive mass of his physique or his armor.

In addition to his immortal abilities, Kuan Ti wears an enchanted armor that provides an even greater degree of protection and resistance to injury as well as providing an aura of intimidation in those around him. His massively

oversized broadsword is likewise enchanted so that only Kuan Ti can use its power. The sword appears completely indestructible, and can cut through most conventional materials. It has been observed affecting even the immaterial spirits and intangible metahumans.

Possibly as a direct a result of such enormous metahuman strength, Kuan Ti is able to leap tremendous distances -- over 1.5 miles (over 2.5km) when making a running leap. He may have other uncategorized abilities yet to be documented.

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	14	STR	13	FGT	12	DODGE	11
POWER POINTS	261	STA	11	INT	03	PARRY	13
SIZE	L	AGL	04	AWE	07	FORT.	14
		DEX	03	PRE	03	TOUGH.	15
						WILL	11

CARRYING CAPACITY, THROWING & MOVEMENT

Load Limit: 200 tons

Thrown: 800 tons - 6ft. • 200 tons - 30ft. • 50 tons - 120ft.

Jumping: Running: 2 miles • Standing: 1 mile • Vertical: 2000ft. • Standing: 1000ft.

OFFENSE & COMPLICATIONS

Divine Sword +12, Close, Damage 16 (Penetrating, Crit 19-20) • **Shockwave**, Cone Area, Close, Affliction 13 (Fort DC 23) • **Unarmed** +12, Close, Damage 13

Motivation -- Responsibility: Protecting the innocent and defending the righteous.

INITIATIVE +8

CHARACTER NOTES

Unenhanced Traits: Strength 1 • Stamina 2 • Agility 5 • Dexterity 3 • Fighting 5 • Intellect 1 • Awareness 0 • Presence 1 • Dodge 10 • Parry 6 • Fortitude 7 • Toughness 12 • Will 8

Personality: Just/Righteous • Defender of Equity • Warrior • Poetic • Articulate

Language: Chinese (Mandarin) • Chinese (Cantonese) • English (UK) • Tibetan • Arabic • Atlantean • Russian • Japanese

Totals: Abilities 112 + Powers 68 + Advantages 25 + Skills 41 (82 ranks) + Defenses 15 = 261

POWERS & ENHANCEMENTS

Crimson Armor: Protection 4, Impervious 15; Removable (-3pts) • **16pts**

Divine Sword: Strength-based Damage 3, Affects Insubstantial, Improved Critical, Penetrating 16; Easily Removable (-8pts), Feature (only usable by Kuan-Ti), Indestructible • **15pts**

Immortal: Immortality 5 (1 day); Immunity 11 (Aging, Life Support, Need for Sleep); Regeneration 5 • **26pts**

Leaping: Leaping 10 • **10pts**

Shockwave: Alternate Effect of Strength Damage: Cone Area Affliction 13 (Resisted by Fortitude; Dazed, Stunned), Limited to Two Degrees • **1pt**

ADVANTAGES

Accurate Attack • All-Out Attack • Assessment • Benefit 4 (Ambidexterity, God of War and Justice) • Daze (Intimidation) • Defensive Attack • Diehard • Improved Disarm • Improved Initiative • Inspire 2 • Interpose • Languages 4 • Power Attack • Quick Draw • Seize Initiative • Takedown 2 • Uncanny Dodge

SKILLS

Athletics 6 (+19) • Expertise: History 10 (+13) • Expertise: Philosophy 10 (+13) • Expertise: Riding 8 (+11) • Expertise: Tactics 12 (+15) • Insight 8 (+15) • Intimidation 12 (+15) • Perception 4 (+11) • Persuasion 12 (+15)

DEVICES, GEAR & EQUIPMENT

None Specified (see POWERS & ENHANCEMENTS).

LOKI



BIOGRAPHICAL DATA

PL15

Real Name: Unknown	Great Britain (speculative)
Occupation: Dark Mage, Would-Be Conqueror	Marital Status: Unknown
Identity: The general populace is unaware of his existence.	Known Relatives: None known
Other Aliases: None known	Group Affiliation: None
Birthplace: Unknown, possibly	Base of Operations: Mobile
Height: 5'11" (1.88m)	Age: Unknown
Weight: 180 lbs. (100kg)	Distinguishing Characteristics: Loki has very pallid skin, purple-grey in tone.
Eyes: Green	
Hair: None	

HISTORY & ORIGIN: The dark mage known only as Loki has an origin that is wrapped in mystery. Most are certain that he is not the mythical trickster deity from Norse legend, but even that is inconclusive and speculative. From what can be gathered, the man who would become known as Loki was born somewhere in the dark times of 8th or 9th Century Europe. His accent would lead you to believe that his beginnings hail from the area of Great Britain, but it's possible he simply adopted the accent or lived in the area for a long period of time. Nonetheless, what is known is that he first entered recorded history while attempting to steal an amulet of great mystical power from within the Lakagíggar volcanic fissures in Iceland. The elemental master Asa, still somewhat sophomoric with his abilities, was in Iceland at the time training with an older elemental master in the myriad uses of his powers (see Asa). Asa and Loki engaged in mystical combat, which quite drained them both, until Loki pulled one last trick, shapeshifting into the Icelandic master and confusing Asa long enough to escape into the caverns in and around the fissures. Asa, with his master, pursued the mage into the heart of the mountain where again they clashed. This time, the final burst of mystical energy from the trio caused a violent backlash, exploding energies into the sky bright enough so as to have been seen for hundreds of miles away. Loki appeared finished by this, but before Asa and his master could check on Loki's body, the mountain began to stir and shake, forcing them to seek shelter away from the impending volcanic eruption.

The eruption of the volcanic fissures on the side of the mountain would cause massive devastation in many of the major areas of Iceland. Asa's master would give his life in the months to follow, and last remaining energies, protecting the area and trying to halt the eruption. The ensuing famine in the land during the "Mist Hardships" would be Loki's legacy in the area. What became of the amulet he was after is unknown.

Loki was believed dead by Asa, and his master, after the event and was not seen in the world for centuries. Recently, however, a man calling himself "Loki" and possessing of even greater mystical powers than the previous one began to attack various parts of the world while collecting mystical and mythical trinkets, tokens of supposed power, with which to supplement his own incredible powers. Physically, he does not resemble the original Loki, so it is assumed that this new being is a "copycat", or is simply using the legendary name to incite fear and increase his foothold in history.

His terrorizing tirade brought him into conflict with the metahuman protectors of Summit City called The WatchGuard when he attacked the Summit Global Convention Tower. He was attempting to take possession of a mystical ring that had been worn by Merlin, supposedly, and on display in the British consulate's museum within the convention building. Loki had put a ward over the tower, which prevented even the strongest of the WatchGuard team from entering the building, while using his hybridized dragon-like minions attack the heroes. Before this Loki could gain possession of the ring, however, Asa showed up to stop him, now a powerful elemental master and a skilled mage in his own right. He managed to open up a portion of Loki's shield to allow the WatchGuard team to rush the building where they all engaged Loki in combat.

Besting his minions, WatchGuard forced Loki to move outside, atop the tower where he saw Asa straining to hold open the shield while the people were evacuated by the speedster Intrepid (see Intrepid). He blasted a portion of the roof so as to send tons of concrete and debris crashing toward Asa who was protected by a quick-thinking Mazer's energy shield (see Mazer). Loki vanished and has not been since this encounter. How and when this dark mage shows up again, and for what purpose, remains to be seen. As to whether the two beings calling themselves Loki are the same individual or not, and if so how he survived the volcanic eruptions in Iceland, are yet a mystery as well.

STRENGTH LEVEL: Loki possesses the normal human strength for a man of his apparent age, height and build who engages in intensive, regular exercise. Some or most of his physical strength is mystically enhanced.

KNOWN METAHUMAN POWERS: Loki, referring to both individuals as one in this instance, for simplification, possesses myriad powers of a mystical nature. Like most mages his magicks favor the classic elements, but they are not limited to them. This may be because of the abundance of these base materials, as well as their (relatively) simple atomic makeup. However, Loki has been observed casting complex spells from arcane tomes and using mystical devices of various sorts to supplement his own powers. Most often, he uses traditional spell-casting to give himself additional protection from harm in the form of a force shield.

He can project his "astral self", a sort of spiritual consciousness, into the world to view events invisibly and intangibly. He is undetectable by conventional methods, but he can be sensed or observed by other powerful mages and mystics. When he releases his astral form, his corporeal body is left in a state of susceptibility to harm, so he tends to do so only under the supervision and protection of one or more of his minions.

Loki can mentally manipulate and levitate devices, people, and other physical objects in a manner not unlike telekinesis. He is extremely powerful in utilizing this particular ability and can use it to lift several tons of material at one time.

His ability to manipulate the weather systems of his surroundings is similar to other stormcasters, but since his ability is mystical in nature, he affects only the systems he's intending to affect, rather than shifting and manipulating existing systems to create the intended effect. He can also use this ability to project nay form of weather in an offensive manner, such as blasts of lighting from his hands or eyes. He can even freeze objects by reducing the air and moisture around them to sub-zero temperatures.

Loki can transform his appearance completely, so as to appear to be someone else, or something else, but he does not appear capable of adding to his own mass or reducing his mass (so as to transform into an ant, for example). When he appears to be larger than himself, he does not gain mass but stretches and disperses his existing mass to give the illusion of having gained mass. This ability is strictly cosmetic, so even if he were to transform into a bird, he doesn't lose his own mass and does not necessarily gain the attributes of the bird (or any other creature, for that matter). He does have a form he uses when engaging in physical combat, which increases his size and mass slightly, while increasing his physical strength, recovery rates, and general combat efficiency. How this is distinguished from his natural form, and why this one can be attributed with additional abilities is unknown, but it may be a mystical form that he has learned to utilize.

If this most recent Loki is the same being as the one first met by Asa in Iceland, then it is very likely that he is either immortal, or extremely long-lived and immune to most forms of conventional harm or death. The limits of which have yet to be catalogued.

INFORMATION

POWER LEVEL 15

POWER POINTS 306

SIZE M

ABILITIES

STR 04

FGT 07

STA 06

INT 05

AGL 02

AWE 10

DEX 03

PRE 04

DEFENSES

DODGE 14

PARRY 12

FORT. 10

TOUGH. 16

WILL 17

CARRYING CAPACITY, THROWING & MOVEMENT

Load Limit: 800lbs.

Thrown: 3200lbs. - 6ft. • 800lbs. - 30ft. • 200lbs. - 120ft.

Jumping: Running: 20ft. • Standing: 10ft. • Vertical: 4ft. • Standing: 2ft.

OFFENSE & COMPLICATIONS

Binding Spell +11, Ranged, Affliction 15 (Will DC 25) • **Elemental Blasts** +11, Ranged, Damage 19 (Multiattack) • **Telekinesis** +11, Ranged, Move Object 19 (Str 19 Grab)

Enemy: Asa.

Obsession: Power hungry, would-be conqueror.

INITIATIVE +2

CHARACTER NOTES

Unenhanced Traits: Strength 4 • Stamina 7 • Agility 2 • Dexterity 3 • Fighting 8 • Intellect 5 • Awareness 10 • Presence 4 • Dodge 7 • Parry 5 • Fortitude 10 • Toughness 6 • Will 17

Personality: Ruthless • Cunning • Arrogant • Double-Crosser • Trickster • Power-Hungry • Would-Be Conqueror

Language: Icelandic • English (UK) • French • German • Greek • Latin

Totals: Abilities 82 + Powers 141 + Advantages 18 + Skills 47 (94 ranks) + Defenses 18 = 306

POWERS & ENHANCEMENTS

Elemental Magic: Array (61 points)

- **Astral Form:** Remote Sensing 20 (visual, auditory, mental), Subtle, Limited: physical body is defenseless, *Dynamic* • 62pts

- **Binding Spell:** Ranged Cumulative Affliction 15 (Resisted by Will; Hindered and Vulnerable, Immobile and Defenseless), Concentration, Extra Condition, Limited to Two Degrees, Variable Descriptor (magical), *Dynamic* • 2pts

- **Elemental Blasts:** Ranged Multiattack Damage 19, Affects Insubstantial, Indirect 2 (any point, away from Loki), Variable Descriptor (any elemental), *Dynamic* • 2pts

- **Mystic Wards:** Create 19, Impervious, Stationary, *Dynamic* • 2pts

- **Weather Control:** Environment 9 (1-mile radius; Extreme Cold, Extreme Heat, Impede Movement, Visibility), Selective, *Dynamic* • 2pts

- **Telekinesis:** Move Object 19, Damaging, Precise, Subtle, *Dynamic* • 2pts

Force Shield: Enhanced Defenses 10 (Dodge 5, Parry 5); Protection 10, Subtle • 21pts

Immortal: Immortality 1; Immunity 6 (aging, cold, disease, heat, poison, starvation and thirst) • 8pts

Levitation: Flight 10 (2000 MPH) • 20pts

Shapeshifting: Morph 4 (any form) • 20pts

ADVANTAGES

Artificer • Beginner's Luck • Benefit 5 (Ambidexterity, Cipher, Wealth and Resources 3) • Connected • Eidetic Memory • Fascinate (Persuasion) • Inspire • Languages 4 • Luck 2 • Ritualist

SKILLS

Athletics 6 (+10) • Deception 8 (+12) • Expertise: History 16 (+21) • Expertise: Magic 20 (+25) • Expertise: Theology 12 (+16) • Insight 4 (+14) • Perception 4 (+14) • Persuasion 10 (+14) • Ranged Combat: Elemental Magic 8 (+11) • Stealth 6 (+8)

DEVICES, GEAR & EQUIPMENT

None Specified.

LYNX

BIOGRAPHICAL DATA

PL10

Real Name: Marie-Rose Catherine Bouchard-Smith

Occupation: Adventurer

Identity: Secret

Other Aliases: None Known

Birthplace: Spruce Grove, Alberta (Canada)

Marital Status: Married

Known Relatives: Frederick (husband), Mark, Jonah (sons), Marianne (daughter)

Group Affiliation: Canadian Army

Base of Operations: Mobile

Height: 5'7" (1.7m)

Weight: 174 lbs. (78.93kg)

Eyes: Green

Hair: Auburn

Distinguishing Characteristics: None in her natural form (see Powers & Enhancements).

HISTORY & ORIGIN: The only child of a World War I veteran, Marie-Rose Bouchard understood at an early age the rigors of war on a nation, a city, and a family. She grew up in a relatively small community, in the city known today as Spruce Grove, and enjoyed being the town tomboy—often playing war with the boys, getting into fights, and ridiculed by the older ladies for wearing jeans or coveralls instead of dresses like the other "young ladies".

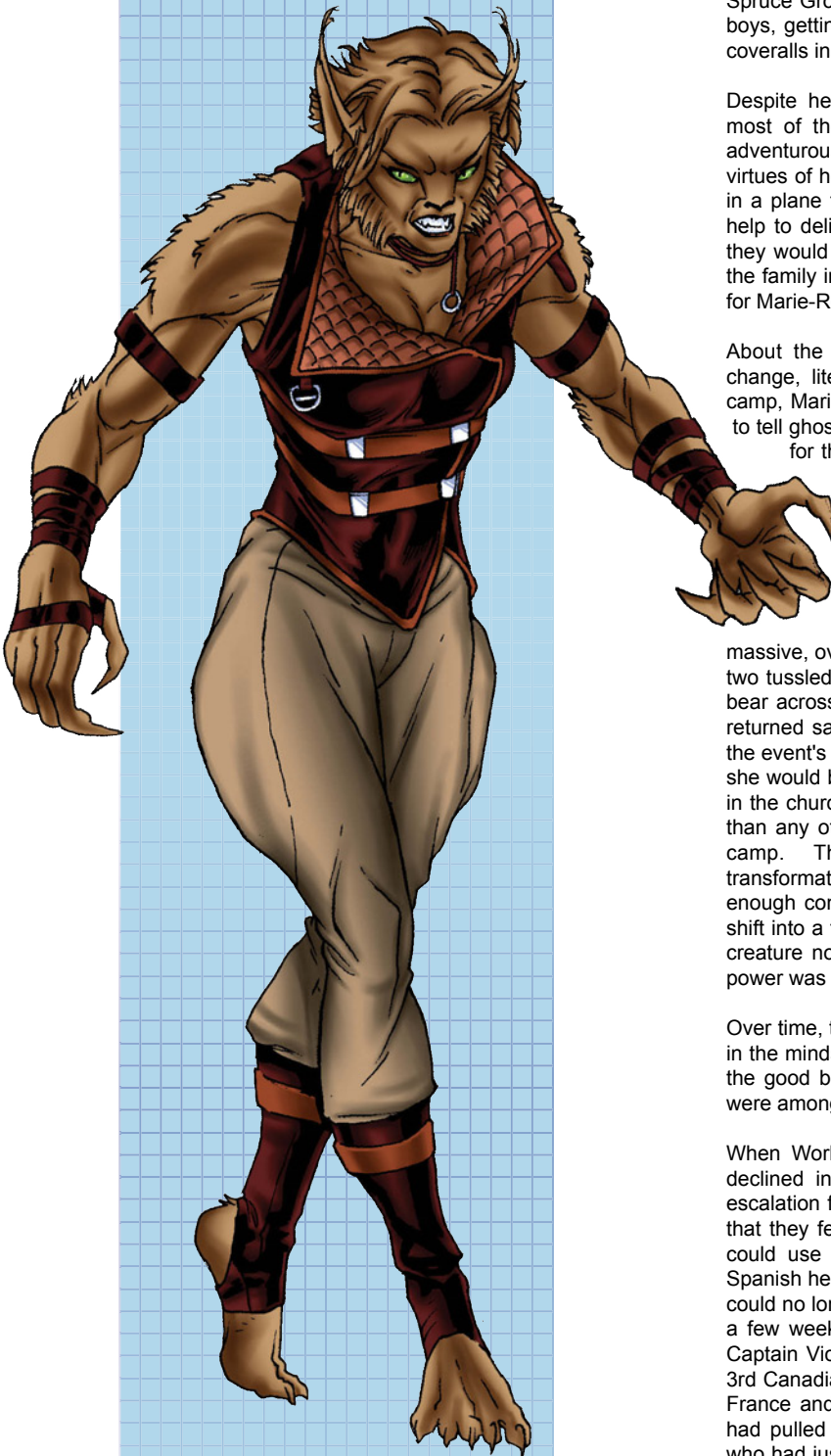
Despite her roughneck attitude, Marie-Rose had always been well-liked by most of the highly-Catholic community in Spruce Grove. Well-mannered, adventurous, fun-loving, and respectful, she represented the strengths and virtues of her father. During the summer months, her father would take her up in a plane teaching her how to fly and talk about the war, and the two would help to deliver care packages with food and ice to the elderly. On Sundays, they would attend regular church services and then go for a picnic lunch with the family in the afternoon. Life was rough at times, but all things felt just right for Marie-Rose.

About the time she had reached puberty, things would take a significant change, literally, for her. While attending a church-based all girls summer camp, Marie-Rose led a group of other campers out late one night to the river to tell ghost stories and the like around an impromptu camp fire. Unfortunately for the campers, they were close to a black bear den and the bear had caught the smell of baked goods one of the girls brought to snack on and decided to come get the food for herself. The girls scattered when the bear attacked, but when she chased the girl with the baked good, Marie-Rose began to chase the bear in hopes of saving the other camper's life. As she pursued the bear, her blood and adrenaline peaked then a transformation occurred.

Marie-Rose continued pursuing the bear, but she was now a massive, oversized lynx. Instinctively, she leapt and pounced on the bear. The two tussled for a while, until Marie-Rose, in her lynx form, scratched the black bear across her face and nose—the bear departed the site and all of the girls returned safely. Marie-Rose was stunned by what she had become, but kept the event's details from everyone else until she returned home. She feared that she would be subject to religious ridicule or even exorcism and death if anyone in the church found out. So, she confided in the one person she trusted more than any other and told her father all that had transpired during that night at camp. The two kept it a secret, and worked on her control of the transformations over the remaining summer weeks. Eventually, she gained enough control to not only transform into a 170lb. lynx, but also the ability to shift into a transitional form—with some of the lynx's characteristics in a bipedal creature not unlike a werewolf physically. Her father convinced her that this power was a gift to help others and that she should use it as such.

Over time, the Lynx, as she became known publicly, was heralded as a heroine in the minds of the Albertans. Even the staunchest of Catholics acknowledged the good being done by this creature. Canada flaunted her proudly, as they were amongst the first of the countries to have a metahuman nationalist hero.

When World War II broke out, Lynx volunteered for action but was initially declined involvement for a couple reasons—the first is that Canada feared escalation from Germany if a metahuman became involved, and the second is that they feared losing their only metahuman symbol and subject before they could use her in possible "super soldier" programs. Eventually, when the Spanish hero El Capitán and the Americans Stitch and Captain Victory, Canada could no longer keep Lynx at home, so they allowed her to participate only after a few weeks of tests, blood samples, and the like (see El Capitán, Deacon, Captain Victory). Once she was prepped, Lynx arrived at Normandy with the 3rd Canadian Infantry and helped establish the beachhead there. Fighting into France and eventually over to Belgium where she first met El Capitán as he had pulled out of harm's way the American metahuman Stitch, now Deacon, who had just passed out from exhaustion while healing multiple soldiers during the Battle of the Bulge.



Lynx was fighting alongside Captain Victory and the others when the he lost control of his powers and flew off into deep space. When the war had ended, Lynx, like some of the other metas, stayed around to help rebuild many of the areas. Once she finally returned home, she opted to retire and live a normal life. War, and the ugliness of it all, had taken a toll on her and she wished to be done with heroics. With Lynx retired, Marie-Rose found that normal life with her former playmate and good friend Frederick Smith. The two have three children, and continue to live in Spruce Grove to this day.

What has become of the military group that ran tests on Lynx, and drew her blood for sampling, remains a mystery.

STRENGTH LEVEL: Lynx possesses metahuman strength, enabling her to lift/press roughly 6 tons under optimal conditions and when in her transitional form. When in her full lynx form, she cannot lift/press in the traditional sense, but there is a significant increase in strength.

KNOWN METAHUMAN POWERS: Lynx is a mutant metamorph with the ability to transform into a large lynx and a transitional "were-lynx" form, as well as possessing enhanced strength, healing factor, dexterity, agility, and endurance. In her normal, human state she possesses enhanced strength (see Strength Level), along with the other enhanced traits, including the healing factor.

Her healing factor allows Lynx to recover from most wounds within minutes, sever ones within hours. She has healed broken bones in less than a day, and has recovered from bullet wounds in non-vital areas within just a couple of short hours. It is believed that she cannot recover lost limbs or recover from death, but neither of these have been observed to date. How this affects her aging process is speculative, but it is believed that her healing factor reduces her aging significantly.

When transformed into her transitional state, Lynx's strength more than

doubles while her healing factor and other traits increase as well.

Transformed into her fully morphed state, the Lynx appears as a very large Canadian lynx. She sheds none of her mass, but gains all of the traits of a massive lynx in addition to an enhanced healing factor, claws strong enough to rend bone and thin sheets of steel, and an enormous amount of metahuman strength. Lynx maintains all of her cognitive abilities in these forms, but her speech is affected most when in her full lynx state as her vocal chords most closely match the large cat, and not a human.

Her time between transformations is measured in seconds, and appears to give Marie-Rose no ill effects. How this affects her over time is unknown.

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	10	STR	08	FGT	10	DODGE	12
POWER POINTS	150	STA	08	INT	01	PARRY	12
SIZE	M	AGL	07	AWE	01	FORT.	13
		DEX	05	PRE	02	TOUGH.	08
						WILL	06

CARRYING CAPACITY, THROWING & MOVEMENT

Load Limit: 6 tons
Thrown: 25 tons - 6ft. • 6 tons - 30ft. • 1.5 tons - 120ft.
Jumping: Running: 120ft. • Standing: 60ft. • Vertical: 24ft. • Standing: 12ft.

OFFENSE & COMPLICATIONS INITIATIVE +7

Claws +11, Close, Damage 9 (Crit 19-20) • **Unarmed** +12, Close, Damage 8

Disability: In her full lynx form, Lynx cannot speak and loses much of her manual dexterity.

Relationships: Lynx is married with several children.

CHARACTER NOTES

Unenhanced Traits: Strength 7 • Stamina 7 • Agility 7 • Dexterity 5 • Fighting 10 • Intellect 1 • Awareness 1 • Presence 2 • Dodge 12 • Parry 12 • Fortitude 13 • Toughness 8 • Will 6

Personality: Patriotic • Fun-Loving • Adventurous • Honorable

Language: English (UK) • French

Totals: Abilities 80 + Powers 22 + Advantages 10 + Skills 21 (42 ranks) + Defenses 17 = 150

POWERS & ENHANCEMENTS

Healing Factor: Regeneration 2 • 2pts

Lynx Transformation: Array (9 points)

• **Transitional Lynx (Were-Lynx):** Enhanced Strength 1; Enhanced Stamina 1; Leaping 3; Regeneration 1; Speed 2 (8 MPH); Activation (move action, -1pt) • 9pts

• **Full Lynx:** Enhanced Strength 3, Limited to Lifting 2 (lifting Str 10); Enhanced Stamina 1; Leaping 4; Regeneration 2; Speed 4 (30 MPH); Claws: Strength-based Damage 1, Improved Critical; Activation (move action, -1pt); Reduced Traits (Dexterity -4, Fighting -1) • 1pt

Shapeshifting: Morph 2 (human, lynx and transitional forms); Linked to Lynx Transformation • 10pts

ADVANTAGES

All-Out Attack • Close Attack 2 • Daze (Intimidation) • Evasion • Great Endurance • Instant Up • Languages 1 • Move-By Action • Startle

SKILLS

Acrobatics 10 (+17) • Athletics 4 (+11) • Intimidation 6 (+8) • Perception 12 (+13) • Stealth 6 (+13) • Vehicles 4 (+9)

DEVICES, GEAR & EQUIPMENT

None Specified.

MANOWAR

BIOGRAPHICAL DATA

PL12

Real Name: Jason Powers
Occupation: Hired "Muscle", former soldier
Identity: Public
Other Aliases: None known
Birthplace: Summit City
Marital Status: Single

Known Relatives: William (father), Laurie (mother), David Peter (brothers)
Group Affiliation: BlackGuard
Base of Operations: Summit City

Height: 6'2" (1.88m)
Weight: 253 lbs. (114.76kg)
Eyes: Blue
Hair: Blonde-Brown

Distinguishing Characteristics: Jason Powers is a quadriplegic whose arms and legs have been cybernetically enhanced.

HISTORY & ORIGIN: Having grown up in a military family, Jason Powers seemed destined to serve his country as proudly as the rest of the Powers men throughout history. His father, retired Air Force Colonel William Powers, encouraged the boys to learn about firearms, military history, study great leaders, and helped them learn the Pledge of Allegiance to the United States all at an early age. The older boys, twins David and Peter both joined the US Navy; David became a Aviation Rescue Diver (AIRR) while Peter went on to serve in the Navy SEALs. Jason struggled with his education, especially when he reached high school. Highly competitive with very successful older brothers, Jason was always trying to live up to his father's expectations as well or better than David or Peter. Unfortunately, his academic struggles translated into an inability to make it into the US Naval Academy, so Jason opted to join the US Army to avoid further comparisons to his siblings. His entry into the Army gave him a small sense of relief and personal satisfaction, and while he excelled at the physical portion of boot camp, he struggled with the various written exams and exercises for various service opportunities. He was permitted to serve in the infantry, and had hopes of proving himself quite capable in the field as both soldier and leader. After boot camp, he was assigned to Fort Bragg in North Carolina until he received his orders to participate in Operation: Enduring Freedom in Afghanistan.

His initial few months in Afghanistan were moderately uneventful, until he selected to move into an advance front to help sweep insurgents from the local provinces. It was during one of these sweeps that Jason's life forever changed--as his unit moved into a town believed to house several insurgents Jason came up to a young boy who handed him a cellphone which then rang, setting of improvised explosive devices (I.E.D.s) all in the area of his team. They were hit hard, with three severely wounded, including Jason, and six deaths. Jason lost both of his legs, shattered his right arm in over a dozen places, and lost most of his left arm while suffering a concussion, massive internal bleeding, and several lacerations from the frag. Five of the team survived with minor scrapes and bruises, and they called for an evac with a medical response team. They managed to get Jason back to camp, stabilize him, and extract him to Stuttgart, Germany for extensive medical care. After receiving the care to enable a trans-Atlantic trip back to the United States, Jason was returned home, albeit not unchanged.

For months, while in recovery, he stewed in anger. He was mad at himself, at his father, brothers, the Army, every Middle Easterner, regardless of their allegiance--Jason was mad at the world. To further inflame his bitterness, he suffered from Post-Traumatic Stress Disorder (PTSD). Jason's fragile psyche had been crushed as severely as his body.

Upon release, he just slipped deeper into darkness. He lived at home in Summit City with his mother, who cared for him as a nurse, but his father didn't spend much time with Jason. One day, a man posing as a US Army Lieutenant visited Jason to offer an experimental surgery to help him not only recover, but to live a normal life without limits. Pleased with the Lieutenant's pitch, Jason elected to participate. Little did he know that this man was not a member of the Army, but was acting on behalf of a



power broker deep within Summit City's underground searching for a "guinea pig" on which to test this experimental technology.

Deep within an undisclosed location, Jason Powers went into "surgery", and was outfitted with experimental nanite-driven, cyber-prosthetic limbs. Each of his arms and legs was replaced by metal limbs made of a lightweight, but durable metal of unknown origin, attached to an endoskeletal framework of the same material, all driven by synaptic-responsive nannies linked to Jason's brain through a series of connection points within his skull. His awakening from this procedure was exceptionally painful--Jason thrashed about, destroying equipment and injuring some of the technicians operating on him until he was "shut down" long enough to permit painkillers to provide some comfort. He was told that his selection was purposed, and that the experiment, though painful, would grant him power to take his revenge out on all who've hurt him in the past. He was convinced by an enigmatic "doctor" that the lie about working for the Army was to help get Jason into the operation--their intentions were in Jason's best interests, he told him. He then explained to Jason that the cybernetic appendages could be reformed by the nanites, based on his own mental commands, into nearly any weapon he could imagine. Excited, Jason asked to try out his new "armaments" and was granted access to an M1 Abrams tank to attempt to destroy. He decimated the tank within seven minutes, single-handedly.

Jason ultimately became part of a group of metahuman criminals working together for an unknown benefactor, presumably the same person who tricked Jason into the experiment. Jason, now calling himself "Manowar" is even more unstable than before in part because of the neural stress of managing a complex system of nanites to control his cybernetic attachments. He suffers from occasional flashbacks, which can create an erratic response which leaves his teammates as vulnerable to damage as his opponents.

STRENGTH LEVEL: Manowar possesses metahuman strength enabling him to lift/press roughly 12 tons under optimal conditions.

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	12	STR	09	FGT	11	DODGE	10
POWER POINTS	184	STA	04	INT	00	PARRY	11
SIZE	M	AGL	02	AWE	02	FORT.	09
		DEX	02	PRE	02	TOUGH.	10
						WILL	08

CARRYING CAPACITY, THROWING & MOVEMENT

Load Limit: 12 tons

Thrown: 50 tons - 6ft. • 12 tons - 30ft. • 3 tons - 120ft.

Jumping: Running: 25ft. • Standing: 12.5ft. • Vertical: 5ft. • Standing: 2.5ft.

Flying: 2000 MPH, 4 miles/round

OFFENSE & COMPLICATIONS

INITIATIVE +6

Blaster Cannon +10, Ranged, Damage 12 (Burst Area 6) • **Close Combat Mode** +11, Close, Damage 11 (Multiattack) • **Unarmed** +11, Close, Damage 9

Post-Traumatic Stress Disorder: Manowar occasionally experiences painful flashbacks to his accident.

Unstable Psyche: The experience of undergoing cyber-augmentation and maintaining control of the nanites has severely affected Manowar's mental stability.

CHARACTER NOTES

Unenhanced Traits: Strength 3 • Stamina 4 • Agility 2 • Dexterity 2 • Fighting 11 • Intellect 0 • Awareness 2 • Presence 2 • Dodge 10 • Parry 11 • Fortitude 9 • Toughness 4 • Will 8

Personality: Aggressive • Unpredictable/Unstable • Angry/Bitter • Ruthless

Language: English (US)

Totals: Abilities 52 + Powers 72 + Advantages 10 + Skills 34 (68 ranks) + Defenses 18 = 186

Man of War: Manowar's basic traits do not quite reflect his power level, but his Variable effect can augment his existing traits to the limit.

KNOWN METAHUMAN POWERS: Manowar is the recipient of several metahuman abilities all stemming from his cybernetic limbs. The limbs are controlled by several cortex-level connections into his brain via the endoskeleton added to his body during the experimental procedure. The exact nature of the metal(s) used during this procedure are as yet categorized, but they appear to be more lightweight, and slightly more durable, than titanium. The metal is physically manipulated by billions of nanotech robotic organisms (nanites) that respond to the neural transmissions from the connections in his brain. These nanites actually reshape the metal at speeds greater than muscular responses to the central nervous system. This provides Manowar with his mobility, as they re-tool the metal to bend and flex at the subconscious whim of Manowar as do his normal, natural human muscles.

The cybernetic attachments, though, provide Manowar with additional abilities such as being able to reshape his "hands" into cannons, for example. When he intends to do this conversion, the nanites respond by taking his mental vision, and building all of the necessary internal components so as to provide the anticipated result. There are limitations to this reconfiguration utility, such as natural physics, but mostly his imagination. Unfortunately for Manowar, his mental aptitude is poor, and his psyche is somewhat fractured so this is a more limiting factor than anything else. Still, Manowar has grown quite adept at the sparse library of conversion options he's engaged thus far, and has become a rather dangerous opponent with them.

He can fly, in a limited sense, by mentally retooling his arms into rocket thrusters and pushing away from the ground with the propulsion generated. While he could possibly manipulate his legs to operate in such a fashion, it may be more stressful or limiting than using his arms--or it simply could be his lack of experience and training with his powers. Most often, he uses his legs as braces during a fight, but as stated already, he could theoretically engage his legs in much the same ways as his arms, but he may lack imagination, willpower, or the experience, to effectively do so. Some of these limitations are no doubt due to the various mental issues from which Manowar suffers, to include the recurring effects of his PTSD.

POWERS & ENHANCEMENTS

Metal Endoskeleton: Enhanced Strength 6; Protection 6, Impervious • 24pts

Nanotech Cybernetics: Variable 6 (30 points, for reshaping limbs into any machine), Move Action • 48pts

Sample Configurations:

- **Blaster Cannon:** Ranged Damage 12, Burst Area 6 • 30pts
- **Close Combat Mode:** Strength-based Damage 2, Multiattack 11; Enhanced Advantages 2 (Improved Smash, Weapon Break) • 15pts
- **Flight Mode:** Flight 10 (2000 MPH) • 20pts

ADVANTAGES

All-Out Attack • Assessment • Chokehold • Defensive Attack • Diehard • Improved Hold • Improved Initiative • Power Attack • Set-Up • Teamwork

SKILLS

Acrobatics 4 (+6) • Athletics 6 (+15) • Expertise: Military 10 (+10) • Insight 4 (+6) • Intimidation 6 (+8) • Perception 8 (+10) • Ranged Combat: Nanotech Cybernetics 8 (+10) • Stealth 6 (+8) • Technology 6 (+6) • Vehicles 6 (+8)

DEVICES, GEAR & EQUIPMENT

None Specified.

MAZER

BIOGRAPHICAL DATA

PL10

Real Name: Tobias Jarrett
Occupation: Research Intern, Adventurer
Identity: Secret
Other Aliases: Toby (nickname)
Birthplace: Unknown
Marital Status: Single

Known Relatives: Unnamed Mother
Group Affiliation: The WatchGuard
Base of Operations: Summit City

Height: 5' 11" (1.8m)
Weight: 187lbs. (84.82kg)
Eyes: Light Blue
Hair: Platinum Blonde

Distinguishing Characteristics: None



HISTORY & ORIGIN: Young Toby Jarrett discovered he was a metahuman while living at the campus of Joy Ranch Home for Children in Woodlawn, Virginia. He was given over to the orphanage by his young mother, who was unable to afford to care for him properly, but wanted to ensure a solid Christian foundation for her young son. He was handed over with only a name, a blanket and a pair of pajamas.

Toby's orphanage record details a vibrant, fun-loving boy who grew-up within the halls of the orphanage about as well as one could expect. While quite the gentleman, at least on the surface, Tobias was ever the joker finding as many ways as possible to make people laugh, and ever the prankster finding ways to "getcha" when you least expect it. Some things never change...

It wasn't until Toby neared puberty that things began to change dramatically for the youth. While running around with some of the other boys playing "War", Toby was "shooting" at his opponents with whatever makeshift weapons he could find, often sticks, gum balls, or Magnolia tree "grenades", much like all the rest were doing to him and his teammates. It was on this one occasion where he pointed his finger towards another boy running in the woods and "fired" -- except he really did shoot something: a blinding, massive laser blast shot out from his finger and, while fortunately missing the youth at which he was aiming, hit a nearby tree disintegrating most of the trunk, as well as blasting big holes in a fieldhouse behind the tree. Toby was blown back by the burst and was quite stunned at what had just happened. One of the counselors, witnessing this amazing event, contacted the Department of Homeland Security, who then contacted Catalyst Technologies. Toby was taken to Summit City in the custody of the Metahuman Incident Corps and brought into the care of Catalyst to be studied, who would also helping him harness this amazing power and learn to protect those around him from his abilities (see Metahuman Incident Corps). He was given an apartment room, a series of tutors, and a robotic "nanny" while living there as a ward of the government. It was here that Toby first met the metahuman scientist/adventurer Dennis Byrd (see Voyager).

Byrd and his research teams took a great liking to Toby, who seemed to love the spotlight given him at Catalyst, despite undergoing tests near daily. Toby still engaged in some mischief, but he showed a level of responsibility with dangerous equipment that impressed both Byrd and his research lead, Johann Wedding, so they brought the youth in to help as an intern when he was not under study by the Genome Research teams. He grew to understand more about his powers, and the laboratory ensured he received excellent education, especially in physics, from professors and staff at nearby universities, which further helped him by better understanding how his powers work.

While his time at Catalyst helped him to better grasp the concepts of electromagnetic (EM) energy, which is the source of Toby's powers, it was his times in the field with Voyager that gave Toby a much greater feel for how to actually use his powers, functionally. Even still, he still lacked the fine control necessary to be effective in sensitive situations that might require precision, so Voyager took it upon himself to design a set of tools to help Toby better control his abilities. Voyager created a pair of gauntlets and a specialized jumpsuit he called an Electromagnetic Radiation and Gravitonic (ERG) harness for this purpose. Toby would use this harness in the field, while he still worked on the fine control of his powers in the controlled environment of the lab.

When a group of metahuman villains attacked the Catalyst facility wherein both Toby and Voyager resided, they both took to action. Unfortunately, Toby was taken out of the action almost immediately by a villain named Edge, who cut a support beam which then dropped the ceiling on Toby, burying him under debris. Meanwhile, the rest of the heroes who showed up on site, along with Voyager, defeated the villains. Sadly, Professor Wedding was lost in the fracas

to a heart attack after being accosted by Tailgator.

After the cleanup operation, Voyager suggested this impromptu band of heroes remain together to watch over Summit City against such attacks occurring again. Toby took the name Mazer for himself, and designed a graphic to be displayed on his ERG harness jumpsuit.

Mazer has taken it upon himself to become a thorn in the side of his new teammate Garrison, acting not unlike a little brother -- it has yet to be seen just how much mischief Garrison will tolerate before wrapping him up in a telephone pole... (see Garrison)

STRENGTH LEVEL: Mazer possesses the normal strength for a human male of his age who engages in intensive, regular exercise.

KNOWN METAHUMAN POWERS: Mazer possesses the ability to generate, control, and manipulate the entire spectrum of electromagnetic energy for a variety of effects. To date he has demonstrated the ability to fire lasers (visible and invisible) hot enough to melt 6" plate steel; emit microwaves to heat his popcorn, warm a room or fuse materials together; project fairly compelling and complex holograms and can make them physical by compressing the photons into a tighter density, often referred to as "hard" light objects; render himself invisible to detection through standard sight (including mechanical vision, such as cameras); see in various wavelengths of light, such as when he is invisible using the UV portion of the spectrum to "see"; fly by manipulating gravitons and their theoretical inverse, anti-gravitons; emit intense levels of visible light bright enough to blind others (temporarily or permanently); and lift & manipulate metallic objects using magnetics, though he hasn't developed this as well as his light-based powers -- this may be a natural proclivity, or magnetics may simply be more difficult to manage for him.

Mazer's skill is limited to date, but it is expected that his abilities, and the granularity of his control, will increase as time goes on.

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	10	STR	01	FGT	04	DODGE	10
POWER POINTS	150	STA	02	INT	01	PARRY	06
SIZE	M	AGL	03	AWE	02	FORT.	06
		DEX	04	PRE	02	TOUGH.	10
						WILL	07

CARRYING CAPACITY, THROWING & MOVEMENT	
Load Limit:	100lbs. (50kg)
Thrown:	400lbs. - 6ft. • 100lbs. - 30ft. • 25lbs. - 120ft.
Jumping:	Running: 11ft. • Standing: 5.5ft. • Vertical: 2.2ft. • Standing: 1.1ft.
Flying:	500 MPH, 1 mile/round

OFFENSE & COMPLICATIONS	INITIATIVE +3
Dazzling Aura , Perception Area, Affliction 10 (Fort DC 20) • Light Lase +10, Ranged, Damage 10 (Subtle)	
Full Power: Mazer requires the ERG Harness for fine control over his powers. Without the harness, all effects must be used at full ranks.	

CHARACTER NOTES
Unenhanced Traits: Strength 1 • Stamina 2 • Agility 3 • Dexterity 4 • Fighting 4 • Intellect 1 • Awareness 2 • Presence 2 • Dodge 10 • Parry 6 • Fortitude 6 • Toughness 2 • Will 7
Personality: Fun-Loving • Mischievous (but Responsible) • Energetic
Language: English (US)
Totals: Abilities 38 + Powers 73 + Advantages 5 + Skills 16 (32 ranks) + Defenses 18 = 150
Power Stunts: As referenced in the Known Metahuman Powers section, Mazer has some ability to affect magnetics, and has power stunted Move Object, Limited to Ferrous Objects.

The full extent of Mazer's abilities have yet to be realized, and may be near-limitless, barring physical limitations as a human, when one considers the universal aspect of the EM spectrum's range and its reach. His biggest setbacks are a lack of training and experience in the myriad uses of his abilities, and lack of control and precision. Now that he has begun his costumed adventures, we may see new levels of his powers manifest, and a greater control be developed under the stress & rigors of fighting crime.

Without his ERG jumpsuit & gauntlets, much of the granular, precise utilization of his abilities is lost. Mazer still understands and knows how to use these powers without them, but fine adjustments are difficult without a huge amount of concentration. As he continues to practice with his powers, he may grow out of this limitation.

POWERS & ENHANCEMENTS
Electromagnetic Absorption: Immunity 5 (light-based damage effects) • 5pts
Electromagnetic Manipulation: Array (22 points)
• Light Lase: Ranged Damage 10, Subtle, Variable Descriptor (electromagnetic) • 22pts
• Dazzling Aura: Visual Perception Area Cumulative Affliction 10 (Resisted by Fortitude; Vision Impaired, Vision Disabled, Vision Unaware), Limited to One Sense, Incurable • 1pt
• Electromagnetic Radiation: Environment 4 (Extreme Heat, Bright Light), Selective • 1pt
• Hard Light Objects: Create 7, Moveable, Stationary • 1pt
• Holograms: Illusion 7 (Visual), Independent • 1pt
• Invisibility: Visual Concealment 4 • 1pt
ERG Harness: Enhanced Advantages 1 (Accurate Attack); Enhanced Skill 4 (Ranged Combat: Electromagnetic Manipulation 4 [+10]); Features 1 (adds Precise to effects in Electromagnetic Manipulation array); Removable (-1pt) • 3pts
Flight: Flight 8 (500 MPH) • 16pts
Force Field: Protection 8, Sustained • 8pts
Spectral Vision: Senses 14 (Vision--Counters all Concealment, Counters Illusion, Radius; Infravision, Ultravision, X-Ray Vision) • 14pts

ADVANTAGES
Accurate Attack • Daze (Deception) • Improved Disarm • Power Attack • Ranged Attack 2

SKILLS
Acrobatics 4 (+7) • Deception 6 (+10) • Expertise: Computers 10 (+11) • Expertise: Popular Culture 8 (+9) • Perception 4 (+6)

DEVICES, GEAR & EQUIPMENT
None Specified (see POWERS & ENHANCEMENTS).

MECHAMAN

BIOGRAPHICAL DATA

PL11

Real Name: Barry G. Webber

Occupation: Adventurer,
Philanthropist

Identity: Secret

Other Aliases: None

Birthplace: Medina, Washington

Marital Status: Single

Known Relatives: Paul (father),
Amie (mother), Jae, Charles
(brothers)

Group Affiliation: None

Base of Operations: Sacramento,
California

Height: 5' 11" (1.80m)

Weight: 172lbs. (78.02kg)

Eyes: Blue

Hair: Blonde

Distinguishing Characteristics: None
known.

HISTORY & ORIGIN: Barry Webber grew up in an exceptionally affluent environment. His father is the founder and CEO of MacroWare, the world's largest software development corporation, and his mother is the genius marketing agent, now retired, who first punched MacroWare's name into homes during their initial launch. When Barry was born, his parents were each independently wealthy, his mother having ultimately retired when she became pregnant. She opted to raise him herself, eschewing the habits of her societal peers.

Barry inherited his father's entrepreneurial and inventive nature and displayed both at an early age, although Barry has always favored Open Source software, an ideological difference with his father. Forgoing college altogether after graduating high school, Barry opened his first technology company at the tender age of 17. Within a year of operating, the specialized magnetic storage systems became such a success that MacroWare, his father's multi-billion dollar corporation, got into a bidding war with several other tech groups interested in taking hold of Barry's unique offerings for themselves.

A billionaire before his twentieth birthday, even apart from his expected inheritance, Barry opted to start working on experimental technologies in hopes of bettering the lives of more people around the world. Having kept his magnetic patents during his earlier business transactions, he began development on magnetic-repulsion technology for use on transport equipment on rough terrains and specialized piezo-magnetic connective technology enabling modular configurations in the field. The latter enabled third-world assistance organizations, such as his father's philanthropic organization, The Webber Foundation, to accommodate various types of goods and services without having to request additional transport types. The magnetic-repulsion technology allows these transports to maneuver over most any terrain, making even the most remote of areas now within reach.

Barry's altruism sated his desires to help the world become a better place from one perspective, but it wasn't enough for him. As a child, he enjoyed stories of mythological heroes, science fiction adventurers, and, perhaps most of all, the superheroes from the comic books on which he learned to read. His real desire was to become a hero, a "real" hero, helping to save the world one event at a time in colorful fashion. Barry wanted, needed, to fulfill his childhood fantasies of being a superhero. So, with his vast fortunes and enormous dreams Barry set out to do just that: build himself into a superhero. His media disappearance for the nearly two years went off as just another rich kid's adventures into depression, or addiction-rehab-addiction-rinse-repeat, so it was barely a noticeable event when he finally re-emerged with new patents, a new technology company, a new philanthropic focus, and a new public attitude. But his media-friendly image of 'the all-grown-up scion of software royalty' was merely Barry's "mask", behind which he hid his other persona. By maintaining this persona for the media, he was able to hide his... other side. During his time away from the public, Barry micronized his piezo-magnetic technologies into a high-power, low-energy-consumptive, armored gear-suit with a customized control helmet and visor. Soon, the world will witness the birth of MechaMan!

While Barry Webber introduced Bulk-Mass Conversion Units (BCUs) for food production in poor countries, MechaMan utilized the technology to build a satellite-based transport system for his various armaments, all devices and weaponry customized to attach to his new gear-suit via piezo-magnetic plates distributed throughout the suit's material. Based on his company's BCU technology, this takes bulk matter (i.e., compost, waste materials, etc.) and breaks down the molecular bonding to reduce the matter to a collection of raw molecules, and then is pre-configured with the molecular structure of other materials--generally foodstuffs. Tweaking this technology for personal use, Barry is able to "scan in" a series of weapons, shields, and other gear as presets to a customized BCU which converts the components into molecular "data", which is then streamed to any number of bidirectional communication



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satellites in orbit, and retransmitted to his gear-suit's onboard systems and re-assembled. Essentially he is teleporting the equipment to within his proximity. Once this has occurred (generally takes 3-5 seconds upon initiation), the gear-suit then "connects" the equipment to itself via the distributed piezo-magnetic plating system throughout.

Using his technology in this way gives Barry, as MechaMan, a great deal of flexibility and responsiveness to various incidents, and, indeed, a respectable level of power.

After splashing onto the scene in his current hometown of Sacramento, MechaMan made a name for himself as the go-to guy for the Pacific Time Zone, stretching his activities from Washington to Mexico, San Diego to Las Vegas. It was during a skirmish in the Los Angeles area that he first came into contact with the reality-star superheroine known as Intrepid (see Intrepid). The two fought side-by-side on more than one occasion, with MechaMan developing quite a crush on the super-hottie.

During his non-heroing hours, Barry is the nerdy philanthropist who isn't shy about the media but certainly plays it somewhat awkward. As MechaMan, he displays an heroic confidence and a willing determination to help all in need of his services. He continues his fights against bullying and tyranny, while also promoting Open Source software, working to end hunger, and battling poverty on the home front. MechaMan is a hero in every way.

STRENGTH LEVEL: MechaMan possesses the average strength of a man his age, weight & height who engages in moderate, regular exercise.

KNOWN METAHUMAN POWERS: None known.

EQUIPMENT & DEVICES: MechaMan wears a custom gear-suit of his own design that combines conventional protection from common ballistics with specialized piezo-magnetic plates and control circuitry. The technologies driving this gear-suit are based on several of his patents based on magnetics and molecular reconfiguration of bulk mass.

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	11	STR	00	FGT	04	DODGE	08
POWER POINTS	165	STA	01	INT	08	PARRY	8
SIZE	M	AGL	01	AWE	02	FORT.	06
		DEX	01	PRE	00	TOUGH.	06
						WILL	11

CARRYING CAPACITY, THROWING & MOVEMENT

Load Limit: 1600lbs. (800 kg)
Thrown: 3 tons - 6ft. • 1600lbs. - 30ft. • 400lbs. - 120ft.
Jumping: Running: 15ft. • Standing: 7.5ft. • Vertical: 3ft. • Standing: 1.5ft.
Flying: 120 MPH, 1800 ft./round

OFFENSE & COMPLICATIONS INITIATIVE +1

Blasters +12, Ranged, Damage 6 (Multiattack) • **Unarmed** +4, Close, Damage 5
Identity -- Secret Identity: The general populace is unaware that Barry is MechaMan.
Motivation -- Thrills: Barry fell in love with being a superhero and living out his childhood dream.

CHARACTER NOTES

Unenhanced Traits: Strength 0 • Stamina 1 • Agility 1 • Dexterity 1 • Fighting 4 • Intellect 8 • Awareness 2 • Presence 0 • Dodge 8 • Parry 8 • Fortitude 6 • Toughness 1 • Will 11
Personality: Excitable • Nerdy • Adventurous
Language: English (US), Spanish (Latino)
Totals: Abilities 34 + Powers 64 + Advantages 14 + Skills 28 (56 ranks) + Defenses 25 = 165

In effect, Barry is able to teleport specialized equipment to within his proximity, piggy-backing off of communication satellite relays, and then using the piezo-magnetic systems within his suit (and the gear), attaching the equipment directly to his person for usage.

Once connected, the equipment is then controlled by signals transmitted from his helmet, received through dozens of electroencephalographic scanners contained therein. For example: MechaMan can teleport in and connect a series of armaments (guns, cannons, energy weapons) which are then fired not by a physical trigger, but by his willing and mental prompting. Targeting for these devices works in the same way: his intended target, mentally and visually, is the target at which the weapons fire.

This set-up has innumerable options, limited only by his imagination, available equipment, and technological advancements.

The major flaw in this design is the time in which it takes the signals to travel to SkyBox, his secret headquarters, and then for the molecularized equipment to arrive and connect. Generally speaking this falls in the 3-5 seconds range, but atmospheric conditions can lengthen this in some instances. So far, this has not been a major issue for his purposes. It may be that, someday, Barry will have to develop his own, proprietary system of transport. For now, this will suffice.

POWERS & ENHANCEMENTS

Mod-Tech Suit: Variable 10 (50 points, any combination of traits with technological descriptor), Continuous; Removable (-16pts) • **64pts**
Sample Configurations
 • **All-Purpose:** Ranged Multiattack Damage 6, Accurate 3; Enhanced Strength 5; Flight 6 (120 MPH); Protection 5; Senses 2 (Accurate Radio) • **47pts**
 • **Battle Form:** Ranged Damage 12, Accurate 2; Flight 6 (120 MPH); Protection 12 • **50pts**
 • **Lockdown:** Immunity 10 (Life Support); Protection 12, Impervious • **34pts**
 • **Space Worthy:** Flight 12 (8,000 MPH); Immunity 10 (Life Support); Movement 2 (Environmental Adaptation--Zero-G, Space Travel 1); Protection 12 • **50pts**

ADVANTAGES

Benefit 3 (Wealth) • Eidetic Memory • Equipment 4 • Evasion • Inventor • Languages 1 • Ranged Attack 5

SKILLS

Acrobatics 4 (+5) • Deception 4 (+4) • Expertise: Popular Culture 4 (+12) • Expertise: Science 8 (+16) • Investigation 4 (+12) • Perception 4 (+6) • Stealth 4 (+5) • Technology 12 (+20) • Vehicles 12 (+13)

DEVICES, GEAR & EQUIPMENT

Headquarters: **SkyBox** • **19pts**
 Large; Toughness 14, **Features:** Combat Simulator, Communications, Computer, Concealed, Defense System, Fire Prevention System, Hangar, Laboratory, Library, Living Space, Power System, Security System, Workshop

SENATOR TED MELTON

BIOGRAPHICAL DATA

PL06

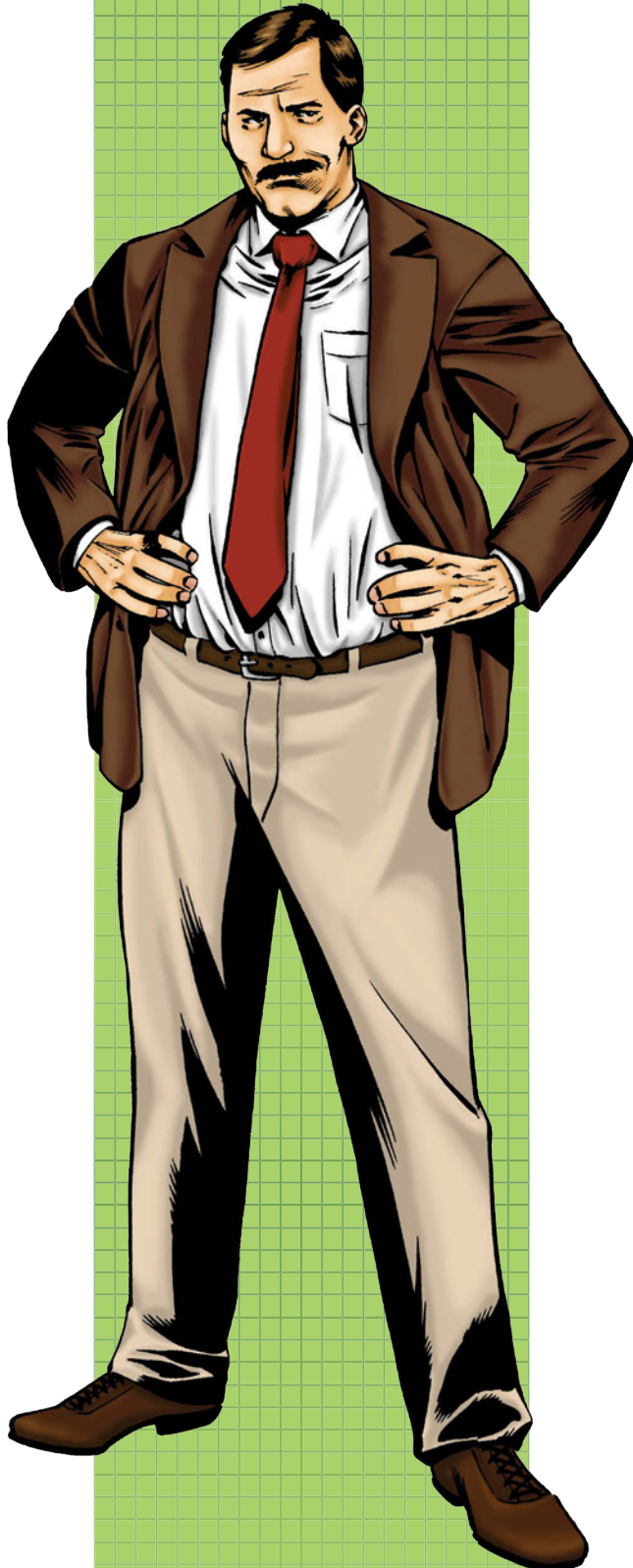
Real Name: Theodore Julius Melton	Theodore, Jr. "TJ" (son), Jade, Paige (daughters)
Occupation: US Senator	
Identity: Public	Group Affiliation: United States Senate
Other Aliases: Teddy, Ted	
Birthplace: Summit City	Base of Operations: Summit City
Marital Status: Married	
Known Relatives: Jessica (wife),	
Height: 5'9" (1.75m)	Distinguishing Characteristics: None known
Weight: 194 lbs. (88kg)	
Eyes: Brown	
Hair: Brown	

HISTORY & ORIGIN: Born, raised and proud to be a "Summitizen", Ted Melton has lived to serve the grand megalopolis of Summit City since his early years. Ted had been born into a wealthy, well-respected family in the Summit City area. His ancestors, along with the Schuster family, essentially founded the city (see Schuster, Erick, PhD.). One of the early Meltons, Dr. Julius Melton, was the first ever mayor of the then-known-as Summitville area, who also founded what is known as Catalyst Technologies today. And so continued the trend of influential, popular Meltons on throughout the years. Despite their general high level of wealth, the Melton family had always been known for their charitable giving, self-sacrificing servitude, and focus on the development of Summit's many residents into good, respectable citizens. While the Schuster empire grew tremendously worldwide, the Melton family efforts were the ones creating more jobs internal to Summit City. Ted grew up with these sensibilities, and carried them into his campaign to become Summit's first elected senator.

Ted's early years weren't unlike many other kids: he held a newspaper route as his first job, did very well in his public schooling, played with other kids in his area, and the like. As he grew, he became very politically aware at an early age, and often volunteered to help out mayoral candidates with their campaigns, as much as a youth could by passing out flyers, hanging signs, and attending rallies. By the time he was 16, Ted had determined he would study law and politics, and position himself to better serve Summit City as a political candidate of some sort. After graduating high school, Ted attended Summit University, earning his bachelor's degree in Political Science, minoring in Law, and successfully setting himself up for political office by participating in community organizational opportunities, running for student body president (he won), emceeding multiple rallies within the school, organizing environmental programs within the school so as to encourage natural resource stewardship, and helping to develop an internal scholarship supported by Summit University graduates for students undergoing economic hard times. This latter program is strictly voluntary, and is the most successful non-federalized financial resource available to citizens of Summit City who may not be able to attend university because of their economic condition. Ted still contributes to this fund annually, and speaks at several student events each semester to encourage others to contribute what they can, especially post-graduation.

When metahumans began populating Summit City in droves, Ted became an advocate for their general, civil rights. This platform would undergird his political position for years to come. After Congress passed legislature permitting Summit City, along with several other metropolitan areas, to feature representation in Congress, Ted opted to run for the first senatorial position in Summit City. Running on a Libertarian, pro-metahuman platform, Ted Melton won the election by a landslide against his opponents, the well-known banker and staunch Conservative Robert G. Pelt and former-priest turned liberal activist Oscar Whited. It's noteworthy to mention that Whited also ran on a pro-meta platform, but his campaign ran into scandal after scandal with regard to their funding, and Pelt took advantage of this in his campaign advertising. It is also noteworthy that Pelt was sponsored, and financially supported, by Dr. Erick Schuster, an outspoken anti-metahuman advocate. Neither of the opponents dared an attempt at dragging the Melton name into the mud because it has meant so much to the community throughout the two centuries of Summit's existence.

As Senator, Melton would surround himself with the sharpest minds available to him in various capacities. As a show of goodwill, and honest intent, Senator Melton had even reached out to Dr. Schuster, arguably the most brilliant mind this world has seen, to join this "all star" board of advisors. Schuster declined the offer. The two would find themselves at various public odds, most especially with regard to the status of metahumans within our society and the inherent dangers therein, but they did agree on one thing: the current structure of law enforcement and military powers were insufficient to properly deal with metahuman incidents, to include post-incident cleanup, so, in a very rare moment of unity, the two men formulated and enacted a new police force by



Senator Ted Melton, WatchGuard, all characters & likenesses are © Charlie McElvy, 2011

Summit City sovereign legislature known as the Metahuman Incident Corps (see Metahuman Incident Corps). The measure passed unanimously within the city's political powers, and the citizens were given an opportunity to vote on the measure, mostly to gauge support. The citizens were near-unanimous, with ninety-eight percent of the votes in favor of the MIC legislature. With this passed, construction began on a specialized penitentiary located within Mount Summit which would also serve as the headquarters for the MIC troops. Later, a new wing would be added to this facility to house the metahuman team of heroes known as The WatchGuard--Summit's first publicly-sanctioned metahumans, in spite of Schuster's refusal to support them.

Senator Melton is serving in his second term, and current polls show a ninety-two percent job satisfaction rating, leading to the speculation that he may well serve a third term and possibly more in the future (Summit City's legislature provides term lengths of six years each). His almost country-like charm, excellent legislative history, and "common folk" care keep his status as Senator fairly certain, and some have even speculated that Senator Melton has an eye on the White House. Whether he runs for President of the United States of America in the next election or not, remains to be seen.

STRENGTH LEVEL: Senator Melton possess the normal human strength for a man of his age, height and build who engages in no regular exercise.

KNOWN METAHUMAN POWERS: None. Senator Melton's natural likability and charisma give him a tremendously influential nature, but far from being an actual metahuman ability.

INFORMATION

POWER LEVEL06

POWER POINTS85

SIZEM

ABILITIES

STR00

STA01

AGL01

DEX00

FGT00

INT03

AWE04

PRE05

DEFENSES

DODGE03

PARRY02

FORT.04

TOUGH.01

WILL08

POWERS & ENHANCEMENTS

None known.

CARRYING CAPACITY, THROWING & MOVEMENT

Load Limit: 50lbs. (24kg)

Thrown: 200lbs. - 6ft. • 50lbs. - 30ft. • 12lbs. - 120ft.

Jumping: Running: 10ft. • Standing: 5ft. • Vertical: 2ft. • Standing: 1ft.

OFFENSE & COMPLICATIONS

Unarmed +0, Close, Damage 0

Fame: United States Senator.

Rival: Dr. Erick Schuster.

INITIATIVE +0

CHARACTER NOTES

Unenhanced Traits: Strength 0 • Stamina 1 • Agility 1 • Dexterity 0 • Fighting 0 • Intellect 3 • Awareness 4 • Presence 5 • Dodge 4 • Parry 2 • Fortitude 4 • Toughness 1 • Will 8

Personality: Patriotic • Excellent Leader • Exceptional Public Speaker • Charismatic • Intelligent • Great Judge of Character • Motivator

Language: English (US)

Totals: Abilities 28 + Powers 0 + Advantages 10 + Skills 35 (70 ranks) + Defenses 12 = 85

ADVANTAGES

Benefit 4 (Wealth and Resources) • Connected • Contacts • Fascinate (Persuasion) • Inspire • Leadership • Well-Informed

SKILLS

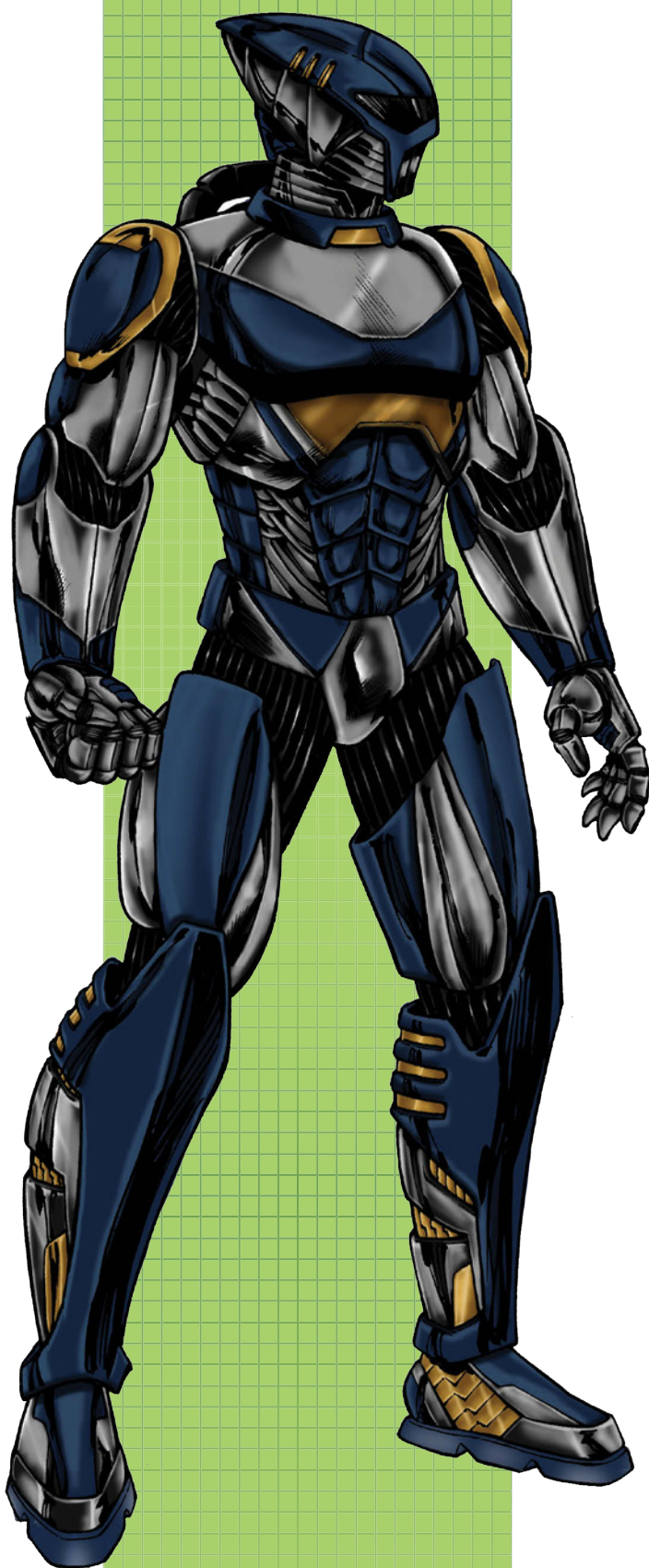
Deception 6 (+11) • Expertise: Business 8 (+11) • Expertise: Current Events 10 (+13) • Expertise: Law 10 (+13) • Expertise: Politics 12 (+15) • Insight 8 (+12) • Investigation 6 (+9) • Persuasion 10 (+15)

DEVICES, GEAR & EQUIPMENT

None Specified.

M.I.C.

METAHUMAN INCIDENT CORPS



ORGANIZATIONAL HISTORY: The Metahuman Incident Corps was established during Senator Ted Melton's first term to facilitate the growing occurrence of metahuman activity within the limits of Summit City. Often abbreviated "MIC", which has led to the slang references "Mike" and "Mikes" for MIC troopers, the Metahuman Incident Corps is an extension of the existing law enforcement agencies established in Summit City previously, but with a specific jurisdiction over metahuman, or potentially metahuman, crimes and incidents within Summit. When the metahuman population growth had begun to climb rapidly, in spite of some of the efforts of previous politicians, Senator Melton, in cooperation with the prominent Dr. Erick Schuster, established the Metahuman Incident Corps as the answer to the ever growing issue of collateral damage and non-metahuman citizen's safety. The Senator laid the groundwork from a legislative stance, and Dr. Schuster helped to develop the technology to enable this group to be successful from their very establishment. When the legislature had been finalized and presented to the city government who voted unanimously for the measure. The legislators then prepared it for presentation to the citizens and businesses of Summit City for their approval. During that time, Dr. Schuster's teams had finalized the design of the armor proposed for the corps' operations, as well as having drafted up the proposed metahuman holding facility which would serve as the base headquarters for the group as well. Marketing teams put together the legislature, the armor designs, and a mocked-up recruitment poster for the Metahuman Incident Corps so as to present this to the Summit citizens. It was met with an overwhelmingly positive response, and the Metahuman Incident Corps was officially launched with over 200 troopers and officers later that year. The final armor, as with several other things, being jointly constructed by Catalyst Technologies and Meridian Enterprises.

The structure of the MIC is more closely related to the military than normal police, as there aren't several districts or precincts within a given area, but the MICs have jurisdiction over all of Summit City's limits. Instead of precincts, the MICs are grouped into squads each with a field commander, usually a Captain, and anywhere from 9-12 troopers. Depending on the size of the event, multiple squads are organized into a platoon under the leadership of a Major or Lieutenant Colonel. The MIC is headquartered inside Adrian Heights Penitentiary where they double as the corrections facility's security officers. All operations are overseen by a massive support & technical staff, under the command of Director Keaton Chase. Recruits come from all around the United States, most often former military, exceptional police standouts, or law enforcement specialists whose skills match the needs of the MIC. As of the last report, approximately 72% of the recruits come from a military background, 8% percent from the Drug Enforcement Agency (DEA), 8% from city police forces, 6% from other emergency services / first responders (i.e., Fire & Rescue), 4.2% from state troopers, and 1.8% "other". Regardless of a recruit's background, age, or experience level, they will undergo eight intense weeks of in-class study followed by six weeks of specialized field training addressing the various situations one may experience during a metahuman incident. Upon successful graduation of these two periods, the recruits become cadets and enjoy one week of Leave & Leisure before engaging in the more intense "Drossing" weeks, as it's come to be known. Cadets are introduced to the MIC armor and must successfully engage in combat with trainers who are either metahumans or use technology to simulate various low-level metahuman powers. After three weeks of these field tests, the cadets then move to the Simulacron, a Catalyst Technologies - Meridian Enterprises jointly developed technological chamber that simulates increasingly more dangerous environments, events, and metahuman powers for the cadets to face, for the final three weeks of their training. After the 20 weeks of study and training, successful cadets are promoted to fully commissioned Metahuman Incident Corps members and given assignments based on the instructor committee's recommendations. As of the previous class, the current graduation rate is 17%. More than 30% of recruits do not make it past the initial eight weeks of class time. This was designed with purpose, as the MICs aren't intended to be just another group of grunts to throw at the problem, but an elite police force whose skills, strategic thinking, force of will, and resolve match or surpass the power harnessed in their armors. The current team of troopers (armored field agents) is 178; peak numbers are reported at 200 troopers. The remaining members of the MIC are either guards or support staff.

Despite the odds of successfully completing the training, the status of being a part of the MICs draws recruits by the hundreds, which keeps this specialized police force well manned for their duties. Currently, Summit City is the only city with a MIC base, although several major metropolises are considering adding them to their budgets, but few are able to afford the annual upkeep of such an elite, technologically advanced force, much less the initial capital expenditure to develop facilities to accommodate it. Because of Summit City's tremendous affluence, the business tax revenue alone provides enough support for the annual costs of maintaining the MICs, with Catalyst Technologies and Meridian Enterprises absorbing the startup costs equally while splitting the numerous patents co-developed during the design & development process. Since

maintaining their own local MIC branch is virtually impossible for most cities, several have reached out to Summit City's leadership to request MIC assistance on an as-needed basis while giving the MIC full jurisdiction to operate within their local limits, including extradition privileges for metahuman criminals apprehended during operation. Several national proposals have come before the US Congress to develop a national Metahuman Incident Corps, but several civil rights groups, led by liberal Democrats, have opposed the creation of such a national force for fear of "abuses" of power by the MICs. Regardless, debate continues, but while they deliberate the Metahuman Incident Corps continues to operate for the safety of Summit City's residents and property.

The primary purpose of the Metahuman Incident Corps is to protect lives from the frequent metahuman battles faced by Summit City, with the secondary being to assist with post-incident cleanup efforts as they often involve hazardous materials, or extremely dangerous conditions. MICs are called in as first responders when metahuman activity is reported. Generally, the MICs are capable of handling a good number of common metahuman events on their own, subduing attackers and apprehending criminal suspects with the various technologies at their disposal. When faced with larger metahuman events, especially involving numerous metahumans or very powerful, alpha-class metahumans, the Metahuman Incident Corps focuses first on civilian safety by evacuating the area and cordoning it off as much as possible. Afterward they will engage the conflict as they are able, in an attempt to close it out with minimal property damage, then work toward cleanup and restoration efforts.

Director Chase is the leader of all MIC operations, and who reports directly to Senator Melton and City Council on the corps' effectiveness, efforts, and expenses (what Chase jokingly refers to as "The Three Deadl-E's"). Beneath him are Assistant Directors Audrey Miller and Jonathan Clifton. A.D. Miller is directly responsible for all support and medical staff operations, while A.D. Clifton is responsible for technical support staff and guard operations. Reporting to both Assistant Directors is Warden Alma Magtibay who monitors and maintains all prisoner related operations. All corrections officers report directly to her. Colonel Aziz Ghaznavi and Colonel Lorcan O'Farrell are the field operations commanders who head up all activities related to external operations, such as those by field troopers. All Majors and Captains report to these two men. All officers of the Metahuman Incident Corps above field operations levels (Major or Captain) must be capable of attaining and maintaining TS/SCI level clearance to remain employed in that position.

In the brief history of the MIC, one trooper has stood out heads above the rest, and his name is Captain Jon Marks, elite amidst the elite. However, while on pace to become the youngest Major for the MICs to date, Marks became wrapped up in scandal and went AWOL, seemingly disappearing for good (see Castle). The Metahuman Incident Corps is performing exceptional work within Summit City's limits, and has proven worth the expense to continue its operations for the foreseeable future.

STRENGTH LEVEL: The average field trooper possess the normal human strength for a man or woman of their respective age, height and build who engages in intensive, regular exercise. The Metahuman Incident Corps holds regular Physical Fitness Tests (PFTs) several times a year to ensure fitness for duty. The MIC armor provides Rank-2 strength to its wearers, permitting them metahuman-level strength enough to lift/press more than 2 tons under optimal conditions. It also provides enhanced reflexes by the same exoskeletal framework.

EQUIPMENT & DEVICES: All field operation level MICs, as well as guards assigned within Adrian Heights, are equipped with standard issue armor that provides several offensive and defensive capabilities to aid them in their pursuit to maintain law and order within the metahuman community, as well as assist with post-incident cleanup.

The base layer of the armor is a ballistic hybridized polymer material originally developed by Dr. Mark Sicat for military applications (see Chassis). Attached to this base layer is a series of modular RhinoScale plates, with a final layer of Osmium Steel plates for the outer layer, which also house numerous microcomputers and circuitry to enable some of the armor's abilities (see Appendix: RhinoScale, Osmium Steel). This design provides a great deal of protection from injury, conventional and otherwise, while permitting a minimal loss of mobility, flexibility, and agility to the wearer, which makes combat in this armor highly effective. The modular design allows damaged plates to be field replaced as necessary to maximize trooper operation during an incident. The armor itself features microcircuitry woven into the under layer that interfaces with the exterior framework and helmet and provides enhanced strength to its wearer.

Offensively, the armor has two lenses, one located on each palm, which serve multiple functions. The primary function is an offensive weapon to disarm, disable, or destroy opponent's weapons, armor, or projectiles. While these are powerful blasters, they are not intended to kill or maim, though the latter is certainly possible. Next, they can be used as a ranged stun device. The effects of the stunning varies from target to target, but a single burst from the stun rays can cause an adult male to fall unconscious. Additionally, the lenses can be utilized in such a way so as to generate an energy webbing that can be "thrown" at a target so as to ensnare them so that they may be taken into custody or interrogated. Finally, they serve to help with flight stabilization at high speeds, though there are other onboard systems which can assist with this, in the event of a dogfight, however they are not as efficient.

The armor generates a null-gravity magnetic field that allows the wearer to levitate off the ground. Ion thrusters in the boots of the armor provide the push away from the ground, and enabling flight. The palm stabilizers help to sustain a more controlled flight pattern, especially when attempting to maintain a straight path at high speeds. The maximum speeds achieved thus far in the MIC armor is 100mph (~161km/h). The armor provides full protection from friction and debris at high speeds, and permits the wearer to breathe naturally by supplying oxygen to them via several conduits leading into the helmet.

The key component of the MIC armor is the micro-supercomputer housed in the helmet. The computer performs several functions to aid the MIC troopers when facing metahumans, most of which are displayed on a high resolution, holographic heads-up display (H.U.D.) for instant access to the information necessary to perform operations. The computer system contains a direct link to the metahuman database at their headquarters, and updates on regular intervals or on demand. This synchronization allows the information to be updated even while troopers are still in the field on an engagement. The database stores information on known metahumans, possible tactical options and strategies for dealing with them, and any known weaknesses. However, for security purposes the helmet-based system does not store the data beyond the requested usage, so the information cannot fall into the wrong hands. If the signal is somehow blocked, the MIC trooper(s) will have to rely on their training to deal with a metahuman threat, and not the information from the database until the connection can be reestablished. To compensate for this potential weakness, all MICs are outfitted with a customized analyzer device that interfaces with the helmet and is capable of scanning a target for several things: 1) categorization of metahuman, 2) threat level assessment, 3) possible weaknesses, and 4) immobilization options. The helmet's computer is used to help expedite the scanning process, but this is still significantly slower than having access to the database, which requires the MICs to provide the system enough time to provide the results. Without the helmet, the device can be used as a handheld scanner, but is noticeably slower than when docked into the helmet. The output can be displayed either on the H.U.D. or the handheld's own LCD screen. Lastly, the helmet provides a small degree of psionic shielding to help protect the MICs from psionic attack.

EQUIPMENT & DEVICES

Metahuman Analyzer: Enhanced Advantages 1 (Assessment); Senses 7 (Detect MHx-Active Metahuman [Visual]-Acute, Ranged; Detect Weakness [Visual]-Acute, Analytical, Ranged); Easily Removable (-3pts) • 5pts
MIC Helmet: 24 points, Removable (-5pts) • 19pts total
Audio Translator: Comprehend Languages 2 • 4pts
Communication: Radio Communication 3 • 12pts
HUD: Senses 9 (Radio-Accurate, Acute, Extended; Darkvision, Direction Sense, Distance Sense) • 9pts
Metahuman Database Access: Features 1; Senses 1 (Communication Link to Central Database) • 2pts
Psionic Shielding: Enhanced Will 2 • 2pts
MIC Armor: 85 points, Removable (-17pts) • 68pts total
Null Gravity Field: Flight 6 (120 MPH) • 12pts
Osmium Steel Plating: Protection 11, Impervious • 22pts
Sealed Systems: Immunity 9 (Life Support except starvation & thirst) • 9pts
Strength Augmentation: Enhanced Strength 8 • 16pts
Weapons Systems: Array (24 points)
 • **Blaster:** Ranged Damage 12 • 24pts
 • **Energy Web:** Ranged Cumulative Affliction 8 (Resisted by Dodge, Damage or Sleight of Hand to escape; Hindered and Vulnerable; Immobile and Defenseless), Extra Condition, Limited to Two Degrees • 1pt
 • **Stunner:** Ranged Cumulative Affliction 8 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • 1pt

Man in the Tin Suit: For an example build of a typical MIC, please visit the APPENDIX.

RAVAGE

BIOGRAPHICAL DATA

PL11

Real Name: Rachel Ngô	mother; deceased), Roger Dawes (father, deceased)
Occupation: Assassin	Group Affiliation: BlackGuard
Identity: Secret	Base of Operations: Summit City; Various
Other Aliases: None known	
Birthplace: Cần Thơ, Vietnam	
Marital Status: Single	
Known Relatives: Hung ("Judy",	
Height: 5'7" (1.70m)	Distinguishing Characteristics: None known
Weight: 143 lbs. (64.86kg)	
Eyes: Brown	
Hair: Black	

HISTORY & ORIGIN: Rachel Ngô's mother was a Vietnamese foreign exchange student to Summit University who attended class there for three years, who used the American name "Judy" to help acclimate herself to the new surroundings. During her time in Summit U., Judy met a friendly, young white male to whom she became romantically involved for some time. During their relationship, she set aside some of her personal values to engage "American culture" as an American would and she eventually became pregnant through their continued relationship. She did not find out that she was pregnant before catching her lover handling another woman. Ashamed, Judy avoided him as much as possible until the end of semester, when she was to head home to Vietnam for summer break. It was while in Vietnam that she discovered the baby growing inside her, and sought help from her family who shunned the girl for immoral behavior. Judy was forced to seek refuge with friends in the Thốt Nốt Industrial District, whose family took pity on the young, unwed mother-to-be, and helped her through the pregnancy.

When the baby was born, her mother gave her the American name Rachel to remind herself of her own misdeeds. Rachel would spend the first couple of years of life in Vietnam with her mother, until she decided to return to America and confront her former lover. She was allowed to stay with her former host family in Summit City, using her active student visa, who heard the young woman's story and felt moved to assist her further. When Judy had managed to get in touch with her former lover, he acted like he didn't know her and hung up the phone with the threat of having her arrested for harassment if she called again. Judy became enraged and stormed out of the host home to track him down for a personal confrontation. During the fight, he hit her several times, breaking her nose and cheek bone. Judy was arrested for assault and ordered to return to Vietnam, with her visa privileges revoked. The young man, Roger Dawes, was free from guilt under a "self defense" case supported by the arresting officers, and never charged with any wrongdoing.

Before leaving the United States, Judy asked her host family to adopt & care for young Rachel which they honored. After writing a letter to the child in a journal she was leaving behind which detailed all of the events surrounding her conception, birth, confrontation, and so forth, Judy packed her belongings efficiently and then she committed suicide.

The host family attempted to adopt Rachel, but because of her mother's status they were unable to, and Rachel was taken into the care of Social Services. Because her father was presumed to be an American, the Vietnamese government did not want the child to be deported. No paternity tests were ordered, so Rachel remained in the foster care system for some time into her late teens. That was when her mother's host family had managed to track Rachel down and had shipped her mother's belongings to her. In the package was also the journal her mother had written, including the note Judy wrote the night she committed suicide.

Already something of an angry child, the note tore into Rachel deeply and she decided to run away from her foster parents in Kentucky, and find her "father" in Summit City... with her intentions set on killing him. When she reached Summit City, she came to the home of the people who mailed her the package. They told her all they knew about who her father was, everything about her mother that they remembered, and let the child leave. They had no idea she was going to track him down to murder him. When she left, she found her way to the Meridian First National Bank branch where they believed he had been working as the Branch Vice President. Once inside, she found him in his office and



immediately began clawing at him with a ferocity unmatched until several employees and a security guard managed to pry her off of him. Yelling about how he killed her mother, he realized who his assailant might be and ran as she proceeded to tear into the guard's neck with her teeth and nails while kicking the other workers off herself. She pursued him out the bank door, but she couldn't see him anywhere amongst the afternoon rush of people on the sidewalks. That's when her heightened senses made themselves first known: she could smell him, under his cologne, sweat, and mouthwash she could smell the man whose blood she had already drawn once. She instinctively followed the scent and found him climbing a fire escape in an alleyway just a couple of blocks away. Leaping, she caught him before he could ascend and escape into the building. She murdered him in cold blood, leaving his limp body on the fire escape. The murder made Summit City headlines, but no one came forward as to identify the young female murderer caught on the bank's security cameras.

The young woman came to befriend the winged criminal known as War Eagle, with whom she agreed to join the villainous team now since dubbed "BlackGuard" (see War Eagle). How the two came to first meet one another, and the circumstances behind their invitation into this metahuman gang are as yet unknown. Since the murder of Roger Dawes, Rachel has come to call herself "Ravage" and now wears special gloves that complement her animal-like metahuman traits, complete with razor-sharp osmium steel "claws" at the tip of each digit on the gloves, enabling her to rip through flesh and many other materials with relative ease.

Ravage's name is most suiting, and it has been observed that she engages in a blood lust that can overwhelm her until sated. War Eagle seems the only individual to whom she responds when in one of these spells. Even apart from this, she is wildly unpredictable, and extremely dangerous.

STRENGTH LEVEL: Ravage possesses slightly metahuman strength enabling her to lift/press roughly 1 ton under optimal conditions.

KNOWN METAHUMAN POWERS: Ravage possesses several animal-like

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	11	STR	05	FGT	08	DODGE	14
POWER POINTS	173	STA	06	INT	01	PARRY	14
SIZE	M	AGL	08	AWE	02	FORT.	10
		DEX	05	PRE	02	TOUGH.	08
						WILL	06

CARRYING CAPACITY, THROWING & MOVEMENT

Load Limit: 1.5 tons (800kg)
Thrown: 3 tons - 6ft. • 1600lbs. - 30ft. • 400lbs. - 120ft.
Jumping: Running: 25ft. • Standing: 12.5ft. • Vertical: 5ft. • Standing: 2.5ft.

OFFENSE & COMPLICATIONS INITIATIVE +16

Claws +13, Close, Damage 7 (Penetrating, Crit 19-20) • Unarmed +13, Close, Damage 7
Relationship: Ravage is friends with fellow Blackguard, War Eagle.
Temper: Ravage's bloodlust can trigger a feral rage.

CHARACTER NOTES

Unenhanced Traits: Strength 5 • Stamina 6 • Agility 8 • Dexterity 5 • Fighting 8 • Intellect 1 • Awareness 2 • Presence 2 • Dodge 14 • Parry 14 • Fortitude 10 • Toughness 8 • Will 6
Personality: Hunter/Killer • Ruthless • Stalker • Bloodthirsty • Unpredictable
Language: Vietnamese • English (US)
Totals: Abilities 74 + Powers 31 + Advantages 20 + Skills 28 (56 ranks) + Defenses 20 = 173

metahuman abilities including an enhanced set of senses (smell, hearing, sight) that enables her to track down prey, or sense an upcoming attacker before they can ambush her. Additionally, she has an enhanced physique that, while not metahuman in its strength levels, provides her with a greater natural strength than a woman would generally achieve without significant effort, stronger, denser bones and muscle tissue, and an enhanced flexibility. Ravage's accelerated healing factor that enables her to rapidly recover from most conventional wounds within a brief amount of time. This gives her an exceptional endurance level, as her body is able to recover much more quickly from the fatigue poisons that her body naturally generates.

Ravage's strength enables her to leap further, lift more, run faster and hold tighter than most non-metahumans. She uses this strength with a wild, cat-like ferocity that borders on the sociopathic. The exact limits of her strength are as yet unknown, but it is believed they are all at the pinnacle of human capability. She is also an exceptional climber.

Her senses allow her to discern smells even diluted in the parts-per-millions, such as when she was able to track the scent of blood from Roger Dawes through the city even above his cologne, deodorant, and other aromatic covers. Her sense of hearing is acute enough so as to allow her to hear in frequencies similar to those of canines, and across vast distances, making it difficult to approach her with a surprise attack when she can focus.

EQUIPMENT & DEVICES: Ravage wears a pair of forearm-length gloves that provide her a small degree of protection from attack, and helps to enable her to scale walls, trees, rocks, et al., as well as to puncture, rend, slice, and wound, as the ends of each digit on each glove is tipped with an extremely sharp osmium steel claw. Within the furry exterior is a small exoskeleton that permits freedom of movement to her, while providing a lightly armored framework, permitting Ravage to use the gloves to parry swords, knives, fists, and other such attacks by using the backs of her forearms as shields.

POWERS & ENHANCEMENTS

Accelerated Healing Factor: Regeneration 5 • 5pts
Feline Senses: Senses 7 (Danger Sense--auditory; Extended Hearing; Low-Light Vision; Smell--Acute, Tracking 2; Ultra-Hearing) • 7pts
Feral Rage: Enhanced Strength 2; Enhanced Fortitude 2; Enhanced Will 2; Immunity 5 (interaction skills); Activation (move action, -1pt), Reduced Trait (Intellect 2) • 8pts
Osmium-Tipped Claw Gloves: Strength-based Damage 2, Improved Critical, Penetrating 9; Movement 1 (Wall-Crawling), Removable (-3pts) • 11pts

ADVANTAGES

Agile Feint • All-Out Attack • Close Attack 5 • Defensive Roll 2 • Diehard • Evasion • Fearless • Great Endurance • Improved Initiative 2 • Languages 1 • Power Attack • Precise Attack (Close, Concealment) • Startle • Uncanny Dodge
--

SKILLS

Acrobatics 8 (+16) • Athletics 10 (+15) • Insight 8 (+11) • Intimidation 12 (+14) • Perception 12 (+14) • Stealth 6 (+14)

DEVICES, GEAR & EQUIPMENT

None Specified (see POWERS & ENHANCEMENTS).

R.P.G.



R.P.G., Orrin, Baldor, Brogan, Link, WatchGuard, all characters & likenesses are © Charlie McElvy, 2011

BIOGRAPHICAL DATA

Real Name: Kenneth Stevenson	Marital Status: Single
Occupation: Game Shop Co-Owner, Adventurer (part-time)	Known Relatives: Bo (father), Janice (mother), Zeke (brother)
Identity: Secret	Group Affiliation: Talismanticorps (gaming group)
Other Aliases: Ja1lbyrd (username)	Base of Operations: Woodbridge, VA
Birthplace: Washington, D.C.	
Height: 5'7" (1.70m)	Hair: Brown
Weight: 171 lbs. (77.56kg)	Distinguishing Characteristics: None known.
Eyes: Hazel	

HISTORY & ORIGIN: Ken Stevenson had always enjoyed comic books and fantasy novels, and being introduced to role-playing games seemed a natural fit for him. He started playing tabletop style games with miniatures around the age of nine, and started competing in local tournaments at eleven. He became so good that his favorite game shop, War Mongers, began sponsoring his trips to national tournaments. In his late teens, Ken took a stab at writing his own game system which was published by Xion Studios and is one of the more popular open gaming systems. Today, he's a renown game developer, and frequent panel speaker at various conventions, in spite of his relative shyness.

Christian Sampar is the son of Austin, Texas area game store owner and role-playing game writer Jason Sampar and his wife Martha, a stay-at-home mother. He was an avid convention attendee, and traveled the United States frequently. His large number of con appearances led to his starting a now very popular gaming and comics related blog and podcast, wherein he has an opportunity to interview some of the industry's leading writers, artists, and designers. Sarcastic and funny, his podcast is one of the most popular on a consistent basis.

The two met at in Denver at a convention where Christian was invited to participate in a panel alongside Ken and several other leaders in the gaming community. They ended up arguing the point of combat mechanics in a game system, which boiled over into an online debate on Christian's podcast, "Critical Hit". To date, that is his most frequently downloaded podcast episode. Over the course of a few months, Christian and Ken became really close friends--in spite of the continued discussion around in-game combat--and ultimately roommates. When War Mongers game shop was on the verge of bankruptcy, Ken convinced Christian to use the podcast to help save the place from closing its doors. While it worked for a time, the owners thought it best to close up shop anyway, but Ken opted to buy the shop name and agreed to transfer the lease to his name. He and Christian became co-owners, at the landlord's request for a cosigner to the lease, and Christian moved his podcasting studio into the store, where he records in the back room. Creative and enterprising, the two quickly turned the fortunes of the store and it has since become one of the top twenty gaming stores in the United States. Combining their respective popularity with their inventive marketing skills and a new set of exclusive products available only through their store, War Mongers has become a industry success story.

One day while opening up cases of newly shipped merchandise, Ken came across a small package with only one thing inside: a leather satchel with a golden amulet inside. No additional packaging, no paperwork, no invoice, and no return address. Ken noticed that package was meant to arrive at the occult knickknack store on the other side of the shopping center, but must've been delivered to their store by accident. Still, Ken thought to show it to Christian and while in the process of handing it over, they were magically merged and stood there transformed into a massive, muscular barbarian. Christian seemed in control of the physical form, while Ken's consciousness resided alongside Christian, and the two were able to communicate telepathically. At first quite stunned, Christian managed to adapt to the new form and they began to process what was happening to them, and if it was a permanent change. After several moments of frustration and tension, they coordinated their wills in order to separate.

They dropped the amulet to the floor, and used a dustpan to scoop it back up and place it back into its leather satchel. Theories began to fly, as did the debate on what to do with the amulet. Ken thought they should just walk it over to the occult shop and drop it in their mail slot. Christian figured they were destined for possessing such a "kick-butt device", after all this was the dream of every gamer: to become the player character. Convincing Ken to give it another go, Christian reached into the satchel to pull out the amulet. He then had Ken reach out to touch the amulet, and again, as expected, they

BIOGRAPHICAL DATA

Real Name: Christian Sampar	Marital Status: Single
Occupation: Game Shop Co-Owner, Adventurer (part-time)	Known Relatives: Jason (father), Martha (mother), Sarah (sister)
Identity: Secret	Group Affiliation: Talismanticorps (gaming group)
Other Aliases: DeusX17 (username)	Base of Operations: Woodbridge, VA
Birthplace: Paris, Texas	
Height: 5'10" (1.78m)	Hair: Blonde
Weight: 162 lbs. (73.48kg)	Distinguishing Characteristics: None known.
Eyes: Blue	

transformed into another being. But, this time instead of a barbarian, they changed into a crimson armored knight with a sword. As with the initial transformation, Christian controlled the body and Ken was a subconscious "advisor". They unmerged and tried again. They found that they could transform into any one of four beings, seemingly at random. Thrilled, they left the store in the care of the assistant manager, and went off to mess around with the device and the abilities granted them by it.

What they eventually discover is that each form they take has certain skills and memories associated with them, and all of the weapons provided during transformation (sword and armor; bow and arrows; staff) each have a set of special properties. Ken decided they should get skilled enough to exercise their powers against "the forces of evil", as he put it. So, on their days off from the store they practiced transforming and using their forms' respective powers, skills, memories, and weapons. They also named each of the forms after several player characters they've used in their own games from years past: the knight is "Baldor the Red"; the barbarian is "Brogan"; the mage is "Orrin"; and the ranger is "Link". They also learned to control into which being they transformed. They're "superhero name" when merged together is "R.P.G.", which was entirely Christian's idea--Ken went along with it.

R.P.G. would break out into the public when a horde of demonic, winged creatures began terrorizing Los Angeles. Transforming into Orrin, R.P.G. then teleported to Los Angeles to help fight off the horde. He was then joined by the celebrity heroine Intrepid, and they fought back the creatures into the open portal from which they came. Transforming back into Christian and Ken, they befriended Intrepid and ultimately returned back to the east coast. As R.P.G., the tandem would engage on several mystical and magical adventures, but they mutually agreed to make R.P.G. a "part-time" hero as they went back to operating their game store, which was a source of both income and joy. Being R.P.G. is enjoyable to them both, no doubt, but priorities need to be placed, and they are both pragmatists. How soon the world will see R.P.G. again is unknown, but he's certain to show up again when needed.

STRENGTH LEVEL: Christian Sampar possesses the normal human strength for a man of his age, height and build who engages in moderate, regular exercise. Ken Stevenson possesses the normal human strength for a man of his age, height and build who engages in minimal regular exercise. Each of the R.P.G. personas possesses unique strength characteristics, detailed below.

KNOWN METAHUMAN POWERS: As R.P.G., Christian Sampar and Ken Stevenson possess a host of magical abilities relative to one of four personas into which they transform. This transformation occurs when the two men grasp or touch a part of the mystical amulet simultaneously. The form which they take will be random, unless at least one of them wills a particular form. If they disagree or will different forms, it will again be randomized by the mystical energies. It appears as though their two bodies are replaced by a third, with Christian at the helm of this new form. Ken remains available to Christian as an advisor through an apparent telepathic link. Other telepaths can sense, and even "hear" Ken's thoughts when in this state, but most humans cannot perceive Ken in any way. Where their bodies go during this transformation/swap, and where these new forms come from is a complete mystery. It has been surmised that each of these forms is representative of an actual living being, or at least living at one time, for each comes with a new batch of skills and a set of memories that are both familiar and foreign at the same time. The transformation ends only when the pair wills it to be, in unison. If Christian is knocked unconscious while in one of the forms, Ken does not appear able to initiate the change himself. It may be possible, and just a matter of strength of will, but this has not been tested as of this writing.

When in the form of Orrin, the mage, R.P.G. can cast simple spells, read and understand arcane and archaic texts, and possesses an enhanced wisdom.

His staff, into which the amulet transforms, is indestructible and can be used as a bludgeon, if necessary. However, the preferred methodology is to use the staff as a conduit for his spells, mystic blasts of energy, and the like. Orrin has been observed manipulating and creating dimensional portals, hypnotizing others with a stare, transforming others into various forms (frogs, dogs, statues, etc.) and back, creating light for a variety of effects, shooting flame, ice, and energy out of the staff, teleporting, flying, levitating or flying others, telekinetic-like manipulation of other objects and people, and a host of other effects. The exact limits of Orrin's mystical abilities is unknown, but it is somewhat mentally fatiguing to manipulate mystical energies and R.P.G. requires rest for a period of time after exhausting his/their limits.

Orrin possesses the normal strength of a man of his apparent age, height and build who engages in minimal regular exercise.

While in the form of Brogan, the barbarian, R.P.G. is metahumanly strong, and durable, and extremely survivalist. He can use the amulet embedded in his chest to grow to a massive height of 20' (6.1m) with a proportional shift in strength and durability. He doesn't appear to be able to speak in this form, but his survivalist instincts enable R.P.G. (as Brogan) to communicate through other means. Using his metahuman strength in his legs, Brogan can leap nearly a mile in one bound. He can leap further, if given a running start. He can also use his metahuman strength to stomp the ground, causing a small tremor, or to strike his hands together so as to generate a concussive wave of air in the direction of his clap.

Brogan possesses Rank-20 metahuman strength while at his normal height of 6'6" (1.98m), enabling him to lift/press at least 20 tons under optimal conditions. As he grows, his strength increases proportionally and at his peak height of 20' (6.1m), Brogan possesses Rank-250 metahuman strength enabling him to lift/press at least 250 tons under optimal conditions.

As Baldor the Red, the knight, R.P.G. possesses great sword fighting, horse riding, and strategic skills. The armor he wears is not only highly durable, but

it can generate a mystical force shield as to protect him further from harm when consciously activated. It does protect him from mortal harm, even while he's unaware or unconscious. The sword he carries is enchanted and completely indestructible. It can cut through any conventional substance, including osmium steel, without dulling. When thrown, Baldor can recall the sword, even if embedded in another object, such as metal or stone. The enchantment allows Brogan to resurrect one person every 24 hours, provided they died no more than 24 hours prior, with a simple touch and Brogan's willing it to occur.

Link, the ranger (and Ken's favorite form), is extremely agile, dexterous, and nimble. He can climb rapidly, move in near silence, and is highly acrobatic able to perform feats nearing the metahuman level. His aim with a bow is remarkable, and his hunting, tracking, and survival skills are excellent. His enhanced eyesight, hearing, and olfactory senses border on the metahuman as well, and aid his tracking/hunting skills tremendously. Link's bow is enchanted to produce its own arrows, eliminating the need for Link to carry a quiver. He can summon virtually any type of arrow he can imagine, including flaming arrows, lightning-charged arrows, poisonous arrows, exploding arrows, and arrows that split into multiples to hit several targets at once, to name a few. While he can shoot conventional arrows with the bow, he prefers to equip it on an as-needed basis. The limits to the types of arrows Link can produce with this bow are currently unknown.

Link possesses the normal strength of a highly athletic man of his age, height, and build who engages in extremely intensive, regular exercise.

KEN STEVENSON

Power Level 5

Abilities

Strength	00	Fighting	02
Stamina	01	Intellect	02
Agility	00	Awareness	01
Dexterity	00	Presence	00

Devices, Gear & Equipment

Cellphone: Feature (audio communication) • 1pt

Multitool: Feature • 1pt

PDA: Feature (computer) • 1pt

Advantages

Eidetic Memory • Equipment • Improved Initiative 2 • Languages 1 • Luck • Teamwork

Skills

Deception 6 (+6) • Expertise: Business 6 (+8) • Expertise: Current Events 2 (+4) • Expertise: Popular Culture 4 (+6) • Insight 4 (+5) • Investigation 4 (+6) • Perception 4 (+5) • Technology 8 (+10) • Treatment 2 (+4)

Offense

Initiative +8
Unarmed +2, Close, Damage 0

Defenses

Dodge	04
Parry	04
Fortitude	04
Toughness	01
Will	06

Carrying Capacity, Throwing & Movement

Load Limit: 50lbs. (24kg)

Thrown: 200lbs. - 6ft. • 50lbs. - 30ft. • 12lbs. - 120ft.

Jumping: Running: 10ft. • Standing: 5ft. • Vertical: 2ft. • Standing: 1ft.

Character Notes

Languages: English (US), German.

Totals: Abilities 12 + Powers 0 + Advantages 7 + Skills 20 (40 ranks) + Defenses 14 = 53



CHRISTIAN SAMPAR

Power Level 4

Abilities

Strength	01	Fighting	03
Stamina	00	Intellect	01
Agility	00	Awareness	02
Dexterity	00	Presence	01

Devices, Gear & Equipment

Cellphone: Feature (audio communication) • 1pt

Digital Audio Recorder: Feature (record audio) • 1pt

Laptop Computer: Feature (computer) • 1pt

Advantages

Beginner's Luck • Equipment • Evasion • Languages 1 • Ritualist • Trance

Skills

Acrobatics 2 (+2) • Athletics 4 (+5) • Expertise: Current Events 6 (+7) • Expertise: Magic 4 (+5) • Expertise: Streetwise 4 (+5) • Expertise: Theology and Philosophy 4 (+5) • Expertise: Writing 4 (+5) • Insight 6 (+8) • Perception 6 (+7) • Stealth 2 (+2) • Treatment 2 (+3)

Offense

Initiative +0
Unarmed +3, Close, Damage 1

Defenses

Dodge	07
Parry	03
Fortitude	02
Toughness	00
Will	06

Carrying Capacity, Throwing & Movement

Load Limit: 100lbs. (50kg)

Thrown: 400lbs. - 6ft. • 100lbs. - 30ft. • 25lbs. - 120ft.

Jumping: Running: 15ft. • Standing: 7.5ft. • Vertical: 3ft. • Standing: 1.5ft.

Character Notes

Languages: English (US), Latin.

Totals: Abilities 16 + Powers 0 + Advantages 6 + Skills 22 (44 ranks) + Defenses 13 = 57



BROGAN the Savage

Power Level 10

Abilities

Strength	10	Fighting	08
Stamina	11	Intellect	01
Agility	04	Awareness	03
Dexterity	03	Presence	01

Powers

Torque of the Amulet: 32 points, Removable (-6pts) • 26pts total

Forms of the Amulet: Morph 2 (four forms of R.P.G.), Metamorph 3 • 13pts

Super-Strength: Alternate Effects of Strength Damage (10 points)

- **Groundstrike:** Burst Area Affliction 10 (Resisted by Dodge; Vulnerable, Prone), Limited to Two Degrees • 1pt
- **Shockwave:** Cone Area Damage 5 • 1pt

Troll Form: Growth 4; Leaping 10; Activation (Move action, -1pt) • 17pts

Advantages

All-Out Attack • Animal Empathy • Chokehold • Daze (Intimidation) • Diehard • Fast Grab • Improved Critical (Unarmed) • Improved Hold • Improved Smash • Languages 1 • Luck • Power Attack • Takedown • Tracking • Ultimate Effort (Athletics checks)

Skills

Athletics 8 (+18) • Close Combat: Unarmed 2 (+10) • Expertise: Riding 4 (+8) • Insight 4 (+7) • Intimidation 10 (+13) • Perception 6 (+9)

Offense

Initiative +4

Groundstrike, Burst Area, Close,

Affliction 10 (Dodge DC 20) • **Shockwave,** Cone Area, Damage 5 • **Unarmed** +10, Close, Damage 10 (Crit 19-20)

Defenses

Dodge	09
Parry	09
Fortitude	12
Toughness	11
Will	08

Complications

Disability: Brogan cannot speak intelligibly in his Troll Form.

Normal Identity: Ken and Christian require the amulet in order to transform into R.P.G.

Carrying Capacity, Throwing & Movement

Load Limit: 25 tons

Thrown: 100 tons - 6ft. • 25 tons - 30ft. • 6 tons - 120ft.

Jumping: Running: 2 miles • Standing: 1 mile • Vertical: 2000ft. • Standing: 1000ft.

Character Notes

Unenhanced Traits: Strength 6 • Stamina 7 • Agility 4 • Dexterity 3 • Fighting 8 • Intellect 1 • Awareness 3 • Presence 1 • Dodge 11 • Parry 11 • Fortitude 8 • Toughness 7 • Will 8

Personality: Savage • Brutish (Added to base operator's personality.)

Languages: English (UK), Gaulish (Gallic).

Totals: Abilities 66 + Powers 26 + Advantages 15 + Skills 17 (34 ranks) + Defenses 16 = 150



SIR BALDOR the Red

Power Level 10

Abilities

Strength	04	Fighting	09
Stamina	03	Intellect	03
Agility	02	Awareness	02
Dexterity	03	Presence	04

Powers

Armor of Valor: 13 points, Removable (-3pts) • 10pts total

Aegis of Valor: Impervious Toughness 8, Sustained • 8pts

Crimson Armor: Protection 5 • 5pts

Sword of the Amulet: 33 points, Easily Removable (-13pts), Indestructible • 21pts total

Forms of the Amulet: Morph 2 (four forms of R.P.G.), Metamorph 3 • 13pts

Sword Stunts: Array (18 points)

- **Sword Throw:** Strength-based Ranged Damage 3, Accurate, Penetrating 7 • 18pts
- **Sword Slash:** Strength-based Damage 3, Improved Critical, Multiattack 7, Penetrating 7 • 1pt
- **Touch of Grace:** Healing 6, Persistent, Resurrection Only, Features 11 (may affect subjects dead for days per rank), Unreliable (one use per day) • 1pt

Advantages

Assessment • Defensive Attack • Improved Disarm • Improved Initiative • Inspire 2 • Leadership • Power Attack • Teamwork • Weapon Bind

Skills

Athletics 8 (+12) • Close Combat: Sword 4 (+13) • Expertise: Riding 10 (+13) • Expertise: Tactics 10 (+13) • Insight 6 (+8) • Persuasion 6 (+10) • Ranged Combat: Sword Throw 6 (+9)

Offense

Initiative +6

Sword Slash +13, Close, Damage 7 (Multiattack, Penetrating 7) • **Sword**

Throw +11, Ranged, Damage 7 (Penetrating 7) • **Unarmed** +9, Close, Damage 4

Defenses

Dodge	10
Parry	12
Fortitude	09
Toughness	10
Will	09

Complications

Normal Identity: Ken and Christian require the amulet in order to transform into R.P.G.

Carrying Capacity, Throwing & Movement

Load Limit: 800lbs. (400kg)

Thrown: 3200lbs. - 6ft. • 800lbs. - 30ft. • 200lbs. - 120ft.

Jumping: Running: 22ft. • Standing: 11ft. • Vertical: 4.4ft. • Standing: 2.2ft.

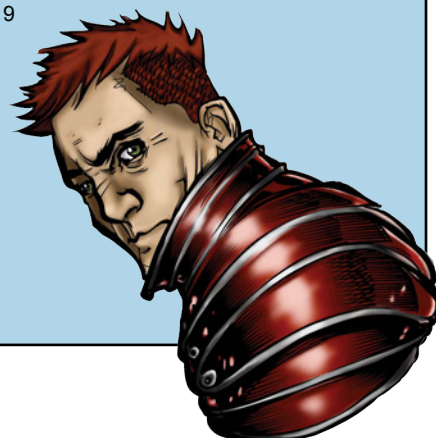
Character Notes

Unenhanced Traits: Strength 4 • Stamina 3 • Agility 2 • Dexterity 3 • Fighting 9 • Intellect 3 • Awareness 2 • Presence 4 • Dodge 10 • Parry 12 • Fortitude 9 • Toughness 10 • Will 9

Personality: Noble • Chivalrish • Brutal, yet Merciful Fighter (Added to base operator's personality.)

Languages: English (UK).

Totals: Abilities 60 + Powers 31 + Advantages 10 + Skills 25 (50 ranks) + Defenses 24 = 150



Abilities

Strength	02	Fighting	07
Stamina	03	Intellect	02
Agility	07	Awareness	04
Dexterity	07	Presence	02

Powers

Bow of the Amulet: 31 points, Easily Removable (-12pts) • 19pts total

Forms of the Amulet: Morph 2 (four forms of R.P.G.), Metamorph 3 • 13pt

Mystic Arrows: Array (15 points)

- **Rain of Arrows:** Ranged Multiattack Damage 5 • 15pt
- **Elemental Arrow:** Ranged Damage 7, Variable Descriptor (elemental) • 1pt
- **Exploding Arrow:** Ranged Burst Area Damage 5 • 1pt
- **Poison Arrow:** Ranged Weaken Abilities 5 (Resisted by Fortitude), Broad • 1pt

Ranger Senses: Senses 6 (Accurate Hearing, Acute Smell, Darkvision, Extended Sight), Innate • 7pts

Devices, Gear & Equipment

Studded Leather Armor: Protection 2 • 2pts

Advantages

Agile Feint • Defensive Roll 2 • Equipment • Improved Aim • Improved Initiative • Languages 1 • Move-By Action • Power Attack • Precise Attack (Ranged, Cover) • Skill Mastery (Perception) • Tracking • Uncanny Dodge

Skills

Acrobatics 8 (+15) • Athletics 6 (+8) • Deception 4 (+6) • Insight 4 (+8) • Perception 8 (+12) • Ranged Combat: Bows 6 (+13) • Sleight of Hand 4 (+11) • Stealth 8 (+15) • Treatment 4 (+6)

Offense

Initiative +11

Elemental Arrow +13, Ranged, Damage 7 • **Exploding Arrow**, Burst Area, Ranged, Damage 5 • **Poison Arrow** +13, Ranged, Weaken 5 (Fort DC 15) •

Rain of Arrows +13, Ranged, Damage 5 (Multiattack) • **Unarmed** +7, Close, Damage 2

Defenses

Dodge	13
Parry	10
Fortitude	07
Toughness	07
Will	08

Complications

Normal Identity: Ken and Christian require the amulet in order to transform into R.P.G.

Carrying Capacity, Throwing & Movement

Load Limit: 200lbs. (100kg)

Thrown: 800lbs. - 6ft. • 200lbs. - 30ft. • 50lbs. - 120ft.

Jumping: Running: 18ft. • Standing: 9ft. • Vertical: 3.6ft. • Standing: 1.8ft.

Character Notes

Unenhanced Traits: Strength 2 • Stamina 3 • Agility 7 • Dexterity 7 • Fighting 7 • Intellect 2 • Awareness 4 • Presence 2 • Dodge 13 • Parry 10 • Fortitude 7 • Toughness 7 • Will 8

Personality: Cunning • Tracker • Silent Hunter • Efficient (Added to base operator's personality.)

Languages: Elfish, English (UK).

Totals: Abilities 68 + Powers 26 + Advantages 13 + Skills 26 (52 ranks) + Defenses 17 = 150



Abilities

Strength	00	Fighting	04
Stamina	01	Intellect	04
Agility	01	Awareness	07
Dexterity	02	Presence	02

Powers

Staff of the Amulet: 18 points, Easily Removable (-7pts) • 11pt

Forms of the Amulet: Morph 2 (four forms of R.P.G.), Metamorph 3 • 13pt

Magical Conduit: Enhanced Skills 4 (Ranged Combat: Magic 4 [+8]) • 2pt

Staff Strike: Strength-based Damage 2, Reach • 3pt

Magic: Array (24 points)

• **Blinding Light:** Ranged Burst Area Affliction 12 (Resisted by Fortitude; Vision Impaired, Vision Disabled, Vision Unaware), Limited to One Sense • 24pt

• **Counterspell:** Nullify Magic 12, Broad • 1pt

• **Dragon Fire:** Cone Area Damage 8, Concentration • 1pt

• **Gate:** Movement 3 (Dimension Travel 3--any dimension), Portal • 1pt

• **Hypnotism:** Perception Ranged Cumulative Affliction 6 (Resisted by Will; Dazed, Compelled, Controlled) • 1pt

• **Ice Storm:** Ranged Multiattack Damage 8 • 1pt

• **Mystic Blast:** Ranged Damage 12 • 1pt

• **Mystic Hand:** Move Object 8, Damaging • 1pt

• **Polymorph:** Ranged Cumulative Affliction 8 (Resisted by Fortitude; Impaired, Disabled, Transformed) • 1pt

• **Teleport:** Teleport 10, Extended Only (1000 miles), Increased Mass 4 (800lbs.) • 1pt

Utility Spells: Array (16 points)

• **Fly:** Flight 4 (30 MPH), Affects Others, Ranged, Dynamic • 17pt

• **Mystic Ward:** Protection 8, Impervious, Sustained, Dynamic • 2pt

Advantages

Eidetic Memory • Languages 3 • Ranged Attack 2 • Ritualist • Second Chance (Expertise: Magic checks)

Skills

Expertise: Alchemy 6 (+10) • Expertise: Magic 12 (+16) • Insight 4 (+12) • Intimidation 6 (+8) • Perception 4 (+12) • Stealth 4 (+5)

Offense

Initiative +1

Magic +8, Ranged, Various • Staff Strike +4, Close, Damage 2 • Unarmed +4,

Close, Damage 0

Defenses

Dodge	06
Parry	06
Fortitude	06
Toughness	09
Will	14

Complications

Normal Identity: Ken and Christian require the amulet in order to transform into R.P.G.

Spellcasting Fatigue: Orrin must rest after prolonged or intense spellcasting.

Carrying Capacity, Throwing & Movement

Load Limit: 50 lbs. (24 kg)

Thrown: 200 lbs. - 6 ft. • 50 lbs. - 30 ft. • 12 lbs. - 120 ft.

Jumping: Running: 10 ft. • Standing: 5 ft. • Vertical: 2 ft. • Standing: 1 ft.

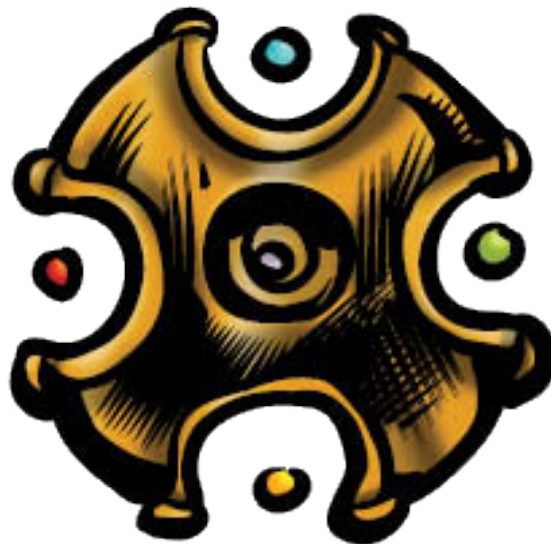
Character Notes

Unenhanced Traits: Strength 0 • Stamina 1 • Agility 1 • Dexterity 2 • Fighting 4 • Intellect 4 • Awareness 7 • Presence 2 • Dodge 6 • Parry 6 • Fortitude 6 • Toughness 1 • Will 14

Personality: Sage • Politically Astute • Diplomatic (Added to base operator's personality.)

Languages: Atlantean, Elfish, English (Olde), Gaulish (Gallic), Latin.

Totals: Abilities 42 + Powers 63 + Advantages 8 + Skills 18 (36 ranks) + Defenses 19 = 150



DR. SCHUSTER

BIOGRAPHICAL DATA

PL13

Real Name: Erick König Schuster

Occupation: Business Magnate,
Entrepreneur, Scientist

Identity: Public

Other Aliases: None Known

Birthplace: Summit City

Marital Status: Single

Height: 6' 4" (1.93m)

Weight: 194lbs. (88.0kg)

Eyes: Blue

Hair: Black

Known Relatives: Mark (father),
Emma (mother)

Group Affiliation: None

Base of Operations: Summit City

Distinguishing Characteristics: None
known.

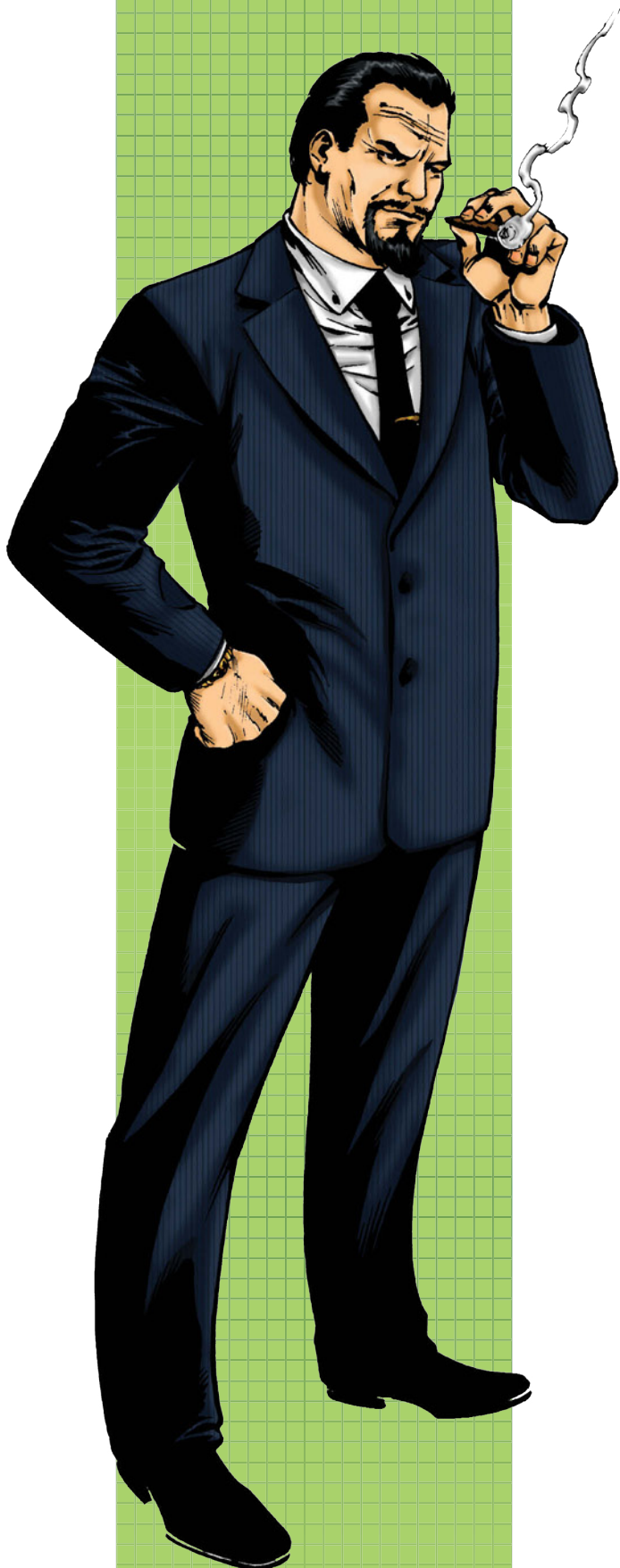
HISTORY & ORIGIN: Erick Schuster started his life out with a silver spoon and a platinum mind, born in Summit City the son of corporate giant, and the city's governor, Mark Schuster. Erick's mother Emma homeschooled Erick beginning very early in his life, rumored to have begun as early as 18 months old. Emma was an international super model from Germany, and a very determined, aggressive woman who instilled in her son the passion, focus, and work ethic to not simply survive, but to thrive and conquer any obstacle in front of him. Erick would grow up with a prodigious mind having been the headline of many a news article or scientific journal for his preposterous feats of intellect at such a young age. By the age of nine, he had calculated the value of Pi out to two-and-a-half trillion digits. By the age of thirteen, he had earned his PhD. and was already becoming a force within the scientific community. His innovations powered his father's corporation, Meridian Enterprises, into the position of being the number one conglomerated organization in the world. Meridian became the largest military contractor for the United States, and would remain so to this day.

Erick became a media darling, in part due to his position as son and heir to the Meridian Enterprises Owner/CEO Mark Schuster, but also due to his prodigal mind. His developments directly led to the creation of the first hybrid solar/piezoelectric fuel cell automotive, which is now produced by most major auto manufacturers in Detroit under sub-contract, and Erick's own developments, patents, and licensed products enabled the young man to become a multi-millionaire on his own apart from the Meridian fortunes that would become his upon his father's death. The Schuster family had traditionally passed all fortunes on to the sons and Mark Schuster was not about to change things with that regard.

Shortly after the elder Schuster's funeral, his widow, Erick's mother Emma, opted to move herself out to the Schuster's private island in the South Pacific despite Erick's ongoing care for her needs. She has remained in seclusion, far away from the media and the whirl of city life. It is assumed Erick still continues to provide financial assistance to his mother, nothing more is known about Emma Schuster's life since leaving the United States.

Now the Owner/CEO of Meridian Enterprises, Erick found himself much like his father in many ways as he's strategic, aggressive, keen, cunning, and stubborn, but unlike his father Erick has no interests in dealing with politicking. In fact, he would prove a much more stout businessman than his father ever was. Erick was ruthless in takeovers, but he did learn to put on a public "face" much like his father and he managed the media so well that no one ever questioned a Meridian merger very loudly or publicly. So, Erick's legend grew as his bank rolls and corporate acquisitions grew. Under his leadership, Meridian Enterprises would grow to become the star of Summit City while Summit City would continue to prosper from Meridian's continued innovations making the city an indirect product of Erick's machinations. The Schuster name has always been viewed as something of a treasure for Summit City's residents, but Erick Schuster would set himself up to be perhaps the greatest Schuster ever, surpassing even his ancestor Adrian Schuster -- Summit City's founding father.

Dr. Erick Schuster's legacy is built by another brick seemingly every day: a new acquisition, a new set of patents, a new building, a newly dedicated wing, a new road, etc. He continues to build both his wealth and his name all across the world, and is known as a philanthropist because of the volume of charities he supports through Meridian -- unfortunately most of the general populace is unaware that the majority of these charities are run by Meridian or a sister corporation. When Dr. Schuster purchased Summit First National Bank he gained control over most of the non-federalized money moving and shifting through Summit City. This affords him a great deal of flexibility to continue managing his empire from every aspect, now including financially. Dr. Schuster would position himself as the third richest man in the world, and one of her leading philanthropists.



Dr. Schuster's only rivals come from pro-metahuman Senator Ted Melton and Catalyst Technologies (see Senator Melton). Melton is a Summit City-born man who hails from a line of politicians trusted throughout Summit's history, and the heir-apparent to Catalyst's holdings. Catalyst, unlike Meridian, never has dealt with becoming a military contractor instead they focused on the betterment of life through pharmaceuticals, innovative genomic research, continued development of so-called "green" technologies, and advanced robotic engineering. When he developed the hybridized piezoelectric engines for automobiles, it was Catalyst who designed the drive train and engineered the motor housing. When Dr. Schuster pushed publicly for required registration of all metahumans, Senator Melton opposed the idea and won the public's opinion on the matter. Senator Melton went so far as to propose moving Adrian Heights Prison to within Mount Summit and converting it into a metahuman criminal penitentiary, with Meridian's weapons technologies providing the support, protection, and restraint of the special criminals to be contained therein. In a rare effort of public cooperation the Metahuman Incident Corps was founded by the two men, and Adrian Heights became the first metahuman penitentiary in the world (see Metahuman Incident Corps).

Dr. Schuster created a metahuman terrorist group, covertly, and has used them to attack facilities of his rivals, as well as his own when it suits his needs. This team operates within his rule, unbeknownst to the general public, while he publicly uses them and their destructive tendencies to continue to whittle down public opinion of metahumans and belittle Senator Melton's stance. So far, this has only backfired, a point which infuriates and frustrates Schuster beyond imagining. In truth, Schuster is ambivalent to metahumans, so long as they serve his purposes and don't get in his way. It was this meta-terrorist attack on Catalyst Technologies that spurred the formation of WatchGuard, a team of metahuman heroes based in Summit City led by scientific adventurer JD Byrd (see Voyager). Schuster has since dubbed his little band of metas "BlackGuard", in opposition. As calculating and precise as Dr. Schuster can be, strategically, it is as yet unknown if he intended for the formation of WatchGuard by this effort, or if this was purely incidental...

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	13	STR	01	FGT	06	DODGE	08
POWER POINTS	178	STA	02	INT	11	PARRY	08
SIZE	M	AGL	02	AWE	04	FORT.	06
		DEX	03	PRE	07	TOUGH.	04
						WILL	14

CARRYING CAPACITY, THROWING & MOVEMENT

Load Limit: 100lbs. (50kg)

Thrown: 400lbs. - 6ft. • 100lbs. - 30ft. • 50lbs. - 120ft.

Jumping: Running: 15ft. • Standing: 7.5ft. • Vertical: 3ft. • Standing: 1.5ft.

OFFENSE & COMPLICATIONSINITIATIVE +2

Unarmed +6, Close, Damage 1

Fame: Public benefactor of Summit City.

Secret: Covertly leads the Blackguard.

CHARACTER NOTES

Unenhanced Traits: Strength 1 • Stamina 2 • Agility 2 • Dexterity 3 • Fighting 6 • Intellect 11 • Awareness 4 • Presence 7 • Dodge 8 • Parry 8 • Fortitude 6 • Toughness 4 • Will 14

Personality: Cunning • Ruthless • Genius • Dictatorial • Strategic • Demanding -- (*Public Persona:* Caring • Leader • Brilliant • Philanthropic)

Language: Arabic • Chinese (Mandarin) • English (US) • Farsi • French • German • Hebrew • Hindi-Urdu • Italian • Japanese • Korean • Latin • Portuguese • Punjabi • Romanian • Russian • Spanish

Totals: Abilities 72 + Powers 14 + Advantages 24 + Skills 46 (92 ranks) + Defenses 22 = 178

STRENGTH LEVEL: Dr. Schuster possess the normal human strength for a man of his age, height and build who engages in moderate, regular exercise.

KNOWN METAHUMAN POWERS: None. Dr. Schuster possesses an intellect that staggers the imagination, but it is not metahuman. He possesses no metahuman abilities, but is the greatest scientific and strategic mind on Earth, metahumans notwithstanding, and exceptionally strong-willed.

POWERS & ENHANCEMENTS

Indomitable Will: Impervious Will 14 • 14pts

ADVANTAGES

Benefit 5 (Wealth and Family Status) • Connected • Contacts • Defensive Roll 2 • Eidetic Memory • Fascinate (Persuasion) • Fearless • Inspire • Inventor • Jack-Of-All-Trades • Languages 5 • Leadership • Taunt • Ultimate Effort (Will) • Well-Informed

SKILLS

Athletics 4 (+5) • Deception 10 (+17) • Expertise: Business 6 (+17) • Expertise: Science 10 (+21) • Insight 12 (+16) • Investigation 4 (+15) • Intimidation 6 (+13) • Perception 4 (+8) • Persuasion 12 (+19) • Stealth 4 (+6) • Technology 12 (+23) • Treatment 4 (+15) • Vehicles 4 (+7)

DEVICES, GEAR & EQUIPMENT

Smartphone: Features 2 • 2pts

SENTINEL

BIOGRAPHICAL DATA

PL12

Real Name: Steven Mitchell
Occupation: Adventurer, former Marine, former Secret Service officer
Identity: Secret
Other Aliases: None Known
Birthplace: Alexandria, Virginia
Marital Status: Single

Known Relatives: Lisa (mother), Kirsten & Callie (younger twin sisters), Peyton (younger sister)
Group Affiliation: The WatchGuard
Base of Operations: Summit City

Height: 6' 6" (1.98m)
Weight: 243lbs. (110.22kg)
Eyes: Light Brown
Hair: Blonde-Brown

Distinguishing Characteristics: None

HISTORY & ORIGIN: Steven Mitchell was born to a single mother and grew up in a middle class neighborhood in the exurbs of Washington, DC. Because his mother instilled in him a sense of commitment early on, Steven excelled in academics and athletics, though only obtaining a partial academic scholarship to Georgetown University. After starting his degree in History, Steven decided to drop out of college and enlist in the United States Marine Corps to fight evil and tyranny in a classic fashion: with guns, tanks, and a corps beside you. This also reduced some of the financial burden on his mother, who had been covering his remaining college expenses. It was during his time in boot camp at Parris Island, SC, that Steven discovered his telepathic abilities.

While on leave and liberty after Final Drill, Steven and a few of his fellow recruits went into town to enjoy some free time at The Fillin' Station. Unfortunately, a couple of drunken locals began making racist remarks about Recruit Phillips, an African-American, and Steven, who was of mixed heritage—a "mongrel" in the locals' mind-set. The recruits wisely ignored them, but could not ignore the gun that was eventually pointed at Phillips' head. Steven tried talking to the gunman, promising to leave and not come back, but the local was too drunk to reason with. As he pulled the trigger, Steven reached out, both physically and mentally, to stop the shot. Instinctively, he used his newly-emerging telekinetic powers to prevent the bullet from exiting the chamber. This caused the gun to backfire, throwing the would-be murderer back several feet and knocking him unconscious. The recruits escaped immediately, and Steven was left to ponder the events on his own. He knew that "something" strange had happened, but had he somehow caused it?

While on the Night Assault Course during "The Crucible" at Parris Island, Steven realized that he was able to "hear" the thoughts of his teammates as well as those of their opposing team. He often used this to his team's advantage during the night drills. Steven and his fellow recruits graduated to become Marines, and he headed off for the School of Infantry (SOI) at Camp Geiger. It wasn't long after completing his training and receiving his MOS assignment (0311-Rifleman) that Steven deployed to his first assignment—Saudi Arabia.

Although he kept his abilities a secret, Steven used them to "translate" captive insurgents' thoughts in his own mind as if he were translating the language directly. This led to the discovery of a massive weapons cache that would have caused the deaths of many soldiers in the coming months. It was also during this raid that Steven first used his telekinetic powers consciously: when a fragmentation grenade was thrown near his squad he managed to deflect the shrapnel, which saved his life and the lives of several fellow Marines. No one else realized exactly what had happened and nobody stopped to ponder it—they had a job to do, and so they pressed ahead with the mission. Steven received the Silver Star for his part in the raid and was promoted from Corporal to Sergeant.

Two years later, after an honored and decorated service in the Marines, Steven opted to resign his enlistment to be closer to his mother, who had become very ill. He took the experiences and leadership skills obtained in the Marine Corps and applied to the United States Secret Service. Steven served in the Uniformed Division for about two years before being discharged under mysterious circumstances. The discharge came with a pension, but beyond that no other information is available regarding it.



Inspired by other metahuman heroes, Steven Mitchell decided it was time to use his special abilities for the betterment of his community and the world. Donning his black Secret Service BDUs, USMC-issued combat boots, and some customized gear, Steven emerged as the patriotic hero, The Sentinel. The Sentinel won the affection of many residents in Washington's southeast neighborhoods for breaking up several prostitution rings and forcing not a few "crack houses" to close. He even earned the respect of the police force, despite the fact that he was operating as a vigilante. It was not long before Sentinel became the favored local hero of northern Virginia and D.C.

When Elise Mitchell's extremely unusual illness continued to baffle the top doctors in the D.C. area, they reached out to Catalyst Technologies for assistance. Catalyst brought Elise to Summit City to be studied by their medical research teams. Ever the devoted son, Steven came with her. At Catalyst's research center, J.D. Byrd, who was also the hero Voyager, befriended him. When Byrd learned of Steven's powers, he convinced Sentinel to join The WatchGuard. As Sentinel, Steven became The WatchGuard's primary field commander, with Voyager deferring to his expertise. Sentinel also is using his Marine Corps experience and tactical strengths to attempt to create a cohesive unit out of his untrained teammates... as his patience permits.

STRENGTH LEVEL: Sentinel possesses metahuman strength, enabling him to lift/press roughly 3 tons under optimal conditions.

KNOWN METAHUMAN POWERS: Sentinel possesses enhanced strength, reflexes, durability, agility, and cognitive processing as well as limited telepathy (TP) and telekinesis (TK). It is possible, even likely, that Sentinel has not reached the upper limits of his physical or mental abilities as of this writing.

His reflexes, reaction time, agility, and endurance are at least as high as that of a very well trained Olympic-level athlete, despite his not having to dedicate large amounts of time to physical training. His durability is

enhanced to peak human ranges, but he is not completely resistant to conventional harm.

Sentinel's primary capabilities are his telepathy and telekinesis. Sentinel's telepathy permits him to read people's thoughts, detect their lies, and "scan for keywords" in the thoughts of others in his immediate vicinity. He has recently learned how to "push" his thoughts into someone's mind to influence them, but he cannot directly control the minds of others. Sentinel can use his telepathy to "translate" foreign languages as if he himself were fluent in the particular language. However it works, Sentinel's ability to understand other languages is only operative when he is in range of the subject. He cannot, for example, understand an unknown language over telecommunications devices, so his ability is not a traditional "translation".

Sentinel's telekinesis is limited, but no less dangerous. He can use it as a force blast, to levitate heavy objects, to "push" opponents away, to deflect projectiles, and manipulate objects. He also uses his telekinesis to "fly" short distances or hover in mid-air, but currently the use of his telekinetic powers in this fashion is very tiring. It is assumed that with continued usage and training this fatigue limitation will be reduced or disappear altogether. Sentinel also has used his TK to enhance his punches by shielding them in a TK field as he strikes, to trap a small volume of air around his head to permit breathing while submerged, and to guide thrown objects or other projectiles in flight so as to ensure they hit their intended target(s).

Sentinel's training in the United States Marine Corps has given him a strong sense of combat tactics, strategy, and leadership, as well as a high degree of skill in the handling and shooting of firearms. He is also quite adept in hand-to-hand combat, and is the resident drill instructor for the WatchGuard team.

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	12	STR	07	FGT	14	DODGE	14
POWER POINTS	194	STA	07	INT	02	PARRY	14
SIZE	M	AGL	07	AWE	02	FORT.	12
		DEX	07	PRE	04	TOUGH.	10
						WILL	08

CARRYING CAPACITY, THROWING & MOVEMENT

Load Limit: 3.2 tons

Thrown: 12 tons - 6ft. • 3 tons - 30ft. • 3,200 lbs. - 120ft.

Jumping: Running: 25ft. • Standing: 12.5ft. • Vertical: 5ft. • Standing: 2.5ft.

Flight: 60 MPH, 900ft./round

OFFENSE & COMPLICATIONS

INITIATIVE +11

Force Blast +12, Ranged, Damage 8 • **Personal TK Field** +14, Close, Damage 10 • **Telekinesis** +12, Ranged, Str 8 Grab • **Unarmed** +14, Close, Damage 7

Honor: Sentinel is honest and has a strong sense of justice.

Motivation -- Patriotism: Sentinel is committed to serving his country.

CHARACTER NOTES

Unenhanced Traits: Strength 3 • Stamina 3 • Agility 3 • Dexterity 3 • Fighting 14 • Intellect 2 • Awareness 2 • Presence 4 • Dodge 14 • Parry 14 • Fortitude 8 • Toughness 6 • Will 8

Personality: Patriotic • Honest • Committed • Strong Sense of Justice

Language: English (US)

Totals: Abilities 100 + Powers 23 + Advantages 16 + Skills 37 (74 ranks) + Defenses 18 = 194

POWERS & ENHANCEMENTS

Psionic Powers: Array (16 points)

- **Telekinesis:** Move Object 8 • 16pts
- **Deflect:** Deflect 14 • 1pt
- **Force Blast:** Ranged Damage 8 • 1pt
- **Missile Guidance:** Deflect 8, Reflect, Redirect, Limited to Projectiles • 1pt
- **Personal TK Field:** Flight 5 (60 MPH); Immunity 2 (Suffocation); Strength-based Damage 3 • 1pt
- **Telepathy:** Mental Communication 1; Mind Reading 6 • 1pt

ADVANTAGES

Agile Feint • Equipment • Evasion • Great Endurance • Improved Initiative • Inspire • Leadership • Move-By Action • Ranged Attack 5 • Takedown • Teamwork • Uncanny Dodge

SKILLS

Acrobatics 8 (+15) • Athletics 8 (+15) • Expertise: History 4 (+6) • Expertise: Military 14 (+16) • Insight 8 (+10) • Intimidation 10 (+14) • Perception 8 (+10) • Stealth 6 (+13) • Vehicles 8 (+15)

DEVICES, GEAR & EQUIPMENT

Custom Ballistic Mesh Top: Protection 3 • 3pts

SOUNDWAVE

BIOGRAPHICAL DATA

PL09

Real Name: Zachary Bridgeforth

Occupation: Adventurer, Disc Jockey, Student

Identity: Secret

Other Aliases: DJ Mash, Flounder

Birthplace: Compton, California

Marital Status: Single

Known Relatives: Joseph (father), Janice (mother)

Group Affiliation: Teen Force 5

Base of Operations: Summit City

Height: 5' 10" (1.55m)

Weight: 207lbs. (47.63kg)

Eyes: Brown

Hair: Brown

Distinguishing Characteristics: None.

Soundwave used to shave various designs in his hair, most commonly straight lines from front to back.



HISTORY & ORIGIN: Zach Bridgeforth worked through high school as a night disc jockey for the local urban radio station, which earned him a great deal of respect and "street cred" in his neighborhood. Zach grew up in a rough area in a poor part of town, the son of a sanitation worker and an elementary school teacher. Despite growing up a minority in the neighborhood, he was accepted early on for his tough-natured play, but light-hearted attitude and a smile that shone brightly wherever he went. He was also known well for his defense of the weaker or smaller kids. Like the other children in his neighborhood, he played basketball nearly every afternoon during the school year, and street football during the fall and winter months. His love for these sports was second only to his passion for hip-hop, rap and R&B music. Well, and break-dancing.

Zach started breakin' in the streets every day after school with many of his friends, which became something of a neighborhood spectacle over time. When he entered middle school, Zach was already very well known -- partly because he was a white kid -- mostly, though, because of his infectious smile, positive demeanor, and crazy skills on the court, on the field, or on cardboard in the middle of the street. He entered break-dancing contests and regularly won, or came in a close second, and he eventually tried his hand at beat-boxing. This wouldn't go so well, but he still gained the attention of a local disc jockey who was looking for an intern, and thought this kid would serve some comic relief up nightly. His parents agreed to let him work the show from eight to midnight every night, provided school didn't suffer and his homework was finished prior to heading out. Much to Zach's chagrin, he was dubbed "Flounder", but he did indeed enjoy time as the show's comedy. Eventually, Zach moved into paid DJ work, and became known as "DJ Mash" because of his amazingly popular mash-ups, and he had a once a week special show on Saturday evenings.

He continued to work as a DJ part time, and he focused on his break-dancing when time permitted. Zach started using his small level of fame to promote neighborhood efforts to clean up the streets, help the homeless, and generate community pride. These little events began to draw big crowds, and eventually big money -- a target in these rough streets. It wasn't long before there was a robbery attempt at one of the events, and that's the day everything changed for Zach Bridgeforth.

When a masked thief stormed into the middle of the event with several cronies, all armed with handguns, they threatened several attendees' lives unless the donated monies were handed over to them, "right now". After getting the knapsacks of cash, the thugs fired some shots into the air and ran off down the streets. Zach pursued them. He didn't want this to ruin the positive attitudes in the people of the neighborhood and surrounding areas because of one bunch of common criminals. So, he ran headlong into trouble by cornering the thieves in an alleyway. Standing his ground, stubbornly, Zach demanded the money back which was expectedly met with laughter, until one of the hoods decided to shut him up permanently to make a statement. He shot at Zach, and everyone was surprised at the outcome of the next few seconds -- as soon as the gunfire was heard, instinctively Zach "reflected" the noise back as a concussive wave just before the bullets would have hit him, sending the bullets outward away from himself and also pushing the hoods forcefully against the brick wall behind them, knocking them unconscious. He realized that he may have the MHx-trait chromosome that many of the world's heroes have tested positive for, granting them extraordinary powers, and something about the music, and this confrontation, drew them out. With that, and after the perps were arrested, Zach created a story about how he took them out with trash can lids and such, and went home with a horrified mother and concerned father. In all their years living in a rough area, never had their son come so close to a life-threatening confrontation until that weekend.

Not long after this incident, Zach's father was offered a job by his boss to be the sanitation director for their contract in Summit City -- clear on the other side of the country. He saw it as an opportunity to move his family to a better, safer area of the country, and Summit City was the "dream job". So, in spite of Zach's best attempts to stay in California, they packed up and moved east.

Zach never told anyone about his abilities, rather, he played around with them in secret while trying to figure them out. He realized that he was able to manipulate and generate sound waves to produce concussive blasts with an intriguing humming sound. Inspired by the teen hero Bluechip fighting in his own neighborhood, Zach created a metahuman identity with his favorite college team's colors all mixed in his costume, and called himself "Soundwave". Taking to the streets on one of his first outings as a "meta", Soundwave ran into another teen hero calling herself "Jupiter" and, while flirting with her, they witnessed a chase involving Bluechip which they then joined (see Bluechip, Jupiter). The three would enjoy this little adventure together, and decided to remain together to fight crime, both metahuman and common, and to protect the Adrian's Commons neighborhood specifically. The press would dub these three "Teen Force", which would change later to "Teen Force 5" with the addition of other teen heroes Sonja Blackwood and Tempest (see Blackwood, Sonja and Tempest). Their fight against crime and villainy would last for years, through marriages, departures, and the like. Teen Force 5 was among the first, and most decorated, team of heroes to fight within Summit City's borders (see Appendix: Teen Force 5).

Years later, Soundwave would die at the hands of several metahuman villains, during a skirmish at the Catalyst Technologies facility wherein metahuman adventurer-scientist JD Byrd operated (see Voyager). His death, and an encouraging word from the [then] retired Bluechip, would inspire Voyager and the others to form WatchGuard. As such, Soundwave's legacy, and that of Teen Force 5, would live on.

STRENGTH LEVEL: Soundwave possess the normal human strength for a man of his age, height and build who engages in intensive, regular exercise.

KNOWN METAHUMAN POWERS: Soundwave is an MHx-positive metahuman who possesses the ability to absorb, generate and manipulate sonic vibrations for a variety of effects. The primary use of this ability is for offensive purposes, though he can use it to counter certain projectiles (such as the bullets noted in his origin).

Soundwave can absorb sonic vibrations and seemingly amplify them into a concussive waveform that vibrates the air as it passes through, emitting a mild humming sound as it travels. The exact mechanism by which this absorption and amplification occurs is unknown. Similarly, it appears as if either he can generate his own vibratory force, or that he absorbs and stores the vibrations of a common day in a "pool" of energy from which he draws his power.

Additionally, he learned to control this power in a more minute, more granular fashion enabling him to create sounds with the waveform. He has been witnessed imitating the sounds of various musical instruments, gunshots, laser blasts, explosions, etc. The limits to this ability are unknown, and may only be his imagination and concentration.

Soundwave may have other, more nuanced uses of this power, but if so they have not been catalogued as of this writing.

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	09	STR	02	FGT	04	DODGE	12
POWER POINTS	135	STA	03	INT	01	PARRY	12
SIZE	M	AGL	04	AWE	03	FORT.	07
		DEX	02	PRE	03	TOUGH.	06
						WILL	07

CARRYING CAPACITY, THROWING & MOVEMENT	
Load Limit: 200lbs. (100kg)	
Thrown: 800lbs. - 6ft. • 200lbs. - 30ft. • 50lbs. lbs. - 120ft.	
Jumping: Running: 16ft. • Standing: 8ft. • Vertical: 3.2ft. • Standing: 1.6ft.	

OFFENSE & COMPLICATIONS	INITIATIVE +8
Sonic Manipulation , Cone Area, Close, Damage 9 or Affliction 9 (Fort DC 19) • Unarmed +4, Close, Damage 2	
Motivation -- Responsibility: Soundwave is eager to protect and help others with his powers and talents.	

CHARACTER NOTES
Unenhanced Traits: Strength 2 • Stamina 3 • Agility 4 • Dexterity 2 • Fighting 4 • Intellect 1 • Awareness 3 • Presence 3 • Dodge 12 • Parry 12 • Fortitude 7 • Toughness 6 • Will 7
Personality: Cocky • Defender • Tough Guy, but Friendly • Funny • Impetuous • Bites off more than he can chew
Language: English (US)
Totals: Abilities 44 + Powers 22 + Advantages 14 + Skills 31 (62 ranks) + Defenses 24 = 135

POWERS & ENHANCEMENTS
Sonic Manipulation: Array (18 points)
• Concussive Blast: Cone Area Damage 9 • 18pts
• Concussive Wave: Cone Area Cumulative Affliction 9 (Resisted by Fortitude; Vulnerable, Prone), Limited to Two Degrees • 1pt
• Sonic Shield: Deflect 12 • 1pt
• Sound Amplification: Cone Area Cumulative Affliction 9 (Resisted by Fortitude; Auditory Impaired, Auditory Disabled, Auditory Unaware), Limited to One Sense • 1pt
• Sound Generation: Illusion 9 (Auditory), Independent • 1pt

ADVANTAGES
Agile Feint • Connected • Defensive Roll 4 • Evasion • Extraordinary Effort • Fascinate (Expertise: Dance) • Improved Initiative • Inspire • Set-Up • Taunt • Teamwork

SKILLS
Acrobatics 4 (+8) • Athletics 4 (+6) • Deception 6 (+9) • Expertise: Dance 8 (+12) • Expertise: Music 8 (+9) • Expertise: Popular Culture 8 (+9) • Insight 6 (+9) • Perception 4 (+7) • Persuasion 6 (+9) • Stealth 4 (+8) • Technology 4 (+5)

DEVICES, GEAR & EQUIPMENT
None specified.

TAILGATOR

BIOGRAPHICAL DATA

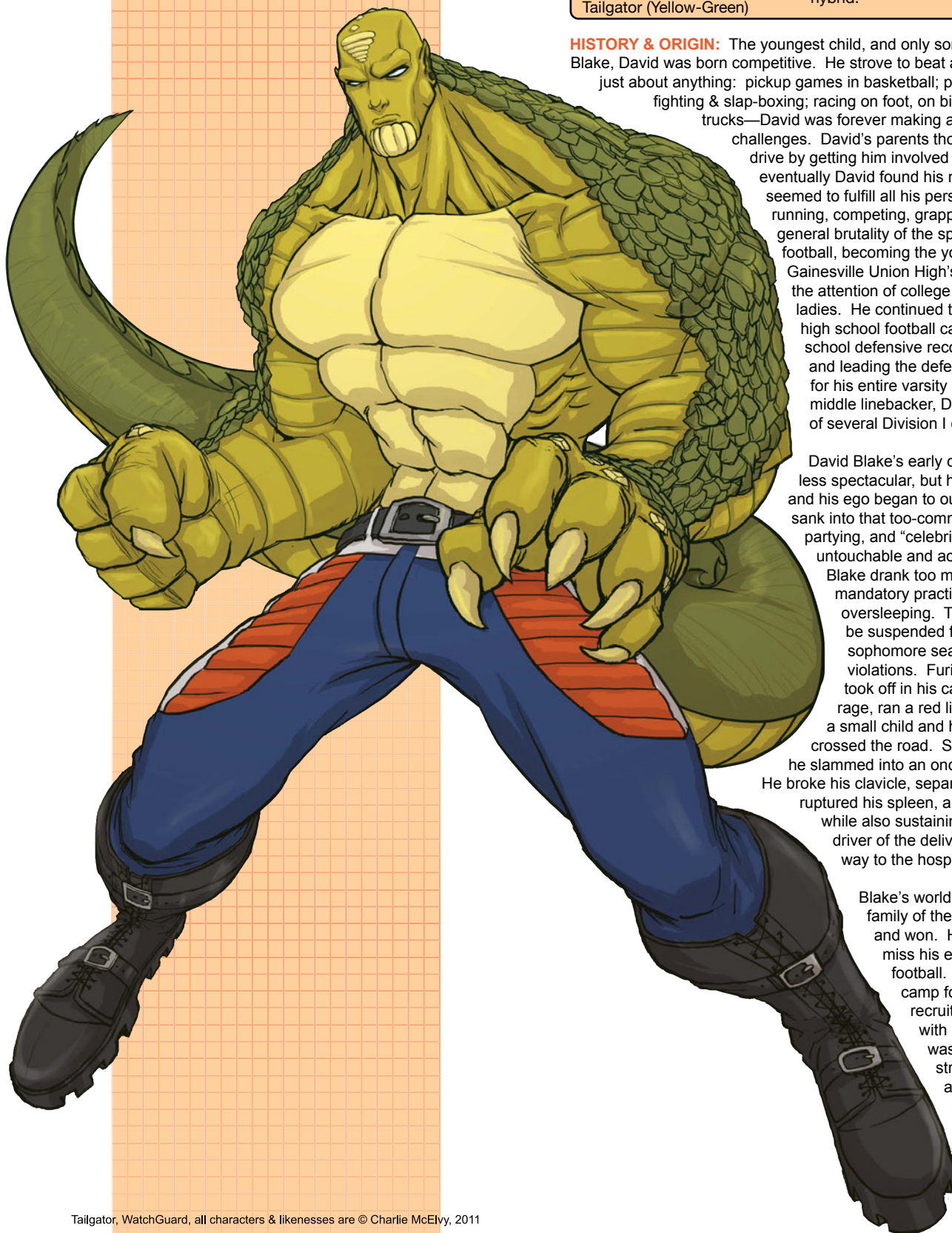
PL12

Real Name: David Blake
Occupation: Thief, Hit Man, former professional arena football player
Identity: Secret
Other Aliases: None Known
Birthplace: Gainesville, Florida
Marital Status: Single

Known Relatives: None Known
Group Affiliation: The BlackGuard
Base of Operations: Various

Height: 7' 2" (2.18m)
Weight: 1127lbs. (511.2kg)
Eyes: (as Blake) Brown (as Tailgator) (Yellow-Green)

Hair: (as Blake) Bald (as Tailgator) None
Distinguishing Characteristics: He resembles a seven-foot tall alligator/human hybrid.



HISTORY & ORIGIN: The youngest child, and only son, of Jack and Lisa Blake, David was born competitive. He strove to beat anyone and everyone at just about anything: pickup games in basketball; playing stickball; street fighting & slap-boxing; racing on foot, on bikes, in cars or pickup trucks—David was forever making and accepting challenges. David's parents thought to “channel” that drive by getting him involved in team sports, and eventually David found his niche playing football. It seemed to fulfill all his personal tendencies: running, competing, grappling, and, of course, the general brutality of the sport. He excelled at football, becoming the youngest varsity player in Gainesville Union High's history, and attracting the attention of college recruiters...and the ladies. He continued to excel throughout his high school football career: breaking multiple school defensive records, lettering every year, and leading the defense as the team captain for his entire varsity career. Specializing at middle linebacker, David drew the attention of several Division I colleges.

David Blake's early career at college was no less spectacular, but his competitive nature and his ego began to outpace his skills. He sank into that too-common rut of alcohol, partying, and “celebrity”, of feeling untouchable and acting like it. One night, Blake drank too much and missed a mandatory practice the next day by oversleeping. The coach told him he'd be suspended for the first game of his sophomore season for team rules violations. Furious, Blake left the field, took off in his car and, still blinded by rage, ran a red light and nearly ran over a small child and her mother as they crossed the road. Swerving to avoid the two, he slammed into an oncoming delivery truck. He broke his clavicle, separated his left shoulder, ruptured his spleen, and fractured several ribs while also sustaining a concussion. The driver of the delivery truck died on the way to the hospital.

Blake's world crumbled rapidly. The family of the delivery driver sued him and won. His injuries caused him to miss his entire junior season of football. Shortly before training camp for his senior season, a recruiting scandal broke out, with Blake implicated. He was further disgraced, stripped of his scholarship, and left without a career path to professional football.

After having soared so high for so long, Blake now hit bottom. While his family was

supportive, he wanted nothing to do with them; his own shame and ego wouldn't allow it. Instead he chose to live with some buddies in a rough part of town. There, Blake was approached with an offer by a mysterious recruiter for arena football.

What Blake didn't know about his new employers is that they wanted to distribute a new drug on the streets, a drug based on the Metahuman x-Trait Chromosome (MHx), which is found in most metas. Since his downfall they had been watching him, pegging him as a perfect test subject. His willingness to take HGH injections and other performance-enhancing drugs made him an easy target. Instead of his usual injections, David Blake unknowingly received a large dose of the early MHx-based drug (known on the streets as "Red-K" for the red color of both the crystalline & liquid forms). This version required reptilian blood as a stabilizer, so, as an inside joke, his employers opted to use the blood of a common alligator. At his next game, this choice would evidence itself in horrific fashion.

Exhausted at the half, Blake went to the locker room. There he demanded an adrenaline shot to push him through the second half. Within seconds of it entering his system, he underwent an excruciating transformation into a huge reptilian beast, complete with scales and a massive tail that began thrashing about, injuring several of the trainers and players. He then smashed through the concrete wall and stumbled onto the field before bursting through several barriers and walls and disappearing into the night.

After coming to some sort of terms with what he had become, Blake dubbed himself "Tailgator." He chose a life of crime and extortion, working as "hired muscle" for the same people who caused his transformation, although Blake has not yet discovered that fact.

Eventually, Tailgator joined with other metahuman villains to form The BlackGuard in opposition to the WatchGuard team. There Tailgator continues his selfish, arrogant ways, and still acts like a partying frat boy, often to his teammates' irritation.

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	12	STR	14	FGT	09	DODGE	09
POWER POINTS	180	STA	13	INT	00	PARRY	11
SIZE	M	AGL	03	AWE	01	FORT.	15
		DEX	02	PRE	01	TOUGH.	13
						WILL	05

CARRYING CAPACITY, THROWING & MOVEMENT

Load Limit: 400 tons

Thrown: 1600 tons - 6ft. • 400 tons - 30ft. • 100 tons - 120ft.

Jumping: Running: 250ft. • Standing: 120ft. • Vertical: 50ft. • Standing: 25ft.

Swimming: 60 MPH, 900 ft./round

OFFENSE & COMPLICATIONS

INITIATIVE +3

Teeth and Claws +9, Close, Damage 15 (Crit 19-20) • **Unarmed** +9, Close, Damage 14

Obsession -- Competitive: Tailgator is hyper-competitive in physical endeavors.

Self-Centered: Tailgator is arrogant and irresponsible.

CHARACTER NOTES

Unenhanced Traits: Strength 4 • Stamina 3 • Agility 3 • Dexterity 2 • Fighting 9 • Intellect 0 • Awareness 1 • Presence 1 • Dodge 11 • Parry 11 • Fortitude 5 • Toughness 3 • Will 5

Personality: Hedonist • "Party Boy" • "Jock" • Arrogant/Cocky • Mean-Spirited

Language: English (US)

Totals: Abilities 46 + Powers 95 + Advantages 6 + Skills 19 (38 ranks) + Defenses 14 = 180

STRENGTH LEVEL: Tailgator possesses metahuman strength, enabling him to lift/press roughly 400 tons under optimal conditions.

KNOWN METAHUMAN POWERS: Tailgator has been transformed into a massive, powerful, alligator-human hybrid creature with an amazing array of enhanced abilities. It is assumed, as of this writing, that he is either unable to return to his normal human form, or that it is extremely difficult or painful. Since his initial transformation, David Blake has not been seen in public other than in his Tailgator form. In this form, David is superhumanly strong, has tremendous leaping ability, and can swim around 50mph (43.5 knots). He also has enhanced vision, permitting him to see in murky depths and darkness with ease.

Tailgator's hide is highly resistant to injury, able to endure most small arms fire, knife wounds, pressure, and bone-breaking falls and injuries. His "skin" resembles the scales of alligators and crocodiles, and is incredibly strong. His muscular density is significantly higher than any human, as are his bones. The exact limits of Tailgator's durability have yet to be accurately gauged.

Tailgator possesses superhumanly strong nails and teeth. This enables him to rend concrete and scar steel with his bare hands. His teeth are strong enough to crush bone. He also has a reptilian regeneration power that, given enough time, enables Tailgator to regrow even whole limbs.

Perhaps his most noticed superhuman asset is the enormous six-foot long prehensile tail protruding from his lower back. With it, Tailgator can squeeze opponents unconscious like a constrictor, use it for clipping/tripping, or whip it at an opponent in a potentially deadly fashion. It is also useful for smashing objects in fits of rage, busting open doors to liquor stores, damaging the cars of potential rivals, and other various acts of pettiness.

POWERS & ENHANCEMENTS

Aquatic: Movement 1 (Environmental Adaptation--Aquatic); Senses 1 (Low-Light Vision); Swimming 7 (60 MPH) • 10pts

Gator-like Physique: Enhanced Strength 10; Enhanced Stamina 10; Leaping 4; Regeneration 2 • 49pts

Prehensile Tail: Extra Limb 1; Enhanced Advantages 6 (Improved Disarm, Improved Grab, Improved Hold, Improved Smash, Improved Trip, Takedown, Weapon Bind) • 8pts

Scaly Hide: Impervious Toughness 13 • 13pts

Teeth and Claws: Strength-based Damage 1, Penetrating 15; Enhanced Advantages 2 (Fast Grab, Improved Critical) • 18pts

ADVANTAGES

All-Out Attack • Chokehold • Daze (Intimidation) • Evasion • *Fast Grab* • Great Endurance • *Improved Critical (Teeth and Claws)* • *Improved Disarm* • *Improved Grab* • *Improved Hold* • *Improved Smash* • *Improved Trip* • Power Attack • *Takedown* • *Weapon Bind*

SKILLS

Athletics 4 (+18) • Expertise: Popular Culture 8 (+8) • Expertise: Streetwise 4 (+4) • Intimidation 14 (+15) • Perception 8 (+9)

DEVICES, GEAR & EQUIPMENT

None specified.

TEMPEST

BIOGRAPHICAL DATA

PL10

Real Name: Cody Davis	Jennifer (mother), Cale, Keegan (brothers), Chloe (sister)
Occupation: Adventurer	
Identity: Secret	Group Affiliation: Teen Force 5
Other Aliases: None known	Base of Operations: Summit City
Birthplace: Fredericksburg, VA	
Marital Status: Single	
Known Relatives: Jonathan (father),	
Height: 6' (1.83m)	Distinguishing Characteristics: None known
Weight: 178 lbs. (80.74kg)	
Eyes: Blue	
Hair: Strawberry-Blonde	

HISTORY & ORIGIN: Growing up in a rather quiet, suburban neighborhood in Fredericksburg, Cody stood out as a rambunctious, but well-behaved youth and had always been well-liked by his peers and their parents alike. The earlier parts of his life were pretty uneventful: he went to school and did well, participated in youth sporting events such as soccer and basketball, went swimming regularly at the local YMCA, played paintball, enjoyed video games on rainy days, bought and read new comic books weekly, and so on. It wasn't until his mid-teens that Cody would figure out that he's in possession of some amazing abilities.

While walking his girlfriend home from school, a group of bullies thought the couple would be a good pair to harass. At first, Cody managed to ignore the bullies' taunts, at his girlfriend's request, but it didn't take long for his passionate nature to flair up into a full temper. When the lead bully put his hands on the girl, Cody blew up and punched him in the head, knocking him over. The rest of the gang started pounding on Cody, who fought back valiantly, but it was when one of the bullies pushed his girlfriend down causing her to hit her head on the curb, knocking her unconscious. When Cody saw her out cold on the ground with a little blood coming out of her head, he exploded—his eyes shifted to a glowing white, with sparks of lightning flashing around them, the clouds overhead shifted to black, and thunder started to roll. He burst with all his might to shake off the attackers, with a blast of wind throwing them off him. He fought them instinctively, blasting them each with strong gusts of wind, firehouse-like blasts of rain, and sparks of lightning.

It wasn't until he had defeated all of their attackers, and started to calm, that he realized what had happened. At first stunned, he rushed to his girlfriend's side as she awoke from having been knocked out, and carried her to his father's car to drive her to the emergency room. Along the way, Cody considered what had transpired and his mind wandered off to his comic book heroes and those of whom he read in newspapers thinking that now was his time to do something significant. So, after the young girl was released to her parents in good health, just a few stitches and a minor concussion, Cody returned home to design his new identity and start his new life as an heroic adventurer like many of his idols. At night, in the park near his home, Cody would practice with his powers until he had gained a comfort level with regard to his level of control. Each night after practice he'd work on putting together a costume made up of various athletic undergarments, stretch materials, and some of his mother's remnant fabrics. The first version of his costume very much resembled his current one, albeit with a more "home-made" look. Nonetheless, he felt confident in going out on patrol, looking to help curb some of the crimes in his area.

He was very effective on his own, when chasing down purse snatchers, attempted rapists, robbers, car thieves, etc., but he was made patently aware of his inexperience when facing his first metahuman criminal, Vespa. While visiting his aunt and uncle in Summit City, Cody came across the villainess Vespa while she was in the process of robbing an armored truck. Cody quickly changed into his Tempest outfit and attempted to halt her activity, but she managed to blast a building nearby causing rubble to knock Tempest out of the air, and pin him under it all while she escaped. Later on that same day, the villain team known as Dark Faction had ambushed Summit City's heroic young metahuman team Teen Force, but Tempest had been watching Teen Force as they chased Bulldog through Adrian's Commons (see Bulldog). When the ambush occurred, Tempest leapt into action to help out, as did the mind-gripping puppeteer Sonja Blackwood, and the five teen metas dispatched the Dark Faction team (see Sonja Blackwood).

At the recommendation of team leader Bluechip, Tempest and Sonja were invited back to the Teen Force's underground headquarters and the five eventually became known as Teen Force 5 (see Bluechip). Teen Force 5 would be Summit City's premiere metahuman team for years, and their inspirational battles would invite



Tempest, WatchGuard, all characters & likenesses are © Charlie McElvly, 2011

more heroes to make Summit City their base of operations, ultimately encouraging the formation of today's great metahuman team, The WatchGuard.

As Tempest, Cody continues to fight "the good fight" and his experience has helped several up-and-coming metas on various occasions. Since the disbanding of Teen Force 5, and the deaths of Soundwave and Jupiter (see respective entries), Tempest remains the lone active member of Summit's original metahuman team of adventurers. In spite of his age, his natural impetuosity still finds its way out and Tempest can still be goaded into making mistakes by savvy villains, but he's considered a living legend by many of the younger metas and he commands a moderate deal of respect. His joy, passion, and zeal are evidential in all he does, and his enjoyable demeanor infects those around him, making him one of the most liked metas even by those who would seek metahuman registration and regulation.

STRENGTH LEVEL: Tempest possesses the normal human strength for a man of his age, height and build who engages in intensive, regular exercise.

KNOWN METAHUMAN POWERS: Tempest is a mutant with the ability to psionically manipulate local weather patterns. He can use this ability to instigate the formation of virtually any form of precipitation such as rain, mist, or fog, stimulate winds that vary in intensity from a gentle breeze to hurricane force winds, even tornadoes, adjust local temperatures and/or humidity up or down, create lightning and other such atmospheric phenomena, and form or disperse storms whether made by his hands or naturally. Tempest can direct most forms of these meteorological effects from his hands, such as lightning blasts, wind bursts, or even using his power to water houseplants. His level of control and skill permits him to create a rainstorm, for example, while protecting himself from getting wet.

Tempest's ability to manipulate weather is limited to their existence in nature, so he cannot create an area of absolute zero or other such unnatural phenomena. The area over which he can affect weather with his psionic

abilities appears to be within a one mile radius. It's important to note that when Tempest "creates" these phenomena he is actually altering existing weather patterns. As such, if he were to cause a torrential downpour he would have to pull the moisture from another nearby weather system which will ultimately affect that area as well, albeit in an inverted fashion.

Tempest is able to fly by generating winds strong enough to support his weight and to propel him upward and/or forward through the air. Tempest can thus travel as fast as any wind can, and has reached speeds up to 250 miles per hour. He can bear aloft others using this technique as well. His powers over the atmosphere enable him to breathe at virtually any speed, protect him from the damaging effects of air friction, and grant him limited immunity to extreme heat and cold.

Tempest's ability to manipulate the weather in his immediate vicinity can be affected by his emotional state, most especially very strong emotions such as rage, severe depression, and the like.

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	10	STR	02	FGT	04	DODGE	12
POWER POINTS	150	STA	02	INT	01	PARRY	08
SIZE	M	AGL	03	AWE	02	FORT.	06
		DEX	03	PRE	02	TOUGH.	07
						WILL	08

CARRYING CAPACITY, THROWING & MOVEMENT	
Load Limit: 200lbs. (100kg)	
Thrown: 800lbs. - 6ft. • 200lbs. - 30ft. • 50lbs. - 120ft.	
Jumping: Running: 18ft. • Standing: 9ft. • Vertical: 3.6ft. • Standing: 1.8ft.	
Flight: 250 MPH, 0.5 miles/round	

OFFENSE & COMPLICATIONS	INITIATIVE +7
Lightning Bolts +9, Ranged, Damage 9 (Multiattack) • Unarmed +4, Close, Damage 2 • Wind Burst , Cone Area, Close, Move Object 10 (Str 10 Grab)	
Accident: Tempest's emotional state may affect his control of localized weather.	
Impetuous: Tempest is easily provoked.	

CHARACTER NOTES
Unenhanced Traits: Strength 2 • Stamina 2 • Agility 3 • Dexterity 3 • Fighting 4 • Intellect 1 • Awareness 2 • Presence 2 • Dodge 8 • Parry 8 • Fortitude 6 • Toughness 7 • Will 8
Personality: Boisterous • Courteous • Easily Provoked • Friendly • Passionate
Language: English (US)
Totals: Abilities 38 + Powers 67 + Advantages 10 + Skills 16 (32 ranks) + Defenses 19 = 150

POWERS & ENHANCEMENTS
Weather Control: Array (30 points)
• Lightning Bolts: Ranged Multiattack Damage 9, Accurate 3, <i>Dynamic</i> • 31pts
• Localized Weather: Environment 10 (2-mile radius; Extreme Cold, Extreme Heat, Impede Movement, Visibility), Selective, <i>Dynamic</i> • 2pts
• Wind Burst: Move Object 10, Cone Area, Close Range, <i>Dynamic</i> • 2pts
• Wind Passengers: Affects Others, Burst Area, and Ranged on Flight, <i>Dynamic</i> • 2pts
Weather Resistant: Immunity 4 (air friction, cold, heat, suffocation--high altitude and speed) • 4pts
Wind Riding: Flight 7 (250 MPH) • 14pts
Wind Shield: Enhanced Dodge 4, Affects Others, Burst Area • 12pts

ADVANTAGES
Agile Feint • Defensive Roll 5 • Favored Environment (Airborne) • Improved Initiative • Move-By Action • Precise Attack (Ranged, Cover)

SKILLS
Acrobatics 4 (+7) • Athletics 6 (+8) • Expertise: Popular Culture 4 (+5) • Insight 4 (+6) • Intimidation 6 (+8) • Perception 4 (+6) • Persuasion 4 (+6)

DEVICES, GEAR & EQUIPMENT
None specified.

VAULT

BIOGRAPHICAL DATA

PL12

Real Name: Declan Hennesy

Occupation: Villain, former warehouse worker

Identity: Secret

Other Aliases: None Known

Birthplace: Montpelier, Vermont

Marital Status: Divorced

Known Relatives: Christine (ex-wife)

Group Affiliation: None

Base of Operations: Various, Mobile

Height: 6' 3" (1.91m)

Weight: 243lbs. (110.22kg)

Eyes: Blue

Hair: White

Distinguishing Characteristics: None.

HISTORY & ORIGIN: Working in the warehouse was never enough for Declan. But his dreams of being an engineer were dashed when he flunked out of Summit Tech and lost the scholarship he won playing high school football in Vermont.

Declan had been something of a local hero in Montpelier, where he had grown up. He was a dual-sport athlete, playing both football and basketball, starring as the starting point guard and quarterback on his high school teams. He eventually caught the attention of a recruiter for Summit Technical University's football program, and earned a full ride on a football athletic scholarship. After graduation, Declan married his high-school sweetheart Christine, and the two moved to Summit City for a new life together. Christine opted to take a part time job as a nanny for a local news reporter who was the single father of two young boys, while Declan attended college and football practice. Though a red-shirt freshman, he worked his hardest to prove himself and try to earn some playing time. Never one of the best students even in high school, Declan's grades began to skid rapidly at Summit Tech because of his football focus. Not realizing he was putting his scholarship at risk, Declan even began skipping "non-essential" classes to train harder and practice more. Imagine his surprise when called to the coaches' office to discuss his status, discovering that he was working towards flunking out of college and sacrificing his scholarship.

Frustrated, Declan went home to their apartment only to find Christine all aglow and excited about their future together in Summit City. She shared her vision of Declan playing professional football for the Summit Condors, living in a big house in the Falcon Hills neighborhood -- the richest neighborhood in all of Summit City -- and living a life of fun, fame, and fortune... maybe even having children later on. Unwilling to spoil her hopes, Declan tried to enjoy the planning with his wife, not mentioning that his entire career is almost washed up before it started.

Declan would come to lose his scholarship, despite his best efforts. In an attempt to make their life in Summit City still happen, he began searching for jobs in the engineering field, even as a paid intern or temp. Christine's pay as a nanny was quite good, and helped make ends meet while Declan struggled to find work. Never satisfied with his jobs, he often found himself ready to quit or getting fired.

Finding work at the Catalyst Technologies Special Storage warehouse, he at least earned a decent living and was able to provide for his wife by living in a decent townhouse in a safe neighborhood, for a time. Unfortunately, it wasn't enough for Christine, so she left him for the reporter, who's children she had been a nanny for since early on in Summit City. Apparently, she had been having an affair for quite some time.

Down on his luck and full of rage, Declan went to drown his troubles and only found more when he showed up drunk for work one day. Fired once again, the former athlete was pushed over the edge and took out his anger on the nearest crate. As his luck held, the crate contained the Trans-Dimensional Warp Expander, an experimental wormhole generator that was scrapped due to some problems with its controls, which activated when he hit the crate and exploded, showering Declan with trans-dimensional particles.

Awaking in one of the labs, he was greeted by Voyager of the WatchGuard and was told what had happened. Not knowing exactly how the particles would affect a human body, he was placed in quarantine until he was deemed safe for himself and those around him. But Declan's anger got the best of him once again and he threw a tantrum in the lab, subconsciously opening a rift and sucked in nearly everything that wasn't bolted down into it. Amazed by what he'd seen, Voyager was determined to find the man a cure. In fact, Voyager promised to find resolution to Declan's problems. But that's when Declan's luck seemed to change.



One evening while he was wallowing away in his new “home”, the door popped open and three small robots entered the room. In unison, they explained that he was free to leave and that he should follow them. So, doing as they said, he wandered around the halls after them, ducking past security and finally making it out the front door where a van awaited him. Following the trio into the vehicle, he was given a costume and offered a chance at some payback. With a grin, Declan easily made his choice and donned the attire with one simple mission: cause as much havoc and damage as he could.

After some minor adjustments, he was set for his first outing and decided to target the old warehouse that he worked at. With the costume granting him a much finer control over his new-found abilities, he made quick work of the shipping area before Intrepid and Garrison showed up to investigate. Catching them off guard, the new villain attacked the heroes, almost sucking Garrison into another dimension in the process. Intrepid saved Garrison from the other-dimensional fate by snatching him away, faster than Declan's tractor beam was pulling and then racing out of its range. Having been a good test of his abilities, Declan escaped and took on the name Vault as he began his one man crime spree against Summit City and any who got in his way!

STRENGTH LEVEL: Vault possess the normal human strength for a man of his age, height and build who engages in intensive regular exercise.

KNOWN METAHUMAN POWERS: Vault is a human dimensional portal to some unknown world and has been able to hold well over 100 tons within it in the past. The accident that caused his mutation also altered his physiology somewhat, allowing him with greater tolerance (or in some cases even resistance) to various effects. With the use of the Vault costume, Declan has begun to master his abilities, fine-tuning them with precision and accuracy. One of his favorite tactics is to suck in several large objects and, during combat, open portals and launch them out at his targets. He's even managed to use this trick on a few heroes and is how he caught Intrepid off

guard during their first encounter. In addition, the villain has also learned how to create a dimensional field that acts as a kind of point-defense, soaking up ranged attacks as if they weren't even there. However, without his suit, he doesn't retain the control needed to control these abilities and becomes unpredictable with his dimensional portal.

The suit grants Vault other abilities beyond the dimensional tricks. Built into each glove is a gravity-based tractor beam, allowing him to move targets closer to him and into his portal. Though the granitic beam is strong, it does have its limits, having a maximum pull of around 25 tons. When exceeding this weight, Vault has been seen moving towards the object rather than the other way around. In an as yet unexplained fashion, the suit presents a counter-anchor so as to keep Vault from being pulled toward objects with more mass than his own (up to the 25 ton limit). It is also unknown, as of this writing, if he would be pulled toward an object with more mass than his upper limits, and, if so, at what level of acceleration.

The suit itself is made from a metal/Kevlar weave, providing the wearer limited protection against harm. The helmet, while also offering this protection, has since been made to muffle sound, protecting the wearer against any audible based attacks that could deafen him. The exact designer(s) of the suit is currently a mystery, as is their intentions behind arming such a man with it.

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	12	STR	04	FGT	10	DODGE	10
POWER POINTS	180	STA	04	INT	01	PARRY	10
SIZE	M	AGL	04	AWE	02	FORT.	12
		DEX	04	PRE	01	TOUGH.	11
						WILL	08

CARRYING CAPACITY, THROWING & MOVEMENT	
Load Limit: 800lbs. (400kg)	
Thrown: 3200lbs. - 6ft. • 800lbs. - 30ft. • 200lbs. - 120ft.	
Jumping: Running: 22ft. • Standing: 11ft. • Vertical: 4.4ft. • Standing: 2.2ft.	

OFFENSE & COMPLICATIONS	INITIATIVE +4
Dimensional Launch +10, Ranged, Damage 12 • Tractor Beam +10, Ranged, Move Object (Str 10 Grab) • Trans-Dimensional Portal , Close, Dimension Travel (Dodge DC 22) • Unarmed +10, Close, Damage 4 Accident: Vault's cockiness often makes him oblivious and easily blindsided. Temper: Vault is angry and prone to tantrums.	

CHARACTER NOTES
Unenhanced Traits: Strength 4 • Stamina 4 • Agility 4 • Dexterity 4 • Fighting 10 • Intellect 1 • Awareness 2 • Presence 1 • Dodge 10 • Parry 10 • Fortitude 12 • Toughness 11 • Will 8 Personality: Angry • Sarcastic • Self-serving • Stubborn • Cocky Language: English (US) Totals: Abilities 60 + Powers 67 + Advantages 16 + Skills 17 (34 ranks) + Defenses 20 = 180

POWERS & ENHANCEMENTS
Dimensional Physiology: Immunity 16 (alteration effects, cold, dimensional effects, disease, fatigue effects, heat, poison) • 16pts Dimensional Pocket: Feature 12 (mass rank 12 storage) • 12pts Trans-Dimensional Portal: Movement 1 (Dimension Travel--unknown world), Attack 12 (Resisted by Dodge, Will to escape; DC 22), Perception Ranged, Limited to Close Distance, Uncontrolled • 13pts Vault Costume: 32 points, Removable (-6pts) • 26pts total Controllable Portal: Buys off Uncontrolled Flaw on Trans-Dimensional Portal • 12pts Dimensional Tricks: Alternate Effects of Trans-Dimensional Portal (25 points) • Dimensional Launch: Ranged Damage 12, Variable Descriptor (stored objects) • 1pt • Dimensional Recall: Create 12, Innate, Permanent • 1pt • Dimensional Redirection: Deflect 12, Reflect, Redirect, Close Range • 1pt Kevlar Weave: Protection 4 • 4pts Sound Dampening: Immunity 5 (sensory Affliction effects), Limited to Auditory • 3pts Tractor Beam: Move Object 10, Limited Direction (towards Vault) • 10pts

ADVANTAGES
Accurate Attack • Defensive Attack • Defensive Roll 3 • Diehard • Great Endurance • Instant Up • Power Attack • Ranged Attack 6 • Startle

SKILLS
Acrobatics 4 (+8) • Athletics 8 (+12) • Expertise: Current Events 4 (+5) • Expertise: Science 4 (+5) • Intimidation 6 (+7) • Perception 4 (+6) • Technology 4 (+5)

DEVICES, GEAR & EQUIPMENT
None specified (see POWERS & ENHANCEMENTS).

VESPA

BIOGRAPHICAL DATA

PL10

Real Name: Maria Vasquez-Paulson (ex-husband), Guerrero (father),
Occupation: Thief, former Scientist Bonita (mother), Carlos,
Identity: Secret Juan-Roberto (brothers)
Other Aliases: None known **Group Affiliation:** Dark Faction
Birthplace: São Paulo, Brazil **Base of Operations:** Summit City
Marital Status: Divorced
Known Relatives: Charles

Height: 5'8" (1.73m)
Weight: 152 lbs. (68.95kg)
Eyes: Green
Hair: Black

Distinguishing Characteristics: None known

HISTORY & ORIGIN: Maria Vasquez grew up within a fairly wealthy Brazilian family. Her father was a well-respected, world renown scientist who specialized in weapons development and research. Maria was spoiled by her father who often substituted gifts from far off countries for time with his children. While her brothers romped and played as boys do, Maria spent time trying to be like her father, so as to win his affections and "keep him around", in her mind. A very bright student, she excelled in her schooling, and even excelled when put into the gifted child programs at the local private school. Her inherent intelligence, combined with a passionate desire to be the best, kept Maria at the top of her class even through high school--she graduated as the class valedictorian at the age of 16.

The fall semester after graduation found Maria enrolled in Instituto Federal de Educação, Ciência e Tecnologia de São Paulo, to where she earned a full academic scholarship. There she specialized in Electronics, Mechanics, Mechatronic Engineering, and Electrical-Powered Systems. During her tenure at the institution, Maria met her future husband, the American student Charles Paulson, who had been attending there in hopes of landing a career with Meridian Enterprise's Brazilian Technology Center, which happened to be for whom her father worked. The two married, eventually, and they moved back to the US when Maria was recruited by Meridian's Advanced Warfare Technology Development division because of some of her developments in powerful, portable energy.

Maria worked on the development of small generator packs designed for use in the field by soldiers to power some of the latest weapons being developed at Meridian. She worked long and hard hours on this project, which had been linked to a new suit of armor that was intended to be the basis for the Metahuman Incident Corps trooper field operations gear (see MICs). When Charles was unable to find similar work, there formed a rift between him and Maria. Her attitude about the situation, and the long hours at work, didn't help and after little more than two years of marriage, Charles filed for divorce. During the divorce proceedings, the judge awarded Charles the home, the car, and most of the finances primarily because Maria hadn't yet filed for an Adjustment of Status, and was not a legal permanent resident of the US. This, combined with her marriage status forced Meridian, who had gleaned enough from her expertise already, to terminate her employment. When asked to hand over her access keycard, Maria told them it was in her desk and that she would bring it to their supervisor personally. Instead, she headed for the development lab in which she had devoted more than a year of her life, so that she could steal the armor and take revenge on Meridian and her now ex-husband Charles.

Maria donned the black and yellow RhinoScale-based armor (see Appendix: RhinoScale) and began to blast her way through Meridian's labs and offices, wounding dozens of employees and security personnel. She attempted to kill the supervisor who fired her, but she only ended up blasting him unconscious. After a prolonged tear through the building, she leapt out of a busted 24th floor window, thinking to commit suicide, only to panic in mid-air and realize that she had activated it's flight capabilities--something she wasn't aware had been integrated into the suit. She then flew off to parts unknown.

Less than a year after the incident, a new villain had been robbing armored carriers in Summit City, and who's armor very much resembled that of the stolen Meridian armor. With some subtle alterations, including insect-like "wings", this new villain, calling herself Vespa, attracted the interest of the MICs who had been fully-commissioned at this point to protect Summit City from an ever-increasing number of metahuman terrorists. It was obviously the original MIC prototype, with a few cosmetic changes and slimmer armor plating, that Maria had stolen. It had been presumed Maria was inside the suit, but either way the orders were to apprehend the suit and its pilot. Maria managed to outmaneuver the inexperienced MICs, whose armor wasn't as versatile in flight as hers, and she eluded capture.



Later, while robbing another armored carrier, she came into battle with a young mutant calling himself Tempest whom she defeated by blasting a chunk of rubble from a nearby building and letting it fall onto him (see Tempest). Later that afternoon, she came into conflict with him again when partnered with the villainous team Dark Faction who had been setting up an ambush for the members of Teen Force (see Bluechip, Bulldog). Maria, as a member of Dark Faction, would engage the youths of Teen Force (later Teen Force 5) dozens of times over the years. It would seem Vespa has been in retirement for some time now, as her activity has not been publicized at all lately. It's possible that Maria has opted to settle down and adopt a new identity in order to finally have some closure and peace in her life, or she has returned to her homeland, Brazil.

STRENGTH LEVEL: Vespa possesses the normal human strength for a man of his age, height and build who engages in intensive, regular exercise.

KNOWN METAHUMAN POWERS: None known.

EQUIPMENT & DEVICES: Vespa wears an armor prototype that is the basis for the armors worn by the various groups of Metahuman Incident Corps troopers. The armor consists of a specialized ballistic polymer under-layer designed by Dr. Sicat (see Chassis), and a modular exoskeletal layer that provides additional armor plating and various offensive components. The armor is bulletproof, and resistant to most forms of conventional damage; it can withstand falls from moderate heights without injury to the wearer; and it can protect the wearer from moderately severe levels of heat and cold.

The suit's energy pack, designed by Maria herself, provides the suit with at least 10 hours of power without the need to recharge. The armor's base plates are covered in a specialized photovoltaic enamel that helps to provide the suit a small degree of active charging in the daylight hours to help extend the usage time further. The energy pack provides the suit's wearer with power enough for extended flight, blasts of energy from the suit's

gauntlets, and a small degree of muscular enhancement so as to provide the wearer enhanced strength.

The suit's primary offensive capabilities come from the blasters that have been designed inside of each gauntlet. The blasters respond to the encephalograms transmitted from the suit's helmet by the wearer, and give Vespa the ability to project intense bolts of charged ionic energy roughly 100ft. (33m) away. The strength of these bolts dissipates greatly as the ionic cohesion breaks down significantly after this distance. The energy is projected through tiny lenses in the fingertips of her gloves. She has been observed using just her index finger to project this energy as a small laser torch so as to cut through locks and chains.

Vespa's armor provides her with anti-gravity capabilities, enabling her to levitate and fly. It is presumed that this occurs by the manipulation of gravitons and anti-gravitons, which are then directed downward so as to give her "thrust". This particular suit appears much more maneuverable than does the MIC uniforms, but it may be the size of the overall armor and its weight, both of which are less, provides the additional maneuverability. The maximum speed Vespa has been observed flying, while in a straight line, is 100mph (approx. 161km/h). The suit's helmet protects her eyes, and permits breathing, and the armor itself protects her from the effects of friction while at these speeds.

The suit's wings are nothing more than a cosmetic device, and do not assist her flight capabilities in any way. The helmet also provides a limited "night-vision" by granting its wearer the ability to see better into the infrared portion of the spectrum. Additionally, it alters her voice slightly by broadcasting her speech in a slightly mechanical wheeze. Whether this is a design flaw or intentional is unknown.

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	10	STR	03	FGT	04	DODGE	08
POWER POINTS	150	STA	02	INT	05	PARRY	08
SIZE	M	AGL	02	AWE	01	FORT.	06
		DEX	02	PRE	02	TOUGH.	12
						WILL	10

CARRYING CAPACITY, THROWING & MOVEMENT

Load Limit: 400lbs. (200kg)

Thrown: 1600lbs. - 6ft. • 400lbs. - 30ft. • 100lbs. - 120ft.

Jumping: Running: 13ft. • Standing: 6.5ft. • Vertical: 2.6ft. • Standing: 1.3ft.

Flight: 120 MPH, 1800 ft./round

OFFENSE & COMPLICATIONS

INITIATIVE +3

Gauntlet Blasters +10, Ranged, Damage 10 (Split) • **Unarmed** +8, Close, Damage 3

Power Loss: The suit can operate for 10 hours before it needs to be recharged.

CHARACTER NOTES

Unenhanced Traits: Strength 1 • Stamina 2 • Agility 2 • Dexterity 2 • Fighting 4 • Intellect 5 • Awareness 1 • Presence 2 • Dodge 8 • Parry 8 • Fortitude 6 • Toughness 2 • Will 10

Personality: Intelligent • Independent • Aggressive • Vindictive

Language: Portuguese • English (US)

Totals: Abilities 38 + Powers 56 + Advantages 7 + Skills 26 (52 ranks) + Defenses 23 = 150

POWERS & ENHANCEMENTS

Yellowjacket Armored Suit: 70 points, Removable (-14pts) • 56pts total

Anti-Gravity Thrusters: Flight 6 (120 MPH) • 12pts

Armor Plating: Protection 10, Impervious • 20pts

Gauntlet Blasters: Ranged Damage 10, Precise, Split Attack • 22pts

Helmet: Feature (Voice Alteration); Senses 2 (Infravision, Radio) • 3pts

Hermetically Sealed: Immunity 9 (Life Support except Starvation and Thirst) • 9pts

Muscular Enhancement: Enhanced Strength 2 • 4pts

ADVANTAGES

Accurate Attack • Defensive Attack • Evasion • Inventor • Languages 1 • Move-By Action • Power Attack

SKILLS

Acrobatics 6 (+8) • Close Combat: Unarmed 4 (+8) • Deception 4 (+6) • Expertise: Dance 4 (+9) • Investigation 4 (+10) • Perception 4 (+5) • Ranged Combat: Gauntlet Blasters 8 (+10) • Technology 8 (+13) • Treatment 4 (+10) • Vehicles 6 (+8)

DEVICES, GEAR & EQUIPMENT

None specified (see POWERS & ENHANCEMENTS).

VIGNETTE

BIOGRAPHICAL DATA

PL09

Real Name: Rachel Rose-Brinkman
Occupation: Homemaker, former Adventurer
Identity: Secret
Other Aliases: Sonja Blackwood
Birthplace: Stafford, Virginia
Marital Status: Married

Known Relatives: Christopher (husband), Julian (son), Charis (daughter)
Group Affiliation: Teen Force 5 (former)
Base of Operations: Summit City

Height: 5' 4" (1.63m)
Weight: 138lbs. (62.6kg)
Eyes: Violet
Hair: Black

Distinguishing Characteristics: None known.

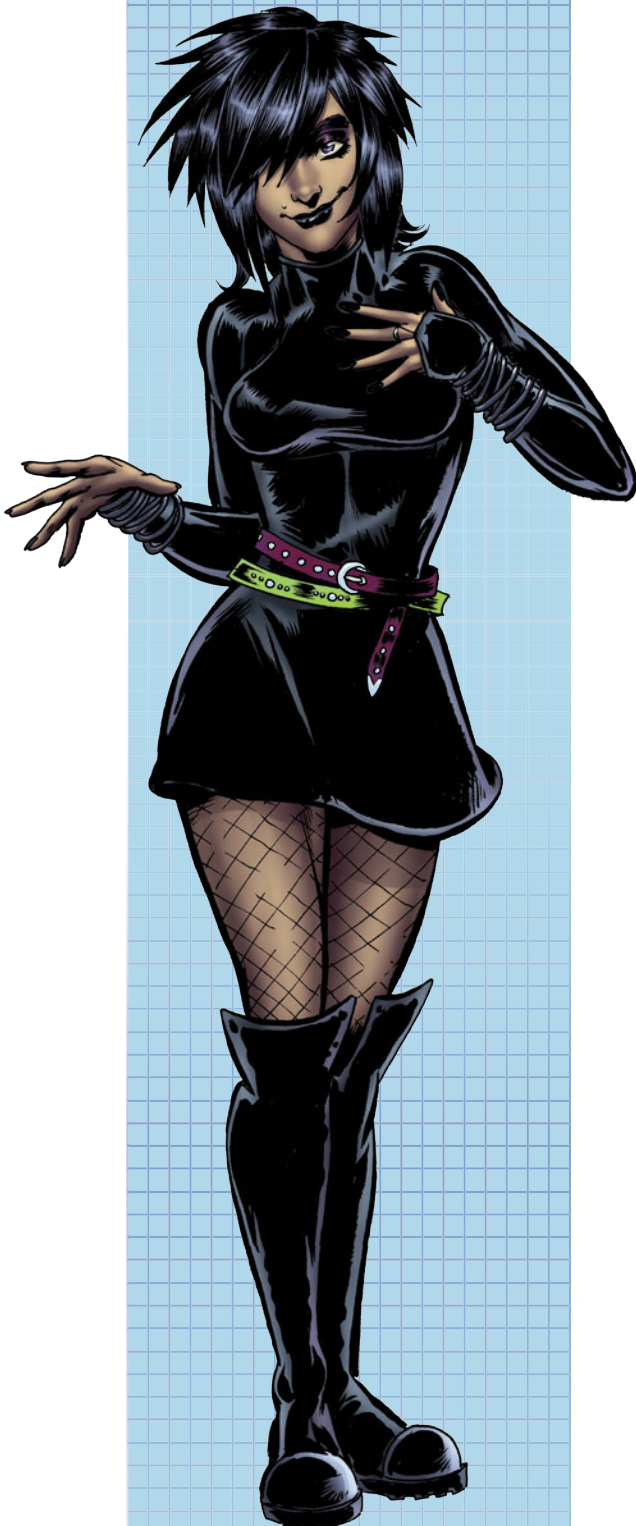
HISTORY & ORIGIN: Very little is known about the early history of Rachel Rose prior to the runaway teen appearing in public as a metahuman adventurer then calling herself Sonja Blackwood. Her first foray into heroics came while she was in Portland, Oregon and happened on a bank robbery while exchanging Canadian. She used her mind-controlling abilities to force one of the fleeing robbers to run into the other, knocking them both over, and then she had them both roll to their stomachs with hands behind their backs. The bank security guards were able to then easily cuff the crooks. The clerks and patrons witnessing the event were eager to figure out who she was, and one of them happened to be a reporter for The Oregonian. After a very brief interview, the reserved heroine departed before anyone could snap a photo of her, but the news spread across the area rapidly of a new teen hero on the scene. With the excitement built up around Summit City's teen hero Bluechip, this was hot news indeed (see Bluechip).

She next popped up in Minneapolis, Minnesota where she battled the neo-Nazi terrorist Hündin who had been rampaging through Chicago, threatening to tear down the Ida B. Wells-Barnett House unless they freed her lover, Reine-Hünd, from Joliet Correctional Center. Through a battle of wills, Vignette, as she now called herself, forced Hündin to pound her head into the pavement with a series of head butts. While Vignette would walk away from the fight with a few broken ribs, and a black eye, Hündin was knocked unconscious and arrested. She was sent to Adrian Heights Prison, which had been recently opened up for the correctional care and incarceration of metahuman criminals. Incidentally, Sonja was making her way across the country to visit Summit City, the home of Adrian Heights Prison. By this time, the hero team "Teen Force" had already made a huge splash in the national media circuit, but Vignette was planning to find someplace where she could blend in more and get away from whatever was her life back westward. Since Summit City was now quite populated with metas, she would just be another addition to the growing community of metahuman characters wandering the streets.

When the massive and powerful thug Bulldog was tearing through Adrian's Commons neighborhood Teen Force engaged him in a fight which quickly turned into a chase -- Bulldog was just the bait, while the rest of Dark Faction awaited the youthful heroes in an attempted ambush (see Soundwave, Jupiter, Bulldog). Vignette and the teen weather wizard Tempest joined the fray against Braindamage, Bulldog, Hardknox, and Vespa, alongside Teen Force, and the youths quickly put them away (see Tempest, Braindamage). Hardknox and Vespa were taken into custody by the new Metahuman Incident Corps (MIC) and escorted to Adrian Heights Prison for containment while the other two escaped (see Vespa, Metahuman Incident Corps, Appendix: Hardknox).

At the behest of Bluechip, leader of Teen Force, Vignette and Tempest were invited back to their underground headquarters to celebrate and discuss their collective futures (see Bluechip). Bluechip suggested they join himself, Jupiter, and Soundwave to bolster their roster and help more Summit City citizens than the three could alone. Resistant at first, Vignette was ultimately convinced it was a good idea, and the team eventually changed their name permanently to Teen Force 5 -- which remained so, even into their adult years. They would share many an adventure over the years, and influence a new generation of heroes, including the metahuman hero team WatchGuard (see Appendix: Teen Force 5).

Rachel Rose eventually retired from hero work, partly sensing her own mortality after being hospitalized in a skirmish, but mostly because she really desired a "real" family. She revealed her true name to her friends in Teen Force 5, why she ran away from Stafford to live in Seattle for a time, then she resigned from Teen Force 5, and decided to get a job and start college at Summit University. It was during attendance at Summit University, in her sophomore year, that she met her future husband, Christopher Brinkman. After the two graduated, they wed and Rachel opted to remain a homemaker. Christopher and Rachel have twins, Julian and Charis, and live in an apartment in Olde Towne Summit City.



Vignette, WatchGuard, all characters & likenesses are © Charlie McElvy, 2011

The surviving members of Teen Force 5 get together annually to celebrate old times, and relive fond memories of their since-departed friends.

STRENGTH LEVEL: Vignette possess the normal human strength for a woman of her age, height and build who engages in moderate, regular exercise.

KNOWN METAHUMAN POWERS: Vignette has the ability to mentally control the motor functions of individuals within her range of perception. This form of mind control most often presents itself in physical control of the targeted individual, not unlike driving a car, wherein Vignette (the driver) has complete control over the motor functions of the individual (the car). Once she "connects" with the individual, she maintains control until they have somehow broken free, through sheer force of will, until she loses consciousness, or until she relinquishes control back to the target. She has been observed controlling more than one target simultaneously, however the exact limit to the number of targets she can control effectively remains to be seen.

It is unknown if Vignette is able to do more than simply control their physical actions, but it is presumed that she does not have greater telepathic functions such as memory erasure, thought projection, or the like, however she is capable of putting an individual to sleep by shutting down most non-autonomic neural activity.

When she uses her power, she gestures not unlike a puppeteer controlling a marionette. This appears to be a limitation to her abilities, or it may be that she has never trained herself enough to use her powers without doing so. For example, when her hands are bound together, and she's barely able to wiggle her fingers, she has been observed as not being able to take control of a target. Perhaps, with proper training and a stronger focus of her willpower she can overcome this limitation, should she decide to continue in heroics.

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	09	STR	01	FGT	04	DODGE	08
POWER POINTS	135	STA	02	INT	03	PARRY	08
SIZE	M	AGL	01	AWE	05	FORT.	06
		DEX	02	PRE	01	TOUGH.	06
						WILL	12

CARRYING CAPACITY, THROWING & MOVEMENT	
Load Limit: 100lbs. (50kg)	
Thrown: 400lbs. - 6ft. • 100lbs. - 30ft. • 25lbs. lbs. - 120ft.	
Jumping: Running: 11ft. • Standing: 5.5ft. • Vertical: 2.2ft. • Standing: 1.1ft.	

OFFENSE & COMPLICATIONS	INITIATIVE +6
Puppeteering , Perception Ranged, Affliction 9 (Will DC 19) • Unarmed +4, Close, Damage 1	
Power Loss: Vignette has difficulty controlling a target if she cannot gesture with her hands.	
Responsibility: Vignette is married and has twin children.	

CHARACTER NOTES
Unenhanced Traits: Strength 1 • Stamina 2 • Agility 1 • Dexterity 2 • Fighting 4 • Intellect 3 • Awareness 5 • Presence 1 • Dodge 8 • Parry 8 • Fortitude 6 • Toughness 6 • Will 12
Personality: Shy • Kind • Hates Hypocrisy • Good Judge of Character
Language: English (US)
Totals: Abilities 38 + Powers 37 + Advantages 11 + Skills 27 (54 ranks) + Defenses 22 = 135

POWERS & ENHANCEMENTS
Puppeteering: Perception Ranged Cumulative Affliction 9 (Resisted by Will; Dazed, Compelled, Controlled) • 36pts
• Induce Sleep: Perception Ranged Cumulative Affliction 9 (Resisted by Will; Fatigued, Exhausted, Asleep) • 1pt

ADVANTAGES
Assessment • Daze (Intimidation) • Defensive Roll 3 • Equipment • Fascinate (Intimidation) • Improved Defense • Improved Initiative • Set-Up • Startle

SKILLS
Deception 8 (+9) • Expertise: Current Events 4 (+8) • Expertise: Philosophy 6 (+10) • Insight 10 (+15) • Intimidation 10 (+11) • Perception 6 (+11) • Stealth 8 (+10) • Treatment 2 (+6)

DEVICES, GEAR & EQUIPMENT
Leather Dress: Protection 1 • 1pt

VOYAGER

BIOGRAPHICAL DATA

PL14

Real Name: James Dennis Byrd
Occupation: Scientist, Explorer, Adventurer
Identity: Secret
Other Aliases: JD
Birthplace: Unknown
Marital Status: Single

Known Relatives: None Known
Group Affiliation: The WatchGuard
Base of Operations: Summit City

Height: 6' 4" (1.93m)
Weight: 285lbs. (129.27kg)
Eyes: Grey-Blue
Hair: Brown

Distinguishing Characteristics: None

HISTORY & ORIGIN: Voyager first came to the world's attention as the sole survivor of a freak collision between a meteor and a cargo plane carrying Cuban refugees to Mexico. Both plane and meteor broke up, scattering debris all over the tropical waters and tourist beaches of Veracruz. To the surprise of the local authorities, one of the bodies washed up by the sea was still alive. He was rushed to the nearest medical facility, but they needn't have hurried—the man was virtually unscathed.

Except for his mind. He could remember nothing prior to waking naked on the sand with a sun-burnt tourist poking him with a beach umbrella. No memory, no papers; even his fingerprints and dental records came up clean. However, he did speak English with slight American accent. On that slightest of identifications, the American embassy took custody of the John Doe.

It was the consul who noted his incredible aptitude for science and technology, especially mechanical engineering, and who also arranged the testing that confirmed that J.D. (as he'd come to be known to the embassy officers) was indeed a meta human. On the consul's suggestion, J.D. was transferred to Catalyst Technologies Advanced Robotics & Genetic Research Development Facility in Summit City...under surveillance, of course. There he immediately began to prove his worth, solving with relative ease numerous project hurdles that had stumped the Catalyst advanced technology teams for years.

When he wasn't working in the labs, J.D. was reading. He discovered he had eclectic tastes; his favorites were the stories of historic frontiersmen such as Kit Carson or the French voyageurs, and, at the other end of the spectrum, dense scientific treatises and philosophical essays. It was as a result of this reading that he finally chose a name for himself: James Dennis "J.D." Byrd.

The James came from British explorer Captain James Cook, Dennis from NASA scientist Dennis Tito, and Byrd for explorer/aviator Richard Byrd. As he proved himself trustworthy over the years, he also received American citizenship and a career working with Catalyst Technologies.

The world remained unaware of Byrd's capabilities until a crazed metahuman attacked a nearby meat-processing facility, threatening to kill everyone in the plant unless they ceased their "horrific, murderous ways" immediately and permanently. Unable to stand by and do nothing, Byrd leapt into action. The bad guy didn't last long. In the process of defeating the metahuman terrorist, Byrd discovered that he was not only impervious to injury, but also that he was incredibly strong and capable of flight. He also realized that he rather liked the idea of becoming a metahuman adventurer. Only part-time though—the joys of research and exploration that his job at Catalyst entailed were still paramount in his life. Seeing himself as a scientific explorer of metahuman potential, he became "Voyager."

As Summit City seemed to have an overabundance of heroes, Byrd opted to remain behind the scenes. He used his super intelligence to design, create, and repair devices or armor for heroes as needed. He willingly, even happily, volunteered for work on scientific missions in dangerous locations, where his strength and near-invulnerability were tremendous assets, and where he could enjoy the outdoor, explorative side of science.

Despite his mainly adjunct role, Voyager managed to become something of a media sensation, something which both fascinated and annoyed him. He enjoyed the attention, but foiling human and metahuman terrorist attacks, battling "super villains", and keeping nosy reporters from spying on his new designs took more time from his projects than he would have liked.

While Voyager had operated alongside a number of popular metahuman



adventurers over the years, he had never joined a “team of heroes.” An attack on the Catalyst facility by a gang of metahuman supervillains changed that. Voyager and Mazer were joined almost immediately by heroes Garrison and Sentinel (see respective entries), who happened to be nearby. Unexpectedly, super-star speedstress Intrepid raced cross-country to assist them too. The group discovered that they fought well together during the battle, and they worked just as well together in the aftermath. At Voyager’s suggestion, the metahuman hero team The WatchGuard formed. Voyager soon called on Deacon, his friend and occasional crime fighting partner, to round out the team, trusting in Deacon’s veteran wisdom and combat training to help mold this group of young adventurers into the team of heroes they could, and would, become (see Deacon).

STRENGTH LEVEL: Voyager possesses metahuman strength enabling him to lift/press roughly 12 tons under optimal conditions.

KNOWN METAHUMAN POWERS: Voyager possesses numerous metahuman abilities including enhanced strength, enhanced intelligence, flight, and a high-degree of resistance to physical harm. His powers are derived from an as yet unknown source, presumably congenital genetic mutation.

Voyager’s enhanced intelligence is his most utilized metahuman trait. Provided enough time and resources are available, there are few (if any) mechanical devices that Voyager cannot design or manufacture given the limits of natural physics. At times it appears that his works even stretch or defy those limits.

His intellect does not appear to be a product of intense study or an unnaturally high IQ. In fact, much of his inventive skill appears to be an almost reflexive ability that enables him to design, build, and operate highly complex mechanical products without understanding the exact mechanics or physics behind them. It may be that his intellect is so great that the mechanical crafting ability is a subconsciously-stored resource pool from which he draws the details. Or it may be that his mechanical aptitude is

actually a metahuman ability triggered by a desire or need to design and build such a device as is called for – so that Voyager never need truly understand the mechanisms or physics behind it. Either way, it appears that this trait is not innate, as it can be nullified with strong psionic attacks or interference.

Some of the more fantastic devices created by Voyager include military flight belts, tesseract lockers, bulk-mass “modems”, waste disintegrators, food replicators, and the A. R. Marine battlesuits. Some of the more mundane devices he’s developed for everyday use include UV-Ray Players, HoIEx video displays, the MyPADD portable computer, Phazer Stun Guns for personal use, and the iView Memory Projector-Recorder. Thanks to Voyager’s mechanical genius, the denizens of Earth now have vacation spots in orbit aboard Carnival Space-Stations, as well as on the Moon at Horizons Moon Spa & Resort.

Voyager’s strength and durability allow him to explore places where the average adventurer dare not go, such as the heart of a volcano, the depths of the oceans, or the intense pressures found at the highest peaks or in the stratosphere. His skin can withstand extremes of temperature, from 1500°F to -120°F, and great stresses and impacts without puncture wounds or lacerations. He can withstand point-blank hits by high-caliber firearms and appears to be immune to most diseases and illnesses.

Voyager possesses the ability to fly, presumably by psionically manipulating gravitons and anti-gravitons, sub-atomic particles that produce the effects of gravity within and around the mass of objects. The exact mechanism by which this is attained is unknown as this time. His current top speed is roughly 250mph (~402kmh).

It appears as if Voyager still needs to eat & drink, although this has not yet been confirmed. Because his mind is still organic, he needs to sleep to enable his brain to dream and recover. Voyager appears to be highly-susceptible to magicks, and seems to have no direct defense against magical assaults. He is also vulnerable to strong psionic attacks.

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	14	STR	09	FGT	06	DODGE	10
POWER POINTS	217	STA	15	INT	12	PARRY	10
SIZE	M	AGL	02	AWE	03	FORT.	15
		DEX	04	PRE	04	TOUGH.	18
						WILL	11

CARRYING CAPACITY, THROWING & MOVEMENT	
Load Limit: 12 tons	
Thrown: 50 tons - 6ft. • 12 tons - 30ft. • 3 tons - 120ft.	
Jumping: Running: 19ft. • Standing: 9.5ft. • Vertical: 3.8ft. • Standing: 1.9ft.	
Flight: 250 MPH, 0.5 miles/round	

OFFENSE & COMPLICATIONS	INITIATIVE +2
Holding Back +10, Close, Damage 15 • Unarmed +10, Close, Damage 9	
Amnesia: Voyager remembers nothing prior to the collision where he was discovered in 1975.	
Reluctant Hero: Voyager’s nature is to remain behind the scenes supporting the heroes and furthering scientific discoveries.	
Weakness: Voyager is particularly vulnerable to magic and psionic effects. His resistances are considered disabled (-5 penalty) and his Invulnerability power does not apply against such effects.	

CHARACTER NOTES
Unenhanced Traits: Strength 3 • Stamina 3 • Agility 2 • Dexterity 4 • Fighting 6 • Intellect 4 • Awareness 3 • Presence 4 • Dodge 10 • Parry 10 • Fortitude 3 • Toughness 3 • Will 11
Personality: Intelligent • Independent • Aggressive • Vindictive
Language: English (US)
Totals: Abilities 58 + Powers 107 + Advantages 7 + Skills 25 (50 ranks) + Defenses 20 = 217

POWERS & ENHANCEMENTS
Anti-Graviton Manipulation: Flight 7 (250 MPH) • 14pts
Holding Back: Enhanced Strength 6, Will Check Required 11 (DC 21) • 1pt
Invulnerability: Enhanced Advantages 1 (Ultimate Effort--Toughness); Immunity 10 (Aging, Life Support except Starvation and Thirst); Protection 3, Impervious 18 • 32pts
Metahuman Physique: Enhanced Strength 6; Enhanced Stamina 12 • 36pts
Super-Genius: Enhanced Intellect 8; Enhanced Advantages 4 (Eidetic Memory, Improvised Tools, Inventor, Jack-Of-All-Trades, Second Chance--Technology checks, Ultimate Effort--Technology checks); Quickness 6, Limited to Mental Tasks • 24pts

ADVANTAGES
Close Attack 4 • <i>Eidetic Memory</i> • <i>Improvised Tools</i> • Inspire • <i>Inventor</i> • <i>Jack-Of-All-Trades</i> • Leadership • <i>Second Chance (Technology Checks)</i> • Teamwork • <i>Ultimate Effort (Technology checks)</i> • <i>Ultimate Effort (Toughness)</i>

SKILLS
Expertise: Science 8 (+20) • Expertise: Tactics 4 (+16) • Perception 6 (+9) • Persuasion 10 (+14) • Ranged Combat: Throwing 4 (+8) • Technology 12 (+24) • Vehicles 6 (+10)

DEVICES, GEAR & EQUIPMENT
None specified.

WAR EAGLE

BIOGRAPHICAL DATA

PL10

Real Name: Trevor Youngman
Occupation: Thief, Hit-Man
Identity: Secret
Other Aliases: None Known
Birthplace: Skiatook, Oklahoma
Marital Status: Single
Known Relatives: Unnamed

mother, Unnamed grandfather
Group Affiliation: The BlackGuard
Base of Operations: Summit City;
Various

Height: 6' 2" (1.88m)
Weight: 162lbs. (73.48kg)
Eyes: Brown
Hair: Black

Distinguishing Characteristics:
Youngman has two large wings protruding from his back.

HISTORY & ORIGIN: As a child, Trevor Youngman was told he'd follow in his father's footsteps. Not an unusual thing to tell a child, but the legacy for which Trevor would be trained was vastly different. Trevor's ancestors were the protectors of their peoples, invoking awesome spirit powers to protect the tribal lands.

When Trevor was about 15 years old, a band of thieves attempted to rob the reservation of its monies, stock, and young women. Before attacking, the gang knocked down the nearest cellular tower and telephone lines, so the local people had no way to call for help. Several of the men were killed trying to protect their homes and families. Trevor's father, the latest protector, was badly wounded in the battle—despite his inherited abilities, Trevor's father lacked the control and/or discipline to effectively utilize them.

When the tribal police finally arrived, Trevor ran over to one of the officers, begging them to help out. Instead he was knocked aside. From the ground he witnessed an exchange of some sort occur between the police chief and Trevor's father, and then watched in horror as the chief and two of his men pulled out their weapons and unloaded on his father. To silence his mother's screaming, another officer hit her in the head with a club and she collapsed into the dirt senseless. After robbing the reservation of many of its precious resources—including some of the younger women—the police chief, his men, and the original gang of thugs drove off...together. They left Trevor with his mother, grandfather, the cold body of his father, and a shattered soul. He swore to never be so weak or vulnerable again.

With that end in mind, Trevor demanded that his grandfather teach him the ways of the protectors. After months of disciplined training, Trevor had developed many of the skills that his ancestors had possessed. He could generate spears of solid light, which he could then throw with precision at an opponent or target. He also became quite adept as a tracker, and could focus his mind outwards so as to gain a small degree of clairvoyance related to his immediate surroundings (up to approximately a one mile radius). However, shortly after his sixteenth birthday, his new abilities became even more amazing.

While out learning the ways of the land, and how to survive with no tools or prepared foods or other such resources, he spotted a nearby camp. In that camp was the same gang that destroyed Trevor's life. Seething with rage and the desire for revenge, Trevor plotted to kill every one of the men in their sleep.

He waited, planned, and prepared for his sweep later that evening. Late that night, Trevor snuck up to the camp. He bribed the guard dogs with fresh rabbit meat before making his way into the first tent. There he brutally slit the throats of the two men, and then scalped them. He proceeded to the next tent, and the next, killing each of the men in violent fashion.

By the time he made his way toward the last set of tents, the dogs had finished their snack, and were yelping for more. The remaining men awoke and came out fighting. Refusing to retreat, Trevor attacked the men, killing several of them with his bare hands, his knife, and eventually utilizing his light spears. One of the men managed to shoot Trevor in the back, causing a reaction that surprised everyone, including Trevor. When the bullet hit his skin, there was a massive burst of light...and immense wings erupted from his back. Almost instinctively, Trevor began throwing light knives about and knocked out several opponents with his tremendous wings. Finally Trevor took off into the night sky, hauling the lead gang member about by his throat.

By dawn Trevor had flown back to the tribal police headquarters, where he dropped the thug onto the police chief's car from a height of several hundred feet. It was not a quick death, but it was a painful one. When the chief came out to see what all the noise was, he found what was left of his "colleague" before being hit on the head by several soft, hairy, and wet objects—a rain of scalps. Completely freaked out, the police chief took off in one of the remaining police cars while still in his skivvies. Trevor followed him, a freakishly large bird shadow haunting the man down the road, swooping and diving like a hawk with its prey. Eventually he tired of playing with the man, and landed right in front of the speeding car. The chief veered off the road into a ditch, where Trevor confronted him with his misdeeds. There was not much left of the man when Trevor finished with him. Only the head was found, impaled on an ancient lance and set as a warning at the border between the reservation and Federal lands.

Trevor then set out on his own, leaving behind his boyhood home, the reservation, and all that he used to be. His mother, sister, and grandfather had no knowledge of his transformation, neither the physical nor the

spiritual. Trevor was now completely cold and heartless, and cared only to protect himself from further emotional or physical harm. He was only "War-Eagle," a name he chose as homage to his father, and a mockery of his heritage.

War-Eagle recently came to know a violent young woman called Ravage, with whom he seems to have much in common. This commonality continues to draw them closer to one another (see Ravage). The two have agreed to join The BlackGuard for their own, unknown purposes.

STRENGTH LEVEL: War Eagle possesses slightly enhanced strength enabling him to lift/press roughly 1600 lbs under optimal conditions.

KNOWN METAHUMAN POWERS: War-Eagle has several mystical abilities that appear to be part of his paternal heritage and were developed through meditation rituals and intense training. Among the powers War-Eagle possesses are enhanced strength, durability, resistance to illness, and mystical senses. These mystical senses include the ability to sense imminent danger to himself, heightened visual senses (including better distance acuity and night vision than normal humans), and a tracking sense.

In addition to the heightened physical abilities, War-Eagle has mystical healing gifts that allow him to heal himself or others from injuries, illness, poisons, and other debilitating events. A by-product of this power is his ability to temporarily "boost" himself or others so as to enhance their physical traits above their natural peaks until the effect wears off. These same energies can be harnessed into "light spears" that War-Eagle can throw at his targets.

The most notable of his mystical enhancements are the enormous wings that protrude from his scapula. These wings are functional, physical enhancements granted to him (and some of his ancestors) to provide unaided flight. As of this writing, War-Eagle's top, unenhanced, speed is 100mph (~161km/h) in flight. Since these appendages are the actual mechanism for flight, if they are significantly damaged or bound, he is unable to fly by any other means until he either heals or is freed from the restraint.

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	10	STR	05	FGT	08	DODGE	13
POWER POINTS	185	STA	05	INT	02	PARRY	13
SIZE	M	AGL	06	AWE	05	FORT.	10
		DEX	04	PRE	03	TOUGH.	07
						WILL	10

CARRYING CAPACITY, THROWING & MOVEMENT	
Load Limit: 1600lbs. (800kg)	
Thrown: 6400lbs. - 6ft. • 1600lbs. - 30ft. • 400lbs. - 120ft.	
Jumping: Running: 23ft. • Standing: 11.5ft. • Vertical: 4.6ft. • Standing: 2.3ft.	
Flight: 120 MPH, 1800 ft/round	

OFFENSE & COMPLICATIONS	INITIATIVE +10
Light Spears +12, Ranged, Damage 5 (Multiattack, Crit 19-20) • Talons +12, Close, Damage 7 (Crit 18-20) • Unarmed +12, Close, Damage 5	
Motivation -- Self-Preservation: War-Eagle was driven to cruelty and power to hide his weakness and vulnerability.	
Temper: War-Eagle is angry and cruel.	
Relationship: War-Eagle is close friends with fellow Blackguard teammate, Ravage.	

CHARACTER NOTES
Unenhanced Traits: Strength 3 • Stamina 3 • Agility 4 • Dexterity 4 • Fighting 8 • Intellect 2 • Awareness 5 • Presence 3 • Dodge 13 • Parry 13 • Fortitude 8 • Toughness 5 • Will 10
Personality: Angry • Cruel • Fighter/Scrapper
Language: English (US) • Wazhazhe (Ozage)
Totals: Abilities 64 + Powers 48 + Advantages 19 + Skills 32 (64 ranks) + Defenses 22 = 185

POWERS & ENHANCEMENTS
Heightened Physique: Enhanced Strength 2, Enhanced Stamina 2, Enhanced Agility 2 • 12pts
Mystical Light: Array (16 points)
• Light Spears: Ranged Multiattack Damage 5, Improved Critical • 16pts
• Mystical Enhancement: Variable 2 (10 points, for enhancing physical abilities), Affects Others • 1pt
• Mystical Healing: Healing 8 • 1pt
Mystical Senses: Senses 7 (Danger Sense, Extended Vision 2, Low-Light Vision, Radius Vision, Tracking Vision 2) • 7pts
Talons: Strength-based Damage 2, Advantages: Fast Grab, Improved Critical 2 • 5pts
Winged Flight: Flight 6 (120 MPH), Wings • 6pts

ADVANTAGES
Agile Feint • All-Out Attack • Benefit (Ambidexterity) • Close Attack 4 • Defensive Attack • Defensive Roll 2 • Evasion • Fast Grab • Favored Environment (Airborne) • Improved Critical (Talons) 2 • Improved Initiative • Languages 1 • Move-By Action • Power Attack • Precise Attack 2 (Ranged, Cover and Concealment) • Startle

SKILLS
Acrobatics 8 (+14) • Athletics 8 (+13) • Expertise: Tribal Lore 8 (+10) • Intimidation 10 (+12) • Perception 10 (+15) • Ranged Combat: Light Spears 8 (+12) • Stealth 8 (+14) • Treatment 4 (+6)

DEVICES, GEAR & EQUIPMENT
None specified.

XANGO

BIOGRAPHICAL DATA

PL13

Real Name: Xango
Occupation: Nigerian Undergod of Thunder, Drums & Dance; Warrior
Identity: Public
Other Aliases: Chango, Shango
Birthplace: N/A
Marital Status: Married

Known Relatives: Oba, Oshun, Oya (wives), Yemaja (mother), Orungan (brother)
Group Affiliation: None
Base of Operations: Mobile

Height: 6' 8" (2.03m)
Weight: 317lbs. (143.79kg)
Eyes: Brown
Hair: Black

Distinguishing Characteristics: Xango's eyes flash like lightning when he's riled or excited.



HISTORY & ORIGIN: Xango's birth is said to have been a rather violent bursting forth from his mother's womb, the Undergoddess Yemaja, as she was under assault by her son Orungan. This may or may not be the case, as many such legends surround Xango's birth, but all of them seem to demonstrate his passion for protecting the oppressed. All of the stories told about Xango display his dramatic, fiery, and spirited lifestyle.

Xango is married to three undergoddesses: Oshun, the river deity, is his favorite wife because she's an excellent cook; Oba, the first and forgotten wife, and the only legitimate wife, was the daughter of Yemaja and Xango's half-sister, one of his consorts; and the concubine Oya, his most cunning and intelligent wife.

With near notoriety, Xango lives his immortal life "on the edge" -- he's most often found at parties where the song and dance, and alcohol, virtually call his name aloud. He will play the drums, dance to the music, sing, drink, and engage in storytelling. To listen to Xango's storytelling, mostly about himself and his adventures, rates as one of the most honored and revered moments in a life. To hear one apart from his drunken stupor is an altogether rare moment indeed! His status as a "ladies man" has led to quite the tempestuous relationship with Oya, but he nevertheless revels in the company of a fine woman who appreciates his storytelling and natural prowess. If she can cook, or can keep him full on apples, green bananas, cornmeal, or okra, then the woman is likely to find herself in his harem of favored hostesses. If she stocks rum or red wine, she's certain to move toward the top of that list.

If you cross Xango, be prepared for a fight. His prowess as a fighter is second only to his knack for getting into brawls. Like any "red-blooded" male (obviously a term in metaphor), Xango doesn't hold grudges just because you got into a fight with him -- in fact, if you hold your ground against him, he's likely to buy your next drink for you and consider you a friend. Laugh and merriment often will ensue. Friendship with Xango is an excellent thing as he's loyal to the hilt and quite protective.

It is tradition that, when one hears the crackle of thunder, you should call out "Kabiosile Xango!", or something to that effect, which when roughly translated means, "Hail majestic Xango!" His reputation as Sky Father is due mostly in part to his ability to control the weather, but particularly his preference towards lightning and thunder.

The thunder his drums, the lightning his personal fireworks, Xango never fails to make an entrance wherever he goes. His being often crackles with lightning.

While his status as a party-goer certainly doesn't go unnoticed, his status as a dispenser of justice and vengeance on behalf of the weak, oppressed, and wronged is, in his mind, his primary role. No matter the conditions, no matter the cost, no matter the enemy, Xango will stop at nothing to ensure that slaves are freed, woman & children are protected, and that evil men feel the wrath of a thunder god protecting his people. Quite brutal in this meting out of his brand of justice, many avoid crossing him for fear of being flayed alive or fried slowly by his lightning. Xango does not shy away from the grotesque and absurd when dealing with evil -- his goal is to send whatever message is necessary to protect others from engaging in similar activities.

Xango's service to the African continent continues to be the defense of the

oppressed -- his primary focus on the continued slavery that his people suffer. Xango will fight against this villainy until he, or it, is no more. Xango does not easily stand aside while others in his presence are being subjugated or bullied, and his fighting spirit is often accompanied by impetuosity. Still, he is a champion to the weak, a model to the able, and a harbinger of doom for the tyrannical.

STRENGTH LEVEL: Xango possesses metahuman strength enabling him to lift/press roughly 800 tons.

KNOWN METAHUMAN POWERS: Xango possesses several metahuman powers derived from an unknown, mystical source, much like other deities that have been catalogued. Among those powers are his metahuman strength, near-immortality, enhanced endurance, and enhanced fortitude.

Like most deities, Xango is virtually immortal. While he can be wounded by a sufficiently powerful weapon or damaging attack, or if a powerful enchantment were to break his resistance to harm, it is presumed that he would either recover, given enough time, or simply be resurrected in the event of his "death". It is unknown, at this time, if there is a way to permanently kill a deity of Xango's stature. While Xango's fortitude provides resistance to illness, disease, and the like, it is unknown how it is that alcohol is capable of intoxicating him. Perhaps this is a selective option which Xango himself has elected to disengage to permit the enjoyment of inebriation.

Xango's greatest abilities stem from his position as Sky Father, which permits him control over the weather in every way imaginable. Xango can calm storms, generate violent tempests, bring gentle, nourishing rains, part the clouds and more. He also has demonstrated the ability to project any form of weather from his person, such as shooting lightning from his hands or eyes, producing snow from his hands, blowing gusts of wind from his mouth or hands, and many other uses. His preferred mode of operation with this regard, is to generate lightning and project it from one or both of his twin-blade axes. This is not a requirement in any way, but more of a

statement of power from Xango's standpoint.

He can use his powers over wind to fly or to bear aloft another in flight without physical contact. The limit to his speed at which he can travel in flight appears to be just under 250mph, which is roughly the speed of the fastest wind gust ever recorded.

Xango appears to either have a mystical connection to his axes, or a limited form of telekinesis, as he has been seen throwing them only to have them return after they have struck their target(s). Even when embedded in a mountain or within a block of wood, Xango is able to recall either or both of his axes. The exact limits from which he may recall them remains to be catalogued. The axes are certainly made of a mystical metal, and appear to be nearly indestructible. It has been noted that Xango was able to cleave into a thick block of solid Omnium Steel with no damage apparent to the axe.

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	13	STR	15	FGT	09	DODGE	10
POWER POINTS	270	STA	14	INT	02	PARRY	12
SIZE	M	AGL	02	AWE	02	FORT.	14
		DEX	02	PRE	05	TOUGH.	14
						WILL	10

CARRYING CAPACITY, THROWING & MOVEMENT	
Load Limit: 800 tons	
Thrown: 3200 tons - 6 ft. • 800 tons - 30 ft. • 200 tons - 120 ft.	
Jumping: Running: 25ft. • Standing: 12.5ft. • Vertical: 5ft. • Standing: 2.5ft.	
Flight: 250 MPH, 0.5 mile/round	

OFFENSE & COMPLICATIONS	INITIATIVE +6
Axe Strike +9, Close, Damage 17 (Multiattack, Crit 18-20) • Axe Throw +9, Ranged, Damage 17 (Crit 18-20) • Lightning Bolts +9, Ranged, Damage 11 (Multiattack)	
Motivation -- Justice: Xango considers himself the protector and avenger of the weak, oppressed, and wronged.	
Honor: Xango is loyal and abides by a warrior's code.	
Reputation: Boisterous partier and ladies' "man".	

CHARACTER NOTES
Unenhanced Traits: Strength 15 • Stamina 14 • Agility 2 • Dexterity 2 • Fighting 9 • Intellect 2 • Awareness 2 • Presence 5 • Dodge 10 • Parry 12 • Fortitude 14 • Toughness 14 • Will 10
Personality: Passionate; Zealous; Boisterous; "Party Guy"; Honourable; Trustworthy; Respects Honour & Bravery in Others
Language: English (UK) • Hausa • Igbo • Yoruba • Afrikaans
Totals: Abilities 102 + Powers 97 + Advantages 24 + Skills 28 (56 ranks) + Defenses 19 = 270

POWERS & ENHANCEMENTS
Divine Physiology: Immortality 5 (1 day); Immunity 12 (Aging, Life Support, Need for Sleep); Regeneration 5; Senses 1 (Divine Awareness--mental) • 28pts
Paired Axes: Array (23 points), Easily Removable (-9pts), Indestructible • 15pts total
• Axe Throw: Strength-based Ranged Damage 2, Affects Insubstantial 2, Split Attack • 22pts • Axe Strike: Strength-based Damage 2, Affects Insubstantial 2, Multiattack • 1pt
Sky Father: Array (33 points)
• Lightning Bolts: Ranged Multiattack Damage 11, <i>Dynamic</i> • 34pts • Weather Control: Environment 11 (4-mile radius; Extreme Cold, Extreme Heat, Impede Movement, Visibility), Selective, <i>Dynamic</i> • 2pts • Wind Control: Burst Area Move Object 11, <i>Dynamic</i> • 2pts • Wind Passengers: Affects Others, Burst Area, and Ranged on Flight, <i>Dynamic</i> • 2pts
Wind Riding: Flight 7 (250 MPH) • 14pts

ADVANTAGES
All-Out Attack • Benefit 2 (Ambidexterity, Nigerian Deity) • Connected • Daze (Intimidation) • Diehard • Improved Critical 2 (Axe) • Improved Initiative • Inspire • Interpose • Languages 3 • Luck • Power Attack • Ranged Attack 7 • Startle

SKILLS
Expertise: Magic 4 (+6) • Expertise: Music 6 (+8) • Expertise: Popular Culture 8 (+10) • Expertise: Theology 8 (+10) • Insight 6 (+8) • Intimidation 10 (+15) • Perception 8 (+10) • Persuasion 6 (+11)

DEVICES, GEAR & EQUIPMENT
None specified.

ZERO

BIOGRAPHICAL DATA

PL11

Real Name: Jeremy Taylor
Occupation: Thief, with a Criminal Record
Identity: Secret
Other Aliases: Jerome
Birthplace: Elmhurst, Illinois
Marital Status: Single

Known Relatives: Tony (father), Anne (mother), Brittani Thomason (daughter)
Group Affiliation: Dark Faction
Base of Operations: Summit City

Height: 6'1" (1.85m)
Weight: 182 lbs. (82.55kg)
Eyes: Brown
Hair: Brown

Distinguishing Characteristics: None known



HISTORY & ORIGIN: Jeremy Taylor had always been a troubled young man. In his formative years he was well-known around the neighborhood as the kid who would set your cat on fire, if he had the chance and, consequently, spent some of his pre-teen and teen years in a halfway house in Chicago. His parents were strict Catholics, though his father was a drunk, and they attempted raising him in an authoritarian home. This obviously backfired and came to a head when Tony, his father, beat him while in a drunken stupor. The teenager retaliated by grabbing an aluminum baseball bat and beating his father with it, who went into a coma because of the incident. Jeremy was arrested, tried as an adult for attempted murder, but was given only 18 months in prison because of a self-defense/temporary insanity plea. Jeremy would undergo psychological evaluation during his prison stay.

After a year, Jeremy was allowed to operate under the work release program and he was given a day job as a window washer in downtown Chicago. One early morning, while working on the John Hancock Center skyscraper, tragedy struck when one of the ropes came loose on a scaffold just above Jeremy. As another line came loose, one of the workers on the scaffold slid and fell off, plummeting toward Jeremy. When he looked up to see the man falling toward him, Jeremy braced for impact and protected himself with his hands up. To his surprise, the falling worker stopped in mid-air just before he came into contact with him. He then moved out of the way of the hovering man, and relaxed knowing he was safe. The worker's descent then restarted, and he fell to his death several stories below.

When everyone was safely back on the roof of the building, the other two workers were yelling at Jeremy for not doing more to save their friend's life. He pushed back, and they broke out into a fight. Jeremy caused one of them to, again, "freeze" as if time around him had stopped completely. He then used this to his advantage, and shoved the stiff worker over the edge of the building. Shocked and confused, the remaining worker scrambled to get away from Jeremy and tripped on a loose sheet of tar paper, falling head-first into the corner of a fan housing and cracked his head open and knocking himself out. Jeremy left him for dead atop the building.

Escaping before the authorities and first responders had secured the building, Jeremy walked away realizing he had some amazing metahuman abilities, and he was determined to make his life better with them. So, he fashioned together a makeshift suit and covered his identity with a customized motorcycle helmet and created the villainous identity "Zero" for himself. As Zero, Jeremy would become one of Chicago's more infamous metahumans, having stolen hundreds of thousands of dollars in cash, jewelry, and goods from area businesses. In his normal identity Jeremy Taylor would eventually become wanted for several counts of murder, and decided he'd best leave Chicago for parts less familiar with his activities. As such, Jeremy made his way toward Tennessee to hide in plain site but in relative seclusion. He rented a trailer in Fayette County for a time, while he made plans for hitting Summit City with a new costume and a new approach—no more "small time" banks and businesses for him, he was looking to take things "big time". While in Fayette County he met Theresa Levy, with whom he would eventually have a daughter, unbeknownst to him (see Intrepid).

Zero eventually made his way to Summit City, and immediately tried to make an impact—he attacked Meridian Enterprises to steal a rare meteoric ore that was presumed to be worth millions and was at Meridian for study. Before he could make it too far into the building, Zero was met with a wave of Metahuman Incident Corps troopers who eventually overwhelmed him and took him into custody (see Metahuman Incident Corps). On his way to Adrian Heights Prison, a newly developed penitentiary for metahuman criminals, Zero managed enough concentration to stop the transport, freeze the inexperienced MICs in position, and work his way out of the vehicle to escape. After this failure, Zero opted to keep a slightly lower profile and return to his roots, that of robbing small banks, jewelry stores, small

businesses, and liquor stores. As "Jerome" he would rent out an apartment from a local landlord in the Adrian's Commons neighborhood on the east side of Summit City. As most of his activity centered around this area, Zero would come into constant clashes with Bluechip and Teen Force 5 (see Bluechip, Appendix: Teen Force 5). He eventually returned to Tennessee for a short respite after being injured, and found Theresa still living in the same trailer they had shared in years prior. Her father was there at the reuniting, and threatened to kill Jeremy unless he left for good. Instead, Jeremy "froze" him and killed him in cold blood. Shocked and terrified, Theresa passed out from the incident while her two year old daughter cried from the other room. Jeremy left and never returned to the area. Theresa would keep a scrapbook of Zero's activities when publicized, as she had deduced his identity--which she would eventually share with their daughter.

Zero would resurface in Summit City, this time alongside the villainous team Dark Faction and he'd continue to face off against Teen Force 5 frequently. He was given a new, updated costume by a benefactor of Dark Faction, as were a few other members, and they began to strike more strategic targets.

Ultimately, Zero would find himself repeating sins of old, so to speak, and decided to rob a bank while drunk. No planning, no thought process, just an inebriated attempt at proving himself capable without the support of a team. Because of his level of intoxication, Zero proved no match for the hero called The Falcon by locals (see El Halcón) or the responding MICs, who took Zero into custody and successfully transported him into containment within Adrian Heights Prison where he remains to this day.

STRENGTH LEVEL: Zero possess the normal human strength for a man of his age, height and build who engages in moderate, regular exercise.

KNOWN METAHUMAN POWERS: Zero possesses the metahuman ability to halt or "freeze" molecular motion in his targets. How he gained these abilities is not known, but it is presumed he is a mutant with an active MHX trait chromosome.

The effects of his powers varies, slightly, but most often he uses it for "freezing" others in their tracks by reducing the kinetic motion of the atmosphere around them, stopping bullets in mid-air, and preventing electrical alarms from sounding by halting the circuit closure necessary to pass the signals. Much of the complexity around "how" his powers operates is apparently a mystery to even himself--and many of his actions are done subconsciously. For example, he doesn't think to leave open (or halt the closure of) circuits in an alarm system, he simply thinks, "freeze the alarm" and his powers respond accordingly.

Zero has trained himself enough to have a semi-active "zero field", as he refers to it, which helps prevent projectiles from hitting him when he fully activates it. It's mostly reflexive, so the sound of gunshots or any other audible alert triggers his activation of this field. As such, arrows, silenced firearms, and the like can still catch him off guard as they travel stealthily, provided he isn't aware of their imminent threat to his person. When Zero halts an object in mid-air, it does not fall to the ground as one would normally expect because what he is actually doing is stopping most of the molecular motion in the air immediately around the object (or person). Once in this state, Zero can actually manipulate them by subconsciously "flexing" the speed of the molecules so that he could, for example, reposition the hands of a guard so that he turns his gun on himself.

He has demonstrated that he can, literally, freeze an object or person by stopping all molecular motion in the target, reducing their temperature to absolute zero, but he has rarely elected to do so. It has been surmised that this is an effect that is difficult for him to accomplish, and his frequent inebriation may actually hinder his ability to concentrate enough so as to eliminate molecular motion in toto. With proper dedication, a sober mind, and extensive training, Zero may yet prove an even more capable opponent than originally thought--until that time, he'll not be anything more than a common crook, albeit metahumanly powered.

INFORMATION		ABILITIES				DEFENSES	
POWER LEVEL	11	STR	02	FGT	08	DODGE	08
POWER POINTS	165	STA	02	INT	01	PARRY	08
SIZE	M	AGL	03	AWE	02	FORT.	08
		DEX	03	PRE	02	TOUGH.	14
						WILL	08

CARRYING CAPACITY, THROWING & MOVEMENT	
Load Limit: 200lbs. (100kg)	
Thrown: 800lbs. - 6ft. • 200lbs. - 30ft. • 50lbs. - 120ft.	
Jumping: Running: 16ft. • Standing: 8ft. • Vertical: 3.2ft. • Standing: 1.6ft.	

OFFENSE & COMPLICATIONS	INITIATIVE +7
Absolute Zero , Perception Ranged, Affliction 11 • Freeze , Burst Area, Ranged, Affliction 11 • Improvised Weapon +10, Close, Damage 3 • Kinetic Manipulation , Perception Ranged, Move Object (Str 11 Grab) • Unarmed +10, Close, Damage 2	
Addiction: Alcoholic. Obsession: Kleptomaniac.	

CHARACTER NOTES
Unenhanced Traits: Strength 2 • Stamina 2 • Agility 3 • Dexterity 3 • Fighting 8 • Intellect 1 • Awareness 2 • Presence 2 • Dodge 8 • Parry 8 • Fortitude 8 • Toughness 2 • Will 8
Personality: Alcoholic Tendencies • Kleptomaniac • Defensive • Argumentative • Bully
Language: English (US)
Totals: Abilities 44 + Powers 71 + Advantages 11 + Skills 22 (44 ranks) + Defenses 17 = 165

POWERS & ENHANCEMENTS
Kinetic Control: Array (44 points) • Freeze: Ranged Burst Area Cumulative Affliction 11 (Resisted by Will; Hindered and Vulnerable, Immobile and Defenseless), Extra Condition, Limited to Two Degrees • 44pts • Absolute Zero: Perception Ranged Cumulative Affliction 11 (Resisted by Will; Hindered and Vulnerable, Immobile and Defenseless, Paralyzed), Extra Condition, Tiring • 1pt • Interrupt Electricity: Perception Ranged Nullify Electronics 11, Concentration, Simultaneous • 1pt • Kinetic Manipulation: Perception Ranged Move Object 11 • 1pt
Zero Field: Protection 12, Impervious, Sustained • 24pts

ADVANTAGES
Close Attack 2 • Improved Initiative • Improvised Weapon 2 • Ranged Attack 3 • Seize Initiative • Startle • Uncanny Dodge

SKILLS
Athletics 4 (+6) • Expertise: Streetwise 6 (+7) • Intimidation 6 (+8) • Perception 8 (+10) • Sleight of Hand 6 (+9) • Stealth 6 (+9) • Technology 4 (+5) • Vehicles 4 (+7)

DEVICES, GEAR & EQUIPMENT
None specified.



CHAPTER 3: GAME SCENARIOS

Time has been altered. Lives have been changed. The world hangs in the balance. Will you and your team be able to answer the charge? Can you become the metahuman superteam known as The WatchGuard?

Where Have All The Heroes Gone?

The attack on Catalyst by several metahuman supercriminals occurs as it has before (see Summit City: Now The WatchGuard; see Voyager), but with one key distinction: none of the other heroes arrive on the scene to assist Voyager with ending the terror. Instead, it's up to your team of heroes! How will you match up against the various villains? Will your powers, luck, intelligence, and might be a match for the likes of Edge, Tailgator, War-Eagle, Ravage, Black Bow, Bulldog, and Braindamage? (see respective entries)

And One (?) Shall Fall

In spite of the fact that time has been realigned, preventing such heroes as Sentinel, Mazer, Garrison, and Soundwave from helping Voyager out, some things don't change. For instance, balance must be maintained in the cosmic order: one villain and one hero must fall.

FOR GMs: You decide who will fall before the game starts. As a part of setup, establish which villain will fall, and under what circumstances, as well as decide which hero will fall. This can be done by random drawing, dice roll, or by simply choosing specifically who will die.

Dr. Wedding still dies in this incident. Should the GM decide to spare Wedding's life, then balance, again, must be restored. That would mean another hero must die.

Role Reversal

Angered, and grieved over the death of Dr. Wedding, or whatever hero who may have fallen, Voyager becomes vengeful instead, and instead of becoming one of the world's premiere metahuman heroes he becomes a blood-thirsty vigilante. He brutally kills whomever murdered Dr. Wedding (or, the hero). He vows to end villainy and crime by whatever means necessary, as he stands over the corpse of his victim. He has crossed the line, and now it is your obligation to track him down and end his cold, authoritarian reign and manhunt.

Voyager, now calling himself Vindicator, has taken refuge within the borders of the volatile country Hamartia located in Europe's former Eastern Bloc. The fortress in which he resides is heavily guarded, and he's protected by an army of "Combots" that he has built (see sidebar). Your job is to infiltrate the fortress, defeat the Combots and extradite Vindicator back to the United States to face criminal murder charges.

FOR GMs: As a part of your initial game setup, decide how many Combots are going to be guarding Vindicator/Voyager in Hamartia. The fortress should be a standard castle with various technological upgrades made by Vindicator (e.g., radar, telecommunications, missile defenses, turrets, etc.), and doesn't require too much additional preparation apart from these.

You have been given carte blanche by the United Nations to operate within the borders of Hamartia, despite the refusal to cooperate from their dictator, General Mikhail Sahndovich. However, the UN will not be providing forces to back you up. It's possible that the Hamartian government, under General Sahndovich's leadership, may attack you using their country's military resources. You have been cautioned.

Resolution

In order to complete the mission, you must not only defeat all of the Combots thrown at you, but you must also defeat Vindicator without using deadly force. You must find a way to subdue him for the return trip back across the Atlantic. Your customized jet has the necessary bindings to secure him, but it is parked more than 40km away from the fortress. Additionally, you must prevent civilian casualties if the military becomes involved. General Sahndovich is a brutal man, and cares nothing for his "subjects". However, Vindicator still thinks he's

a hero, and in his own mind he's doing "the right thing". He may not like some of the General's methods.

For GMs: The Hamartian military may use "human shields", which further complicate the conflict if they become engaged. This is not atypical for this regime. Suggestions for awarding Heroic Reward Points (HP):

- give +1 for each human life spared
- give +1 to each team member for successfully extraditing Vindicator/Voyager
- give +3 if Vindicator can be convinced to come along without engaging in explosive conflict apart from the Combot defenses

COMBOT

Power Level 10

Size

M

Abilities

Strength	10	Fighting	06
Stamina	--	Intellect	--
Agility	01	Awareness	02
Dexterity	01	Presence	--

Powers

Armored Shielding: Protection 12, Impervious • 24pts

Backpack and Boot Jets: Flight 5 (60 MPH) • 10pts

Construct: Immunity 30 (Fortitude effects) • 30pts

Palm Lasers: Ranged Damage 8, Accurate 3, Split • 20pts

Radar: Senses 3 (Accurate and Extended Radio) • 3pts

Advantages

Assessment • Close Attack 4 • Eidetic Memory • Improvised Tools • Instant Up • Jack-of-All-Trades • Ranged Attack 5

Skills

Insight 8 (+10) • Perception 8 (+10)

Offense

Initiative +1

Palm Lasers +12, Ranged, Damage 8 (Split) • **Unarmed** +10, Close, Damage 10

Defenses

Dodge	06
Parry	06
Fortitude	Immune
Toughness	12
Will	Immune

Complications

Programmed: The Combots are automatons, programmed by Vindicator to protect his fortress.

Carrying Capacity, Throwing & Movement

Load Limit: 25 tons

Thrown: 100 tons - 6ft. • 25 tons - 30ft. • 6 tons - 120ft.

Flying: 60 MPH, 900 ft./round

Jumping: Running: 20ft. • Standing: 10ft. • Vertical: 4ft. • Standing: 2ft.

Character Notes

Unenhanced Traits: Strength 10 • Stamina -- • Agility 1 • Dexterity 1 • Fighting 6 • Intellect -- • Awareness 2 • Presence -- • Dodge 6 • Parry 6 • Fortitude Immune • Toughness 12 • Will Immune

Languages: English (US)

Totals: Abilities 10 + Powers 87 + Advantages 14 + Skills 8 (16 ranks) + Defenses 5 = 124

THE DEACON OF TIME & SPACE

by DT Butchino, edited by CD Ens-Butchino

Summoned to defeat a villain before he causes too much damage, the heroes quickly find themselves facing a serious problem. Having one of the WatchGuard's surly medics around is one thing, but why are there several of them?! And, to make matters worse, what are they doing to Summit City?!

Introduction

The Deacon of Time & Space is an adventure meant for 4-6 players using Power Level 10 heroes. If you're planning on playing in this adventure, please do not read any further. In this adventure, the heroes battle Vault and are quickly joined by Deacon of the WatchGuard. Unfortunately, things go awry rather quickly and several versions of the hero are inadvertently summoned from their home dimensions. Now, the heroes must work to return these other Deacons to their alternate realities before the world itself is destabilized by their presence.

To set up this adventure, the heroes are summoned by the police to help with Vault. If using this as a sequel to Dark Voyage, a few weeks have passed and the heroes should have some credentials in Summit City. Gamemasters are encouraged to run a few other adventures in between (possibly using some of the plot hooks in this very book) to show the time that's passed, but it's not necessary to run this adventure. It is presumed that the heroes have met Deacon in the past, though, and if this isn't the case, the GM should adjust the material presented accordingly.

SCENE ONE: Into the Vault

Getting an emergency call from the Summit City Police Department, the heroes respond to find Vault among the debris of battle. As they arrive on the scene, read the following to the players:

Arriving on the scene, you immediately see a large man dressed in a dark costume with some kind of chest plate strapped to him, standing in the midst of a warzone. Around him are various cars, street and building debris, and a large delivery vehicle. Seeing you arrive, the villain grins and says, "Looks like the blues upped their game. Guess they couldn't bother The WatchGuard, so they went with the junior team. That's fine. Vault can take on any of you chumps!" With that said, he narrows his eyes and concentrates, a portal ripping open from his chest.

Unlike a straight fight, this one should be a bit tricky. As the Gamemaster, don't be afraid of using GM Fiats here to extend the fight and make it more challenging for the heroes. Vault's main tactic is to use his dimensional powers to suck in anything large nearby and launch it at the biggest heroic target available, hoping to wound or disable them.

After about two rounds of battle, Deacon shows up, responding to the police call as well. It's important to note that Deacon shouldn't eclipse any of the heroes' actions. He should be utilized as a back up to the player characters, offering his services only when needed. However, two rounds after he arrives, read the following to the players:

Having had enough, Vault braces himself and says, "Time for you chumps to disappear!" As he finishes speaking, a black rift appears at the center of his chest plate and his hands reach out to the nearest target. However, just as he's about to lock on someone, Deacon valiantly dives in the way, hoping to knock Vault's intended victim to safety. As he moves through the rift's path, it becomes obvious that the pull of it is much too strong to escape, even for a seasoned hero such as Deacon. Before anyone can react, the WatchGuard member begins to get sucked into the rift, his hands attempting to grasp something ... anything ... to stop him.

Looking at the two, it's obviously not a pleasant experience for either of them. While Deacon is trying to pull himself free, Vault is straining to pull the hero into the portal, hoping desperately to be done with him. The heroes now have a good opportunity to defeat Vault, however, they also have no idea what that may do to Deacon now that he is in his grasp. Pulling their ally free would be

the best course of action and will require a contest between the two opposing forces (ie: Vault's Dimensional Pocket rank vs. Strength). As the players formulate a plan, please move on to **Scene Two: Diversifying the Deacon**.

Heroic Rewards

Possible Heroic Reward Points (HP) awards include:

- Responding to the Police Call +1
- Defeating Vault +1

SCENE TWO: Diversifying the Deacon

Once the heroes successfully execute a plan to pull out Deacon, read the following to the players:

Pulling Deacon from the portal is a chore, but the villain's power eventually gives way and the hero comes barreling out and onto the ground. As the WatchGuard member is ripped free, Vault lets out a loud scream of agony and a blinding flash of light emanates from the portal. When the dots in front of your eyes clear, you find the villain is lying unconscious on the ground, alongside a pile of other Deacons!

Taking a moment to inventory them, the heroes will discover there are ten additional Deacons, each a bit different in their own way. A brief description of each is provided below, with full backgrounds appearing at the end of this adventure. Each Deacon will attempt to ascertain where it is and will ask questions (or in some cases demand answers). Notes for each have also been provided, as well as where they might go if leaving the area. This isn't a finite list by far. Please feel free to create other variations to replace the ones listed below, or even to add to the list as you see fit.

Deacon (Earth-B)

Description: A tall, athletically slender woman, this Deacon has short-cropped, black hair that's cut in a sensible, female fashion. She wears the same uniform as the Deacon everyone knows and seems to have the same bedside manner.

Interests: Where she is and what happened to bring her here. She'll recognize some of the heroes, but for the most part she'll know them as if their genders were switched (so, someone like Laserboy might be Lasergirl for example).

Where she'll go? No where. She'll stick with the group and try to figure things out.

Deacon (Earth-12A)

Description: Looking like a slightly younger Deacon, this version has stylish, short hair that's stark white in color and blue eyes. He also wears the same uniform as this universe's Deacon, but is additionally wearing a brown, leather jacket with the WatchGuard's "WG" logo emblazoned upon the back and shoulders.

Interests: What year it is and where he is. He might recognize a few of the heroes, but will keep that to himself. This Deacon believes that someone on his world has attempted to banish him, blaming a villain or possibly one of the other heroes for this.

Where he'll go? To look for a way home on his own. He isn't against going to Catalyst Technologies and demanding that someone send him back.

Deacon (Earth-H)

Description: While humanoid in appearance, this version of Deacon seems to be a living children's puppet. Lightly purple in color, the puppet has bushy, black eyebrows and a large, green nose. It does wear the same uniform of the Deacon we know, but has little definition to its form.

Interests: Where the other puppets are, including his allies on Summit Street. He's thinking his ratings were low so he's been sent here.

Where he'll go? To the closest toy store to find others of "his kind". Once there, he'll try to revive any he can.

Deacon (Earth-T)

Description: Not human, nor really flesh and blood, this Deacon appears to be a sentient cartoon animal in the form of an eagle. It stands about the same height as the hero, but has white feathers covering its head, and black feathers everywhere else. Over part of its body is the familiar red and white costume of his counterpart, though this version leaves the wings/hands open.

Interests: Why the others aren't animated and why they all look like they do. He's thinking it's a nefarious plot of Bat-Tallion and his crew.

Where he'll go? To a book or movie store, looking for other animated heroes. He has a pretty good grasp on where he might be, but is looking for allies.

Deacon (Earth-V)

Description: This Deacon looks almost exactly like the mainstream one, save that he has a long scar that stretches down the left side of his face and his costume seems to be a darker shade of red with a light gray.

Interests: Mayhem. He doesn't care where he is and realizes that this is a perfect opportunity to initiate some of the experiments he's been looking to perform. If played as a sequel to Dark Voyage, he'll know of this world from his universe's Voyager and will be looking for some payback on his behalf.

Where he'll go? A hospital in hopes of sullying his good doppelganger's name or possibly in search of Voyager to do some damage to the hero.

Deacon (Earth-166P)

Description: Looking at this Deacon, he could certainly be mistaken for the man that people know, except that he looks older and a lot happier, and has bright dabs of paint on his cheeks and head. Looking over his attire, the crosses he bears have been replaced with flowers and the white part of the costume has a tie-dye look to it.

Interests: He's not interested in going anywhere in what appears to be a fascist world. Instead, he's decided to have a sit in right where he is and has invited everyone around to join him.

Where he'll go? Nowhere. He's happy where he is, man ...

Deacon (Earth-6551)

Description: A bit worse for the wear, this Deacon appears to be some kind of patchwork man dressed in a black and white costume. Over it, he wears a long, hooded coat that's also black in coloration.

Interests: To not be seen and help in any way that he can. In all honesty, while he is Deacon, he's more nervous about scaring anyone around him and will keep his hood up as much as he can.

Where he'll go? He'll try to stay with the group, but if he gets separated, he'll try to hide somewhere nearby.

Deacon (Earth-1776)

Description: This Deacon looks as though he jumped out of the Revolutionary War. He wears a blue and white costume not unlike a soldier's attire in that era and bears the familiar cross-markings on his chest and shoulders. Atop his head is a tricorn hat that's blue and white in coloration.

Interests: He's pretty sure someone has bewitched him and is in a bit of a panic.

Where he'll go? Looking for a way home, he may head towards a museum, a familiar historic landmark, or a rural area (like a park) until he gets his wits about him.

Deacon (Earth-666X)

Description: Unlike the others, this one is barely recognizable as Deacon at all, save for certain markings and its coloration. Looking this version of Deacon over, it seems to be some kind of creature with razor claws and massive teeth. Its costume appears more like a living skin draped over the framework of what might have been a person, the red of it oozing and shifting around the body. Floating above its maw are two black spots that could be perceived as being its eyes.

Interests: He sees this world as soft and wants to share some "tough love" with it. He counts any crime as an injustice and, thanks to the symbiote he's bonded to, everything has been magnified.

Where he'll go? To seek out crime and punish the offenders. This could be anything from murder to jaywalking.

Unknown to the heroes, when they saved Deacon from Vault, they actually ripped a hole in the space/time continuum. This has started a chain reaction

that will slowly start affecting anything within a radius of the other Deacons. Anything caught within this radius begins to take on attributes from their worlds, as they find out first hand from the Earth-B Deacon, who stayed behind to help them. Much to every one's surprise, a character nearby suddenly switches gender and acts as though they've always been that way. The change is a complete one and includes a full makeover of their costume, befitting their new gender and body-type. The target of this effect could be one of the heroes, a significant NPC or both. While it wouldn't take much to discover the source of this change, anyone making a DC 18 Knowledge (Physical Science) or Investigation roll would be able to deduce that the longer these doubles stick around, the more their reality will enforce itself onto the heroes' world.

Knowing this, the only way that the heroes can resolve this matter is by sending the other Deacons back to their own universes and by stitching up the hole that they have ripped open in space and time. The heroes don't have much time to ponder this either. Several of the Deacons leave the group to go off on their own, and ditch anyone that might decide to follow them.

Heroic Rewards

Possible HP awards include:

• Saving Deacon +1

SCENE THREE: So Many Deacons

Realizing that the various Deacons may cause irrevocable harm to space and time, the heroes must hunt them down before they can cause too much damage. The heroes have access to three allies: Deacon from the mainstream universe, Deacon from Earth-B and Deacon from Earth-6651. This trio is happy to help and understand that time is of the essence.

Remember, as time goes on, the environment around an alternate Deacon begins to shift a bit to reflect their reality. This includes the Deacons that are helping the heroes. For every 15 rounds, roll 1d20. If the result is 1-10, something shifts around them. It could be a character, a vehicle, or something else that's from a different reality.

Each encounter in this section is designed with a particular Deacon in mind. If by any chance there's been some deviation from the characters, please adjust the encounters accordingly. These encounters may be ran in any order, so long as the end result has the heroes bringing the Deacons back together.

Authoritative Action (Earth-12A)

The Deacon from Earth 12-A has made his way to Catalyst Technologies and has been joined by the WatchCorps, security guards that have been transformed into Earth-12A's police force that works under the WatchGuard. Finding him shouldn't be too hard, as his intentions of returning home were pretty apparent when he left the scene. In addition, various news stations are breaking a story that something strange is happening at Catalyst. As the heroes arrive on the scene, read the following to the players:

Hearing that Deacon has stormed Catalyst Technologies, you arrive at the building to see the building cordoned off by a line of strange looking soldiers dressed in blue and gold armor. On their chest and shoulders is a shield with the letters "WC" stylized upon them. Upon your arrival, one of the guards approaches you and says, "Halt and stand down, citizen. Please present your WatchMe Identification and prepare for scanning." The other guards behind him train their rifles upon you and appear to mean business.

There are 10 WatchCorps soldiers here. For stats, please use the Police Officers from the *Mutants & Masterminds, 2nd Edition Core Rulebook* (see pg. 228), only replace their equipment with the Blaster and Hi-Tech Armor from the equipment section. Half of the guards are also carrying a taser prod, which appears to be a small baton with an antennae-like tip that produces a Stun 8 effect. While well armed and armored, the WatchCorps are still considered mooks and follow the rules for such NPCs.

Once they're past the guards, the heroes may enter a very different Catalyst

Technologies. Unlike the one they are used to, this building looks more high-tech, with walls made of metal and streams of blue energy pulsing throughout it. In stark contrast to their usual dress code, the scientists here are dressed in blue smocks that cover most of their bodies, leaving only their faces out in the open. Deacon isn't hard to find here. Various computer terminals and scientists happily direct visitors to the Dimensional Studies laboratory, where he stands waiting for the heroes. Please read the following as the heroes arrive in the lab:

Having been in this lab before, you're astounded by the changes that have taken place. Looking like a set from some sci-fi movie, several scientists and robots seem to be diligently working on some kind of large, circular gate while Deacon stands in the center of the room. He turns and looks at you, saying, "Magnificent, isn't it? It was only a matter of time for these people to start seeing things my way. Oh, don't worry, I plan on heading back to my world as soon as it's done." He pauses, looking around the room briefly. "But something needs to be done here. You people have no sense of control, no sense of purpose. You stand around waiting and watching the days tick down as the world around you devolves into anarchy and oblivion. It's my hope that, upon my arrival home, that we can send others back to educate your leaders, to help them understand what peace really is. I'm sure you understand, don't you?"

Speaking out against him will disappoint him, and taking action against this Deacon will only make him angry. If faced with combat, he'll summon up more WatchCorps members and attempt to detain the heroes long enough for the world-gate to be finished so he can escape home. Once there, he'll hold true to his promise, but not before realizing that the heroes of this world need to be subjugated first, just like they have been in his world. It won't be long after that the heroes' world will be facing an extra-dimensional invasion from Earth-12A.

Talking to him, on the other hand, might be an easier method of dealing with him. While this Deacon believes that the world of the player characters is too chaotic, he may remember a time when his world was the same. Using Diplomacy (DC 18), the heroes may be able to convince Deacon that they're still learning from their mistakes and that the people of their Earth deserve the time to naturally come to that conclusion for themselves. Agreeing, Deacon will grudgingly concede in hopes that the heroes and their world will do the right thing, possibly offering them some of his own skewed advice on how to help things along.

Happy Puppet Time (Earth-H)

The Deacon from Earth-H, unhappy with the apparent lack of living, talking puppets like himself, has retreated to a Lots A Toys retail store and has found his way into the plush animal aisle. Seeing all these potential friends, Deacon will use his powers to "repair" them as his reality enforces itself on them. Unless the heroes stop him, the store will soon be filled to capacity with a cavalcade of permanently living stuffed animals and puppets.

As the mayhem begins, news quickly reaches television stations and police-band radios that some lunatic is bringing toys to life. If the heroes choose to look into it, read them the following:

Arriving at the Lots A Toys, you see what is quite possibly one of the oddest things you've ever come across in your heroic career. As people rush out of the store in a panic, a slew of walking, talking stuffed animals follow them, also in a panic. Some seem to be following with the flow of frightened shoppers exiting the building, while others seem to be bewildered, surprised that they're even there the first place. Peering inside the store, there seem to be more of these animated plushies emerging from within the aisles.

These animated stuffies don't appear intent on harming anyone, just taking on the roles that some people may have. For example, a few have Lots A Toys vests on and are stocking shelves, while a few others are carting smaller toys around like they are babies. Finding the cause of this anomaly isn't that hard either, as Deacon has not made any attempt at hiding himself.

Unfortunately, when approached by the heroes, this Deacon is not willing to listen to reason. In his mind, he must have been sent here because his ratings were low. The network must have canceled the show he was part of and cast

him in this new one. Two options the heroes may have are either to bluff him into believing them, or to take him by force.

Taking the bluff approach, the heroes will have to come up with a decent lie to sway his opinions. The best bet is to use the concept he's most fixated on: the show he was on. The more believable the lie, the easier the Bluff check. The GM should scale the DC based on how well the lie is told, keeping in mind that at minimum, it should be around DC 15. Puppet Deacon might be a bit gullible, but he's not overly naive. If successful, he'll follow the heroes in hopes of reinstating his show by getting back into the good graces of the producers.

Taking him by force, on the other hand, should prove a decent challenge. If attacked, Deacon will animate a few of the larger stuffed animals which rapidly take on monstrous capabilities. Feel free to use a few of the monsters from the *Mutants & Masterminds, 2nd Edition Core Rulebook* (see pgs. 233-235) for inspiration and ideas. These creatures should be completely loyal to Deacon and will attack anyone he commands until he either dismisses them or is rendered unconscious.

The Zany Adventures of Deacon! (Earth-T)

Finding Deacon of Earth-T shouldn't be too difficult. Having left to look for people like his own, he soon finds his way into Toony Park, a small theme park on the outskirts of Summit City devoted to beloved Toony Cartoon characters such as Bucky Bunny, Daring Duck, and Dastardly Dogg. Earth-T Deacon is innocently unaware that his enforced reality is affecting the theme park itself, transforming the patrons into cartoon characters! Realizing he is powerless to help the people on his own, he contacts the police and has them send for the heroes. Upon their arrival, read the following:

Whether you are a regular visitor or have only seen the amusement park a few times in passing, everyone knows that Toony Park has always been a place bustling with business and excitement. But today, as you approach, it seems that madcap mayhem has taken over the park, as several cartoon-like beings run rampant around the grounds. Rushing up to you, the cartoon version of Deacon exclaims, "Boy, am I ever glad to see you guys! I came here to gather my wits and then crazy town started up. What's going on?"

It's obvious that he has no idea why things are happening and, if told, he'll be quite shocked that this is his fault. Nevertheless, despite his zany cartoon appearance, this Deacon's still a superhero at heart, and will do what he can to make things right. Throughout the park there are several hazards that could be exploited by the Gamemaster. The examples listed below are just a sample of what could go wrong in a theme park descending into cartoon chaos. Creative GMs are welcome to develop additional ideas to suit their individual campaign needs.

The Crazy Coaster: Boasting one of the largest coasters in the area, Toony Park's Crazy Coaster is one of the biggest draws for tourists and local teenagers. Today, however, the coaster has gained a mind of its own and has decided not to release its passengers. So far, it's traveled its circuit eight times, and it continues to build up speed with each successive pass. While most of the occupants are terrified, every pass by the docking station causes 2 people to be transformed into funny cartoon characters and take on the random characteristics of various cartoons represented at the park.

Stopping the car through normal means is almost impossible, as the newly animated Crazy Coaster doesn't obey the laws of physics as the heroes would see them, but rather the physics of a cartoon universe. So, if a hero decides to try and stop it with his bare hands, the coaster (and its tracks for that matter) may respond with wacky cartoon logic and loop out of his way, even if that means going off the structure below it with its tracks. Using an ability such as Telekinesis or Gravity Control may work best when trying to subdue the ride, especially if the power is considered Subtle for game purposes. Otherwise, the heroes may simply attack the Crazy Coaster and attempt to knock it unconscious. **Note:** The Crazy Coaster is not an automaton and has mental statistics (as noted below), meaning that it can be attacked mentally.

The Bumper Crows: Based after one of the villains of the Toony-verse, the Bumper Crows are bumper cars stylized to look like the cartoon crows in the

THE CRAZY COASTER

Power Level 10

<u>Size</u>	H		
<u>Abilities</u>			
Strength	10	Fighting	08
Stamina	--	Intellect	-1
Agility	00	Awareness	-1
Dexterity	00	Presence	-1

Powers**Giant Coaster:** Growth 8, Innate, Permanent • 17pts**Machine:** Immunity 30 (Fortitude effects) • 30pts**Steel Structure:** Protection 8 • 8pts**Tracked Run:** Speed 8 (500 MPH) • 8pts**Skills**

Perception 6 (+5)

Offense

Initiative +0

Unarmed +8, Close, Damage 10**Defenses**

Dodge	04
Parry	04
Fortitude	Immune
Toughness	16
Will	-1

Complications**Disability:** The Crazy Coaster has no hands and cannot perform fine manipulation.**Carrying Capacity, Throwing & Movement****Load Limit:** 25 tons**Running:** 500 MPH, 1 mile/round**Jumping:** Running: 20ft. • Standing: 10ft. • Vertical: 4 ft. • Standing: 2ft.**Character Notes****Unenhanced Traits:** Strength 2 • Stamina -- • Agility 0 • Dexterity 0 • Fighting 8 • Intellect -1 • Awareness -1 • Presence -1 • Dodge 8 • Parry 8 • Fortitude Immune • Toughness 0 • Will -1**Totals:** Abilities 4 + Powers 63 + Advantages 0 + Skills 3 (6 ranks) + Defenses 8 = 78

Toony media. While normally a fun ride for all ages, today the cars have gotten a spark of life in them, as well as wings and a beak. Taking on all the attributes of their cartoon counterparts, the Bumper Crows have now taken their riders as hostages, flying out of their pen and into the sky above the park.

Recovering the people will take some skill (and perhaps a hint of luck), as each Crow seats one person and there are eight of them soaring high above the amusement park. Seeing the mayhem below, after a few rounds they begin to dive bomb the populace, not looking to do any damage per se, but rather hoping to encourage and add fuel to the chaos surrounding the ground-dwelling masses.

If they spot any heroes in the sky, or possibly even a bright/shiny hero down below, the Crows will target that person in particular, commenting on how shiny they are. Though they are of a decent size, the animated cars are quite fast and maneuverable, offering even the skilled flier a challenge. Like the Crazy Coaster, the Bumper Crows are not automatons and may be affected by mental powers.

The Wild Wheel: One part Ferris Wheel, one part Tilt-a-Whirl, the massive cog-like Wild Wheel looks dangerous normally. But now, under the influence of Earth-T's reality, the ride has become a murderous machine that bends every law of physics possible. Where there once stood a ride made of steel and iron, there now sits a monstrosity of mayhem made exclusively of cartoon-propelled

rubber. Screams of sheer terror erupt as the animated wheel snaps around, whipping its seats around like a yo yo.

Saving people on this ride should not be an easy task. Anyone entering the zone of the wheel needs to make a DC 15 Reflex save every round until they leave, with the DC raising to 20 if attempting to carry passengers. If a failed result is rolled, the hero should make a Toughness Save (DC 25) as he or she is slapped around by another part of the Wild Wheel. There are approximately 30 people on this ride, all of whom do not look well trapped within the Wheel's current slingshot of movement. Unlike the other rides, the Wild Wheel is technically not sentient and is immune to any mental effects.

The Mayhem-Go-Round: Once a friendly Merry-Go-Round, the Mayhem-Go-Round is a blur of color, light and sound. At first glance, the heroes will be able to ascertain that there are still a few normal people stuck on this ride. It seems that between the speed at which it travels and the manic cartoon creatures protecting it, no one's been able to get close enough to save them. As the vivid ride makes its spins, it seems to get faster and faster, with its current speed clocking in somewhere around 30 mph.

Saving people off this particular ride may be a challenge even for the most courageous of people, if they aren't cautious. Matching the speed will be the first trick. Most movement powers will be able match the speed and possibly

BUMPER CROWS

Power Level 08

<u>Size</u>		M	
<u>Abilities</u>			
Strength	03	Fighting	07
Stamina	--	Intellect	-1
Agility	02	Awareness	-1
Dexterity	02	Presence	-1

Powers**Machine:** Immunity 30 (Fortitude effects) • 30pts**Metal Beak:** Strength-based Damage 5 • 5pts**Steel Frame:** Protection 9 • 9pts**Wings:** Flight 6 (120 MPH), Wings • 6pts**Advantages**

All-Out Attack • Close Attack • Move-By Action • Teamwork

Skills

Perception 6 (+5)

Offense

Initiative +2

Metal Beak +8, Close, Damage 8**Defenses**

Dodge	07
Parry	07
Fortitude	Immune
Toughness	09
Will	-1

Carrying Capacity, Throwing & Movement**Load Limit:** 400 lbs. (200 kg)**Thrown:** 1600lbs. - 6ft. • 400lbs. - 30ft. • 100lbs. - 120ft.**Flying:** 120 MPH, 1800 ft./round**Jumping:** Running: 13ft. • Standing: 6.5ft. • Vertical: 2.6ft. • Standing: 1.3ft.**Character Notes****Unenhanced Traits:** Strength 3 • Stamina -- • Agility 2 • Dexterity 2 • Fighting 7 • Intellect -1 • Awareness -1 • Presence -1 • Dodge 7 • Parry 7 • Fortitude Immune • Toughness 0 • Will -1**Totals:** Abilities 12 + Powers 50 + Advantages 4 + Skills 3 (6 ranks) + Defenses 5 = 74

get to someone on the ride, while a particularly daring individual could try an acrobatic leap (DC 30) to jump on. However, anyone coming onto the ride, or even within close range, will be greeted with hostility from the cartoon animals (Attack +8, Damage DC 23) that are a part of it. While fairly immobile themselves, they do have a 5 foot reach and may attack either outside the ride or anyone that gets close enough inside.

Because of their current condition, the only way to beat most of the rides is to restore them to their previous state. If attacked, they resist most damage like a cartoon would, having an almost rubber-like effect when anything is hitting them. Unfortunately, the only way to restore every one and every thing to its normal state is to either remove the influence of cartoon Deacon from the site entirely, or to have one of the heroes perform a hefty Transform (with which the ride gets a +10 to its save, with a +3/round Deacon's influence is around).

The Villainous Acts of Deacon (Earth-V)

Of all the Deacons, the one from Earth-V is the only one that has some handle of what's going on right from the start (especially if this adventure follows "Dark

CORRUPTED HOSPITAL STAFF

Power Level 04

Size	M		
Abilities			
Strength	02	Fighting	04
Stamina	02	Intellect	02
Agility	02	Awareness	02
Dexterity	00	Presence	00
Powers			
Inhuman Movement: Leaping 2 (30 ft.); Movement 1 (Wall-Crawling) • 4pts			
Inhuman Reach: Elongation 1 • 1pt			
Inhuman Senses: Senses 3 (Low-Light Vision, Acute and Tracking Smell) • 3pts			
Devices, Gear & Equipment			
Scalpel: Strength-based Damage 2, Improved Critical • 3 points			
Advantages			
All-Out Attack • Defensive Roll 2 • Equipment			
Skills			
Perception 4 (+6) • Stealth 4 (+6) • Treatment 4 (+6)			
Offense			
Initiative +2			
Scalpel +4, Close, Damage 4 (Crit 19-20) • Unarmed +4, Close, Damage 2			
Defenses			
Dodge	04		
Parry	04		
Fortitude	04		
Toughness	04		
Will	04		
Carrying Capacity, Throwing & Movement			
Load Limit: 200lbs. (100 kg)			
Thrown: 800lbs. - 6ft. • 200lbs. - 30ft. • 50lbs. - 120ft.			
Jumping: Running: 60ft. • Standing: 30ft. • Vertical: 12ft. • Standing: 6ft.			
Character Notes			
Unenhanced Traits: Strength 2 • Stamina 2 • Agility 2 • Dexterity 0 • Fighting 4 • Intellect 2 • Awareness 2 • Presence 0 • Dodge 4 • Parry 4 • Fortitude 4 • Toughness 4 • Will 4			
Languages: Various			
Totals: Abilities 28 + Powers 8 + Advantages 4 + Skills 6 (12 ranks) + Defenses 6 = 52			

SURGICAL BEHEMOTH

Power Level 08

Size

M

Abilities

Strength	4	Fighting	4
Stamina	5	Intellect	-1
Agility	0	Awareness	-1
Dexterity	0	Presence	-1

Powers

Additional Arms: Extra Limbs 2, Innate • 3pts

Inhuman Movement: Leaping 2 (30 ft.) • 2pts

Inhuman Reach: Elongation 1 • 1pt

Tough Skin: Protection 7 • 7pts

Advantages

All-Out Attack • Close Attack 4 • Daze (Intimidation) • Diehard • Fast Grab • Fearless • Improved Grab • Improved Hold

Skills

Close Combat: Unarmed 2 (+10) • Intimidation 8 (+7) • Perception 4 (+3)

Offense

Initiative +0

Unarmed +10, Close, Damage 4 (+6 Grab check)

Defenses

Dodge	04
Parry	04
Fortitude	10
Toughness	12
Will	-1

Carrying Capacity, Throwing & Movement

Load Limit: 800 lbs. (400 kg)

Thrown: 3200lbs. - 6ft. • 800lbs. - 30ft. • 200lbs. - 120ft.

Jumping: Running: 60ft. • Standing: 30ft. • Vertical: 12ft. • Standing: 6ft.

Character Notes

Unenhanced Traits: Strength 4 • Stamina 5 • Agility 0 • Dexterity 0 • Fighting 4 • Intellect -1 • Awareness -1 • Presence -1 • Dodge 4 • Parry 4 • Fortitude 10 • Toughness 5 • Will -1

Languages: English (US)

Totals: Abilities 20 + Powers 13 + Advantages 11 + Skills 7 (14 ranks) + Defenses 9 = 60

Voyage"). He knows that someone will eventually catch on to who he is and will, no doubt, attempt to send him back to where he came from. As such, while he's here, he decides to have a bit of fun and to cause as much damage as he can to the heroes of this world, especially to his double. Keeping a low profile, he heads to a hospital where he "volunteers" his services, relying that his double is similarly generous with his skills.

Unfortunately, he doesn't take into account that his world's reality will be enforcing itself around him and soon becomes a victim of his own scheme. News that something terrible is happening at Summit Central Care Hospital hits the airwaves in short order, as the building itself seems to undergo a strange transformation. When the heroes get there, read the following to the players:

You feel a sense of foreboding when you see the building that was once Summit Central Care Hospital. Instead of the crisp, white, red and brown building that everyone is so accustomed to seeing, a bleak gray and crimson building stands in its place. Not unlike something from the set of a horror movie, the building has clearly seen better days, with windows smashed open and twisted lengths of barbed wire encompassing the rooftop. Screams can be heard from within, as well as the constant buzzing

of lights and the scraping of something in the distance. A police officer by the name of Moore approaches you and says, "Wow, am I glad to see you here! My men won't go within twenty feet of that building since a few of our guys got impatient and went in to check the place out on their own. We spotted one of them not too long ago - I think it was Wrightson - running out of the front door, screaming for his life. Before any of us could do anything, something grabbed him and dragged him back inside. And that's the last thing we heard from any of them! You ask me, it looked like some kind of monster ... almost like someone stitched a few extra arms on someone."

Getting into the building isn't a problem. There are several entry points that could be used, including the front door and a plethora of broken windows. However, once inside, the entryway that they used quickly closes, as if swallowed by the building itself. Inside the hospital, the bleak environment seems magnified exponentially, with the austere walls masked in a droning gray, and the long, dimly lit hallways littered with broken or malfunctioning medical accessories.

Investigating the area, the heroes soon find themselves up against a wave of corrupted nurses and doctors, all of whom seem intent on harming them. There are around 12 people in this group, with their stats listed below:

Once they've made their way through the staff, anyone that makes a DC 15 Notice check will hear what sounds like someone screaming in pain. If investigating, read the following to them:

Closing in on the sound, you come across the Deacon you've been searching for strapped onto an operating table with several needles stuck in him. Seeing you, he screams, "Get me outta here!" Unfortunately, his cry for help rouses two very large guards, both of whom look as though they've been experimented on themselves, judging by the additional and fully operational arms sewn in place on their massive torsos. "Don't let these guys scare ya! Hurry up and save me before he comes back!"

Taking on the two behemoths might prove a bit challenging. While not very intelligent, they are fairly powerful, and can both deliver and take some hefty damage. In combat, their tactics are pretty simple: destroy any intruders on sight and prevent Deacon from being taken. If presented with any of the other human-looking Deacons, it might confuse their corrupted minds and cause them to try and capture these other Deacons as well.

Now that Deacon of Earth-V is free and has gotten a taste of his own medicine, he grudgingly admits that while it would be fun to stick around to wreak havoc, he'd be safer doing so at home. For the moment, he is willing to ally himself with the heroes who saved him. That is, of course, until a better option arises.

Give Peace a Chance (Earth-166P)

Having decided to have a Sit-In at the location of the original incident, finding the Deacon of Earth-166P is no trouble at all. However, since the heroes last saw him, he's gained quite the following as his reality enforces itself among those around him. As the heroes come into the area, read the following to the players:

Returning to the scene of the accident, much has changed in the short time you've been gone. Where there was one hero from another dimension that sat in protest, there now are a few hundred people. Looking around, the people here are all dressed in retro clothing and have markings of peace, flowers, and harmony painted on their faces and bodies. There are small encampments of people sitting around someone playing an acoustic guitar, while others claim that they can "feel the music" and flit around carefree in a rhythmic dance style. In the center of it all lies the Deacon that was left behind, talking and happily spreading his message of peace to anyone who listens.

This encounter requires more skill than brute force. The Deacon from Earth-166P is a reasonable fellow, but abhors violence and will only respond to peaceful negotiations. If someone attempts to take him by force, they're instantly met with a wall of innocents that aren't interested in letting their guru be taken away from them by some close-minded fascist. However, if someone uses diplomacy to explain the situation to Deacon of Earth-166P in terms that he can understand, they're more likely to convince him that his presence in

their world is doing more harm than good.

Additionally, at the mere mention that the people surrounding him aren't actually following him because they're kindred souls, but rather that he's controlling them via his reality enforcing itself around him, he'll be aghast. A firm believer in free-will, registering that he's somehow controlling or forcing these people to do things against their nature will shatter his ideology and force him to question his every action since he arrived. First, however, it should be noted that someone has to convince him that this has indeed transpired, and coming up with evidence may prove daunting for the heroes. As stubborn as his other counterparts, this Deacon will require five successful Diplomacy attempts to convince him, with any attempts to forcibly coerce him increasing the number of attempts by 2 for each attempt. Once convinced, though, he'll gladly volunteer to help set things right ... even if it means working with "The Man".

Crossing Summit (Earth-1776)

While many of the other Deacons are from an Earth comparable to the one the heroes know, the Deacon from Earth-1776 is from a world that's caught in the middle of the American Revolutionary War of 1776. To him, much of what is commonplace in the modern era is not only extraordinary, but also frightening. Things like cars or buses appear as some kind of magical beast made of metal to this Deacon, and the idea of computers utterly confounds him.

Having wandered off from the group not long after his arrival, this Deacon was initially curious what this world of the future might hold in store for him. But, upon seeing what it has to offer, he now wants nothing more than to return to his own era, convinced that someone has ensorcelled him into this terrifying land. When the heroes find him, read the following to the players:

Standing out in the crowd that has gathered, it doesn't take much to spot the Revolutionary War duplicate of Deacon. As he comes into view, you can clearly tell that the man is unnerved by his present whereabouts and it seems like he may flee at any minute. It also appears that he's acquired a horse, possibly stolen from one of the policemen that regularly patrol a large park that's nearby. Upon spotting you, true to his current state of panic, he spurs the horse and bolts from the area, speeding away at a breakneck pace towards the park. His horse travels uncannily faster than it should, and the people that are left in his wake now appear to be wearing period dress from the late 1700s.

Here's where the fun begins. Not only does Deacon know how to ride a horse, but the animal has taken on some superpowerful traits of its own (see Deacon (Earth-1776) for stats). Likewise, as he races towards and then onward through the park, his reality rapidly takes hold of everything around him, transforming ordinary people into Revolutionary-era colonists, and changing the landscape to more period appropriate scenery. Deacon's ride also triggers the conversion of some of the historical monuments and technology (as well as some people using it) into supernatural monsters and British Regulars. It's suggested that enterprising GMs look to the NPC and Monster sections in *Mutants & Masterminds, 2nd Edition* using the Soldier for enemy troops and the appropriate monster for what's been transformed (pgs. 229 and 233-235).

Chasing Deacon down without hurting him will take finesse. Every round, make a Riding check for Deacon and use that as the Defense for the chase. This represents how well he's riding the horse and how well the horse is responding to his commands. The heroes may attempt any move on him, but must overcome the horse to grab him or to safely stop his mount. This time-lost hero isn't afraid of fighting back either, often taking a shot or using his abilities to stop the heroes from getting closer. Once caught, much like the Deacon of Earth-166P, this Deacon will also need to be convinced that the heroes are trustworthy, that they aren't in league with demonic forces or evil spirits, and that he'll be safe if he travels with them (Diplomacy DC 20). If the heroes mention that they might be able to get him home, the DC is lowered by 5 (making it DC 15), as that's his only desire at this point.

Violent Times (Earth-666X)

Like so many of his other counterparts, finding the Deacon of Earth-666X

shouldn't take very long. Following the sounds of gunfire and screaming, the heroes find him the seedier part of town. As they arrive, read the following to the players:

You find yourself in an area of town that you've never seen before. Looking around, the buildings look desolate, there are dismantled cars on the street, and the signs of violence are everywhere. From one building, you hear the automatic mayhem of machine gun fire, while further down the street you swear an explosion just went off. Darting from one rooftop to another, you see the dark visage of Deacon dropping onto his prey. His victim instantly greets him with a stream of agonized screaming, then falls silent forever.

If the players question the heroes' surroundings, their characters may recognize some of the buildings as part of the shipping district. However, even on its darkest days, this area has never looked this bad. In fact, the outrageous level of violence seems more like something out of an ultra-violent action movie than anything that's been seen in Summit City before. The whole area has succumbed with reckless abandon to Earth-666X enforcing itself in this world. For every two rounds that the heroes are in this area, have them make a Will Save (DC 15). A failed roll means that the character is overwhelmed by this world's imposed rules. Any affected heroes become violent in nature themselves and may lapse into amoral behavior for the duration of their stay in this area.

Seeing the heroes as the law, many of this area's inhabitants will begin to target them on principle, attempting to take them out with their weapons. These "civilians" should be treated as gang members for all intents and purposes (see *M&M, 2nd Ed* pg. 226-229) and are carrying anything from a heavy handgun to military-grade weaponry.

Once they catch up to Deacon, the demon-infused hero will resist the heroes, stating that their world is too soft on crime. The hero of Earth-666X isn't interested in listening to reason and will be ready to battle anyone that takes a threatening move towards him. The only way to get him to accompany the heroes is to knock him out. Battling this Deacon isn't all that different from battling a villain. He uses as many dirty tricks as he can and only uses lethal combat effects, as he's not interested at all in taking prisoners.

Heroic Rewards

Possible HP awards include:

- Recovering Each Deacon +1/ea.
- Saving Innocents +1

SCENE FOUR: There's No Place Like Home

Once the heroes have gathered up all of the Deacons, they have to figure out a way to send them back. Presented in this section are several ideas that might be used to achieve this goal. GMs, as always, are encouraged to let their players come up with their own methods, using the information herein as a framework on how it could be done.

Is There A Magician In The House?

Using magic to return the world-lost Deacons is one option that the heroes may have access to. If there is a mage among the group, they may be able to use their sorcery to re-open the portal that brought the doppelgangers here in the first place.

To do this, they must have all of the Deacons (including the one from this world) gathered at the same location that they appeared. Once there, there are two options that could be used:

- **Magic:** Using the Magic power, the hero could open a rift if they have access to Super-Movement (Dimensional Movement) at an acceptable rank for this type of movement, as well as the appropriate level of Progression. If not, it's also possible that the player could use Extra Effort and/or a Hero Point to stunt the power, giving the hero a one-shot chance at opening up said portal.

- **Ritual:** Alternatively, a magical hero could attempt a ritual to open the

dimensional portal needed to return the others to their home dimension. This ritual would need to replicate Super-Movement (Dimensional Movement) 3 with around Progression 11 or so, though some GMs may allow the player to use the Portal (+2) advantage from Teleportation in this case. To cast such a ritual, a DC 27 Knowledge (arcane lore) check would be required, with 68 hours of research and 170 hours to perform (or DC 33, 92 hours research and 230 hours to perform in the case of the Portal ritual). Once completed, a portal would open and successfully return each Deacon to their proper dimension.

As another alternative, if there are no magical heroes in the group, they could call upon a known magical superhero such as Asa (see Asa, pg. XX) to perform the ritual with a Diplomacy check. If such a hero is unavailable (or unwilling) to help, please refer to another method.

The Scene Of The Time

Like magic, science could also be used to return the other Deacons to their home dimensions. Having a gadgeteer in the party wouldn't work all that differently than having a mage, in game terms. In fact, the processes used by each type of hero are very similar when making a make-shift device to transport those lost to their homes. To make such a gadget, a hero must succeed at a DC 27 Craft (mechanical) check twice - once for the design, and again for the actual construction of it - and dedicate 17 hours to the design process, with 68 hours going to the construction.

Alternatively, heroes with a Gadget-based Variable power may opt to shift their points around in order to have one of these devices on hand. Remember, though, they still have to meet the point requirements within their Variable, which may lead to them to cannibalize another of their gadgets for parts, in-story.

If there are no gadget-based heroes on the team, it's possible that the heroes could look elsewhere for help, perhaps tapping Catalyst Technologies as a resource or calling in a favor from another team contact. Again, it will take a Diplomacy check to achieve this kind of service.

The Physics Of Home

If the Gamemaster is looking for a relatively easy method of returning the other Deacons home, it's possible that the dimensions themselves are attempting to realign. This makes it fairly easy to return the others to their own dimensions, but still requires them to be in the same place that they appeared at. In this instance, the heroes should be on a time table as the dimensions align to make this happen.

While it seems like a relatively easy method of transportation, it shouldn't be easy for the heroes to accomplish. Perhaps a villain group has caught wind of what's going on, or a transformed citizen doesn't want to go back to what they were. Whatever the reason, there should be some form of interference that could stop the heroes from achieving their goals. In the end, it should come down to a race against the clock, as the heroes rush to get the Deacons to the right place, at the right time, all before it's too late.

Returning To The Vault

Re-creating the incident could also return the Deacons back to where they belong. However, Vault has since been arrested and is being transported to the proper facility for imprisonment. Requesting the villain's presence is near impossible, as he's on a transport as they speak. A DC 15 Diplomacy check may convince law enforcement officials to return the villain to the scene of the crime. The hero making this check would then become responsible for the villain's whereabouts and for returning him to custody when the task is done.

Convincing the villain to cooperate is another matter all together. There are various methods that could be used: Intimidation, Diplomacy and Bluffing are all possible, but he should be considered Hostile. Mind Control is also a viable possibility, as is someone else Mimicking his abilities. Once the portal is activated, the various Deacons will have to stand both in and out of the portal, causing it to destabilize like before. When everyone is in place, roll a d20. On any roll other than 1, the incident is successfully replicated, causing the villain (or hero using his powers) to go unconscious from the strain.

Should someone be unlucky and roll a 1, the Deacons AND Vault disappear

from the scene. While the other Deacons have presumably been returned home, this world's Deacon and Vault find themselves displaced in another country in a remote region. Being responsible for Vault, the heroes must now go and hunt him down before he can cause harm somewhere else. Fortunately, he's been tagged by a tracking beacon ... but how long will it take before he finds and destroys it? And what about Deacon?

Aftermath

After the other Deacons have been sent back to their own dimensions, Deacon thanks the heroes for their help and diligence on this matter. They may now count on Deacon as a contact and, depending on how things went, a valued friend. Award each hero 2 power points for completing a successful adventure, allowing a few extra points for great roleplaying or extraordinary deeds.

Heroic Rewards

Possible HP awards include:

- Returning the Deacons Home +1

Appendix: Character Alterations

Deacon (Earth-B)

Real Name: Unknown (Deacon may be her first name or surname)

Occupation: Adventurer, former Army Medic

Identity: Secret

Other Aliases: Stitch (former)

Birthplace: Unknown

Marital Status: Married (Widow?)

Known Relatives: unnamed husband & son (possibly deceased)

Group Affiliation: The WatchGuard

Base of Operations: Summit City

Height: 5'7" (1.67m)

Weight: 132 lbs. (59.87 kg)

Eyes: Green

Hair: Black

Age: Unknown (at least 91; see history)

Distinguishing Characteristics: None

HISTORY & ORIGIN: The woman known simply as Deacon was born in 1919 to a wheat farmer in Oklahoma. Her father died of influenza when Deacon was only four years old, leaving only her mother to manage their sizeable farm. As the Dust Bowl event swept through the region, Deacon, along with her mother and brother, were forced from their home, as they faced foreclosure on their land and starvation. As they migrated westward, Deacon's brother was lost to illness and malnutrition, leaving she and her mother to continue on toward their final destination, the golden state of California. Upon arrival, her mother was able to find work on a vineyard to help support them, and while doing so, she managed to catch the eye of the vineyard's owner. The man was a former soldier, a veteran of World War I, who had inherited the family farm upon his return, and had turned most of the land into a productive vineyard. It was this man who instilled a sense of patriotism in the young Deacon, as well as a sensibility to her work ethic. Deacon had always worked hard -- such was life on a farm -- but this man taught her how to work smarter and more efficiently.

As time passed, Deacon grew adept at tending to the needs of the livestock residing on the property, so the vineyard owner put Deacon, now 15, in charge of the care & feeding of these animals. Deacon discovered that she had a strong natural talent and passion for caring for sick animals, and she helped mend many an illness, wound, or broken bone over time. The vineyard owner's fondness of Deacon's mother also grew, and eventually the two wed. The vineyard endured Prohibition and The Great Depression, though not unscathed, and life had a semblance of normalcy for several years in their new home. When Deacon turned 20, her mother was diagnosed with amyotrophic lateral sclerosis (ALS) about the same time as the famous baseball player, Lou Gehrig, for which the disease is now named. Her mother's degeneration spurred Deacon to learn more about medicine, so she enrolled in the

University of California, San Francisco (UCSF) Medical School. This decision took her away from the continued pain of watching her mother fall apart, and promoted her affinity for medicine. Ironically, immersing herself in study also helped Deacon later to take her mind off thoughts of losing her mother, who passed away from complete lung failure at the beginning of her second semester at UCSF.

Deacon still returned home to visit her step-father during school breaks, as the two shared quite a strong bond. When the United States entered World War II, Deacon expressed an interest in enlisting in the US Army Medical Department. Her step-father wouldn't have had it any other way, and sent the young woman off proudly to serve the country, just as he himself had served in the previous World War.

Although the origin of Deacon's powers is still a mystery, the first significant event surrounding her meta-human activities happened in WWII at Malmédy, during the Battle of the Bulge, where she found herself, a US Army Nurse, in the midst of bodies desperately trying to heal them. She rushed around making every effort to save as many soldiers and civilian lives as possible. Passing out from exhaustion, Deacon was found unconscious by El Capitan, the Spanish national heroine who had been fighting against Nazi invasions all across Europe in spite of General Franco's ambivalent attitude and sympathy toward the Axis (see El Capitan [1940's]). El Capitan brought the unconscious heroine back to the nearest Allied base camp to recover. While there, Deacon was honored by the camp's commander for her bravery and was dubbed "Stitch" for her ability to patch up the wounded.

Determined to continue helping, Stitch jumped back into the fray, this time directly alongside El Capitan and the Allied soldiers. She began to wear the Red Cross poncho over Army BDUs ((There's a problem here. Historically speaking, BDU as a term wasn't around until the 1980s and from what I know of WWII-era clothing, the Red Cross/US Army nurse uniform included a cape, so as a nurse/doctor, she would have been wearing it over her uniform all along - perhaps it would be better to say that "She began to wear her Red Cross cape over an Army infantry field uniform..." - Editorial C)), and helped sustain the soldiers, healing them as she was able. It was during a fierce melee that Stitch learned she could not only heal others, but could actually manipulate their flesh so as to break bone (not just mend it), warp & mutate limbs (not just reset & restore them), and could actually, through tremendous effort, cause another person's heart to simply stop. She also discovered that she could manipulate her own flesh, stretching, contorting, and elongating it beyond normal human limits. Stitch began to use a "constrictor" technique to squeeze her opponents unconscious, wrapping her body around them and forcing the air out of their lungs until they passed out.

Over time and with much practice, Deacon has learned more nuanced usage of her powers. And, while she still occasionally will engage in such rough & physical attacks as she used during the war, she tends to induce unconsciousness now by merely reducing the oxygen content (usually by slowing the flow of iron) to a target's brain through physical touch and minor concentration. She has also learned to "see" inside someone's body just by touching them, and can use this to find disease, internal organ damage, mutations, tumors & cysts, et al.

It is unknown how and when Voyager & Deacon first came into acquaintance, but there is clearly a high degree of trust and friendship between these two. She was personally invited into The WatchGuard team by Voyager (see Voyager) -- Deacon was the only member of WatchGuard that was not present at their initial gathering, when fighting to defend Catalyst Technologies from an attacking meta-terrorist group. Deacon's gruff, terse nature isn't very popular amongst the other, younger WatchGuard team members, but her fearlessness and quiet wisdom have at least earned her their respect.

STRENGTH LEVEL: Deacon possesses normal human the strength of a woman of her apparent age, weight, and height who engages in intensive regular exercise.

KNOWN META-HUMAN POWERS: Deacon is a meta-human with the ability to manipulate organic matter via touch to varying effects, including physical mutation and healing of ailments and injuries. She is also able to manipulate

her own physical form, heal herself, and levitate herself so as to “fly”. She can “see” inside a target by touching them, so as to ascertain medical conditions, or understand and map their physiology.

Deacon's ability to manipulate organic matter (most commonly flesh) is limited to physical touch, however the changes she enacts are permanent. She can levitate others with whom she maintains contact, but the moment contact is broken, the target will begin to descend back to the ground.

Deacon can heal a target's injuries by touching them anywhere on their bare skin and concentrating on the affected area. This can be mentally exhausting for Deacon if the damage is too extensive, or if she heals multiple individuals without proper rest in between them. She is also capable of healing her own injuries, provided she is conscious enough to focus on such an endeavor.

She can change her own shape by manipulating her own flesh so as to appear to be someone else, including altering her skeletal structure, and even imitating the fingerprints or retinas of a target, provided she has touched the target at least once so as to have absorbed their physical structure. This mutation can also come in various other forms: extra limbs, eyes in the back of her head (literally), dense scales for armor, razor sharp teeth, stretching and elongating her form, and so forth. It is assumed Deacon could mimic animal forms, but she has not been witnessed as having done so as of this writing. When in contact with a target, she can do much of the same to them. This transformation does not appear to negatively affect the target or Deacon.

A rarely used ability of hers is the polar opposite of her healing: Deacon can induce multiple negative effects on a target by touch such as, but not limited to: convulsions/seizures, vomiting, paralysis, blindness, muteness, fusion of body parts, hunger, thirst, fatigue, and even death (via heart attack, for example). Deacon does not appear to favor this ability, as she does not often take advantage of it in battle, preferring, rather, to induce unconsciousness or paralysis for capture.

Deacon (Earth-12A)

Real Name: Unknown (Deacon may be his first name or surname)

Occupation: Adventurer, former Army Medic

Identity: Secret

Other Aliases: Stitch (former)

Birthplace: Unknown

Marital Status: Married (Widower?)

Known Relatives: unnamed wife & daughter (possibly deceased)

Group Affiliation: The WatchGuard

Base of Operations: Summit City

Height: 6' 2" (1.88m)

Weight: 194lbs. (88kg)

Eyes: Green

Hair: None (black eyebrows)

Age: Unknown (at least 91; see history)

Distinguishing Characteristics: None

HISTORY & ORIGIN: The man known simply as Deacon was born in 1919 to a wheat farmer in Oklahoma. His father would die of influenza when Deacon was only four years old, and his mother would be left to manage the farm. As the Dust Bowl event swept through the region, Deacon, along with his mother and sister, would be forced from their home, as they faced foreclosure and possible starvation. As they migrated westward toward California, Deacon's sister was lost to illness and malnutrition, leaving him and his mother to continue on. Upon reaching California, his mother would find work on a vineyard, while also catching the eye of the vineyard's owner. The man was a former soldier, a veteran of World War I, who inherited the family farm upon his return, and had turned most of the land into a productive vineyard. It was this man who instilled a sense of patriotism in the young Deacon, as well as a sensibility to his work ethic -- Deacon had always worked hard, such was life on a farm, but this man taught him how to work smarter and more efficiently.

As time wore on, Deacon had grown adept at care for the remaining livestock on the property, so the vineyard owner would put Deacon, now 15, in charge of the care & feeding of the animals. Deacon had a strong natural care for sick

animals, and he helped mend many an illness, wound or broken bone over time. The vineyard owner's fondness of Deacon's mother also grew, and eventually the two wed. The vineyard endured Prohibition and The Great Depression, though not unscathed, and life had a semblance of normalcy for several years in their new home. When Deacon turned 20, his mother had been diagnosed with amyotrophic lateral sclerosis (ALS) about the same time as the famous baseball player, Lou Gehrig, for which the disease is now named. Her degeneration would spur Deacon to learn more about medicine, so he enrolled in the University of California, San Francisco (UCSF) Medical School. This would take him away from the continued pain of watching his mother fall apart as well as promote his affinity for medicine, which, ironically, took his mind off of thoughts of losing his mother.

She would pass away from complete lung failure at the beginning of his second semester at UCSF.

Deacon would still come home to visit his step-father during school breaks, as the two shared quite a strong bond. When the United States entered World War II, Deacon expressed an interest in enlisting in the US Army Medical Department. His step-father wouldn't have had it any other way, sending the young man off proudly to serve the country his step-father served in the previous World War.

The events surrounding Deacon's discovery of his meta-human powers is yet still a mystery. The first significant event surrounding his meta-human activities in WWII was at Malmedy, during the Battle of the Bulge, wherein he found himself, a US Army Medic, in the midst of bodies desperately trying to heal them. He rushed around making every effort to save as many soldiers' and civilians' lives as possible. Passing out from exhaustion, Stitch was found unconscious by El Capitan, the Spanish national hero who had been fighting against Nazi invasions all across Europe in spite of General Franco's ambivalent attitude and sympathy toward the Axis (see El Capitan [1940's]).

El Capitan took the unconscious hero back to an Allied base camp, where he awoke and was honored by the platoon commander for his bravery and dubbed “Stitch” for his ability to patch up the wounded. Determined to continue helping, “Stitch” as he was now called, jumped back into the fray, this time alongside El Capitan and the Allied soldiers directly. He began to wear the Red Cross poncho over Army BDUs, and helped sustain the soldiers, healing them as he was able. It was during a fierce melee that Stitch learned he could not only heal others, but could actually manipulate their flesh so as to break bone, not just mend it, warp & mutate limbs, not just reset & restore them, and could actually, through tremendous effort, cause another's heart to simply stop. He also discovered that he could manipulate his own flesh, stretching, contorting, and elongating beyond normal human limits. Stitch began to use a “constrictor” technique to squeeze his opponents unconscious, wrapping his body around them and forcing the air out of their lungs until they had passed out.

Over time, Deacon has learned more nuanced usage of his powers. And, while he still occasionally will engage in such rough & physical attacks, he tends to induce unconsciousness by merely reducing the oxygen content (usually by slowing the flow of iron) to a target's brain through physical touch and minor concentration. He has learned to “see” inside someone's body by touching them, and can use this to find disease, internal organ damage, mutations, tumors & cysts, et al.

It is unknown how and when Voyager & Deacon first came into acquaintance, but there is clearly a high degree of trust and friendship between these two. He was personally invited into The WatchGuard team by Voyager (see Voyager) – Deacon was the only member of WatchGuard that was not present at their initial gathering, when fighting to defend Catalyst Technologies from an attacking meta-terrorist group. Deacon's gruff, terse nature isn't very popular amongst the other, younger WatchGuard team members, but his fearlessness and quiet wisdom have at least earned him their respect.

In recent years, however, the WatchGuard has noticed that the government has become weak on the criminals they strive so hard to incarcerate. Taking matters into their own hands, the heroes have made a desperate vie for power, forcibly making themselves into the “new government” and taking on the roles of leader and global protectorate. At first, the world-leaders resisted, recruiting

other heroes to stand up to them. But it didn't take long for the WatchGuard to strike any resistance down. For their world, they are the law ...

STRENGTH LEVEL: Deacon possesses normal human the strength of a man of his apparent age, weight, and height who engages in intensive regular exercise.

KNOWN META-HUMAN POWERS: Deacon is a meta-human with the ability to manipulate organic matter via touch to varying effects, including physical mutation and healing of ailments and injuries. He is also able to manipulate his own physical form, heal himself, and levitate himself so as to "fly". He can "see" inside a target by touching them, so as to ascertain medical conditions, or understand & map their physiology.

Deacon's ability to manipulate organic matter (most commonly flesh) is limited to physical touch, however the changes he enacts are permanent changes. He can levitate others with whom he maintains contact, but the moment contact is broken, the target will begin to descend back to the ground.

Deacon can heal a target's injuries by touching them anywhere on their bare skin and concentrating on the affected area. This can be mentally exhausting for Deacon if the damage is too extensive, or if he heals multiple individuals without proper rest in between them. He is also capable of healing his own injuries, provided he is conscious enough to focus on the effort.

He can change his own shape by manipulating his own flesh so as to appear to be someone else, including altering his skeletal structure, and even imitating the fingerprints or retinas of a target, provided he has touched the target at least once so as to have absorbed their physical structure. This mutation can also come in various other forms: extra limbs, eyes in the back of his head (literally), dense scales for armor, razor sharp teeth, stretching and elongating his form, and so forth. It is assumed Deacon could mimic animal forms, but he has not been witnessed as having done so as of this writing. When in contact with a target, he can do much of the same to them. This transformation does not appear to negatively affect the target or Deacon.

An occasionally used ability of his is the polar opposite of his healing: Deacon can induce multiple negative effects on a target by touch such as, but not limited to: convulsions/seizures, vomiting, paralysis, blindness, muteness, fusion of body parts, hunger, thirst, fatigue, and even death (via heart attack, for example). Deacon does not appear to favor this ability, as he does not often take advantage of it in battle, preferring, rather, to induce unconsciousness or paralysis for capture.

Deacon (Earth-H)

Real Name: Unknown

Occupation: Medic, Soldier, Hero

Identity: Secret

Other Aliases: None

Birthplace: Unknown

Marital Status: Single

Known Relatives: None

Group Affiliation: The WatchGang (Earth-H)

Base of Operations: Summit Street

Height: 1' 8" (.304m)

Weight: 10 lbs. (4.535 kg)

Eyes: Green

Hair: None

Age: Unknown

Distinguishing Characteristics: Deacon (Earth-H) is a furry puppet not unlike those seen on popular children shows.

HISTORY & ORIGIN: The puppet known simply as Deacon was created in 1919 to small time stage puppets in Oklahoma. His father would die of stitching wear when Deacon was only four years old, and his mother would be left to manage the show. As the Dust Bowl event swept through the region, Deacon, along with his mother and sister, would be forced from their home, as they faced foreclosure and possible unemployment. As they migrated westward toward California, Deacon's sister was lost, leaving him and his mother to

continue on. Upon reaching California, his mother would find work on a stage, while also catching the eye of the stage's owner. The puppet was a former actor, a veteran of vaudeville, who inherited the family show upon his return, and had turned most of the theater into a productive variety show. It was this man who instilled a sense of performance in the young Deacon, as well as a sensibility to his work ethic -- Deacon had always worked hard, such was life in a show, but this puppet taught him how to work smarter and more creatively.

As time wore on, Deacon had grown adept at care for the remaining puppets on the property, so the show owner would put Deacon, now 15, in charge of the care & feeding of the puppets. Deacon had a strong natural care for sick puppets, and he helped mend many an stitch, stuffing or rip over time. The show owner's fondness of Deacon's mother also grew, and eventually the two wed. The theater endured Prohibition and The Great Depression, though not unscathed, and life had a semblance of normalcy for several years in their new home. When Deacon turned 20, his mother had been diagnosed with actual loose stitching (ALS) about the same time as the famous baseball puppet, Lou Gehrig, for which the disease is now named. Her degeneration would spur Deacon to learn more about repair, so he enrolled in the University of California, San Francisco (UCSF) Repair School. This would take him away from the continued pain of watching his mother fall apart as well as promote his affinity for repair, which, ironically, took his mind off of thoughts of losing his mother.

She would pass away from complete stuffing failure at the beginning of his second semester at UCSF.

Deacon would still come home to visit his step-father during school breaks, as the two shared quite a strong bond. When the United States entered Media War II, Deacon expressed an interest in enlisting in the US Army Repair Department. His step-father wouldn't have had it any other way, sending the young man off proudly to serve the country his step-father served in the previous Media War.

The events surrounding Deacon's discovery of his meta-puppet powers is yet still a mystery. The first significant event surrounding his meta-human activities in WWII was at Malmedy, during the Battle of the Bulge, wherein he found himself, a US Army Threader, in the midst of bodies desperately trying to repair them. He rushed around making every effort to save as many soldiers' and civilians' lives as possible. Passing out from exhaustion, Deacon was found unconscious by El Capitan, the Spanish national puppet who had been fighting against Nazi invasions all across Europe in spite of General Franco's ambivalent attitude and sympathy toward the Axis (see El Capitan [1940's]).

El Capitan took the unconscious hero back to an Allied show camp, where he awoke and was honored by the platoon commander for his bravery and dubbed "Stitch" for his ability to patch up the wounded. Determined to continue helping, "Stitch" as he was now called, jumped back into the fray, this time alongside El Capitan and the Allied puppets directly. He began to wear the Red Cross poncho over Army BDUs, and helped sustain the puppets, repairing them as he was able. It was during a fierce melee that Stitch learned he could not only repair others, but could actually manipulate their fabric so as to break their stitching, not just mend it, warp & mutate limbs, not just rethread & restore them, and could actually, through tremendous effort, cause another's life to simply stop. He also discovered that he could manipulate his own fabric, stretching, contorting, and elongating beyond normal puppet limits. Stitch began to use a "constrictor" technique to squeeze his opponents unconscious, wrapping his body around them and forcing the stuffing out of their bodies until they had passed out.

Over time, Deacon has learned more nuanced usage of his powers. And, while he still occasionally will engage in such rough & physical attacks, he tends to induce unconsciousness by merely reducing the fluff content (usually by slowing the flow of cotton) to a target's brain through physical touch and minor concentration. He has learned to "see" inside someone's body by touching them, and can use this to find rot, internal stuffing damage, mutations, tumors & cysts, et al.

It is unknown how and when Voyager & Deacon first came into acquaintance, but there is clearly a high degree of trust and friendship between these two. He

was personally invited into The WatchGang team by Voyager (see Voyager) – Deacon was the only member of WatchGang that was not present at their initial gathering, when fighting to defend Catalyst Theater from an attacking monster-terrorist group. Deacon's gruff, terse nature isn't very popular amongst the other, younger WatchGang team members, but his fearlessness and quiet wisdom have at least earned him their respect.

STRENGTH LEVEL: Deacon possesses normal puppet the strength of a one of his apparent age, weight, and height who engages in intensive regular exercise.

KNOWN META-HUMAN POWERS: Deacon is a meta-puppet with the ability to manipulate stuffing matter via touch to varying effects, including physical mutation and healing of ailments and injuries. He is also able to manipulate his own physical form, heal himself, and levitate himself so as to "fly". He can "see" inside a target by touching them, so as to ascertain medical conditions, or understand & map their puppetology.

Deacon's ability to manipulate stuffing matter (most commonly fabric) is limited to physical touch, however the changes he enacts are permanent changes. He can levitate others with whom he maintains contact, but the moment contact is broken, the target will begin to descend back to the ground.

Deacon can heal a target's injuries by touching them anywhere on their bare fabric and concentrating on the affected area. This can be mentally exhausting for Deacon if the damage is too extensive, or if he heals multiple individuals without proper rest in between them. He is also capable of healing his own injuries, provided he is conscious enough to focus on the effort.

He can change his own shape by manipulating his own fabric so as to appear to be someone else, including altering his wire structure, and even imitating the fingers or eyes of a target, provided he has touched the target at least once so as to have absorbed their physical structure. This mutation can also come in various other forms: extra limbs, eyes in the back of his head (literally), dense scales for armor, razor sharp teeth, stretching and elongating his form, and so forth. It is assumed Deacon could mimic monster forms, but he has not been witnessed as having done so as of this writing. When in contact with a target, he can do much of the same to them. This transformation does not appear to negatively affect the target or Deacon.

A rarely used ability of his is the polar opposite of his healing: Deacon can induce multiple negative effects on a target by touch such as, but not limited to: convulsions/seizures, vomiting, paralysis, blindness, muteness, fusion of body parts, hunger, thirst, fatigue, and even death (via stuffing failure, for example). Deacon does not appear to favor this ability, as he does not often take advantage of it in battle, preferring, rather, to induce unconsciousness or paralysis for capture.

DEACON (Earth-H)

Power Level 12

Size	S		
Abilities			
Strength	03	Fighting	10
Stamina	--	Intellect	02
Agility	05	Awareness	06
Dexterity	03	Presence	01

Powers

Stuffing Matter Manipulation: Array (33 points)

- **Warp:** Progressive Affliction 11 (Resisted by Fortitude; Impaired, Disabled, Transformed), Affects Objects Only • 33pts
- **Levitate:** Affects Others Flight 5 (60 MPH), Quirk: Affects Others Fades once physical contact is broken, Affects Objects Only • 1pt
- **Pleat:** Enhanced Traits 8 (Strength 2, Agility 2, Dexterity 2, Fighting 2), Protection 2, Affects Others Only, Affects Objects Only • 1pt
- **Stitch:** Healing 10, Energizing, Persistent, Stabilize, Affects Objects Only • 1pt
- **Trim:** Progressive Affliction 11 (Resisted by Fortitude; Senses

Impaired, Senses Disabled, Senses Unaware), Affects Objects Only • 1pt

- **Unravel:** Progressive Affliction 11 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Affects Objects Only • 1pt

Diagnostic Touch: Senses 6 (Acute and Analytical Detect Physiology and Detect Stuffing Anomalies--tactile) • 6pts

Enhanced Puppet Physiology: Immunity 30 (Fortitude effects); Protection 8; Shrinking 4, Permanent • 46pts

Self-Manipulation: Elongation 7 (900ft.); Morph 2 (any puppet form), Precise (imitate details detected by Analytical senses); Variable 2 (physical traits, 10 points, plus changing existing physical trait allocations); • 32pts

Self-Propulsion: Flight 5 (60 MPH) • 10pts

Advantages

Agile Feint • Benefit (Ambidexterity) • Chokehold • Close Attack 3 • Diehard • Evasion • Fast Grab • Fearless • Grabbing Finesse • Great Endurance • Improved Grab • Improved Trip • Languages 1 • Prone Fighting • Redirect • Takedown

Skills

Acrobatics 6 (+11) • Athletics 6 (+9) • Expertise: Medicine 10 (+12) • Expertise: Tactics 6 (+8) • Insight 6 (+12) • Intimidation 4 (+3) • Perception 4 (+10) • Sleight of Hand 6 (+9) • Stealth 4 (+13) • Treatment 8 (+10)

Offense

Initiative +5

Stuffing Matter Manipulation +13, Close, Affliction 11 (Fort DC 21) •

Unarmed +13, Close, Damage 3

Defenses

Dodge	14
Parry	14
Fortitude	Immune
Toughness	08
Will	10

Complications

Motivation -- Responsibility: Deacon uses his powers to aid and protect others. He is also driven to mentor the younger generation.

Carrying Capacity, Throwing & Movement

Load Limit: 400lbs. (200 kg)

Thrown: 1600lbs. - 6ft. • 400lbs. - 30ft. • 100lbs. - 120ft.

Flying: 60 MPH, 900 ft./round

Jumping: Running: 19ft. • Standing: 9.5ft. • Vertical: 3.8ft. • Standing: 1.9ft.

Character Notes

Unenhanced Traits: Strength 4 • Stamina -- • Agility 5 • Dexterity 3 • Fighting 10 • Intellect 2 • Awareness 6 • Presence 1 • Dodge 12 • Parry 12 • Fortitude Immune • Toughness 0 • Will 10

Languages: English (US), Korean.

Totals: Abilities 52 + Powers 132 + Advantages 18 + Skills 30 (60 ranks) + Defenses 13 = 245

Deacon (Earth-T)

Real Name: Unknown

Occupation: Medic, Soldier, Hero

Identity: Secret

Other Aliases: None

Birthplace: Unknown

Marital Status: Single

Known Relatives: None

Group Affiliation: The ZooGuard (Earth-T)

Base of Operations: Summit Zoo

Height: 6' 4" (1.93m)

Weight: 194 lbs. (87.88 kg)

Eyes: Green

Hair: None

Age: Unknown

Distinguishing Characteristics: Deacon (Earth-T) is a anthropomorphic, cartoon American eagle.

HISTORY & ORIGIN: The toon known simply as Deacon was created in 1919 by Wheaton Burroughs Animation in Oklahoma, where he was brought up by two long-standing toons-turned farmers. His father would die of inkluenza when Deacon was only four years old, and his mother would be left to manage the farm. As the Dust Bowl event swept through the region, Deacon, along with his mother and sister, would be forced from their home, as they faced foreclosure and possible starvation. As they migrated westward toward California, Deacon's sister was lost, leaving him and his mother to continue on. Upon reaching California, his mother would find work at Durrante Studios, while also catching the eye of the studio's leading toon. The toon was a former soldier, a veteran of World War I, who inherited the family farm upon his return, and had turned most of the land into a large estate. It was this toon who instilled a sense of patriotism in the young Deacon, as well as a sensibility to his work ethic -- Deacon had always worked hard, such was life on a farm, but this toon taught him how to work smarter and more efficiently.

As time wore on, Deacon had grown adept at care for the toons at the studio, so the leading toon requested that Deacon, now 15, be put in charge of the care & feeding of the toons. Deacon had a strong natural care for sick toons, and he helped mend many an illness, wound or broken bone over time. The leading toon's fondness of Deacon's mother also grew, and eventually the two wed. The studio endured Prohibition and The Great Depression, though not unscathed, and life had a semblance of normalcy for several years in their new home. When Deacon turned 20, his mother had been diagnosed with amyotonic linseed celerity (ALC) about the same time as the famous baseball toon, Lou Gorilla, for which the disease is now named. Her degeneration would spur Deacon to learn more about medicine, so he enrolled in the University of California, San Francisco (UCSF) Medical School. This would take him away from the continued pain of watching his mother fall apart as well as promote his affinity for medicine, which, ironically, took his mind off of thoughts of losing his mother.

She would pass away from complete lung failure at the beginning of his second semester at UCSF.

Deacon would still come home to visit his step-father during school breaks, as the two shared quite a strong bond. When the United States entered World War II, Deacon expressed an interest in enlisting in the US Army Medical Department. His step-father wouldn't have had it any other way, sending the young man off proudly to serve the country his step-father served in the previous World War.

The events surrounding Deacon's discovery of his meta-toon powers is yet still a mystery. The first significant event surrounding his meta-toon activities in WWII was at Malmedy, during the Battle of the Bulge, wherein he found himself, a US Army Medic, in the midst of bodies desperately trying to heal them. He rushed around making every effort to save as many soldiers' and civilians' lives as possible. Passing out from exhaustion, Deacon was found unconscious by El Capitan, the Spanish national hero who had been fighting against Nazi invasions all across Europe in spite of General Franco's ambivalent attitude and sympathy toward the Axis (see El Capitan [1940's]).

El Capitan took the unconscious hero back to an Allied base camp, where he awoke and was honored by the platoon commander for his bravery and dubbed "Stitch" for his ability to patch up the wounded. Determined to continue helping, "Stitch" as he was now called, jumped back into the fray, this time alongside El Capitan and the Allied soldiers directly. He began to wear the Red Cross poncho over Army BDUs, and helped sustain the soldiers, healing them as he was able. It was during a fierce melee that Stitch learned he could not only heal others, but could actually manipulate their ink so as to reshape, not just mend it, warp & mutate limbs, not just reconstitute & restore them, and could actually, through tremendous effort, cause another's lifeforce to simply stop. He also discovered that he could manipulate his own ink, stretching, contorting, and elongating beyond normal human limits. Stitch began to use a

"constrictor" technique to squeeze his opponents unconscious, wrapping his body around them and forcing the ink to congeal until they had passed out.

Over time, Deacon has learned more nuanced usage of his powers. And, while he still occasionally will engage in such rough & physical attacks, he tends to induce unconsciousness by merely reducing the ink content (usually by slowing the flow of pigment) to a toon's brain through physical touch and minor concentration. He has learned to "see" inside someone's body by touching them, and can use this to find disease, internal ink damage, mutations, tumors & cysts, et al.

It is unknown how and when Voyager & Deacon first came into acquaintance, but there is clearly a high degree of trust and friendship between these two. He was personally invited into The ZooGuard team by Voyager (see Voyager) -- Deacon was the only member of ZooGuard that was not present at their initial gathering, when fighting to defend Catalyst Technologies from an attacking meta-terrorist group. Deacon's gruff, terse nature isn't very popular amongst the other, younger ZooGuard team members, but his fearlessness and quiet wisdom have at least earned him their respect.

STRENGTH LEVEL: Deacon possesses the normal toon strength of a toon of his apparent age, weight, and height who engages in intensive regular exercise.

KNOWN META-HUMAN POWERS: Deacon is a meta-toon with the ability to manipulate toon matter via touch to varying effects, including physical mutation and healing of ailments and injuries. He is also able to manipulate his own physical form, heal himself, and levitate himself so as to "fly". He can "see" inside a target by touching them, so as to ascertain medical conditions, or understand & map their toonology.

Deacon's ability to manipulate organic matter (most commonly flesh) is limited to physical touch, however the changes he enacts are permanent changes. He can levitate others with whom he maintains contact, but the moment contact is broken, the target will begin to descend back to the ground.

Deacon can heal a target's injuries by touching them anywhere on their bare skin and concentrating on the affected area. This can be mentally exhausting for Deacon if the damage is too extensive, or if he heals multiple individuals without proper rest in between them. He is also capable of healing his own injuries, provided he is conscious enough to focus on the effort.

He can change his own shape by manipulating his own ink so as to appear to be someone else, including altering his skeletal structure, and even imitating the fingerprints or retinas of a target, provided he has touched the target at least once so as to have absorbed their physical structure. This mutation can also come in various other forms: extra limbs, eyes in the back of his head (literally), dense scales for armor, razor sharp teeth, stretching and elongating his form, and so forth. It is assumed Deacon could mimic other animal forms, but he has not been witnessed as having done so as of this writing. When in contact with a target, he can do much of the same to them. This transformation does not appear to negatively affect the target or Deacon.

A rarely used ability of his is the polar opposite of his healing: Deacon can induce multiple negative effects on a target by touch such as, but not limited to: convulsions/seizures, vomiting, paralysis, blindness, muteness, fusion of body parts, hunger, thirst, fatigue, and even death (via ink congeal, for example). Deacon does not appear to favor this ability, as he does not often take advantage of it in battle, preferring, rather, to induce unconsciousness or paralysis for capture.

DEACON (Earth-T)

Power Level 12

Size	M		
Abilities			
Strength	04	Fighting	10
Stamina	--	Intellect	02
Agility	05	Awareness	06
Dexterity	03	Presence	01

Powers**Toon Matter Manipulation:** Array (33 points)

- **Distort:** Progressive Affliction 11 (Resisted by Fortitude; Impaired, Disabled, Transformed), Affects Objects Only • 33pts
- **Blur:** Progressive Affliction 11 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Affects Objects Only • 1pt
- **Levitate:** Affects Others Flight 5 (60 MPH), Quirk: Affects Others Fades once physical contact is broken, Affects Objects Only • 1pt
- **Pixelate:** Progressive Affliction 11 (Resisted by Fortitude; Senses Impaired, Senses Disabled, Senses Unaware), Affects Objects Only • 1pt
- **Sharpen:** Enhanced Traits 8 (Strength 2, Agility 2, Dexterity 2, Fighting 2), Protection 2, Affects Others Only, Affects Objects Only • 1pt
- **Sketch:** Healing 10, Energizing, Persistent, Stabilize, Affects Objects Only • 1pt

Diagnostic Touch: Senses 6 (Acute and Analytical Detect Physiology and Detect Toon Anomalies--tactile) • 6pts**Enhanced Toon Physiology:** Immunity 30 (Fortitude effects); Protection 9 • 39pts**Self-Manipulation:** Elongation 7 (900 ft.); Morph 2 (any toon form), Precise (imitate details detected by Analytical senses); Variable 2 (physical traits, 10 points, plus changing existing physical trait allocations); • 32pts**Self-Propulsion:** Flight 5 (60 MPH) • 10pts**Advantages**

Agile Feint • Benefit (Ambidexterity) • Chokehold • Close Attack 3 • Diehard • Evasion • Fast Grab • Fearless • Grabbing Finesse • Great Endurance • Improved Grab • Improved Trip • Languages 1 • Prone Fighting • Redirect • Takedown

Skills

Acrobatics 6 (+11) • Athletics 6 (+9) • Expertise: Medicine 10 (+12) • Expertise: Tactics 6 (+8) • Insight 6 (+12) • Intimidation 4 (+3) • Perception 4 (+10) • Sleight of Hand 6 (+9) • Stealth 4 (+13) • Treatment 8 (+10)

Offense

Initiative +5

Toon Matter Manipulation +13, Close, Affliction 11 (Fort DC 21) •**Unarmed** +13, Close, Damage 4**Defenses**

Dodge	12
Parry	12
Fortitude	Immune
Toughness	09
Will	10

Complications**Motivation -- Responsibility:** Deacon uses his powers to aid and protect others. He is also driven to mentor the younger generation.**Carrying Capacity, Throwing & Movement****Load Limit:** 800lbs. (400 kg)**Thrown:** 3200lbs. - 6ft. • 800lbs. - 30ft. • 200lbs. - 120ft.**Flying:** 60 MPH, 900 ft./round**Jumping:** Running: 20 ft. • Standing: 10 ft. • Vertical: 4 ft. • Standing: 2 ft.**Character Notes****Unenhanced Traits:** Strength 4 • Stamina -- • Agility 5 • Dexterity 3 • Fighting 10 • Intellect 2 • Awareness 6 • Presence 1 • Dodge 12 • Parry 12 • Fortitude Immune • Toughness 0 • Will 10**Languages:** English (US), Korean.**Totals:** Abilities 52 + Powers 125 + Advantages 18 + Skills 30 (60 ranks) + Defenses 13 = 238**Identity:** Secret**Other Aliases:** The Summit City Butcher**Birthplace:** Unknown**Marital Status:** Single**Known Relatives:** Unnamed Wife (deceased)**Group Affiliation:** The OverGuard (Earth-V)**Base of Operations:** Summit City**Height:** 6' 4" (1.93m)**Weight:** 194 lbs. (87.88 kg)**Eyes:** Green**Hair:** None**Age:** Unknown (appears to be in mid-late 30s)**Distinguishing Characteristics:** None

HISTORY & ORIGIN: The man known simply as Deacon was born in 1919 to a wheat farmer in Oklahoma. His father was murdered when Deacon was only four years old, and his mother would be left to manage the farm. As the Dust Bowl event swept through the region, Deacon, along with his mother and sister, would be forced from their home, as they faced foreclosure and possible starvation. As they migrated westward toward California, Deacon's sister was also murdered, leaving him and his mother to continue on. Upon reaching California, his mother would find work on a vineyard, while also catching the eye of the vineyard's owner. The man was a former soldier, a veteran of World War I, who inherited the family farm upon his return, and had turned most of the land into a productive vineyard. It was this man who instilled a sense of patriotism in the young Deacon, as well as a sensibility to his work ethic -- Deacon had always worked hard, such was life on a farm, but this man taught him how to work smarter and more efficiently.

As time wore on, Deacon had grown adept at hiding his crimes, killing the remaining livestock on the property and pinning it on the vineyard owner. Deacon had a strong natural sickness for killing animals, and he helped spread many an illness, wounding and breaking bones over time. The vineyard owner's fondness of Deacon's mother grew, and eventually, after proven innocent, the two wed. The vineyard endured Prohibition and The Great Depression, though not unscathed, and life had a semblance of normalcy for several years in their new home. When Deacon turned 20, his mother had been diagnosed with amyotrophic lateral sclerosis (ALS) about the same time as the famous baseball player, Lou Gehrig, for which the disease is now named. Her degeneration would spur Deacon to learn more about the disease, so he enrolled in the University of California, San Francisco (UCSF) Medical School. Much to his chagrin, this would take him away from the continued pain of watching his mother fall apart, but was able to promote his affinity for diseases, which, ironically, took his mind off of thoughts of losing his mother.

She would pass away from complete lung failure at the beginning of his second semester at UCSF.

Deacon would still come home to visit his step-father during school breaks, as the two started to share quite a strong bond. When the United States entered World War II, Deacon expressed an interest in enlisting in the Axis Medical Corp. Unknown to Deacon, his step-father wouldn't have had it any other way, sending the young man off proudly to serve the country his step-father served in the previous World War.

The events surrounding Deacon's discovery of his meta-human powers is yet still a mystery. The first significant event surrounding his meta-human activities in WWII was at Malmedy, during the Battle of the Bulge, wherein he found himself, an Axis Medic, in the midst of bodies desperately trying to experiment on them. He rushed around making every effort to kill as many soldiers' and civilians' lives as possible. Passing out from exhaustion, Deacon was found unconscious by El Capitan, the Spanish national hero who had been fighting alongside Nazi invaders all across Europe in spite of General Franco's ambivalent attitude and sympathy toward the Allies (see El Capitan [1940's]).

El Capitan took the unconscious hero back to an Axis base camp, where he awoke and was honored by the platoon commander for his bravery and dubbed "Stitch" for his ability to make use of the wounded. Determined to continue helping, "Stitch" as he was now called, jumped back into the fray, this

Deacon (Earth-V)**Real Name:** Unknown**Occupation:** Sadist, Torturer, Villain

time alongside El Capitan and the Axis soldiers directly. He began to wear the Red Cross poncho over Army BDUs, and helped sustain the soldiers, healing them as he was able. It was during a fierce melee that Stitch learned he could not only harm others, but could actually manipulate their flesh so as to break bone, not just mend it, warp & mutate limbs, not just reset & restore them, and could actually, through tremendous effort, cause another's heart to simply stop. He also discovered that he could manipulate his own flesh, stretching, contorting, and elongating beyond normal human limits. Stitch began to use a "constrictor" technique to squeeze his opponents unconscious, wrapping his body around them and forcing the air out of their lungs until they had collapsed due to asphyxiation.

Over time, Deacon has learned more nuanced usage of his powers. And, while he still occasionally will engage in such rough & physical attacks, he tends to induce death by merely reducing the oxygen content (usually by slowing the flow of iron) to a target's brain through physical touch and minor concentration. He has learned to "see" inside someone's body by touching them, and can use this to find disease, internal organ damage, mutations, tumors & cysts, et al.

It is unknown how and when Voyager & Deacon first came into acquaintance, but there is clearly a high degree of trust and friendship between these two. He was personally invited into The OverGuard team by Voyager (see Voyager) – Deacon was the only member of OverGuard that was not present at their initial gathering, when fighting to defend Catalyst Technologies from an attacking resistance group. Deacon's gruff, terse nature isn't very popular amongst the other, younger OverGuard team members, but his fearlessness and quiet wisdom have at least earned him their fear.

STRENGTH LEVEL: Deacon possesses normal human the strength of a man of his apparent age, weight, and height who engages in intensive regular exercise.

KNOWN META-HUMAN POWERS: Deacon is a meta-human with the ability to manipulate organic matter via touch to varying effects, including physical mutation and healing of ailments and injuries. He is also able to manipulate his own physical form, heal himself, and levitate himself so as to "fly". He can "see" inside a target by touching them, so as to ascertain medical conditions, or understand & map their physiology.

Deacon's ability to manipulate organic matter (most commonly flesh) is limited to physical touch, however the changes he enacts are permanent changes. He can levitate others with whom he maintains contact, but the moment contact is broken, the target will begin to descend back to the ground.

Deacon can heal a target's injuries by touching them anywhere on their bare skin and concentrating on the affected area. This can be mentally exhausting for Deacon if the damage is too extensive, or if he heals multiple individuals without proper rest in between them. He is also capable of healing his own injuries, provided he is conscious enough to focus on the effort.

He can change his own shape by manipulating his own flesh so as to appear to be someone else, including altering his skeletal structure, and even imitating the fingerprints or retinas of a target, provided he has touched the target at least once so as to have absorbed their physical structure. This mutation can also come in various other forms: extra limbs, eyes in the back of his head (literally), dense scales for armor, razor sharp teeth, stretching and elongating his form, and so forth. It is assumed Deacon could mimic animal forms, but he has not been witnessed as having done so as of this writing. When in contact with a target, he can do much of the same to them. This transformation does not appear to negatively affect the target or Deacon.

A commonly used ability of his is the polar opposite of his healing: Deacon can induce multiple negative effects on a target by touch such as, but not limited to: convulsions/seizures, vomiting, paralysis, blindness, muteness, fusion of body parts, hunger, thirst, fatigue, and even death (via heart attack, for example). Deacon does not appear to favor this ability, as he does not often take advantage of it in battle, preferring, rather, to induce unconsciousness or paralysis for capture.

Deacon (Earth-166P)

Real Name: Unknown
Occupation: Medic, Soldier, Hero
Identity: Secret
Other Aliases: None
Birthplace: Unknown
Marital Status: Single
Known Relatives: Unnamed Wife, Unnamed Daughter
Group Affiliation: The PeaceGuard (Earth-166P)
Base of Operations: Summit City

Height: 6' 4" (1.93m)
Weight: 194 lbs. (87.88 kg)
Eyes: Green
Hair: None
Age: Unknown (appears to be in mid-late 30s)
Distinguishing Characteristics: Flower Tattoo on the back of his head.

HISTORY & ORIGIN: The man known simply as Deacon was born in 1919 to a wheat farmer in Oklahoma. His father would die of influenza when Deacon was only four years old, and his mother would be left to manage the farm. As the Dust Bowl event swept through the region, Deacon, along with his mother and sister, would be forced from their home, as they faced foreclosure and possible starvation. As they migrated westward toward California, Deacon's sister was lost to illness and malnutrition, leaving him and his mother to continue on. Upon reaching California, his mother would find work on a vineyard, while also catching the eye of the vineyard's owner. The man was a former soldier, a veteran of World War I, who inherited the family farm upon his return, and had turned most of the land into a productive vineyard. It was this man who instilled a sense of patriotism in the young Deacon, as well as a sensibility to his work ethic -- Deacon had always worked hard, such was life on a farm, but this man taught him how to work smarter and more efficiently.

As time wore on, Deacon had grown adept at care for the remaining livestock on the property, so the vineyard owner would put Deacon, now 15, in charge of the care & feeding of the animals. Deacon had a strong natural care for sick animals, and he helped mend many an illness, wound or broken bone over time. The vineyard owner's fondness of Deacon's mother also grew, and eventually the two wed. The vineyard endured Prohibition and The Great Depression, though not unscathed, and life had a semblance of normalcy for several years in their new home. When Deacon turned 20, his mother had been diagnosed with amyotrophic lateral sclerosis (ALS) about the same time as the famous baseball player, Lou Gehrig, for which the disease is now named. Her degeneration would spur Deacon to learn more about medicine, so he enrolled in the University of California, San Francisco (UCSF) Medical School. This would take him away from the continued pain of watching his mother fall apart as well as promote his affinity for medicine, which, ironically, took his mind off of thoughts of losing his mother.

She would pass away from complete lung failure at the beginning of his second semester at UCSF.

Deacon would still come home to visit his step-father during school breaks, as the two shared quite a strong bond. When the United States entered World War II, Deacon expressed an interest in enlisting in the US Army Medical Department. His step-father wouldn't have had it any other way, sending the young man off proudly to serve the country his step-father served in the previous World War.

The events surrounding Deacon's discovery of his meta-human powers is yet still a mystery. The first significant event surrounding his meta-human activities in WWII was at Malmedy, during the Battle of the Bulge, wherein he found himself, a US Army Medic, in the midst of bodies desperately trying to heal them. He rushed around making every effort to save as many soldiers' and civilians' lives as possible. Passing out from exhaustion, Stitch was found unconscious by El Capitan, the Spanish national hero who had been fighting against Nazi invasions all across Europe in spite of General Franco's ambivalent attitude and sympathy toward the Axis (see El Capitan [1940's]).

El Capitan took the unconscious hero back to an Allied base camp, where he awoke and was honored by the platoon commander for his bravery and

dubbed "Stitch" for his ability to patch up the wounded. Determined to continue helping, "Stitch" as he was now called, jumped back into the fray, this time alongside El Capitan and the Allied soldiers directly. He began to wear the Red Cross poncho over Army BDUs, and helped sustain the soldiers, healing them as he was able. It was during a fierce melee that Stitch learned he could not only heal others, but could actually manipulate their flesh so as to break bone, not just mend it, warp & mutate limbs, not just reset & restore them, and could actually, through tremendous effort, cause another's heart to simply stop. He also discovered that he could manipulate his own flesh, stretching, contorting, and elongating beyond normal human limits. Stitch began to use a "constrictor" technique to squeeze his opponents unconscious, wrapping his body around them and forcing the air out of their lungs until they had passed out.

Over time, Deacon has learned more nuanced usage of his powers. And, while he still occasionally will engage in such rough & physical attacks, he tends to induce unconsciousness by merely reducing the oxygen content (usually by slowing the flow of iron) to a target's brain through physical touch and minor concentration. He has learned to "see" inside someone's body by touching them, and can use this to find disease, internal organ damage, mutations, tumors & cysts, et al.

But the constant battles wore down the hero until finally he decided to step down from the hero business and start looking for something better to do with his life. Serving as a doctor at a local shelter, he came to know a group of people called the Peace Patrol. Listening to their philosophy, he was sold on the idea and quit his job to travel the States with them.

It is unknown how and when Voyager & Deacon first came into acquaintance, but there is clearly a high degree of trust and friendship between these two. Deacon was personally invited into The PeaceGuard team by Voyager, though he was the only member of PeaceGuard that was not present at their initial gathering, when protesting Catalyst Technologies for their testing of technology on animals. Deacon's gruff, terse nature is very popular amongst the other, younger PeaceGuard members, and his free spirit, fearlessness, and quiet wisdom have at least earned him their love.

STRENGTH LEVEL: Deacon possesses normal human the strength of a man of his apparent age, weight, and height who engages in intensive regular exercise.

KNOWN META-HUMAN POWERS: Deacon is a meta-human with the ability to manipulate organic matter via touch to varying effects, including physical mutation and healing of ailments and injuries. He is also able to manipulate his own physical form, heal himself, and levitate himself so as to "fly". He can "see" inside a target by touching them, so as to ascertain medical conditions, or understand & map their physiology.

Deacon's ability to manipulate organic matter (most commonly flesh) is limited to physical touch, however the changes he enacts are permanent changes. He can levitate others with whom he maintains contact, but the moment contact is broken, the target will begin to descend back to the ground.

Deacon can heal a target's injuries by touching them anywhere on their bare skin and concentrating on the affected area. This can be mentally exhausting for Deacon if the damage is too extensive, or if he heals multiple individuals without proper rest in between them. He is also capable of healing his own injuries, provided he is conscious enough to focus on the effort.

He can change his own shape by manipulating his own flesh so as to appear to be someone else, including altering his skeletal structure, and even imitating the fingerprints or retinas of a target, provided he has touched the target at least once so as to have absorbed their physical structure. This mutation can also come in various other forms: extra limbs, eyes in the back of his head (literally), dense scales for armor, razor sharp teeth, stretching and elongating his form, and so forth. It is assumed Deacon could mimic animal forms, but he has not been witnessed as having done so as of this writing. When in contact with a target, he can do much of the same to them. This transformation does not appear to negatively affect the target or Deacon.

A rarely used ability of his is the polar opposite of his healing: Deacon can

induce multiple negative effects on a target by touch such as, but not limited to: convulsions/seizures, vomiting, paralysis, blindness, muteness, fusion of body parts, hunger, thirst, fatigue, and even death (via heart attack, for example). Deacon does not appear to favor this ability, as he does not often take advantage of it in battle, preferring, rather, to induce unconsciousness or paralysis for capture.

Deacon (Earth-6551)

Real Name: Unknown

Occupation: Medic, Soldier, Hero

Identity: Secret

Other Aliases: None

Birthplace: Unknown

Marital Status: Single

Known Relatives: None

Group Affiliation: The WatchGuard (Earth-6551)

Base of Operations: Summit City

Height: 6' 4" (1.93m)

Weight: 194 lbs. (87.88 kg)

Eyes: One Hazel, One Green

Hair: None

Age: Unknown (appears to be in mid-late 30s)

Distinguishing Characteristics: Deacon is literally stitched together like some inhuman monster.

HISTORY & ORIGIN: The man known simply as Deacon was born in 1919 to a wheat farmer in Oklahoma. His father would die of influenza when Deacon was only four years old, and his mother would be left to manage the farm. As the Dust Bowl event swept through the region, Deacon, along with his mother and sister, would be forced from their home, as they faced foreclosure and possible starvation. As they migrated westward toward California, Deacon's sister was lost to illness and malnutrition, leaving him and his mother to continue on. Upon reaching California, his mother would find work on a vineyard, while also catching the eye of the vineyard's owner. The man was a former soldier, a veteran of World War I, who inherited the family farm upon his return, and had turned most of the land into a productive vineyard. It was this man who instilled a sense of patriotism in the young Deacon, as well as a sensibility to his work ethic -- Deacon had always worked hard, such was life on a farm, but this man taught him how to work smarter and more efficiently.

As time wore on, Deacon had grown adept at care for the remaining livestock on the property, so the vineyard owner would put Deacon, now 15, in charge of the care & feeding of the animals. Deacon had a strong natural care for sick animals, and he helped mend many an illness, wound or broken bone over time. The vineyard owner's fondness of Deacon's mother also grew, and eventually the two wed. The vineyard endured Prohibition and The Great Depression, though not unscathed, and life had a semblance of normalcy for several years in their new home. When Deacon turned 20, his mother had been diagnosed with amyotrophic lateral sclerosis (ALS) about the same time as the famous baseball player, Lou Gehrig, for which the disease is now named. Her degeneration would spur Deacon to learn more about medicine, so he enrolled in the University of California, San Francisco (UCSF) Medical School. This would take him away from the continued pain of watching his mother fall apart as well as promote his affinity for medicine, which, ironically, took his mind off of thoughts of losing his mother.

She would pass away from complete lung failure at the beginning of his second semester at UCSF.

Deacon would still come home to visit his step-father during school breaks, as the two shared quite a strong bond. When the United States entered World War II, Deacon expressed an interest in enlisting in the US Army Medical Department. His step-father wouldn't have had it any other way, sending the young man off proudly to serve the country his step-father served in the previous World War.

The events surrounding Deacon's discovery of his meta-human powers is yet still a mystery. The first significant event surrounding his meta-human activities in WWII was at Malmedy, during the Battle of the Bulge, wherein he found

himself, a US Army Medic, in the midst of bodies desperately trying to heal them. He rushed around making every effort to save as many soldiers' and civilians' lives as possible. Ambushed and assaulted by Nazis, Deacon was found dying by El Capitan, the Spanish national hero who had been fighting against Nazi invasions all across Europe in spite of General Franco's ambivalent attitude and sympathy toward the Axis (see El Capitan [1940's]).

El Capitan took the unconscious hero back to an Allied base camp, where he awoke and was horrified that they had stitched his body together by using parts from other soldiers. Honored by the platoon commander for his bravery and dubbed "Stitch" for his appearance and ability to patch up the wounded. Determined to continue helping, "Stitch" as he was now called, jumped back into the fray, this time alongside El Capitan and the Allied soldiers directly. He began to wear the Red Cross poncho over Army BDUs, and helped sustain the soldiers, healing them as he was able. It was during a fierce melee that Stitch learned he could not only heal others, but could actually manipulate their flesh so as to break bone, not just mend it, warp & mutate limbs, not just reset & restore them, and could actually, through tremendous effort, cause another's heart to simply stop. He also discovered that he could manipulate his own flesh, stretching, contorting, and elongating beyond normal human limits. Stitch began to use a "constrictor" technique to squeeze his opponents unconscious, wrapping his body around them and forcing the air out of their lungs until they had passed out.

Over time, Deacon has learned more nuanced usage of his powers. And, while he still occasionally will engage in such rough & physical attacks, he tends to induce unconsciousness by merely reducing the oxygen content (usually by slowing the flow of iron) to a target's brain through physical touch and minor concentration. He has learned to "see" inside someone's body by touching them, and can use this to find disease, internal organ damage, mutations, tumors & cysts, et al. Secretly, he had hopes of mastering his abilities enough to make him into the man he once was, but deep down he's afraid he'll always be the monster he currently is.

It is unknown how and when Voyager & Deacon first came into acquaintance, but there is clearly a high degree of trust and friendship between these two. He was personally invited into The WatchGuard team by Voyager (see Voyager) – Deacon was the only member of WatchGuard that was not present at their initial gathering, when fighting to defend Catalyst Technologies from an attacking meta-terrorist group. Deacon's gruff, terse nature isn't very popular amongst the other, younger WatchGuard team members, but his fearlessness and quiet wisdom have at least earned him their respect.

STRENGTH LEVEL: Deacon possesses normal human the strength of a man of his apparent age, weight, and height who engages in intensive regular exercise.

KNOWN META-HUMAN POWERS: Deacon is a meta-human with the ability to manipulate organic matter via touch to varying effects, including physical mutation and healing of ailments and injuries. He is also able to manipulate his own physical form, heal himself, and levitate himself so as to "fly". He can "see" inside a target by touching them, so as to ascertain medical conditions, or understand & map their physiology.

Deacon's ability to manipulate organic matter (most commonly flesh) is limited to physical touch, however the changes he enacts are permanent changes. He can levitate others with whom he maintains contact, but the moment contact is broken, the target will begin to descend back to the ground.

Deacon can heal a target's injuries by touching them anywhere on their bare skin and concentrating on the affected area. This can be mentally exhausting for Deacon if the damage is too extensive, or if he heals multiple individuals without proper rest in between them.

He can change his own shape by manipulating his own flesh so as to appear to be someone else, including altering his skeletal structure, and even imitating the fingerprints or retinas of a target, provided he has touched the target at least once so as to have absorbed their physical structure. However, even these other forms have the stitch markings of his sewn limbs. This mutation can also come in various other forms: extra limbs, eyes in the back of his head

(literally), dense scales for armor, razor sharp teeth, stretching and elongating his form, and so forth. It is assumed Deacon could mimic animal forms, but he has not been witnessed as having done so as of this writing. When in contact with a target, he can do much of the same to them. This transformation does not appear to negatively affect the target or Deacon.

A rarely used ability of his is the polar opposite of his healing: Deacon can induce multiple negative effects on a target by touch such as, but not limited to: convulsions/seizures, vomiting, paralysis, blindness, muteness, fusion of body parts, hunger, thirst, fatigue, and even death (via heart attack, for example). Deacon does not appear to favor this ability, as he does not often take advantage of it in battle, preferring, rather, to induce unconsciousness or paralysis for capture.

DEACON (Earth-6551)

Power Level 12

Size

M

Abilities

Strength	04	Fighting	10
Stamina	09	Intellect	02
Agility	05	Awareness	06
Dexterity	03	Presence	01

Powers

Biomatter Manipulation: Array (33 points)

- **Mutate:** Progressive Affliction 11 (Resisted by Fortitude; Impaired, Disabled, Transformed) • 33pts
- **Augment:** Enhanced Traits 10 (Strength 2, Stamina 2, Agility 2, Dexterity 2, Fighting 2), Affects Others Only • 1pt
- **Disrupt:** Progressive Affliction 11 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • 1pt
- **Levitate:** Affects Others Flight 5 (60 MPH), Quirk: Affects Others Fades once physical contact is broken • 1pt
- **Smite:** Progressive Affliction 11 (Resisted by Fortitude; Senses Impaired, Senses Disabled, Senses Unaware) • 1pt
- **Stitch:** Healing 10, Energizing, Persistent, Stabilize • 1pt

Diagnostic Touch: Senses 6 (Acute and Analytical Detect Physiology and Detect Biological Anomalies--tactile) • 6pts

Enhanced Physiology: Enhanced Stamina 5; Immunity 3 (aging, disease, poison) • 13pts

Self-Manipulation: Elongation 7 (900 ft.); Morph 4 (any form), Precise (imitate details detected by Analytical senses), Quirk (all forms have stitch markings); Variable 2 (physical traits, 10 points, plus changing existing physical trait allocations); • 41pts

Self-Propulsion: Flight 5 (60 MPH) • 10pts

Advantages

Agile Feint • Benefit (Ambidexterity) • Chokehold • Close Attack 3 • Daze (Intimidation) • Diehard • Evasion • Fast Grab • Fearless • Grabbing Finesse • Great Endurance • Improved Grab • Improved Trip • Languages 1 • Prone Fighting • Redirect • Takedown

Skills

Acrobatics 6 (+11) • Athletics 6 (+10) • Expertise: Medicine 10 (+12) • Expertise: Tactics 6 (+8) • Insight 6 (+12) • Intimidation 8 (+9) • Perception 4 (+10) • Sleight of Hand 6 (+9) • Stealth 4 (+9) • Treatment 8 (+10)

Offense

Initiative +5

Biomatter Manipulation +13, Close, Affliction 11 (Fort DC 21) •

Unarmed +13, Close, Damage 4

Defenses

Dodge	12
Parry	12
Fortitude	14
Toughness	09
Will	10

Complications

Motivation -- Acceptance: Deacon uses his powers to aid and protect others. He is also driven to master his powers in order to cure his horrid, inhuman appearance.

Carrying Capacity, Throwing & Movement

Load Limit: 800lbs. (400 kg)

Thrown: 3200lbs. - 6ft. • 800lbs. - 30ft. • 200lbs. - 120ft.

Flying: 60 MPH, 900 ft./round

Jumping: Running: 20ft. • Standing: 10ft. • Vertical: 4ft. • Standing: 2ft.

Character Notes

Unenhanced Traits: Strength 4 • Stamina 4 • Agility 5 • Dexterity 3 • Fighting 10 • Intellect 2 • Awareness 6 • Presence 1 • Dodge 12 • Parry 12 • Fortitude 9 • Toughness 4 • Will 10

Languages: English (US), Korean.

Totals: Abilities 70 + Powers 108 + Advantages 19 + Skills 32 (64 ranks) + Defenses 18 = 247

Deacon (Earth-1776)

Real Name: Unknown

Occupation: Medic, Soldier, Hero

Identity: Secret

Other Aliases: None

Birthplace: Unknown

Marital Status: Single

Known Relatives: Unnamed Wife (possibly deceased; unknown status), Unnamed Daughter (possibly deceased; unknown status)

Group Affiliation: The FreeGuard (Earth-1776)

Base of Operations: Summit City

Height: 6' 4" (1.93m)

Weight: 194 lbs. (87.88 kg)

Eyes: Green

Hair: Black

Age: Unknown (appears to be in mid-late 30s)

Distinguishing Characteristics: None

HISTORY & ORIGIN: The man known simply as Deacon was born in 1749 to a wheat farmer in Oklahoma. His father would die of influenza when Deacon was only four years old, and his mother would be left to manage the farm. As the Dust Bowl event swept through the region, Deacon, along with his mother and sister, would be forced from their home, as they faced foreclosure and possible starvation. As they migrated north toward Maine, Deacon's sister was lost to illness and malnutrition, leaving him and his mother to continue on. Upon reaching Maine, his mother would find work on a vineyard, while also catching the eye of the vineyard's owner. The man was a former soldier, a veteran of the French and Indian War, who inherited the family farm upon his return, and had turned most of the land into a productive vineyard. It was this man who instilled a sense of patriotism in the young Deacon, as well as a sensibility to his work ethic -- Deacon had always worked hard, such was life on a farm, but this man taught him how to work smarter and more efficiently.

As time wore on, Deacon had grown adept at care for the remaining livestock on the property, so the vineyard owner would put Deacon, now 15, in charge of the care & feeding of the animals. Deacon had a strong natural care for sick animals, and he helped mend many an illness, wound or broken bone over time. The vineyard owner's fondness of Deacon's mother also grew, and eventually the two wed. The vineyard endured British rule and their taxes, though not unscathed, and life had a semblance of normalcy for several years in their new home. When Deacon turned 20, his mother had been diagnosed with a mysterious illness. Her degeneration would spur Deacon to learn more about medicine, so he enrolled in the University of Boston, to learn about medicine. This would take him away from the continued pain of watching his mother fall apart as well as promote his affinity for medicine, which, ironically, took his mind off of thoughts of losing his mother.

She would pass away from complete lung failure at the beginning of his

second semester at Boston.

Deacon would still come home to visit his step-father during school breaks, as the two shared quite a strong bond. When the Revolutionary War began, Deacon expressed an interest in enlisting in the Militia. His step-father wouldn't have had it any other way, sending the young man off proudly to serve the country his step-father served in the previous war.

The events surrounding Deacon's discovery of his meta-human powers is yet still a mystery. The first significant event surrounding his meta-human activities in the Revolutionary War was in New Jersey, during the Cornwall's pursuit of George Washington, wherein he found himself, a Militia Medic, in the midst of bodies desperately trying to heal them. He rushed around making every effort to save as many soldiers' and civilians' lives as possible. Passing out from exhaustion, Deacon was found unconscious by El Capitan, the Spanish national hero who had been fighting against the British invasions all across America in spite of General Franco's ambivalent attitude and sympathy toward the British (see El Capitan [1940's]).

El Capitan took the unconscious hero back to a resistance base camp, where he awoke and was honored by the platoon commander for his bravery and dubbed "Stitch" for his ability to patch up the wounded. Determined to continue helping, "Stitch" as he was now called, jumped back into the fray, this time alongside El Capitan and the rebel soldiers directly. He began to wear the Red Cross poncho over Army BDUs, and helped sustain the soldiers, healing them as he was able. It was during a fierce melee that Stitch learned he could not only heal others, but could actually manipulate their flesh so as to break bone, not just mend it, warp & mutate limbs, not just reset & restore them, and could actually, through tremendous effort, cause another's heart to simply stop. He also discovered that he could manipulate his own flesh, stretching, contorting, and elongating beyond normal human limits. Stitch began to use a "constrictor" technique to squeeze his opponents unconscious, wrapping his body around them and forcing the air out of their lungs until they had passed out.

Over time, Deacon has learned more nuanced usage of his powers. And, while he still occasionally will engage in such rough & physical attacks, he tends to induce unconsciousness by merely reducing the oxygen content (usually by slowing the flow of iron) to a target's brain through physical touch and minor concentration. He has learned to "see" inside someone's body by touching them, and can use this to find disease, internal organ damage, mutations, tumors & cysts, et al.

It is unknown how and when Voyager & Deacon first came into acquaintance, but there is clearly a high degree of trust and friendship between these two. He was personally invited into The FreeGuard team by Voyager (see Voyager) -- Deacon was the only member of FreeGuard that was not present at their initial gathering, when fighting to defend Catalyst Press from an attacking meta-terrorist group. Deacon's gruff, terse nature isn't very popular amongst the other, younger FreeGuard team members, but his fearlessness and quiet wisdom have at least earned him their respect.

STRENGTH LEVEL: Deacon possesses normal human the strength of a man of his apparent age, weight, and height who engages in intensive regular exercise.

KNOWN META-HUMAN POWERS: Deacon is a meta-human with the ability to manipulate organic matter via touch to varying effects, including physical mutation and healing of ailments and injuries. He is also able to manipulate his own physical form, heal himself, and levitate himself so as to "fly". He can "see" inside a target by touching them, so as to ascertain medical conditions, or understand & map their physiology.

Deacon's ability to manipulate organic matter (most commonly flesh) is limited to physical touch, however the changes he enacts are permanent changes. He can levitate others with whom he maintains contact, but the moment contact is broken, the target will begin to descend back to the ground.

Deacon can heal a target's injuries by touching them anywhere on their bare skin and concentrating on the affected area. This can be mentally exhausting for Deacon if the damage is too extensive, or if he heals multiple individuals

without proper rest in between them. He is also capable of healing his own injuries, provided he is conscious enough to focus on the effort.

He can change his own shape by manipulating his own flesh so as to appear to be someone else, including altering his skeletal structure, and even imitating the fingerprints or retinas of a target, provided he has touched the target at least once so as to have absorbed their physical structure. This mutation can also come in various other forms: extra limbs, eyes in the back of his head (literally), dense scales for armor, razor sharp teeth, stretching and elongating his form, and so forth. It is assumed Deacon could mimic animal forms, but he has not been witnessed as having done so as of this writing. When in contact with a target, he can do much of the same to them. This transformation does not appear to negatively affect the target or Deacon.

A rarely used ability of his is the polar opposite of his healing: Deacon can induce multiple negative effects on a target by touch such as, but not limited to: convulsions/seizures, vomiting, paralysis, blindness, muteness, fusion of body parts, hunger, thirst, fatigue, and even death (via heart attack, for example). Deacon does not appear to favor this ability, as he does not often take advantage of it in battle, preferring, rather, to induce unconsciousness or paralysis for capture.

Deacon (Earth-66X)

Real Name: Unknown

Occupation: Medic, Soldier, Hero

Identity: Secret

Other Aliases: None

Birthplace: Unknown

Marital Status: Single

Known Relatives: Unnamed Wife (possibly deceased; unknown status)

Group Affiliation: The WatchGuard (Earth-66X)

Base of Operations: Summit City

Height: 6' 4" (1.93m)

Weight: 194 lbs. (87.88 kg)

Eyes: Red

Hair: None

Age: Unknown (appears to be in mid-late 30s)

Distinguishing Characteristics: Deacon is fused with an infernal symbiote which rarely let's lose the man within.

HISTORY & ORIGIN: The man known simply as Deacon was born in 1919 to a wheat farmer in Oklahoma. His father would die of influenza when Deacon was only four years old, and his mother would be left to manage the farm. As the Dust Bowl event swept through the region, Deacon, along with his mother and sister, would be forced from their home, as they faced foreclosure and possible starvation. As they migrated westward toward California, Deacon's sister was lost to illness and malnutrition, leaving him and his mother to continue on. Upon reaching California, his mother would find work on a vineyard, while also catching the eye of the vineyard's owner. The man was a former soldier, a veteran of World War I, who inherited the family farm upon his return, and had turned most of the land into a productive vineyard. It was this man who instilled a sense of patriotism in the young Deacon, as well as a sensibility to his work ethic -- Deacon had always worked hard, such was life on a farm, but this man taught him how to work smarter and more efficiently.

As time wore on, Deacon had grown adept at care for the remaining livestock on the property, so the vineyard owner would put Deacon, now 15, in charge of the care & feeding of the animals. Deacon had a strong natural care for sick animals, and he helped mend many an illness, wound or broken bone over time. The vineyard owner's fondness of Deacon's mother also grew, and eventually the two wed. The vineyard endured Prohibition and The Great Depression, though not unscathed, and life had a semblance of normalcy for several years in their new home. When Deacon turned 20, his mother had been diagnosed with amyotrophic lateral sclerosis (ALS) about the same time as the famous baseball player, Lou Gehrig, for which the disease is now named. Her degeneration would spur Deacon to learn more about medicine, so he enrolled in the University of California, San Francisco (UCSF) Medical School. This would take him away from the continued pain of watching his mother fall apart as well as promote his affinity for medicine, which, ironically,

took his mind off of thoughts of losing his mother.

She would pass away from complete lung failure at the beginning of his second semester at UCSF.

Deacon would still come home to visit his step-father during school breaks, as the two shared quite a strong bond. When the United States entered World War II, Deacon expressed an interest in enlisting in the US Army Medical Department. His step-father wouldn't have had it any other way, sending the young man off proudly to serve the country his step-father served in the previous World War.

The events surrounding Deacon's discovery of his meta-human powers is yet still a mystery. The first significant event surrounding his meta-human activities in WWII was at Malmedy, during the Battle of the Bulge, wherein he found himself, a US Army Medic, in the midst of bodies desperately trying to heal them. He rushed around making every effort to save as many soldiers' and civilians' lives as possible. Passing out from exhaustion, Stitch was found unconscious by El Capitan, the Spanish national hero who had been fighting against Nazi invasions all across Europe in spite of General Franco's ambivalent attitude and sympathy toward the Axis (see El Capitan [1940's]).

El Capitan took the unconscious hero back to an Allied base camp, where he awoke and was honored by the platoon commander for his bravery and dubbed "Stitch" for his ability to patch up the wounded. Determined to continue helping, "Stitch" as he was now called, jumped back into the fray, this time alongside El Capitan and the Allied soldiers directly. He began to wear the Red Cross poncho over Army BDUs, and helped sustain the soldiers, healing them as he was able. It was during a fierce melee that Stitch learned he could not only heal others, but could actually manipulate their flesh so as to break bone, not just mend it, warp & mutate limbs, not just reset & restore them, and could actually, through tremendous effort, cause another's heart to simply stop. He also discovered that he could manipulate his own flesh, stretching, contorting, and elongating beyond normal human limits. Stitch began to use a "constrictor" technique to squeeze his opponents unconscious, wrapping his body around them and forcing the air out of their lungs until they had passed out.

Over time, Deacon has learned more nuanced usage of his powers. And, while he still occasionally will engage in such rough & physical attacks, he tends to induce unconsciousness by merely reducing the oxygen content (usually by slowing the flow of iron) to a target's brain through physical touch and minor concentration. He has learned to "see" inside someone's body by touching them, and can use this to find disease, internal organ damage, mutations, tumors & cysts, et al.

It is unknown how and when Voyager & Deacon first came into acquaintance, but there is clearly a high degree of trust and friendship between these two. He was personally invited into The WatchGuard team by Voyager (see Voyager) -- Deacon was the only member of WatchGuard that was not present at their initial gathering, when fighting to defend Catalyst Technologies from an attacking meta-terrorist group. Deacon's gruff, terse nature isn't very popular amongst the other, younger WatchGuard team members, but his fearlessness and quiet wisdom have at least earned him their respect.

Recently, The WatchGuard confronted a band of villainous magic-wielders called The Infernal Pact while they attempted to steal a priceless artifact from the Summit City Museum of National History. During the fight, Sentinel was severely wounded and was sucked into a portal by the villains. Without hesitation, Deacon followed his teammate in hopes of helping him, but found that Sentinel was on the verge of dying by a powerful demon. Offered his teammate's life in exchange for his own, Deacon took the deal and was bonded to a creature made of fire and brimstone before he and his teammate were returned to their world. Tainted by this dark thing, Deacon has become a mockery of what he once was, his healing abilities replaced with dark abilities that corrupt his very being.

STRENGTH LEVEL: Deacon possesses Class-10 superhuman strength enabling him to lift (press) at least 10 tons.

KNOWN META-HUMAN POWERS: Deacon is a meta-human with the ability

to manipulate organic matter via touch to varying effects, including physical mutation and healing of ailments and injuries. He is also able to manipulate his own physical form, heal himself, and levitate himself so as to "fly". He can "see" inside a target by touching them, so as to ascertain medical conditions, or understand & map their physiology.

Deacon's ability to manipulate organic matter (most commonly flesh) is limited to physical touch, however the changes he enacts are permanent changes. He can levitate others with whom he maintains contact, but the moment contact is broken, the target will begin to descend back to the ground.

He can change his own shape by manipulating his own flesh so as to appear to be someone else, including altering his skeletal structure, and even imitating the fingerprints or retinas of a target, provided he has touched the target at least once so as to have absorbed their physical structure. This mutation can also come in various other forms: extra limbs, eyes in the back of his head (literally), dense scales for armor, razor sharp teeth, stretching and elongating his form, and so forth. It is assumed Deacon could mimic animal forms, but he has not been witnessed as having done so as of this writing. When in contact with a target, he can do much of the same to them. This transformation does not appear to negatively affect the target or Deacon.

A commonly used ability of his is the polar opposite of his healing: Deacon can induce multiple negative effects on a target by touch such as, but not limited to: convulsions/seizures, vomiting, paralysis, blindness, muteness, fusion of body parts, hunger, thirst, fatigue, and even death (via heart attack, for example). Deacon does not appear to favor this ability, as he does not often take advantage of it in battle, preferring, rather, to induce unconsciousness or paralysis for capture.

In addition, the parasite that's no bonded to him protects Deacon from harm, acting like a hardened shell against most damage. The symbiote also allows the once-proud hero to form large, razor sharp claws as fingers, and grants him vast strength and speed far beyond that of a normal man.

DEACON (Earth-666X)

Power Level 12

Size M

Abilities

Strength	09	Fighting	10
Stamina	09	Intellect	02
Agility	08	Awareness	06
Dexterity	03	Presence	01

Powers

Biomatter Manipulation: Array (33 points)

- **Mutate:** Progressive Affliction 11 (Resisted by Fortitude; Impaired, Disabled, Transformed) • 33pts
- **Augment:** Enhanced Traits 10 (Strength 2, Stamina 2, Agility 2, Dexterity 2, Fighting 2), Affects Others Only • 1pt
- **Disrupt:** Progressive Affliction 11 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • 1pt
- **Levitate:** Affects Others Flight 5 (60 MPH), Quirk: Affects Others Fades once physical contact is broken • 1pt
- **Smite:** Progressive Affliction 11 (Resisted by Fortitude; Senses Impaired, Senses Disabled, Senses Unaware) • 1pt
- **Stitch:** Healing 10, Energizing, Persistent, Stabilize • 1pt

Diagnostic Touch: Senses 6 (Acute and Analytical Detect Physiology and Detect Biological Anomalies--tactile) • 6pts

Enhanced Physiology: Enhanced Stamina 5; Immunity 3 (aging, disease, poison) • 13pts

Self-Manipulation: Elongation 7 (900ft.); Morph 4 (any form), Precise (imitate details detected by Analytical senses); Variable 2 (physical traits, 10 points, plus changing existing physical trait allocations); • 42pts

Self-Propulsion: Flight 5 (60 MPH) • 10pts

Symbiotic Demon: Enhanced Strength 5; Enhanced Agility 3; Impervious Toughness 9; Razor Claws: Strength-based Damage 2, Improved Critical, Penetrating 11 • 39pts

Advantages

Agile Feint • Benefit (Ambidexterity) • Chokehold • Close Attack 3 • Daze (Intimidation) • Diehard • Evasion • Fast Grab • Fearless • Grabbing Finesse • Great Endurance • Improved Grab • Improved Trip • Languages 1 • Prone Fighting • Redirect • Takedown

Skills

Acrobatics 6 (+14) • Athletics 6 (+10) • Expertise: Medicine 10 (+12) • Expertise: Tactics 6 (+8) • Insight 6 (+12) • Intimidation 12 (+13) • Perception 4 (+10) • Sleight of Hand 6 (+9) • Stealth 4 (+12) • Treatment 8 (+10)

Offense

Initiative +8

Biomatter Manipulation +13, Close, Affliction 11 (Fort DC 21) • **Razor Claws** +13, Close, Damage 11 (Penetrating 11, Crit 19-20) • **Unarmed** +13, Close, Damage 9

Defenses

Dodge	15
Parry	12
Fortitude	14
Toughness	09
Will	10

Complications

Tainted: Deacon has been bonded to and tainted by a demon symbiote.

Carrying Capacity, Throwing & Movement

Load Limit: 800lbs. (400 kg)

Thrown: 3200lbs. - 6ft. • 800lbs. - 30ft. • 200lbs. - 120ft.

Flying: 60 MPH, 900 ft./round

Jumping: Running: 20ft. • Standing: 10ft. • Vertical: 4ft. • Standing: 2ft.

Character Notes

Unenhanced Traits: Strength 4 • Stamina 4 • Agility 5 • Dexterity 3 • Fighting 10 • Intellect 2 • Awareness 6 • Presence 1 • Dodge 12 • Parry 12 • Fortitude 9 • Toughness 4 • Will 10

Languages: English (US), Korean.

Totals: Abilities 70 + Powers 148 + Advantages 19 + Skills 34 (68 ranks) + Defenses 18 = 289

A CATALYST FOR DANGER

by DT Butchino

Welcome to the world of The WatchGuard! If you intend to play in this mini-adventure, stop reading now. The information herein is for Game Masters only. In *A Catalyst For Danger*, Voyager, leader of The WatchGuard, has returned to Catalyst Technologies with an alien embryo and finds himself under assault against the menacing Tailgator. While they battle in front of the firm's headquarters, Voyager must protect a mob of civilians and the fragile embryo that he carries.

HOMECOMING

After finishing a mission with The WatchGuard, Voyager is returning to Catalyst Technologies with something of interest to the company (as well as a few others). Read the following to the player using Voyager:

"This is Charles Kirk for WSUM Summit Central News, and I'm here at Catalyst Technologies covering a baffling story. According to our sources, The WatchGuard has recovered an alien embryo from a crash site somewhere in the Midwestern States. We're here hoping to catch a glimpse of the alien and possibly interview Voyager, who's bringing it to Catalyst. It looks like ... it is! Voyager has arrived on the scene and it looks as if he has the alien in some kind of container ..."

As Voyager arrives, ask his player to describe the hero's entrance. Does he play it up for the press? Or is he a bit modest in his approach? In any event, the player need not roll anything to land, or to perform basic, showy stunts. If Voyager plays the crowd a bit, award him an HP for responding to the public – after all, a hero should always work with his fans.

Holding the embryonic container isn't a herculean feat, as it's relatively small in size (roughly around 1.3' x 2') and made of metal and Plexiglas (DC 15 to break). On the top is a control device that could be used to unlock the container with a Knowledge (Technology) (DC 25) roll. However, if opened within Earth's atmosphere, the alien could become contaminated and possibly suffer harmful effects.

As Voyager lands, read the following to the player:

You touch down near the front steps of Catalyst Technologies, where just a small team of scientists await you and your cargo inside. Behind you, various members of the media are vying for your attention, pitching various questions in your general direction, while other people, obvious fans of The WatchGuard from the various tee-shirts and cosplayers in the crowd, cheer you on. But this cheering quickly turns to terror as a large chunk of asphalt soars through the air on a collision course with you! Around you, the crowd scatters revealing the party responsible for your peril: Tailgator, in all his reptilian glory!

THE HARD STREETS OF SUMMIT CITY

As the piece of asphalt hurdles towards him, Voyager only has a few moments to stop it before it hits him and possibly some civilians. He has a few options open to him, but must act quickly! Keep in mind, Voyager still has the sample and will have to make a Reflex Save (DC 18) to maintain his hold on it during combat.

- Catching the piece of street would require a Strength check (DC 22), but, because of the velocity involved, there's also a chance that it could break apart and cause even more damage. Make a Toughness Save (+7) against Voyager's Strength damage and follow the rules on pages 166-167 of the *Mutants & Masterminds, Second Edition* rulebook. If this happens, roll 1d20. On a 1-8, someone has gotten seriously hurt by the rubble and is prone near Voyager. The hero may choose to come to their aid, but doing so could leave him open to attack, as the hero would become flat-footed while bringing them to safety.

- Rather than attempting to stop the asphalt, Voyager could opt to take the damage, hoping to stop any destructive force by being hit. If this is the case, the player should make a Toughness Save against DC 27 as the rock hits him. If Voyager rolls a natural 1 on his Toughness save, he's thrown back

But, What If I Want To Use My Own Character?

In some instances, a GM may want to run this encounter in an established campaign, or with a character of their player's devising. While this is a WatchGuard product, half the fun of using a campaign setting is creating your own characters to use with it.

To do this, substitute the hero for Voyager and run the game as is. There may be a few differences here and there, but the encounter is flexible enough to work with most heroes (with only Mentalists and magic-wielding heroes possibly having some issues).

into a crowd of people, injuring a few of them in the process and will need to spend a move action to stand.

- Though a bit tricky, Voyager could also try to redirect the asphalt, using its own momentum against it. Flying up to the projectile, he could make an attack roll, doing enough damage to get a grip on the rock. Then, by spending an HP to get an additional action, he could redirect it to Tailgator, making an attack against the villain's defense (DC 20), causing the same amount of damage if it hits (Toughness Save DC 27).

If Voyager saves the crowd from taking any damage, award him an HP for the heroic deed.

A TAILGATOR PARTY

Taking any advantage that he can, Tailgator makes his move against Voyager and charges him. With this entry into combat, both hero and villain should now make an initiative roll with the higher of the two going first, unless Voyager is dazed from stopping the chunk of asphalt.

Tailgator's tactics are fairly simple: beat the pulp out of Voyager using anything he can as a weapon. The villain isn't afraid of causing property damage and will strive to take down the hero with vehicles, light-posts, pieces of buildings – really anything within reach that could be used to cause Voyager damage or might distract him long enough to get in a solid hit (see *Improvised Weapons*, pg. 162, *Mutants & Masterminds, Second Edition*). But, while he's a decent combatant, the villain is a far cry from being a genius. Sticking with basic, bludgeoning devices for the most part, he doesn't use anything to complex while fighting.

If, for some reason, he manages to topple the hero, Tailgator will do what he can to keep him down before taking the embryo and leaping away. However, if during the combat he gets Staggered or receives half his Toughness in Bruises, he'll attempt to flee by any means necessary (including ripping up the street to get into the sewer system). In the event that the villain is defeated, it doesn't take long for Catalyst Technologies Security to apprehend him and turn him over to the proper authorities.

RESOLUTION

Did Voyager win against the villainous Tailgator? Or did the villain escape with the embryo? If the hero prevailed, award him a Hero Point for saving the specimen and allowing it to get into the right hands. Catalyst Technologies will make sure to place it into the hands of their top men. But, as the embryo is now in protective custody, one has to wonder a few things. Where did Tailgator come from? And why would he, of all people, want an alien embryo? Stay tuned, WatchGuard fans! The answers are on the horizon!

After returning to their base one evening, the heroes get a request for aid from Voyager. Meeting the hero at his lab, they are recruited to find an experiment gone awry. But, as they pursue their prey across the city, they discover there's more going on than what they suspected ...

Introduction

Dark Voyage is an adventure meant for 4-6 players using Power Level 10 heroes. If you're planning on playing in this adventure, please do not read any further. A quick overview of the adventure is that a darker version of Voyager has replaced the heroic one during an experiment and the heroes are sent on a wild goose chase to find him.

To set up this adventure, the heroes should be returning from another mission. If using this as a sequel to To Serve ... And Destroy!, almost a month's time has passed and the heroes are starting to make a name for themselves. Gamemasters are encouraged to run a few other adventures in between (possibly using some of the plot hooks in this very book) to show the time that's passed, but it's not necessary to run the adventure. It is presumed that the heroes have met Voyager in the past during this adventure. If this isn't the case, please adjust accordingly.

SCENE ONE: Urgent Messages

As the heroes wind down into the late evening, they see that an urgent message was received from Catalyst Technologies. As they respond, read the following:

The screen erupts into static but is quickly tuned in to Voyager, who seems to be adjusting his camera. "Hello? Is anyone there?" he asks, looking around the camera. As he speaks, the message seems to cut in and out. "If you receive ... please head ... my lab, there's a problem that ... help with ... thing's ... in the lab..." With that, the feed cuts out entirely. Looking around in the video that appears, it's obvious that there's been some damage to the room he's in, and Voyager himself appears a bit ruffled by whatever has happened there.

While it is fairly late in the evening, the heroes know their way to the Catalyst Technologies and could make it there relatively quick. According to the time stamp, the message was received about a half an hour ago, so it's still fairly recent. Once they arrive at the building read the following to the players:

Arriving on the scene, you quickly discover something is afoot, as the doors are unlocked and no one is at the desk. Heading to Voyager's lab, you find the room in complete disarray: chairs have been tossed around, instruments have been shattered and several of the computer banks have been irreparably destroyed. From the back corner of the lab, a familiar face walks out to greet you. Voyager seems to be assessing the damage when he notices you and says, "Oh, I'd just about given up waiting..."

This Voyager isn't the one the heroes know, though he does a good job of pretending to be him. For the most part, he's indistinguishable from the other Voyager, including his outfit and wounds. However, he does act a bit more annoyed by everything that the heroes might do. Many of his responses should come off snippy and heated, which he can easily wave away by using the accident as an excuse. Should a player attempt a Sense Motive check, a DC 25 will recognize that he doesn't seem himself. His body language is slightly off and he just doesn't seem to have any patience with any of them. Again, however, this can be easily waved as being a byproduct of the accident and his frustration from the state of his lab. If anyone asks him about why they were asked to come here, read the following to the players:

"Ah yes ... it seems that during one of my experiments that something went awry. I was using my Dimensional Viewer in hopes of finding some materials for my research when something jumped through the Gate Wave Transporter and attacked me," he explains. "I was hoping to get your help in finding it since my teammates are away and I have to clean up this lab. Is this something you can help with? I'd be very grateful ..."

Declining his request for help will only get the heroes an exasperated response like: "Then why are you here?" Any further poking about will be forbidden as

Voyager "doesn't have time for this nonsense" and tries to usher the heroes out so that he can resume sifting through the mess. However, if they accept, he smiles warmly at them and offers them a tracking device to find the dimensional intruder. He describes the creature as:

"A humanoid creature, not all that different from you and I, except he has charcoal skin and reeks of brimstone. Be careful not to touch him, as his skin is quite reactive and may cause more damage than could be expected."

Since they have agreed to help him, he'll tolerate a bit of investigation, but is very insistent that they leave right away before it causes much harm. A basic Investigate check confirms that there was a struggle, and a DC 18 check will locate a trace amount of blood on the ground. If brought to his attention, Voyager will say it was his and make a motion to one of his wounds to corroborate it.

Checking over the Dimensional Viewer, anyone with Knowledge (Physical Science) can make a DC 20 check to use it, as it seems to be set on some strange dimension filled with cubic structures and fluid pathways that lead to nowhere. While there doesn't seem to be any life within, Voyager confirms that's where he was viewing when he was attacked.

Not needing anyone else poking around, he then insists that the heroes leave so he can get to work cleaning up the mess and wishes them good luck.

Heroic Rewards

Possible Hero Rewards Point awards include:

- | | |
|--------------------------------|----|
| • Responding to Voyager's Call | +1 |
| • Taking on the Mission | +1 |

SCENE TWO: Hunting Through the Night

The tracking device detects the energies that the creature emits, allowing the heroes to track where it's been, as well as deduce where it might be going. The following mini-scenes may be used in any order, so long as the heroes gain the clues they need to arrive at the next scene. This list is far from exhausted and may be expanded upon if the Gamemaster wants to continue leading the

Kenson Pharmacy 18 Larsen Street

Kenson Pharmacy is a national chain of retail pharmacies that carry a wide assortment of cold remedies, snacks, household goods and seasonal merchandise. Each store has a well-stocked pharmacy on the premise and at least one pharmacist on duty at all times that it's open. Its normal hours of operation are 7:30am to 9pm. Heroes can discover this knowledge on a DC 10 Gather Information or Investigate check. When the heroes arrive, the store has been closed for a bit and no alarm appears to have been tripped. Their tracking device reports their prey was in the pharmacy, detecting a traces of its presence having been in the area. If they take a moment to look around, please refer to the following:

Investigate

• DC 15 - Looking over its position, the entity seems to have been around the aisles where pain killers and bandages are sold. There's no physical evidence to be found.

• DC 20 - Looking a bit closer, it appears to have taken the time to clean any area it was in, as there's a sharp odor of cleaning fluids in the vicinity.

Computers

• DC 18 - Someone has also taken the time to wipe the surveillance footage and has made it look as though it is merely a glitch in the system.

McGlothlin Intermediate Prep 125 Claremont Drive

Considered one of the finest preparatory schools in Summit City, McGloth-

lin Intermediate Prep offers schooling for the gifted and elite. A one-of-a-kind campus, the school prides itself on having one of the most advanced physics labs in the United States, as well as advanced programs in History and English Literature. Offering on-campus dorms and restaurants, the school never actually closes, with the library being a 24-hour resource available to all enrolled students. (DC 10 Gather Information or Investigate check)

As the heroes arrive, they're drawn to the physics lab, which, oddly enough, is vacant. Using the tracking device, they find a trace presence near an inventory of large lenses by a larger, charged particle telescope. If they investigate the area, please refer to the following:

Investigate

- DC 15 - Looking through the lenses, there appears to be three of the smaller (roughly 2' in diameter) lenses that are missing from the inventory.

Computer

- DC 15 - The controls on the telescope seem to be aimed at a particular satellite that belongs to Catalyst Technologies.

- DC 25 - Using the telescope to look over the satellite, the focus seemed to be attuned to the call number: 333877-2AR.

Bennie & Heines Ice Cream Shop

42 S. Ditko Avenue

What started as a small venture, the Bennie & Heines Ice Cream company has become a corporate rebel. With flavors such as Kirby Krunch, Fruitastic Four and Strawberry Sprang, their attention to pop culture combined with delicious ice cream has made the small company a titan in the food industry. In more recent news, the ice cream company has begun selling their product in groceries stores in half-pints they're calling "One-Shots". (DC 10 Gather Information or Knowledge (Pop Culture) check)

Upon arriving at the closed shop, a quick search reveals that the back door seems to be ajar, allowing the heroes easy entry. Using the tracking device, they're drawn to the freon that's used to keep some of the ice cream cold. If they investigate further, please refer to the following:

Investigate

- DC 15 - From the looks of it, one of the freon tanks was taken from here, along with some of the attachments from the accompanying cooling system. The theft is a clean one, not leaving any evidence or signs of force.

- DC 25 - While looking around the area, it appears that some of the thief's shoe sole has been left behind. Using the tracker, it confirms that this piece is from their target. Taking the time to look it over, the piece is a hard rubber which appears to have been flash frozen, very possibly by the freon in the tank.

Knowledge (Life Science)

- DC 15 - As a coolant, freon has several practical uses. If the heroes have some of the other tech pieces already, it's likely that they could draw a conclusion that the freon needs to be used to cool some sort of machine.

Perrin Crystal Water Company

2 Turner Lane

One of the oldest businesses in Summit City, Perrin Crystal Water is advertised as "crystal clean water that flows from a mountain stream into your bottle". Family run, the company primarily deals in bottled water and offers it in various sizes; from the small 8 oz. bottles to large, water-cooler bottles which they happily deliver to offices around the city. Their signature bottles, a 12 oz. crystal blue, eco-friendly bottle with their swirled logo, sell for \$1 at shops around the city and the outlying areas.

(DC 10 Gather Information or Knowledge (Business) check)

As the heroes arrive, they'll see that there are several buildings to the company. And, while most of them are dark, the purification building has lights on and seems to have people around it. Using the tracking device, all signs point out that their target has been at the purification building recently. If they investigate further, please refer to the following:

Gather Information

- DC 10 - Talking to the grounds security at the building, there was an alarm tripped ten minutes ago, but they haven't found anyone in the area.

- DC 15 - According to one of the guards, it looks as though some distilled water was stolen from storage. Looking over the inventory, it would've been about a gallon.

Investigate

- DC 15 - Looking around the area, the heroes will find pieces of glass around the storage area. Piecing them together, they seem to form some kind of lens.

Deschense Illustration & Design

15 Stern Avenue

One of the more prestigious design firms in Summit City, Deschense Illustration & Design graduated into its current incarnation from a small studio apartment owned by its founder, Albert Deschense back in the late '80s. Building up the business, today the design firm manages well over 500 international accounts, covering everything from logo design, animation and principle design for various video games. (DC 10 Gather Information, Knowledge (Arts) or Knowledge (Pop Culture) check)

Arriving on the scene, the heroes discover two police officers unconscious outside the studio and the doors look like they've been broken into. On the ground near the officers are a few DVDs. Using the tracker, the heroes discover that there's some trace evidence showing that their target's been here, leading the heroes to go inside. If they investigate further, read the following information to the players as they examine the studio:

Investigate

- DC 10 - Looking over the discs, they all seem to be backups of something called "WG Adventures" and have the WatchGuard logo on them.

- DC 18 - The studio itself seems unharmed, with the exception of a laptop missing from the CGI department.

- DC 22 - Looking at the workstation, it appears that the computer that was stolen was a community machine with several rendering programs on it. Looking over the log, it seems that it was mainly being used on a new cartoon scheduled to come out next season.

Knowledge (Technology)

- DC 20 - Looking over the programs index at the workstation, many of them would be usable in other fields of study beyond their use here. Various sciences, architecture, and mechanics would also find the programs invaluable.

heroes on a chase.

Once the heroes gather up some of the clues and visit each location, the tracker will have collected enough information to find their quarry. Using the machine to pinpoint the being's location, the heroes find themselves in the warehouse district once again (much like they did in the first adventure, "To Serve... And Destroy!"). This time, though, it's a Catalyst Technologies storehouse and its seen better days. Read the following to the players as they approach:

The warehouse before you is a large structure made of concrete and metal. There are several doors, as well as a large loading bay which is currently vacant. Below the large sign that says "CATALYST TECHNOLOGIES" are two glass doors that list the hours of operation and the word "OFFICE". Lining the top of the building, just under the roof, are several small windows that look big enough to let some sun in, but hardly anything else. However, from these windows, you can see that there appears to be some blue-colored light shining from within. According to the office door, it's well past business hours and, judging from the deserted bay door, nothing is being unloaded this late at night either ...

The windows are too small to get a good vantage point, though someone with Shrinking could easily infiltrate the building and run reconnaissance. There are several ways into the building and their target is a bit distracted, so sneaking in shouldn't be an issue. Once the heroes have a plan, move on to the next scene.

Heroic Rewards

Possible Hero Rewards Point awards include:

- | | |
|---|----------|
| • Finding each clue | +1/clue |
| • Checking on the civilians at the scenes | +1/scene |
| • Formulating a Good Plan | +1 |

SCENE THREE: True Sight

Once the heroes enter the building, it doesn't take them long to find the source of the strange lighting. As they approach the main storage area, read the following:

The blue light continues to flicker as you head into the main storage area. From a distance, it sounds as though someone is welding, which, as you get closer, becomes apparent. From your vantage point, you see a solitary, humanoid figure that looks to be covered in slightly lumpy, charcoal skin that's using a laser welder to fuse a few pieces of metal together. Behind him, there seems to be a large, constructed object made from metal with two glass lenses in it. On the side is a tank clearly marked "FREON" which is attached to a set of coils. On the floor, a gallon jug with the Perrin label seems to be pumping water into the coils. To his side is a laptop computer which seems to have some wires leading into a box on the machine. As you watch, the being stops welding and hefts the pieces of metal up and into position on the device.

Looking over the machine, it's not apparent what it does exactly, but from the looks of things, it doesn't take a genius to tell that it's almost complete. Anyone with Craft (Mechanical) and Knowledge (Physical Science) may take a stab at what the machine does, though they'll have to beat a DC 30 to do it. If successful, they could guess that it was some kind of portal generator of some kind, though they'd have to get a look at the computer to guess exactly what it is. Also, any of the heroes with the ability to see through illusions (like True Sight for example), will also see that this being isn't alien at all ... it's Voyager!

If the heroes approach him, he won't act too aggressive and try his hardest to convey he means no harm. However, if anyone jumps the gun and attacks him, he will defend himself, acting in a defensive manner rather than in a more offensive one. In combat, he'll be taking Full Defense as much as he can, relying on his flight to get him out of dangerous situations. Anyone making a Sense Motive check (DC 15) could deduce that their target isn't looking to harm anyone and is trying to communicate through its muffled speech patterns.

After either subduing him or taking the time to pay attention, Voyager will attempt to explain his situation to them using the computer as a means of communication. Read the following to the heroes as he shows them the computer screen:

"I'm glad you got my message. We have a serious problem and I could really use your help. One of my experiments has gone awry and I'm trying to fix it. I was using the Dimensional Viewer in my lab in hopes of attuning the Gate Wave Transporter when it locked on something and transported it to our dimension. When I examined what was brought here, I was astonished to find out it was me! But I was naïve in thinking that he was friendly and he attacked me, attaching some device to me that prevents people from seeing who I am and hindering my ability to speak. I made an escape, hoping to find help, but realized that we need to send him back. So I started working on a makeshift Gate Wave Transporter. Unfortunately, I didn't have all the parts and had to resort to less-than ethical methods. Not to mention, I had some wounds that needed tending."

The heroes now have two options: they can trust the Voyager back at Catalyst or believe that this is the true Voyager. By now, the Voyager they met back at the lab should seem a bit conspicuous at best, especially if the heroes had met the WatchGuard prior to this adventure. However, it is possible that they may not draw the same conclusions and believe that this is indeed some dimensional being out to do harm. If the heroes are willing to suspend any disbelief, there are some possible ways to determine that this being is the actual Voyager that summoned them.

- **True Sight:** As mentioned earlier, anyone with the ability to see past illusions or detect an illusion will be able to use those senses on the facade that's been afflicted on Voyager. In the case of seeing past the illusion, the hero would see a bruised and battered Voyager, while anyone that can detect illusions will indeed discern that there's one on this being. Other possible powers that may also be used: Detect (Lies), Detect (Alien), Detect (Electronics), and Nullify (to cancel the illusion).

- **Specific Knowledge:** If the heroes have some history with the WatchGuard (and Voyager in particular), they may be able to quiz him on some possible events that occurred in their lives as comrades. Perhaps they helped them on a case (as in the first adventure in this section), or maybe they worked together on a scientific project. The more intimate the knowledge, the better. It's unlikely that the other Voyager back at Catalyst would share this knowledge as he likely doesn't know the heroes in the same light and, thus, never shared the same experiences.

- **Sense Motive:** While the heroes wouldn't have much luck reading the other Voyager, this one will purposefully read like an open book. If a hero decides to use Sense Motive, a DC 10 check will easily determine that this being means no harm and moves with passive body language. In other words, it doesn't seem to be aggressive, nor does it even look like it's wanting to attack anyone. If checked during a combat, increase the DC to 15 and note that he's fighting in a defensive manner and not in any way attempting to seriously harm anyone.

Once the heroes believe that this is indeed the true Voyager, locating the device that has cast this illusion isn't very hard (DC 15 Search or Craft (Electronics) check). After deactivating it, read the following to the players:

As the illusion fades, you're somewhat taken aback at the sight you see. Standing in front of you is Voyager, but he looks badly bruised and in need of some medical attention. Dressed in a ripped and torn costume, the hero has bandages wrapped across his chest and a makeshift splint for his left arm. Smiling a bit with a puffed lip, he says, "I realize this is all hard to believe and I'm happy to share any other details with you ... after we take care of my doppelganger. This won't be easy, but we have to lure him here so I can transport him back to where he belongs. This transporter has only two shots before it becomes useless, so we have to make them count. Now ... how do we get him here?"

The easiest way to lure him in is with the promise that the heroes captured his "target". Unlike the Voyager everyone knows, his double has lived a life of violence and arrogance. And, though he's quite intelligent, he also can be a bit

naive when he believes he's getting what he wanted. So, unless a hero fails a DC 10 Bluff check, the villain will make his way there quickly. Anything that may result in failure, such as not being able to find their prey (or admitting that they know his true identity), will anger him and also get him to the warehouse. However, in this case, it's to eliminate the heroes!

Heroic Rewards

Possible Hero Rewards Point awards include:

- | | |
|--|----|
| • Not attacking Voyager | +1 |
| • Believing Voyager | +1 |
| • Helping the hero deactivate the illusion | +1 |

SCENE FOUR: Seeing Double

As the heroes await the villainous Voyager, give them a bit of time to discuss strategies. They should have around ten minutes before he descends on them, so they have a bit of time to formulate a plan. In any case, the real Voyager will have to sit out of the combat due to his injuries and need to operate the transporter. Once done, read the following to the players:

Barging through the front door, the doppelganger looks around and yells out, "Now you die!" Storming around, he looks not only for Voyager, but for you as well!

Interested in eliminating his competition, once he sees the true Voyager, he'll realize that he's been had and go on the offensive, targeting Voyager first and then any "traitors" that stand in his way. Depending on their tactics, the evil Voyager could be easy or hard to take down, offering as much resistance as possible. If he sees the transporter, it's likely that he'll recognize what it is and will also attempt to target that as well. A word of note, he shouldn't go down easily unless the heroes have some access to some seriously powerful abilities.

Once they do have him though, whether conscious or not, the heroes can load him into the transporter and Voyager can return him to his own universe. If he's aware and able to move, the first attempt could fail if the villain makes a DC 18 Reflex Save to dive out of the makeshift device. Remember, there are only two charges for the gadget. If both charges are used up and he hasn't been sent back, they'll have to get him over to Catalyst in hopes of using the real transporter.

Aftermath

Award each player 2 power points for a successful adventure. In addition, award an additional point for anyone who stayed in character and role-played well. Having the time, anyone with Healing or the Medicine skill could easily help Voyager out, or he could be brought to the hospital to be treated for his injuries. In any case, the WatchGuard member is grateful and glad that he made the right choice in calling them for help.

If the heroes needed any type of team gear, like a vehicle or possibly a part of a headquarters installed, Voyager would insist on helping them as payment for their good deed.

APPENDIX: New Characters

Voyager (Earth-V)

Real Name: Dennis James Bird
 Occupation: Tyrant, Scientist, Villain
 Identity: Public
 Other Aliases: "Lord Voyager" (self-imposed title)
 Birthplace: Unknown
 Marital Status: Single
 Known Relatives: None
 Group Affiliation: The OverWatch
 Base of Operations: Summit City

Height: 6' 4" (1.93m) Weight: 285 lbs. (129.27kg)
 Eyes: Grey-Blue Hair: Brown
 Age: Unknown (appears to be in mid-late 30s)
 Distinguishing Characteristics: None

History & Origin: Like the hero from The WatchGuard, this Voyager is also a bit of an enigma with origins revolving around a plane crash over Central America. However, this is where the similarities end. On Earth-V, this Voyager is a villain who uses his power and genius to rule over Summit City with an iron glove. Commonly referred to as "Lord Voyager" by his subjects, he spends his time experimenting on the populace and finding new definitions for the word evil.

Like his counterpart, Voyager first came to the world's attention when rescue teams scouring a crash site discovered him, still alive, amongst the wreckage of an uncharted plane smuggling ten million dollars in gold bars into South America that was struck by a meteor. Both the plane and the meteor broke up and littered debris all over the ocean and the coast of Foza Rica. Much of the plane's debris, and all of its treasures therein, were lost at sea or utterly destroyed. As the rescue team approached the lone survivor, he lashed out against them, killing one and consigning another to seek aid from the nearest medical facility. Inexplicably, he had survived the crash virtually unharmed.

Realizing he was likely American, based on his manner of speaking English, he decided that, with this great power nothing could stop him. Not the local authorities and certainly not anyone at the American embassy. Having no memory beyond waking up in the crash site, and having no explanation how he survived the crash, he quickly realized that he'd need some sort of ID if he were to sneak back into the States.

Taking on a series of identities to enable him to get back into the States, his hunger for knowledge and power knew no limit. While taking out a diner in Texas, he'd heard about the Catalyst Technologies Advanced Robotics & Genetic Research Development Facility in Summit City. Having developed a tremendous, seemingly innate aptitude for technology, particularly mechanics, he went to see if they had anything that could "entertain him". Assuming the name Dennis James Bird (naming himself after Australian criminal Dennis Allen, outlaw Jesse James, and Jake Bird, a homicidal burglar), he slipped into the lab and quickly overpowered the staff, claiming the building as his.

The world was quick to hear the name Voyager, as he used his vast intellect to create a legion of mechanical followers and weapons. During one of his first excursions, he had his minions attack a meat-processing facility nearby, threatening to kill everyone on the premises unless they bowed to his rule. Easily dispatching the authorities and anyone who questioned his rule, Bird realized, much to his liking, that he could enjoy ruling the city and experimenting on the populace. Calling himself "Voyager", he instantly became feared by the masses. His crimes included several terrorist attacks, using both his minions and servants, forcing the Catalyst scientists to find new ways to enhance his grip over the city ... and the world.

Making efficient use of his new status, Lord Voyager now revels in the research and exploitation that his role as tyrant allows him, as well as the excitement and adventure of his evil experiments. In the past, he's allowed other villains to operate in his city, but has never formed a "team" of his own. During an attack against his tower by a heroic underground faction, he was quickly defended by several villains hoping to get a piece of the action. Liking their style, Voyager suggested that they become The OverGuard and set their sights beyond Summit City. The world as they knew it had it easy ... until now.

(see *Voyager's* main entry for information on Powers & Abilities)

TO SERVE... AND DESTROY!

by DT Butchino, edited by CD Ens-Butchino

The WatchGuard is rampaging all over Summit City?! The police are baffled at the sudden disregard by the city's greatest heroes. Is there someone ... anyone ... that can stop their destructive paths before it's too late?

Introduction

Welcome to the inaugural adventure for The WatchGuard Campaign Guide! If you're a player in this adventure, read no further. You don't want to spoil the fun for anyone, including yourself. To Serve ... And Destroy is an adventure for 4-6 Power Level 10 heroes. The basic premise is that someone has taken control of The WatchGuard members and has forced them to commit evil acts. It's up to the new heroes on the scene (aka the Player Characters) to stop the heroes and discover why they're acting so oddly.

To set up the adventure, the PCs should be either from Summit City or visiting for whatever reason. While it's planned as a team-building exercise, this could also be used as a supplemental adventure to introduce established heroes to The WatchGuard.

SCENE ONE: Crime Time

What would be considered an average day quickly erupts in chaos as the blaring alarm from Summity City National Trust rings through the air, followed closely by a string of police sirens. News crews scramble through the streets and air, as vans and helicopters converge on the scene, reporting live a very disturbing scene. With a haze of disbelief, the reports start coming through that prominent WatchGuard members, Sentinel and Mazer, are robbing the bank in broad daylight!

To make matters worse, the duo of heroes don't seem to be holding back on the authorities, causing massive amounts of property damage in the process. While a call has been placed to WatchGuard headquarters in hopes of reaching their teammates, there's been no response so far. The media is urging any heroes in the area to come forward and stop the menace of these once-respected members of the community.

On The Scene

Bringing heroes on to the scene shouldn't be an issue. There's plenty of media coverage at the crime to publicize the event, as well as enough noise to draw a fair crowd. If any of the heroes work as either a member of the press or law enforcement, they may already be at the scene and looking for a way out. Heroes in the vicinity may have heard the ruckus and closed in to investigate, discovering the shocking scene that everyone else has come across.

In any event, once the heroes are on the scene, read the following to the players:

You come into view of Summity City National Trust and see the carnage first hand. Standing amidst the wreckage of five police cruisers and a SWAT truck are the heroes Sentinel and Mazer, with a perimeter of additional cruisers and officers lined in a semi-circle around them. Beyond the police line are a mob of reporters, onlookers and emergency personnel all hanging around to witness what will happen next. Taking a closer look, it's very evident by the damage to the bank and the surrounding area, as well as the money in their hands, that the reports streaming across the media are correct: Sentinel and Mazer have become criminals.

If the heroes are obvious in their entrance (showy powers, swinging around the crowd, etc.), Sentinel and Mazer may notice them and immediately treat them as a threat. If this is the case, skip to **Brawl At The Bank** below. However, if the heroes attempt to assess the situation and determine if the WatchGuard members are being influenced somehow, they may find some interesting clues. Consult **Under the Influence** for examples of what the heroes could discover, but don't feel limited by these; creative Gamemasters may have other possibilities in store for their players.

Under The Influence

Skill/Ability (DC)	Information
Detect (Electricity) (DC 18)	Mazer's electrical field seems to be running at a slightly different wavelength. It's very minor, but is detectable.
Sense Motive (DC 18/25)	From past interviews (or previous encounters with the WatchGuard, hence the lower DC), Sentinel and Mazer seem off their game. They don't seem to be acting accordingly and are fueled more by instinct than anything else.
Telepathy (DC 25)	Both of the heroes' minds seem shut off from anyone scanning them.

Brawl At The Bank!

No matter who starts the fight, it's inevitable that one will start between the heroes and the "rogue" members of The WatchGuard. Any attempt to reason with them is responded to with violence, especially if any heroes come in range of their vision. Combat flows as normal, with one major exception: during the battle, Sentinel and Mazer are both at -2 Initiative as their actions seem sluggish and forced. Otherwise, they don't hold back any punches, presenting an epic brawl in a comic book style.

During the battle, take advantage of the surroundings to make it truly epic. The heroes should feel challenged, so create scenes where they have to be heroic. Perhaps the fallout from the fight has caused some problems for the nearby civilian mob, or maybe someone interferes with the fight. If at a loss for what to do, please consult the **Random Fallout Table**.

Out Of The Wreckage

Pulling themselves out of the wreckage of the fight, the heroes discover that the WatchGuard have escaped with most of their loot and that they have left no trace of where they went to. While the heroes are pondering what to do, they are approached by one of the police officers whose badge identifies him as "Bendis". Read the following to the players:

Officer Bendis clears his throat and says, "Excuse me, but it's not over yet. We just got a call that Garrison is attacking the Summit Central Train Bridge over at Larsen Street. From the sounds of it, he's tearing up the bridge something fierce." Looking around, he finishes by saying, "I know there's a lot of clean up here, but we could really use your help."

If the players want to help with clean up efforts or want to follow up on leads instead, please jump ahead to **Scene Three: Running Down a Hero**. Otherwise, the heroes confront Garrison in **Scene Two: A Big Problem**.

Heroic Rewards

Award the heroes any Heroic Reward Points (HP) that they have earned at the end of this scene. Remember, if a GM Fiat was used to allow Mazer & Sentinel to escape, award each character an HP. Some other suggestions are:

- Preventing Any Property Damage +1
- Saving Any Civilians +1
- Recovering the Money +1

SCENE TWO: A Big Problem

After having a massive battle with Sentinel and Mazer, the heroes are called into action against another WatchGuard member: Garrison. But, unlike their initial encounter, this hero is looking to do massive damage that could possibly

kill hundreds. By the time the heroes arrive, there are already news crews on the scene and a few station-affiliated helicopters in the sky above the event. Speeding on nearby tracks is the Summit City Special, on time as usual.

Random Fallout Table

Roll	Effect
1	Needing Support: In the pandemonium that ensues, a main support beam is damaged in a nearby apartment building. Causing irreparable damage, the building begins to fall with people in it! Heroes may attempt to brace the support, but the damage is done and the building will collapse on itself in 5 rounds. During that time, the heroes can make Search checks (DC 12) to find the fifteen inhabitants and evacuate them successfully. Heroes will be able to evacuate up to three civilians at a time unless they have a power that allows otherwise. If at any point a natural one is rolled, they discover a person who's been pinned and needs additional assistance (DC 18 Strength roll, for example).
2-4	Holding on For a Hero: As the fight rages on, a few onlookers decide to get a better vantage point on the roof of a nearby building. During one of the attacks, the ground shakes with a power-induced tremor and manages to unbalance a couple of people on the roof. Luckily, there is a flagpole nearby to grab onto, however, now they're stuck and could fall to their death. The heroes have four rounds to save them before their grip loosens and they plummet to their doom!
5-8	Rain of Fire: While the battle rages on, a natural gas pipe becomes unearthed. Seeing a vantage point, Mazer uses his powers to blast the line, causing a massive explosion nearby. Anyone within 80 feet of the explosion must make a damage save (DC 25). Anyone rolling a one is lit on fire and must be extinguished. This is likely to cause massive property damage and, at the gamemaster's discretion, could warrant another roll on this table.
9-12	Surf's Up: After a large barrage hits the ground, a water main explodes, causing a torrent of water to flood the area. Anyone near the water main must make a damage save (DC 20) and the attack delivers additional knockback. In addition, the spray of water grants a -2 to all attack, Search and Notice checks for 7 rounds. At that point, the main has been shut down and heroes are in a potentially lethal position of fighting Mazer in a pool of water.
13-15	The Sky is Falling: As one of his attacks, Sentinel uses much of his surroundings to attack the heroes, throwing it into the sky and letting it rain on the people below. For the most part, treat damage as falling damage then apply it to the item and the area it hits. The attack wasn't precise in any way, and he clumsily tosses everything into the sky. Possible items used in this attack would be large debris, vehicles, light posts, mailboxes and any heavy artillery on the scene.
16-18	Gridlocked: Having a massive amount of ammo at their disposal, both "rogue" heroes begin using vehicles as weapons: blowing them up, tossing them around ... really tearing up the surrounding area with the various parts and such. This could be played up as being quite dangerous, especially if people are still in the vehicles at hand.
19-20	Down the Drain: Having taken some massive damage, the ground finally caves in, giving way to the sewer system below. Anyone within the vicinity of the battle must make a Reflex save (DC 26) or fall into the refuse system, taking mostly bumps and bruises in the process. The exception to this is rolling a natural 1, in which case that person finds themselves buried under the rubble of the street. This would make a great distraction, allowing the controlled heroes to escape.

As the heroes come onto the scene, Garrison has already torn up the rail's tracks and is beginning to work on the bridge itself. It's only a matter of time before he completely destroys the metal framework bridge and moves on to another target, leaving the oncoming train with little or no time to stop.

A Train Wreck Waiting to Happen

As the heroes arrive, they're met by another of Summit City's finest. Read the following to the players:

Meeting you as you come onto the scene is another uniformed officer whose badge identifies him as "Broderick". He's a tall, powerfully built, caucasian man looking to be in his late 30s. "I'm glad to see that Bendis got you to help," he states in an obviously troubled voice. "You guys familiar with Garrison? It really doesn't matter, because for some reason he's up there tearing up that bridge. What makes matters worse is that we can't reach the oncoming train. There's gotta be a couple hundred people on board. Can you help us out?"

The heroes have two real problems here. One, they have find a way to stop Garrison from tearing up the bridge, which is featured in **Some Disassembly Required**. And, two, they have an oncoming train to deal with that they'll either have to stop or will have to repair its tracks long enough for it to continue over them, which is covered under Bullet Time.

Some Disassembly Required

Like the previous encounter with other members of the WatchGuard, once Garrison sees anyone approaching him, he'll attack them (again with a -2 modifier to Initiative). But, unlike the others, which seemed to focus on the heroes, he seems intent on doing as much damage to the bridge as possible. Garrison's current tactic would be to use a hero as a bludgeoning device on any attackers, as well as the bridge itself.

The debris of such a fight, as well as the disassembled pieces of the train bridge, will be sure to topple down on the neighborhood built around Larsen Street. As it stands, when the heroes arrive, there's already been some damage done to the street and to a few cars from the torn and tossed rails, but luckily no one has been harmed. Debris that falls in this manner could hit a bystander or cause serious property damage if a 1-7 is rolled on a d20, requiring the target to make a DC 18 damage save for the smaller bits, and a DC 24 save for larger chunks discarded by Garrison.

Bullet Time

Unlike battling a person, the speeding train is more of a challenge than anything else. There are two options available to the heroes: they could stop the train outright, or they could repair the track.

Stopping the Train

Bringing the train to a halt is a bit tricky. To begin with, the train is moving at an incredible speed and, unless one of the heroes have a movement power, anyone attempting to pace the train will have some difficulty. In addition, because of its speed, bringing the train to a complete halt would injure a good amount of the passengers inside. Ultimately, the best way to stop the train is to bring it to a slow halt before it hits the hole in the tracks.

Depending on what method the players use, please refer to the following information:

- **Pacing the Train:** To catch up to the train, heroes will have to have to hit around 100 MPH (Flight 4) to pace the train and a rank or so higher to surpass it. The heroes may push to achieve faster speeds, or spend Hero Points to help them get closer to the train by other means. Some examples are using a well-timed swing to propel themselves onto the train (Acrobatics DC 20 to stay on), bounding onto the train and attempting to hold on (DC 25 Strength check), and just grabbing on to the train as it goes by (Defense 22, DC 18 damage save if successful, DC 25 if failed). In most cases, the expenditure of a Hero Point should either make the tasks easier or, for the sake of heroism, negate

any penalties altogether.

• **A Complete Halt:** As mentioned above, bringing the train to a complete halt should be potentially harmful for anyone involved. To begin with, if a hero attempts to “catch” the train, they’ll have to make a DC 30 damage save, as well as have some form of Immovability, as a hit from the train at this speed would normally knock a person from the tracks (or run them down). If the save is successful, have the player make a DC 30 Strength check as well (adding in modifiers from Super-Strength) to see if they can stop the train (while also applying a DC 30 damage save to the train itself). If stopped, make a d20 roll. On a result of 1-5, many of the passengers are injured and will need medical attention, while any other roll has them hurt, but nothing too serious.

• **Slowing The Train:** The safest way to handle stopping the train would be to slow it down. The easiest way to achieve this is by the use of a power that could slow the motion, such as Telekinesis, Magnetic Control or Gravity Control. A DC 15 power check would be enough to bring the train to a slow stop, securing the passengers’ safety in the process. If those powers are unavailable, other powers that could be used are: Pulling from the back to stop it (DC 30 Strength), Using a snare to gum up the wheels (DC 30 power check; though a natural 1 could send the train squealing off the tracks), or Elongation to create a rubber-band effect (though this may buy time, it’s might not be a permanent fix).

In the case of any of these scenarios, heroes should be careful not too damage the train or the tracks much more than has already been done. If at any point a 1 is rolled, please make a Toughness Save (+10) for the train against the ability being used. If anything beyond a Bruise is acquired, the train has take some damage. Roll 1d20 on the table below:

Train Damage

Roll	Effect
1	Targeted section is irreparable and careens off the track. Unless something catches it, it will cause massive amounts of damage to the people in the train and on the street below.
2-8	Train track buckles under the stress. Make a DC 15 Reflex save to stay afoot or get tripped up and lose your ground.
9-14	The cars bang together, fusing a few of them into one lump part. The train will not be able to continue on the track, as the wheels are disjointed.
15-19	The cars buckle up, causing the people inside to get thrown about the trains. Luckily there isn’t anyone seriously wounded, but many complain of bruises and whiplash. This could have a lasting effect on the heroes’ popularity.
20	Luckily the train doesn’t fly off course, but it is a bit harder to stop now due to the efforts being made to stop it. Increase all DCs by 5.

Repairing the Track

While some may think this is the easier task, repairing the subway track could be very difficult as there’s little time to do it in. At most, the heroes have five rounds to fix the track, a not-so-simple task with so many of the parts lying on the ground below the bridge. During each round, roll initiative for the train and the characters. If the train wins, it gets that much closer to plummeting off the bridge with its precious cargo of passengers. Time is not on their side and emphasis should be stressed on the gravity of the situation.

Once the parts are available, it’ll take a DC 20 Craft (Mechanical) check to repair the tracks enough to get them in running shape. The heroes will need to have a way to spot weld the tracks (or freeze them in place, crunch them together, etc.) or else the metal won’t hold as the train flies across it.

As an alternative, the heroes could use any of the following powers to

circumvent the track entirely: Create Object could be used to “make” new track pieces (or a side rail even), Teleportation with the gate advantage might be able to move the train to the other side (especially with a Hero Point expenditure) or Shapeshift might even be used to create a substitute for the rails.

Regardless, if the heroes manage to somehow keep the train going past the bridge, they’ll have plenty of time to slow it down later, should the need arise. For the moment, however, they may need to help their teammates/the authorities contain Garrison and stop his rampage.

A Bridge Not Far Enough

Whether Garrison is defeated or comes close to defeating the player characters, he’s inevitably teleported away by some unknown force. If any of the heroes have a way to track teleportation, a DC 15 Search check will allow them to discover that Garrison’s been transported to an abandoned warehouse nearby. If looking around the area, heroes with any electrical sensing abilities will pick up some faint feedback (DC 20 Search check) that they could follow back to the warehouse as well. But, before they have a chance to investigate further, they’ll have to deal with Intrepid as she speeds her way towards her target: The heroes themselves!

Heroic Rewards

As before, award the players any Heroic Reward Points (HP) they may have earned at the end of the scene. Remember to award them an HP for using a GM Fiat when whisking Garrison away. Some suggestions are:

- Keeping the passengers safe +1
- Defeating Garrison +1
- Repairing the Track +1

SCENE THREE: Running Down A Hero

After surviving the conflict with Garrison and possibly learning where the rogue WatchGuard are headquartered, the heroes must now face Intrepid. With no time to rest, make a DC 18 Notice check for every player character. Anyone failing the check is surprised this round and may not act, while anyone that passed may take an action.

Intrepid is merciless in her assault, targeting as many heroes as she can and utilizing her abilities in new and scary ways. For this encounter, boost Intrepid’s Super-Speed to 10, and add the following powers to her array:

• **Big Beatdown** (Blast 10) ([ALT] DC 25; Extras: Shapeable Area (10 cubes of 125 cu. ft. (5x5x5) - General))

• **Destructive Wake** (Blast 10) ([ALT] DC 25; Extras: Trail Area [250 ft. trail - General]; Flaws: Limited [Requires Material of Convenience])

• **Dust Bowl** (Dazzle 10) ([ALT] Affects: One Sense Type - Sight, DC 20)

Unlike the past encounters with members of The WatchGuard, the heroes are the targets and the speedster will intends on taking them out for keeps. While normally a creative combatant, during this particular battle, Intrepid is focusing on using brute force against her targets and will use the following tactics:

• **Brick:** Against the stronger and more durable members of the team, she’ll attempt to keep them off their feet or, if able, to take their breath away by forming a vacuum around them. Her main tactic in this case is to avoid being hit and take them down before they pose a threat.

• **Mentalist:** Her first target in any team scenario will be to take down anyone displaying any mental abilities. Since her speed won’t let her avoid being hit, her primary goal is to take the mentalist out of the scenario. Many of her abilities could be used in this case, and she’s not afraid to use an area attack

if it could mean taking out multiple characters.

- **Mystic:** Almost as problematic as the mentalist, Intrepid will be looking to avoid any high-end magical effects by using other heroes as targets. If the magic-wielder proves too much of a nuisance, she'll try and make quick work of them without making herself a target in the process.
- **Projector:** Like the Mystic, Intrepid's tactic is to use others as cover, weaving in and around them while avoiding any energy blasts. If targeted by an area effects, she should be able to avoid them fairly easily by using the Evasion feat.
- **Shapeshifter:** While this covers a broad range of abilities, most of her tactics when dealing with a shapeshifter will be expressed in another category. The only exception to this is if the hero is elastic. This could be a problem for her, as they're able to set up traps and grapples throughout an area. If confronting an elastic hero, Intrepid will attempt to tie them up, or use them as a weapon against another hero.
- **Speedster:** Battling another speedster could prove problematic for her, as they could match, or exceed, her speed during a battle (not to mention have abilities that she may not have). In combat, it's very likely that the Speedster will be target number two, right after any mentalists, with Intrepid targeting a way to take them out of the battle as fast as she can.
- **Trained/Weapon Master:** When faced with someone with few powers or gadgets, Intrepid is likely to save them for last as they won't seem like a threat to her. This could very well be her downfall. Seeing them as a non-threat opens her up to attacks by such a character, especially if they can get a tactical advantage.

Remember, if Intrepid resorts to using new abilities, grant the targeted hero a Hero Point, as this is another type of GM Fiat. The above only represents a basic structure against the most typical archetypes. The most important thing to remember when running Intrepid is that she's obviously not herself, and, while she's following her orders, she's showing signs that someone is controlling her. If anyone has met her before or seen her appearances on television (DC 15 Knowledge [Pop Culture]), they may make a DC 20 Sense Motive check and confirm that she's most definitely not herself. Exploiting this could prove beneficial, as her tactics are pretty sloppy (DC 15 Knowledge [Tactics]) to figure them out) and, because of being controlled, isn't able to improvise all that much.

Once defeated, read the following to the players:

As the final blow is made, Intrepid slumps to the ground in an almost lifeless state. But, before anyone has a chance to comfort her or check her over, she begins to vibrate and go into a seizure of some kind. A green energy arcs across her body, stemming from back of her neck and reaching out around her. As the energy subsides, the hero spatters a few words to those around her. "I-it's not them ... there's someone else ... save them ... please ... 27 Infantino ... " With that, she passes out, lying limp on the ground.

Checking her over, a DC 25 Medicine check will reveal that something burned a hole in the back of her neck, leaving traces of metal and a three-pronged mark about the size of someone's pinky nail. Unfortunately, leaving her here really isn't an option, but she's also not responding to any medical attention or healing attempts. Realistically, leaving the unconscious hero with an EMT team would probably be the best, as they could transport her to a hospital and get her any care she may need (or at least be monitored properly).

Investigating her final words, a simple Gather Information check (DC 10) will reveal that the last bit, 27 Infantino, is actually an address in the warehouse district: 27 Infantino Avenue. According to any directory that's accessed (phone book, internet, telephone operator), the building at that location is a storehouse for Kaper Consulting, an electronics company in downtown Summit City.

Heroic Rewards

Possible Heroic Reward Points awards include:

- Defeating Intrepid +1
- Finding the evidence on her neck +1
- Tracing the evidence to the warehouse +1

War Of The Warehouse

After the battle with Intrepid, the heroes should have more than enough information to track the rest of the WatchGuard to the warehouse district. Upon their arrival, read the following:

Standing at 27 Infantino Avenue is a large, stone and metal building with the words "**KAPERA CONSULTING**" emblazoned on the front in bold blue lettering. Looking around, the building itself looks almost as if it's been abandoned. There are no cars nearby, the windows look painted over and sealed, and the local dirt and bugs have moved onto the walls judging from the thickness of the dust and webs.

The heroes have a few minutes to look around and investigate. Some possible sleuthing (along with the difficulties) could be:

- Examining the ground, it looks as though a vehicle has parked here recently. From the looks of it, it was a long vehicle that was lighter than most of the vehicles around the other warehouses, as it didn't imprint very deep. (Investigate, DC 20)
- From the footprints in the dust, there were three people standing near the door not that long ago. (Investigate, DC 15)
- The door is a fake. Looking it over, the padlock on it isn't real and there are no hinges. From the look of it, the door slides down from some mechanism. (Investigate, DC 20)
- The mailbox is also a sham, as it easily can be removed to reveal a keypad lock to open the door. (Investigate, DC 25). A resourceful player (or one with a proper enhanced sense such as Microscopic Vision) might be able to deduce the code (Investigate DC 30; -5 if using a special sense). The code is 338725.

After two rounds, the door slides open revealing the remaining WatchGuard heroes (all minus Intrepid) ready for a fight. If the heroes managed to open the door themselves before this time passes, they will surprise the "rogue" heroes and should be allowed one free action each. But, because of the entrance and lighting, sneak attacks without some use of powers are nearly impossible. In any event, no matter how the WatchGuard are encountered, a fight ensues. They're not interested in listening to reason and have been commanded to eliminate the player characters at all costs.

Like before, all members of the WatchGuard seem sluggish at best, having a -2 modifier to Initiative checks, as well as having very basic "smash-and-grab" tactics.

While the heroes have little options available to them besides battle, armed with the knowledge of their encounter with Intrepid, they may decide to take out the control chips. This can be done one of two ways:

- The chip is very sensitive to vibrations, which is why it faltered on Intrepid. Any heroes with vibratory powers may be able to shake the chip loose or apart. This requires a power check at DC 18 (to shake loose) or DC 25 (to shake apart). Remember, any effect like this may also be incurred upon the hero controlled as well.
- A well-placed strike might damage the chip. To hit the area where the chip is, make an attack roll with the DC equal to the controlled hero's defense plus 10. If successful, the chip only has a +1 Toughness save and is likely to fall apart. However, if a 1 is rolled on save, the hero under its influence must make a DC 18 Will save or fly into an uncontrollable rage for 1d20 rounds. While in this

state, the hero will attack anyone, including his own teammates or civilians if the fighting is brought near a civilized area.

Once the WatchGuard are freed from their controlled state, read the following to the players:

Like awakening from some kind of hazy nightmare, the members of the WatchGuard look questioningly at their surroundings and the other heroes around them. Turning to the heroes, Garrison asks, "Wh-what happened? I had the strangest dream ..."

"I don't think that was a dream," Voyager says, rubbing the back of his neck. "I think something happened to us and we owe these brave heroes a debt of gratitude." Offering his hand to the nearest hero, he continues on saying, "I can't imagine what would've happened if you hadn't intervened. If you ever need help, The WatchGuard will be there." With that, he turns to the others and says, "Okay, team, let's get back to the base to get some idea on who could've done this."

Before The WatchGuard leaves, the heroes may converse with them, asking any questions they may have or sharing any information on what has happened. If social, the heroes are welcomed to return to their base and help with the investigation, or they may go on their own way.

Heroic Rewards

Possible Heroic Reward Points awards include:

- | | |
|--|----|
| • Destroying the Control Chip on a Hero | +1 |
| • Keeping civilians safe | +1 |
| • Forming a good rapport with WatchGuard | +1 |

Aftermath

Award each player 2 power points for a successful adventure. In addition, award an additional point for anyone who stayed in character and role-played well. If the heroes followed the WatchGuard back to their base, they may help the team follow up on any clues that may reveal who their controller was. In this case, have the players make appropriate rolls from below:

- **Craft (Electronics)** (DC 25): Examining the pieces of metal in a lab shows that whoever built the control chips had access to some fairly high technology. Unfortunately, much of the tech is cutting edge and can be traced to several companies. (Knowledge (Technology) may be substituted for Craft (Electronics))
- **Gather Information** (DC 15): Checking contacts and such, there are several people that have a grudge against the WatchGuard, but none of them would be able to get that close to them without someone knowing.
- **Investigate** (DC 20): Checking the base for clues, it actually looks like the various members were abducted while at the base. But, checking the security system, all surveillance over the last three days has been wiped clean, including the back up. Whoever has done this to the team was thorough in hiding their identity.
- **Knowledge (Life Sciences)** (DC 18): Looking over the small burn and marks left, it appears that the control chips adhere themselves to the skin via small, metal pins. Locking in place, these pins send commands via electrical impulses right into the cerebellum. (Medicine may be substituted for Knowledge [Life Sciences])

As the Gamemaster, you have a few options available to you in respects to how the WatchGuard react:

- **Join the Team:** Since they've more than proven themselves to the team, the heroes could be offered a role as either active or reserve members of The WatchGuard. Acceptance would mean that they'd get access to the base and all of its functions, as well as support from other team members. While this is

an ideal scenario, be cautious not to let the NPC heroes overshadow the player characters.

Another option along these lines might be to franchise The WatchGuard, perhaps offering another branch on a coast or even internationally (i.e., "WatchGuard: Europe"). If this is the case, Voyager would help the team get set up in a new locale, and a base would be provided. Perhaps as incentive, the new base and the Benefit (Membership: WatchGuard) could be given as part of this adventure's rewards.

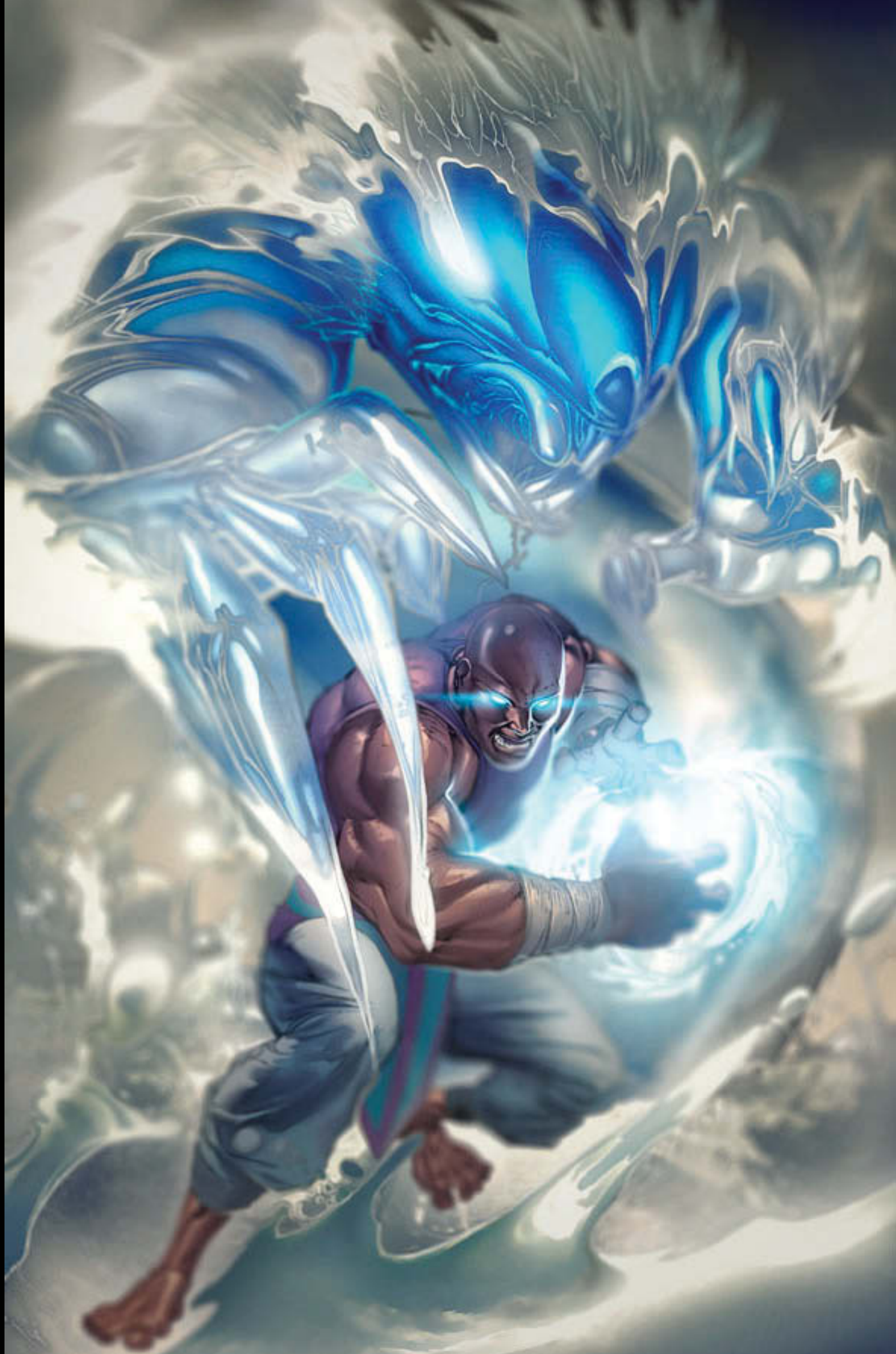
• **Favorable Response:** Instead of offering team membership, Voyager insists that if the heroes ever need help, to give The WatchGuard a call. Game mechanics-wise, this could be considered a Benefit, or just a bonus to certain skills. Perhaps one of the PCs requires some assistance with the Medical skill and contacts Deacon, who then offers a +2 Ally Bonus to any medical rolls. Any member of the WatchGuard can apply a +2 bonus when required, so long as they have the skill.

• **Resources:** If the team is just forming, Voyager may offer his help in getting them established, even if they don't join The WatchGuard. Because of their status in Summit City, The WatchGuard has some clout with the various businesses and organizations. This works in the same manner that a franchise would: the team could get a base and possibly a vehicle as part of this adventure's rewards.



CHAPTER 4: BONUS PINUP ART







SENTINEL



ERIC







M.E.C.H.A.M.A.N



XION



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Pencils & Inks by Anthony Castriello. Colors by Stephen Downer. Cover dress by Fonografiks.



APPENDICES

APPENDIX

This appendix is designed to provide you with supplementary character details and clarifying information on various aspects of the WatchGuard Sourcebook, its setting, characters, and history.

JAX

Power Level 08

Real Name: Jackson McDaniels

Height: 6'1" (1.85m)

Weight: 186 lbs. (84.37kg)

Eyes: Dark Brown

Hair: Black

Distinguishing Characteristics: None known

Jackson McDaniels, or "Jax" as he has come to be known, has been actively involved in helping heroes operate in and around the Adrian's Commons district of Summit City for decades. Jax has never been an active hero or vigilante as far as is known, but he has built weapons, armor, and small vehicles for others' uses in their battles against local tyranny.

Having formerly worked as a weapons engineer for Meridian Enterprises, Jax is an unbelievably capable mechanical and electronic wizard. Whenever he is presented a problem or opportunity that, if resolved, could help a hero perform their duties, Jax has always pulled through with a solution. Early on in The Falcon's patrols, Jax co-designed, developed, and built the armor that he would wear (see El Halcón), with the hero's input and assistance as necessary. The newest hero in Adrian's Commons, The Cardinal, wears a battlesuit built by Jax that is loosely based on that original armor and which assists Cardinal with maneuverability in flight (see Cardinal). There aren't many mechanical devices that Jax cannot build, given enough time, material, and opportunity to do so.

Jax runs his "vigilante assistance" beneath his electronics repair shop. The underground facility sports some highly-advanced equipment, tools, and materials with which to operate. This facility is commonly referred to as "The Shop" by Jax and his clients.

Jax is something of an urban legend, an enigma, but a few confidants are aware that McDaniels is the same legendary figure that is whispered about in the alleyways.

Abilities

Strength	00	Fighting	00
Stamina	00	Intellect	06
Agility	00	Awareness	03
Dexterity	00	Presence	02

Devices, Gear & Equipment

Multitool: Feature • 1pt

Headquarters: *The Shop* • 14pts

Medium; Toughness 12, Features: Communications, Computer, Concealed, Fire Prevention System, Laboratory, Library, Living Space, Power System, Security System, Workshop

Advantages

Assessment • Connected • Contacts • Equipment 3 • Inventor • Skill Mastery (Technology) • Well-Informed

Skills

Deception 8 (+10) • Expertise: Current Events 6 (+12) • Expertise: Streetwise 6 (+12) • Insight 6 (+9) • Investigation 6 (+12) • Perception 6 (+9) • Persuasion 6 (+8) • Sleight of Hand 8 (+8) • Stealth 8 (+8) • Technology 12 (+18) • Vehicles 10 (+10)

Offense

Initiative +0

Unarmed +0, Close, Damage 0

Defenses

Dodge	02
Parry	00
Fortitude	04
Toughness	00
Will	07

Complications

Secret: Few know that Jackson McDaniels is in fact the technological wizard, Jax.

Carrying Capacity, Throwing & Movement

Load Limit: 50 lbs. (24 kg)

Thrown: 200 lbs. - 6 ft. • 50 lbs. - 30 ft. • 12 lbs. - 120 ft.

Jumping: Running: 10 ft. • Standing: 5 ft. • Vertical: 2 ft. • Standing: 1 ft.

Character Notes

Unenhanced Traits: Strength 0 • Stamina 0 • Agility 0 • Dexterity 0 • Fighting 0 • Intellect 6 • Awareness 3 • Presence 2 • Dodge 2 • Parry 0 • Fortitude 4 • Toughness 0 • Will 7

Personality: Industrious • Helpful • Altruistic • Mentor • Trustworthy

Languages: English (US).

Totals: Abilities 22 + Powers 0 + Advantages 9 + Skills 41 (82 ranks) + Defenses 10 = 82

MHx (Metahuman x-Trait Chromosome):

During the second World War, at the height of the so-called "Golden Age of Heroes", Catalyst Technologies discovered and isolated a mutated chromosome that somehow affects the genetic features of its carrier. Because most of these carriers obtain powers and abilities far beyond those not carrying the trait, it had been dubbed the Metahuman x-Trait Chromosome, or MHx. The "x" was for the x-factor provided by the chromosome's presence, as it is still a mystery how each individual is, are, or will be affected by it.

Since the discovery of MHx, several areas of science have opened up specifically focused on studying it and its effects. There is a new science, Genomic Archeology, which focuses on testing historical characters for MHx to see if it is possible that many of our legends may have actually had metahuman abilities, thereby leading to many a grand myth or folk story.

Because MHx is categorized as a mutated chromosome, those born with the trait are often called "mutants", but not all have physical trait changes as it

affects everyone in unique ways. Most MHx-positive individuals don't exhibit any characteristics of the chromosome until the onset of puberty, for some as yet unknown reason. Prior to its emergence, MHx is currently untraceable thereby preventing doctors and scientists from testing for the trait prior to its unveiling in the individual.

For some unexplained reason, perhaps as a genetic, adaptive protection, some of the powers or features gained by MHx-positive individuals at their "awakening" center around an event or specific trauma. For example, an individual receives thousands of volts of electricity in an accident, and their MHx chromosomal reaction is to generate and project electrical energies with no ill effects to the carrier.

MHx is still a grand and exciting mystery, with more medical journals and scientific reports written in relation to it than even cancer or AIDS, on a per annum basis. As more information becomes available, this entry will be appended.



HARDKNOX

Power Level 10

Real Name: Wayne Brothers**Height:** 6'8" (2.03m)**Weight:** 382 lbs. (173.27kg)**Eyes:** Brown**Hair:** None (Black facial hair)**Distinguishing Characteristics:** None known. Hardknox cuts his facial hair into "mutton chops".

Wayne Brothers is a mutant thug who uses his massive size, tremendous strength, and aggressive attitude to operate as a hitman and enforcer for various drug dealers. Known around the streets as "Hardknox", Brothers built a reputation for himself as a no-nonsense bruiser. Eventually he decided to join other metahuman criminals to operate a small business of enforcers for-hire, while helping each other with various operations for personal gain. Recruiting other metas, alongside Bulldog and Vespa (see respective entries), they dubbed themselves Dark Faction and had a rotating membership around the founding trio. Most frequently, Dark Faction came into direct conflict with the teen metahuman hero team Teen Force 5 (see Appendix: Teen Force 5).

Hardknox escaped custody on numerous occasions, but during a solo bank heist was finally apprehended by the MICs and is currently incarcerated in Adrian Heights Penitentiary for Metahuman Criminals (see Metahuman Incident Corps).

Abilities

Strength	11	Fighting	06
Stamina	03	Intellect	-1
Agility	00	Awareness	00
Dexterity	00	Presence	01

Powers

Hard-Bodied: Enhanced Strength 8; Protection 8, Impervious; Damage 8, Reaction (when hit by close attack), Limited: damage equal to rank of attack • 40pts

Hard-Knuckled Flurry: Strength-based Damage 3, Split • 4pts

Advantages

All-Out Attack • Benefit (Ambidexterity) • Daze (Intimidation) • Diehard • Fearless • Improved Grab • Improved Smash • Takedown • Taunt • Weapon Break

Skills

Deception 8 (+9) • Expertise: Streetwise 6 (+5) • Intimidation 8 (+9)

Offense

Initiative +0

Hard-Knuckled Flurry +6, Close, Damage 14 (Split) • **Unarmed** +6, Close, Damage 11

Defenses

Dodge	08
Parry	08
Fortitude	10
Toughness	11
Will	07

Complications

Reputation: Hardknox is a wanted criminal.

Carrying Capacity, Throwing & Movement

Load Limit: 50 tons

Thrown: 200 tons - 6 ft. • 50 tons - 30 ft. • 12 tons - 120 ft.

Jumping: Running: 21 ft. • Standing: 11.5 ft. • Vertical: 4.2 ft. • Standing: 2.1 ft.

Character Notes

Unenhanced Traits: Strength 3 • Stamina 3 • Agility 0 • Dexterity 0 • Fighting 6 • Intellect -1 • Awareness 0 • Presence 1 • Dodge 8 • Parry 8 • Fortitude 10 • Toughness 3 • Will 7

Personality: Brutish • Aggressive • Bully • Gullible

Languages: English (US).

Totals: Abilities 24 + Powers 44 + Advantages 10 + Skills 11 (22 ranks) + Defenses 24 = 113

Osmium Steel:

Osmium Steel is a unique alloy made through a difficult chemical process discovered and perfected by the chemist Rafael Vargas (see El Halcón). It is incredibly strong, at least twice as dense as lead (approx. 22.6g/cm³), but also lighter than aluminum at similar weights. How this is achieved is still something of a compositional mystery.

Osmium Steel seemingly defies our current understanding of physics and the elements. It is used in several military applications, and in some of the plate armor used by the Metahuman Incident Corps (see Metahuman Incident Corps). Meridian Enterprises is currently the only manufacturer of Osmium Steel.

Red-K:

Red-K is the street name for a drug that usually consists of cocaine, blood from an MHx-positive individual, sodium bicarbonate, and several other fillers or materials combined in a chemical solution and fried in a steel dish over a butane torch into jagged crystals, or "rocks". Its name is derived from its dark red, crystalline structure and the unpredictable effects individuals may obtain while under its influence -- giving a slight nod to comic book characters who had been affected by mysterious red crystalline meteorites in their myths.

Red-K is an expensive, highly-addictive drug that can sometimes introduce metahuman powers and abilities to non-MHx humans temporarily. On very rare occasions, the metahuman affects of Red-K become permanent (most notably, the reptilian thug known as Tailgator; see Tailgator).

Red-K has a death rate of 28.3% in its users. Of this percentage, 72% are first-time users, making Red-K one of the more deadly drugs in existence today. Because of the dangers, the potential to gain metahuman powers, and the high profile of the drug itself, many people try Red-K for the sheer thrill of things. The addictiveness of the cocaine contained therein tends to bring most of its users back for repeat doses, even if they do not gain powers the first time.

Interestingly, repeat users do not necessarily gain the same metahuman abilities with each use. The reason for the unpredictable nature of its reactions in each user is currently unknown, but it may be that the chromosomal traits are rendered unstable in the chemical process of its creation thereby affecting how each dose reacts within an individual.

RhinoScale:

RhinoScale is the trademarked name of a licensed vinyl composite developed through a special chemical process of Rafael Vargas, the same inventor who discovered the process of creating Osmium Steel (see El Halcón, Appendix: Osmium Steel). RhinoScale is a chemically-combined material composed of various types of vinyls and the element osmium.

RhinoScale is roughly as dense as titanium (4.5g/cm³), but maintains its natural hardened form much like a plastic, instead of bending or buckling like a metal. Because of this, RhinoScale is used by elite forces such as the Navy SEALs, the Metahuman Incident Corps, Army Rangers, and Delta Force, as it provides a thin, lightweight, and very durable set of armor plating that does not hinder movement as do more traditional armor plates made of metal.

Teen Force 5:

A teenage (at least in its genesis) metahuman hero team consisting of team

leader Bluechip, strong gal Jupiter, the weather wonder Tempest, the mental puppeteer Vignette, and the beat-boxing, vibration-blasting Soundwave (see individual entries). The team originally consisted of Bluechip, Jupiter, and Tempest. The press dubbed them "Teen Force", with the "5" being added later by another reporter later on. The "Teen" designation remained even while the young heroes entered their early twenties.

M.I.C. (Example, Avg. Trooper)

Power Level 10

Abilities

Strength	10	Fighting	05
Stamina	02	Intellect	00
Agility	02	Awareness	01
Dexterity	02	Presence	00

Powers

Metahuman Analyzer: Enhanced Advantages 1 (Assessment); Senses 7 (Detect MHx-Active Metahuman [Visual]--Acute, Ranged; Detect Weakness [Visual]--Acute, Analytical, Ranged); Easily Removable (-3pts) • 5pts

MIC Helmet: 24 points, Removable (-5pts) • 19pts total

Audio Translator: Comprehend Languages 2 • 4pts

Communication: Radio Communication 3 • 12pts

HUD: Senses 9 (Radio--Accurate, Acute, Extended; Darkvision, Direction Sense, Distance Sense) • 9pts

Metahuman Database Access: Features 1; Senses 1 (Communication Link to Central Database) • 2pts

Psionic Shielding: Enhanced Will 2 • 2pts

MIC Armor: 85 points, Removable (-17pts) • 68pts total

Null Gravity Field: Flight 6 (120 MPH) • 12pts

Osmium Steel Plating: Protection 11, Impervious • 22pts

Sealed Systems: Immunity 9 (Life Support except starvation & thirst) • 9pts

Strength Augmentation: Enhanced Strength 8 • 16pts

Weapons Systems: Array (24 points)

• **Blaster:** Ranged Damage 12 • 24pts

• **Energy Web:** Ranged Cumulative Affliction 8 (Resisted by Dodge, Damage or Sleight of Hand to escape; Hindered and Vulnerable; Immobile and Defenseless), Extra Condition, Limited to Two Degrees • 1pt

• **Stunner:** Ranged Cumulative Affliction 8 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • 1pt

Advantages

Benefit (Security Clearance) • Precise Attack (Ranged, Cover) • Set-Up • Teamwork

Skills

Acrobatics 4 (+6) • Athletics 4 (+14) • Expertise: Tactics 6 (+6) • Insight 4 (+5) • Intimidation 6 (+6) • Perception 4 (+5) • Ranged Combat: Weapons Systems 6 (+8)

Offense

Initiative +2

Blaster +8, Ranged, Damage 12 • **Energy Web** +8, Ranged, Affliction 8 (Dodge DC 18) • **Stunner** +8, Ranged, Affliction 8 (Fort DC 18) • **Unarmed** +6, Close, Damage 10

Defenses

Dodge	07
Parry	07
Fortitude	06
Toughness	13
Will	06

Complications

Complication Name: Info.

Complication Name: Info.

Carrying Capacity, Throwing & Movement

Load Limit: 25 tons

Thrown: 100 tons - 6 ft. • 25 tons - 30 ft. • 6 tons - 120 ft.

Flying: 120 MPH, 1,800 ft./round

Jumping: Running: 24 ft. • Standing: 12 ft. • Vertical: 4.8 ft. • Standing: 2.4 ft.

Character Notes

Unenhanced Traits: Strength 2 • Stamina 2 • Agility 2 • Dexterity 2 • Fighting 5 • Intellect 0 • Awareness 1 • Presence 0 • Dodge 7 • Parry 7 • Fortitude 6 • Toughness 2 • Will 4

Personality: Info.

Languages: English (US).

Totals: Abilities 28 + Powers 92 + Advantages 4 + Skills 17 (34 ranks) + Defenses 14 = 155

Thanks to all of the wonderful artists and writers who worked on this sourcebook, and made it the FANTASTIC product you now hold! This couldn't have happened without YOU!

~Charlie McElvy~

DT Butchino (with CD Ens-Butchino)

Native to the frozen wastes of Upstate New York, DT Butchino spends much of his time plotting nefarious schemes or drawing villains to plague his players. He's been a comic book fan since he could hold a comic, and a RPG player for almost as many years. In his off-time, DT games with his two daughters, wife and cat, he also enjoys hanging out on pretty much every RPG forum under the screen name Sketchpad. If you see him, say howdy!

<http://sketchpad-d.deviantart.com/>

Anthony Castrillo

Anthony is trained as a graphic designer but made the switch to comics in the early 1990s. He is currently an illustrator for several periodicals and has worked in the entertainment industry. His comic book credits include: X-Men, The Flash, Legionnaires, Dynamo5, Fist of Justice, The DC Comics Encyclopedia, and more...!

<http://www.anthonycastrillo.com/>

Leon Chang

Leon eschews the sunny weather in his Southern Californian home in favor of spending his time indoors reading comics, sci-fi and fantasy novels, playing video and role-playing games, and watching sports on TV. A self-taught role-player, Leon does play dice with the universe. He frequents the Atomic Think Tank forums under the screen name, Taliesin. Leon is co-author of the Mutants & Masterminds GM's Kit and is a freelance writer for DC Adventures Heroes & Villains Vol. 2 and several other small press products for Mutants & Masterminds 3rd Edition.

Chad Coleman

Chadwick J. Coleman is a freelance artist with 12 years of professional experience in the fields of illustration, concept art, and design. A graduate of The School of Visual Arts, NY 2003 (with academic honors), Chadwick has taken a degree in Cartooning/Illustration/Sequential Art, and turned it into a career working with such industry gaming powerhouses as Disney, Electronic Arts, Activision, and THQ. In order to expand his industry experience Chadwick has also worked with such film and special effects companies as Ghost House Pictures (Beverly Hills, CA), Zoic Studios (Culver City, CA), Reality Check Studios (Hollywood, CA), WIT Animation (Santa Monica, CA), and the up-and-coming comic book publishing house, Creative Impulse Entertainment (New York, NY). Chadwick is currently working on creative directing on an artistic level to further his familiarity in the disciplines of animation, story boarding, character design, and 3D/CG. Specialties: Game Design, Primarily 2D Concept Art, Character Design, Character and Story Development, Conceptual Design, Illustration, Comic Art.

<http://capoman2000.deviantart.com/>

Andrew Dalhouse

Andrew's deft hands and vibrant color palette have graced covers, interiors, pinups, and more for close to a decade with no signs of stopping. Lady Death, More Than Mortal, Hack/Slash, G.I. Joe, Kade, Kiss, Abyss, Farscape, Irredeemable, Incorruptible, Amazing Spiderman Presents, Transformers,

Green Lantern, The Justice League of America, Captain America and the Falcon, and most recently Anita Blake, have all been victimized by this guy's crazy skills. Go check his stuff out!!

<http://drewdown1976.deviantart.com/>

Elliot Fernandez

Elliot's design sense and clean linework is matched, and exceeded, only by his love for all things comics. A graphic designer for VF, whose portfolio includes the brands Lee Jeans, Wrangler, Nautica, Kipling, Reef, The North Face, Red Kap, and Vans, Elliot is a professional in every possible way. Penciler, inker, designer, or all the above, you will *not* be disappointed with anything he touches. Period.

<http://elliottfernandez.deviantart.com/>

Fonografiks

Fonografiks specializes in digital lettering, graphic design, and pre-press production for comics and graphic novels. Past work includes the Eisner and Harvey award-winning anthology series Popgun.

<http://fonografiks.deviantart.com/>

Carlos E. Gomez Moreno-Cid

Carlos' dynamic and clean lines have graced such books as Abiding Perdition #3 and #4, Unbeatable #1 and #2, Marvel Heroes and Spectacular Spiderman 184, 192, 193, 196, 197, 198, 205, 207, 208, 217 for Marvel UK, New Warriors digital comic for Marvel USA. He's currently working on Les Aventuriers de l'OAK #1 and #2 -- which looks just awesome! Go check out his gallery, and you'll see what I mean; it's gorgeous stuff!!! Oh, and his girlfriend's a colorist, so ask for a collab piece!

<http://nemafronspain.deviantart.com/>

Teodoro Gonzalez

This Venezuelan genius colors some wicked stuff! Teodoro currently is taking commissions for pinups & such, but is also available for sequential work. He currently works as a colorist for Aranim Media Factory.

<http://deffectx.deviantart.com/>

Eric Guzman

Eric's nome de guerre on his deviantArt gallery, "WorldsFinest" is by no means an overstatement -- Eric's crisp, clean lines, versatility, and his economic design approach make for an eye-pleasing viewing as you browse through his online portfolio.

<http://worldsfinest.deviantart.com/>

Dou Hong

"My greatest power is unintentional mimicry. Just ask Chito. I am currently a fourth year Transportation design student DAAP (college of design, art, architecture, and planning) at the University of Cincinnati. I frequently dabble in other interests including concept and entertainment design, many of which I will be posting on my blog -- <http://mustardwithketchup.blogspot.com/>."

<http://farfie-kins.deviantart.com/>
<http://mustardwithketchup.blogspot.com/>

Sean Izaakse

Sean Izaakse started reading comics and drawing when he was around 3 years old, when an issue of Spider-Man caught his attention. With the loving support of his parents, it has been his entire life's goal to become a pro comic artist. He believes that whether one is doing work for one of the big companies like Marvel or DC Comics, or putting some creator-owned work into reader's hands' doesn't matter, the goal is to do what you love and be able to live comfortably while doing so. Sean has contributed to Insurrection Studio's Clockworx comic and was featured in the Comics Brew Outline comic, as well as some local work for companies doing corporate comics. Sean is hoping to release his first creator-owned work in 2011.

<http://sean-izaakse.deviantart.com/>

Fred Lang

Fred Lang is a Texan living in San Francisco with his lovely wife, no kids, and no pets. He draws stuff for money. All of his art is created "traditionally"-- drawn on his trusty Mac Pro using a Wacom Cintiq 21UX and Manga Studio EX4. No paper, pens, pencils or erasers are harmed in the making of his artwork. You can check out his online portfolio for awesome goodies, but if you want to see updates, outtakes, and whining, head over to deviantArt and say hello!

<http://fr3d-l4ng.daportfolio.com/>
<http://fr3d-l4ng.deviantart.com/>

Sunny Lee

Sunny's clean lines, and excellent economy of style has graced many a comic book from various publishers: Superboy, Young Justice for DC Comics; Star Wars, Spy Boy for Dark Horse (and Lucasfilm); Wolverine for Marvel; and Gen13 for Wildstorm. Check out his amazing portfolio on deviantArt!

<http://sunnyart.blogspot.com/>
<http://sunny615.deviantart.com/>

Drew Moss

Drew has been creating comics since his early childhood, crafting tales of heroes and villains, and sometimes talking fruit. He's now an adult and still trying to craft tales of good versus evil, sans the talking fruit. He has drawn comics for Viper Comics (Sidekickin' Hero), IDW (Gene Simmons' House of Horror), Blue Water Press (Isis), and Evil Eye Books (Cullen Bunn's Crooked Hills). He has also done sketch card series for 5finity (Moonstone Masterpieces, Voltron, Hack/Slash) and Sadlittles.com (Dreamers of Darkness). He is currently looking for professional work and is also working on personal projects.

To contact Drew for commissions or work for hire, please email: moss.drew@gmail.com ... or if you just want to email and tell Drew how wonderfully awesome he is, you can do that too.

<http://drewerd.deviantart.com/>
<http://www.drewmossart.com/>

Billy Dallas Patton

From Billy's website: "I am an eclectic blend of styles and approaches. My career has continually led me down new paths and exploring a wide variety of styles. I work almost exclusively digitally, but have the ability to do traditional

art on canvas or paper. I have worked very hard to be able to work on projects that range from hyper-stylized cartoons to representational art firmly rooted in the real world. I work to bring my own flavor and personality to the projects I work on while remaining faithful to the creative vision of the property."

From me: "He kicks booty."

<http://bdpatton.deviantart.com/>
<http://billydallaspatton.com/>

John Rauch

John's colored everything under the sun at least twice -- Avengers (crap, that encompasses just about everybody right there!), Hulk, Deadpool, Hawkeye, X-23, Iron Man, Captain America, Thor, Ultimate Avengers, The Amazing Spiderman, New Mutants, etc., etc... ad infinitum (or, so it seems). Prolific, prodigious, and powerful (the dude's a physical beast!), John continues to add to his portfolio on a daily basis. Go check out his dA gallery, then go buy a few Marvel comics -- no doubt helping to feed John's family!

<http://eraserx.deviantart.com/>

Noel Rodriguez

This Filipino fan-favorite is currently working on the title "Filler" for Johnny Castle, but in between pages his crazy-dynamic-hyper lines hit off on dozens of commissioned pieces for the slobbering fanboys (like me) lurking all around deviantArt. Mega-detailed, energetic, almost frenetic, this Pinoy's pencils will whop you in the eye at first glance. Go see for yourself. Sho' nuff.

<http://noelrodriguez.deviantart.com/>

Ian Sharman

"I write, ink, colour and letter comics. Some of the more well known properties I've worked on include Starship Troopers, King Kong, Spider-Man, X-Men and Iron Man. Not particularly crazy and not entirely English, but definitely a guy..."

<http://crazyenglishguy.deviantart.com/>

Kevin Sharpe

Having worked on various titles such as X-treme X-men, G.I. Joe, Legion of Superheroes, Army of Darkness, Avengers, and recently Resident Evil, Nova, and New Mutants, Kevin's pencils have graced just about every major hero, heroine, and villain you can name... and he looks to continue this trend with no signs of stopping! Want to get a killer piece from him, just ping him on dA when he's taking commissions and get yours! Want to make him happy while you do? Order a Hulk.

<http://kevin-sharpe.deviantart.com/>

Andy Smith

Andy Smith has been working as a professional artist since 1991. Mostly working in the field of comic books for major publishers such as Marvel, DC, Image, Acclaim, and CrossGen Entertainment. Not content with just comic book projects Andy has also done a variety of commercial jobs for clients such as Bally's Total Fitness, Real Song Records, The Idaho Potato Commission, and Fidelity Investments. Andy is also the best-selling author of "Drawing Dynamic Comics", published by Watson-Guptill in 2000. The book is currently in its seventh printing. Andy's second book "Drawing American Manga Super-heroes" was published by Watson-Guptill in 2007. Oh, and he's also a stand-up comedian. No, really. The man does it all.

<http://smittyd.deviantart.com/>
<http://www.andysmithart.com/>

Royce (FooRay) Southerland

Foo's crazy fusion style -- part anime, part comic book, all hotness -- has given him a HUGE fan-following on deviantArt (over 600,000 page views!), and the man's always got some jamz rockin' whenever he's pumping work out via BlogTV!, so be sure to check him out when he's workin' it out. Awesome!

<http://fooray.deviantart.com/>

Eddy Swan

"hmmmm lets see. should I list my finer points or the things im not so proud of? lats go with the former.Ive never been much of an academic or a hard worker, But I do find select things I like to do in my life and I follow them with all the tenacity of a dung beetle holding on to a freshly laid Pattie :P If I set my mind to something I will do well at it and its hard to change my mind about the things I love. I'm Loyal and sometimes I care too much. I'm loud and occasionally obnoxious. Ive been known to break out into Billy Joel songs despite the fact I hate that B!^#%#@% and he's music.(well not entirely true. i don't even know the man :P) I like to keep myself fit but I don't go nuts. I enjoy several drinks with several friends." Oh, and he color things all purdy.

<http://eddy-swan.deviantart.com/>

Art Thibert

Art is a self-taught artist and writer who has consistently set the artistic high bar during his 20+ years in the comic book industry. Throughout his career, Art's dynamic and versatile style on top-selling projects for DC, Marvel, and Image Comics has earned him numerous Eisner, Harvey, and Wizard nominations and awards. Art founded Hack Shack Studios (HSS), the first ink studio of its kind in 1989, and it quickly became one of the industry's leading ink studios. Over the years, Art has also been involved with various advertising, television, and movie ventures. With his multiple creator-owned properties, Art has caught the attention of Hollywood animation studios, major film studios, and a number of video game companies and is once again taking his own brand of creativity to whole new heights!

<http://aethibert.deviantart.com/>
<http://www.hackshackstudios.com/>

Koi Turnbull

After receiving a penciler job with Aspen MLT, Koi moved out to Santa Monica, CA to work in the Marina Del Rey studio. Working under the direction of Michael Turner, Koi's talent grew and with that followed Mike's run on Fathom with his own run starting with Fathom Volume 2. Not feeling hindered by the large fan following of Mike's work, Koi brought his own influence to the comic during his run. Following his run on Fathom, Koi has since found work with DC Comics (working on Flash and Superman Confidential), Marvel Comics (working on Terror INC, New Warriors, and Black Panther) and other comic projects. He is currently working with Marvel Comics most recently on the One Month 2 Live storyline.

In late 2010 Koi moved once more from his home in New York for the city of Atlanta, GA. While working with Marvel and other comic companies, Koi is a member of the Atlanta-based HeadHunta' Studios along with fellow industry members Chris Walker (Founder of HeadHunta' Studios), Dave Wilkins, Nathan Massengill, Tony Washington, Kevin Stokes, and Jeff Balke.

<http://cartoonrealism.deviantart.com/>

J. Wade Webb

A self-taught artist, Wade has dabbled in all types of styles and media. In the early 1990s he was asked to letter a couple of books for Comic Creations' book T.A.Z.E.R., which then morphed into him lettering, coloring (with markers and colored pencils), and writing subsequent issues, including working on the (unreleased) books Sonny Beach (lettering, coloring, writing) and Crazy Bear (lettering, coloring).

In 1994 Wade was introduced to Photoshop. In 1996 he began contributing artwork, a logo, and digital coloring for the now defunct website New Found Legends (www.newfoundlegends.com), a site dedicated to writers and artists of fantasy and superhero genres. He subsequently dropped out of the comics scene for a while, concentrating his time on design, both web and non-web related, for local businesses.

In 2004/2005, Wade became involved with Uncanny Inspirado, an art show dealing with non-traditional, "low-brow" artwork from local artists. This helped to push him back into art in general, which eventually re-kindled his interests in comic art. Using the internet, he posted his digital colorings of fellow artists' linework. Doing so led him into coloring covers for Night Phoenix Press and Artistic License Studios, and to Chad Heinrich's Detresse. Wade found the Detresse interesting, and persuaded Chad to let him color a page from the comic book. Which led to coloring the cover, then designing the logo, then designing the website, then...

Wade currently resides in Chattanooga, Tennessee.

<http://jwwebb.deviantart.com/>

Jesse Zimmerman

"I'm Jess Zimmerman, the MapGuy. I've been creating maps for about 20 years, in addition to other kinds of graphic design. My career has included work in advertising, corporate, scientific, and educational publishing. Besides maps, I also specialize in book design and layout. I have degrees from American and George Washington Universities." (Editor's Note: Oh, and he does comic book & gaming stuff -- as of right now...)

<http://www.mapguy.net/>

Space Goat Productions, LLC.

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