

CARTOON **ACTION HOUR**

SEASON 3



THE MIGHTY MIRROR MASTERS
Series Book by Jason L Blair



THE MIGHTY MIRROR MASTERS

“Light Makes Right!”

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Series Overview

The planet of Glassia was once a society dedicated to the pursuit of science, medicine, literature, and magic. They were a peaceful people, unified by intelligence and honor, until a chance discovery cracked their world in half.

During a routine excavation, a mining crew, digging for minerals in the Diaman Mountains, unearthed a mysterious gemstone. This “Shining Stone” had the power to peer inside the viewer’s soul and divine their true nature, bringing it to life in physical form. For some, it showed their best self. But, for the others, the gem brought out their darkest natures. Every member of the mining crew gazed at the gem that day.

Half of them, possessed of kind souls, were blessed with Divine Light. They became paragons of good able to call forth noble creatures to act as warriors and guardians. But the rest of the crew, who harbored evil intent, experienced the Dark Reflection and were transformed into twisted monsters driven by greed and hunger for vengeance.

The monsters immediately descended upon the peaceful citizens of Glassia. Committed to protecting their homeland, those given Divine Light banded together against the evil horde. These “Mirror Masters” drove the Dark Reflection to the remote edges of Glassia, into the benighted lands of the Stygian Plains.

With the Dark Reflection at bay for now, the Mirror Masters set about studying the Shining Stone. They turned to renowned Glassian scientist Emma Rald who was an expert on gemology. Upon first inspection, Emma experienced a transformation

of her own—not a Dark Reflection, but not the same as the Divine Light. Emma became Prisma, a being of pure luminescence. In addition, she became inextricably tied to the stone. Now only able to assume physical form for short periods of time, Prisma is rarely able to accompany the Mirror Masters into battle. But she doesn’t mind, as she holds a connection and understanding of the Shining Stone second to none.

But while the Mirror Masters studied the Shining Stone, the horde within the Stygian Plains plotted to steal it for their own. Jarek, leader of the Dark Reflection, is convinced the gem’s power has only just begun to manifest itself. He also believes the Dark Reflection is the first step on a path toward true enlightenment. He and his crew are destined to be gods! Jarek will stop at nothing to claim the stone for himself.

Having secreted the Shining Stone in the Crystal Cave deep within the Diaman Mountains, the Mirror Masters must be ever-vigilant in protecting the powerful gem from the Dark Reflection, all the while trying to figure out the stone’s origin and true purpose. Through they do not think themselves above others, the Mirror Masters too believe the Shining Stone’s power has just begun to manifest itself.



The World of Glassia

Glassia is a mix of high-tech and fantasy, of science and magic. Medieval Europe meets Ancient Rome with far future technology sprinkled around a bit. The cities are bustling metropolises of silver and gold, but they are rare bastions of civilization surrounded by blighted desert. In the outer rim, sit the Stygian Plains, an expanse of dark sand and coal-colored mountains and bluffs. The



buildings are jagged and ominous, looming over the black desert like the husks of dead giants. Once home solely to the Serpen people, a race of lizard-like men and women ruled by superstition and xenophobia, Jarek and his army now claim the Plains as their home and the Serpens as their slaves.

In the cities, sky-bikes zip around twenty feet off the ground, weaving their way over the market stalls and stoplights directing the foot traffic. Men and woman in pastel-colored togas and dresses discuss philosophy, the principles of mathematics and magic, and the events of the day. They are the people of an idealized Rome, oblivious to the danger that sits just outside their civilized boundaries.

The desert is home to many mutated creatures. Anything from lizards the size of a horse to hairless mammoths capable of breathing fire can be found in the desolate expanse. Roaming bands of vagrants and thieves are constant nuisances to the caravans trekking from one city to another, in search of a new start or to trade rare goods.

Prior to the incident at the mines that unearthed the Shining Stone, the people of Glassia had no need for a military, so they were unprepared for the attack by the Dark Reflection. The Mirror Masters are their protectors now. But even they cannot be everywhere at once. The unearthing of the Shining Stone unlocked something in the world of Glassia. People, such as the roaming brigands, have found envy in their souls and dark desire in their hearts. Attacks become more and more frequent. People are beginning to fear for their lives. Debates turn violent. Brother turns against brother. The world is changing, becoming darker. Was uncovering the Shining Stone the opening of Pandora's box?

Notable Locations

The following areas play into the series as headquarters for the factions or common fields of battle.

The Crystal Cave

Positioned in a secret location deep within the Diaman Mountains—massive structures of clouded gemstone—the Crystal Cave serves as the base of operations for the Mirror Masters. The Shining Stone is hidden away there, as is its protector, Prisma. The entrance to the cave glistens with stalactites and stalagmites of varying colors, refracting the shimmering light that beams in through the crystalline rock. A protective shield, devised by the weapons master Ballisto, makes breaking into the cave impossible. Only those possessing an untainted shard from the Shining Stone may access it.

Refractopolis

Thousands of people call Refractopolis, the largest city in Glassia, home. Known for its university, library, museums, and exotic markets, Refractopolis is the destination for many outsiders. The guards posted at the entrances keep out the majority of the riff-raff though the occasional troublemaker manages to sneak in. As the days go on, more and more would-be troublemakers attempt access. And those very same hooligans find themselves back on the street.

The Stygian Plains

Once a wide expanse of dust and gloom, the Stygian Plains now boast jagged structures pulled directly from the blighted soil. Jared and his minions have set about turning their new home into the base of an empire. Factories pump smog and soot into the sky, darkening all around them. The Stygian Plains have become a blot in the sky, a warning to others: Keep away. Keep very far away!



The Mirror Masters' duty is to guard Prisma and the Shining Stone against the forces of the Dark Reflection. Wherever there is danger, they go. Wherever there is strife, they are there. Wherever the tyranny of evil threatens the promise of good, the Mirror Masters take up the challenge.

So that they may call upon their power at any time—and gain passage the Crystal Cave security system—each Mirror Master has a shard of the Shining Stone embedded in their armor. The shard color varies by wearer with no two Mirror Masters having the same color. By touching this shard, they are able to call upon their Light Reflection, a noble creature made of living light that aids them in battle. Each Mirror Master has a different shard creature. Some are real animals, such as a lion or eagle, while others are creatures of myth and legend, such as a unicorn or manticore. The Mirror Masters direct these creatures with verbal commands, often employing a catchphrase upon summoning them, but these Light Reflections have a will of their own. While they will never attack their Mirror Master, they will sometimes refuse to cooperate or will flee from battle.



Notable Mirror Master GMCs

The following non-player characters aid the Mirror Masters in their duty.

Prisma, the Sorceress

Once a brilliant scientist named Emma Rald, Prisma was recruited by the Mirror Masters to assist in understanding the strange stone they unearthed during their mining dig. As soon as she was close to the Shining Stone though, Emma vanished in a burst of white. Before the eyes of the Mirror Masters, she soon reformed as a creature of light called Prisma.

Prisma is the most powerful ally the Mirror Masters have. Based deep in the heart of the Crystal Cave, she oversees the care and protection of the Shining Stone. Prisma has two forms: one of pure light and one of flesh. In close proximity to the Shining Stone, she can take physical form for longer periods of time, but the farther she is from the source of her power, the weaker her form becomes and the more of a strain it is for her to maintain it. Her natural form now is as a being of light. This body has a humanoid shape with a faint outline of Prisma's face appearing when she speaks, but it is incapable of interacting with the physical world. As a blessing, this also means she cannot be harmed by physical weapons and attacks.

Ballisto, the Weapons Master

Ballisto was a mining engineer before the discovery. When it became apparent the world of Glassia was now threatened by the Dark Reflection, the Mirror Masters knew they needed someone dedicated to building defenses for the cities—but also weapons they can use in battle. The Mirror Masters do not use guns, but they do use impressive melee weapons and projectiles that crackle with energy and unleash energy-based

bolts capable of taking down even the largest foes. Those were all the inventions of Ballisto, as are the shard-imbued chestplates the Mirror Masters wear. The man's good at his job.

Ballisto works out of the Crystal Cave as well, but makes regular visits to the cities for supplies or to consult with other engineers on his new project.



Shiney, the Sidekick

Once a normal vole, Shiney faced the Shining Stone and was transformed into an anthropomorphic man-like rodent. Just over two-feet tall, Shiney often volunteers to infiltrate small places and spy on the forces of the Dark Reflection. Being new to human culture, Shiney frequently misunderstands orders and references. This confusion often makes him an episode's comic relief.

Notable Dark Reflection GMCs

Once the Shining Stone revealed the true nature of Jarek and his crew, they were overtaken by greed and a burning desire for revenge. Something dark was unlocked within them and their outsides twisted to match.

Jarek

Even as a brilliant mining engineer, Jarek had little patience for incompetence and was quick to judge others. Once the discovery was made, the impatience and prejudice grew within him to become violence and global distrust. Jarek's human form became that of a tiger-man. A feline head sits atop a striped mass of muscle and fur.

Jarek wears a black helmet, shoulderpads, and long flowing black cape. His weapon is a long sword capable of draining a person's will, a magic laid upon it by Obscura.

Feralis

A twisted creature of no discernible bestial heritage, Feralis is a chimera of ape, lion, and scorpion parts. Though he looks the most monstrous of them all, Feralis is a sharp-minded tactician and second-in-command to Jarek. Feralis uses a trident in battle.

Obscura

The Serpen mystic Obscura is a formidable conjurer capable of calling forth the destructive power of the elements. Able to summon hurricane winds, massive sand funnels, and raging thunderstorms, she is one

of the Mirror Masters' most formidable foes and Jarek's strongest ally.

Drakus

The winged Drakus stands a full head over the others and is twice as broad. A mountain of muscle, it doesn't look like the average-sized wings would be capable of lifting him, but he is an agile flyer—a skill that, paired with his dead-aim, makes him the perfect sniper for the Dark Reflection.

The Serpen People

The Serpens make up the bulk of the Dark Reflection's army. The Serpen people are humanoid, but have scaly skin, claw-like hands, and long bifurcated tongues. Their superstition foretold of the events of the discovery which made the takeover of their tribes by Jarek and his crew easy.



The Serpen people believe heavily in magic over science, in nature over technology, and have a deep-seated fear of the cities and a cultural distrust of humans. The Serpen people use makeshift weapons, mostly pieced together from bits of bone, rock, and metal. They prefer to fight from a vantage point, often hiding in the high bluffs for a band to wander by.



Use the following adventure seeds to devise your own Mighty Mirror Masters episodes.

“The Sorceress and the Lamp”

The Dark Reflection uncovers an ancient artifact, a lamp, capable of trapping light permanently. Meanwhile, at the Crystal Cave, Prisma discovers her sister has fallen ill, and the only cure is a rare plant only found on the edge of the Stygian Plains. With Prisma accompanying the Mirror Masters on the hunt for the healing flower, Jarek and his crew devise a plan to lead Prisma away from the group using Obscura’s mind-magic to trap the sorceress in the lamp. With Prisma gone, the Dark Reflection launch an attack on the Crystal Cave to seize the Shining Stone once and for all!

“A Crack in Time”

Late one night, a sudden tremor awakens the Mirror Masters. Prisma reports that the Shining Stone has developed a crack. Though small in size, anything that gets close to it suddenly disappears. Determined to find out what’s happening, the Mirror Masters volunteer to approach the gem. Doing so, zaps them from their current time—and lands them in a future where the Dark Reflection has won and the Mirror Masters have no powers!

“Once a Man”

The Mirror Masters discover Feralis, in his former human form, wandering the woods. He tells them that he had a change of heart and that the twisted beast has left him. The Mirror Masters take Feralis to the Shining Stone to see if he is telling the truth. Once there, the real Feralis appears and takes Prisma and the Shining Stone hostage. He leads the Mirror Masters to the Stygian Plains where Jarek has set a nefarious trap for the Mirror Masters.

“The Dark Redemption”

Prisma makes a major breakthrough in studying the Shining Stone. She believes she may be able to cure those afflicted with the Dark Reflection. The Mirror Masters must find and isolate one of the monsters so Prisma can run the test. Will she be successful? Or will the test unlock even more terrible power within the horde?

“The Glass Man”

One of the Mirror Masters is wounded in battle and his armor is stolen by Jarek’s men. With a shard from the Shining Stone at his disposal, Jarek now has what he needs to give life to a towering automaton, a golem of stone fueled by fury, designed to destroy the Mirror Masters and seize Crystal Cave for the sinister forces of the Dark Reflection.

“Darkest Depths”

Jarek and his army return to the mine where the Shining Stone was found in an attempt to find more of the rare gems. Instead of another Shining Stone, they unearth an ancient being, Magna, who claims to be the spirit of the cave and rightful possessor of the rock they took from its dwelling. The godlike Magna launches an attack that threatens all of Glassia, forcing the Mirror Masters and the Dark Reflection to fight side by side to stop it.



PC Guidelines



The most important parts of a Mirror Master are his name, his weapon, his shard color, and his creature.

Mirror Masters often take names associated with their creature. This can be literal (Leo for the Lion Master) or suggestive (Flightwing for the Eagle Master). These names also sometimes incorporate the theme of light and mirrors into the name, such as a Glisten the Unicorn Master or Shine the Manticore Master. The ideal, and most notable, do both. Riffing on the above, we might have Leolight the Lion Master and Shimmerwing the Eagle Master.

As for shard color, no two Mirror Masters have the same exact color, and those who are close have very distinct hues. Hunter green and olive green are no good. But dark green and light green work. Still, it's best to stick with basic crayon colors (red, orange, yellow, blue, green, purple, white, black, brown). You can never be sure the shop making the action figures is going to remember which shade of blue to paint the shard so the more obvious the difference, the better.

The shard color and light-animal also inform the armor and weapons used by the Mirror Master. Weapons in Mirror Masters are almost always melee weapons. Jarek and his crew sometimes use guns, but the good guys don't. Instead, they use maces, swords, axes, spiked clubs, and polearms. If not a hand weapon, the closest thing to a gun a Mirror Master will use are darts, bows, throwing knives, and things of that nature.

Keep in mind your character's animal when picking a weapon. Leolight might use gloves adorned with claw-like spikes while Shimmerwing will employ a crossbow. Whichever weapon you choose, it will crackle with the energy the same color as the Mirror Master's shard whenever it is used. >>>

Star Power: 3

Tier & Trait Points: Superhuman: 26

Other Rules:

- Required Trait: Each PC must have a Trait called MIRROR MASTER ARMOR, though its rating and Special Rules may be whatever suits you. In other words, each character's armor can be entirely different.
- Required Trait: Each PC must have a Trait that represents a weapon; preferably one that ties into the theme of the character's Light Reflection (see below).
- Free Trait: Each PC is given a Trait that represents its Light Reflection. The Light Reflection is an animal (real or mythical) constructed of light-made-solid that he can summon by touching the shard on his armor. This Trait is [INSERT ANIMAL TYPE HERE] REFLECTION 6 (Light Reflection).



New Special Rule



Light Reflection: This Special Rule can only be taken by Mirror Master characters. This functions the same way as the Companion Special Rule, with the following exceptions:

- When creating the Light Reflection, you receive 26 points to spend on its Functions. (These points are not tied to the Trait Rating 6 for REFLECTION.)
- In order to bring the Light Reflection into a scene, the player must spend a point of Oomph and touch the shard on his armor. The Light Reflection will dissipate at the end of the scene unless you pay another point of Oomph (though the character needn't touch the shard again to keep it activated).
- The Light Reflection is Defeated upon taking its third Setback Token. If this happens, it cannot be summoned again until the next scene, at which point it will no longer have any Setback Tokens.



Ready-to-Use Player Characters

Here is a complete group of four Mirror Masters ready to play:

CLOBBERSHINE THE GORILLA MASTER

Star Power: 3

Qualities

- ☐ ☐ Mirror Master of the Jungle
- ☐ Daredevil
- ☐ Vast appetite

Traits

MIRROR MASTER ARMOR 6 (Action Feature)
 FIST-SHAPED MACE 6 (Accessory; Devastating)
 GORILLA REFLECTION 6 (Summons the "Gorilla Reflection" with the functions listed below*; Must spend a point of Oomph to activate the Reflection)
 MINER 4
 STRONG AS AN OX 3 (Situational Boost – When linked with his MIRROR MASTER ARMOR)
 PATHFINDER 3
 WOODWORKER 3
 KNOWS ANIMALS BY THEIR SOUNDS 2
 DRIVE VEHICLE 1

Clobbershine has +1 point to base Oomph due to Upgrade #6.

*** Gorilla Reflection creature**

- COMBAT [Clobbering] 7
- TOUGHNESS [Fur of Light] 6
- MOVE [Knuckle-Walking] 5
- STEALTH [Sneak] 3
- THINK [Basic Reasoning] 3
- MANIPULATE [Use Hands] 2

LEOLIGHT THE LION MASTER

Star Power: 3

Qualities

- ☐ ☐ Brave Defender of the Light
- ☐ Really good with cats
- ☐ Noble gentleman

Traits

MIRROR MASTER ARMOR 8 (Action Feature)
 LION REFLECTION 6 (Summons the "Lion Reflection" with the functions listed below*; Must spend a point of Oomph to activate the Reflection)
 SPIKED GLOVES 5 (Accessory; Situational Boost – When spending a point of Oomph on it)
 SELF-DEFENSE 3 (Situational Boost – When linked with his MIRROR MASTER ARMOR)
 MINER 3
 MINERALOGIST 3
 TRACK AND FIELD ATHLETE 3
 NATURALLY TOUGH 2
 PART-TIME LYRE PLAYER 2

*** Lion Reflection creature**

- COMBAT [Paw Strikes] 8
- TOUGHNESS [Light Aura] 7
- MOVE [Running] 5
- STEALTH [Prowling] 3
- THINK 2
- MANIPULATE 1

SHIMMERWING THE EAGLE MASTER

Star Power: 3

Qualities

- ☐ ☐ Champion of the Skies
- ☐ Lives on a hard-to-reach mountain
- ☐ Taciturn
- ☐ Slightly vain

Traits

MIRROR MASTER ARMOR 6 (Action Feature)
CROSSBOW 7 (Accessory; Area; Situational Boost – When firing from an elevated position)
EAGLE REFLECTION 6 (Summons the “Eagle Reflection” with the functions listed below*; Must spend a point of Oomph to activate the Reflection)
VERSATILE FIGHTER 4 (Situational Boost – When linked with his MIRROR MASTER ARMOR; Situational Setback – When underground or in total darkness)
CLAWED GRAPPLING HOOKS 3 (Can be used as a weapon with “Area”; Disadvantage – the steel ropes with these hooks at their ends are permanently attached to his MIRROR MASTER ARMOR, if that Trait is Deactivated, the GRAPPLING HOOKS are too)
MINER 3
ZOOLOGIST 3
ROCK-CLIMBING 2

* *Eagle Reflection creature*

- COMBAT [Hit with Beak] 8
- MOVE [Flying] 6
- TOUGHNESS [Feathers of Light] 6
- STEALTH [Quiet Flight] 3
- THINK 2
- MANIPULATE 1

SPINESPARKLE THE IGUANA MASTER

Star Power: 3

Qualities

- ☐ ☐ Guardian of the Southern Desert
- ☐ Feels at home in hostile climes
- ☐ Very patient
- ☐ Dislikes direct fighting

Traits

MIRROR MASTER ARMOR 7 (Action Feature)
DOUBLE CURVED SWORD 7 (Accessory; Situational Boost – When fighting a Dark Reflection opponent with more Trait points; Situational Boost – In bright sunlight)
LION REFLECTION 6 (Summons the “Iguana Reflection” with the functions listed below*; Must spend a point of Oomph to activate the Reflection)
CLIMBER 3
HAND-TO-HAND FIGHTER 3
MINER 3
TRAPPER 3
KNOWS MANY LOCAL TALES 2

* *Iguana Reflection creature*

- COMBAT [Massive Bite] 8
- TOUGHNESS [Sparkly Scales] 7
- MOVE [Running] 5
- STEALTH [Sneak] 4
- THINK 2
- MANIPULATE 0



GMC Game Stats

PRISMA, The Sorceress

Star Power: 3

Qualities

- ☐ ☐ Protector of the Shining Stone
- ☐ Knowledgeable ally to the Mirror Masters
- ☐ Cannot usually interact with the physical world
- ☐ Has made the Crystal Cave her home
- ☐ Unassailable authority (Emma Rald)

Traits

BODY OF PURE LIGHT 8 (Action Feature; Advantage – Can extend the light and quality of her form to other characters at times)
 SHINING STONE POWER 7 (Versatile; CRYSTAL VISION, MIRROR TRAVEL, PEACEMAKER [Deactivate – affects direct attacks and weapon-like Traits]; 3 undefined slots)
 BRILLIANT GEMOLOGIST 5
 CHARMING 5
 FEARLESS 4
 CAREFUL PLANNER AND ORGANIZER 3
 SKILLED AT OUTDOOR EXPLORATIONS 3

SHINEY, the Sidekick

Star Power: 2

Qualities

- ☐ ☐ Rodent-like Spymaster
- ☐ Committed to helping out the Mirror Masters
- ☐ Used to be a vole
- ☐ Still new to human culture

Traits

AMAZING INFILTRATOR 6 (Situational Boost – When in close confines or tunnels)
 LISTEN 5
 RUN FAST 4
 AGGRESSIVE TEMPER 3 (Situational Setback – When close to the Shining Stone)
 SHORT FELLOW 3
 RESIST COLD 2
 RESIST GERMS AND ILLNESSES 2

BALLISTO, the Weapons Master

Star Power: 2

Qualities

- ☐ ☐ Inventor of Energy Weapons
- ☐ Committed to protecting Glassia
- ☐ Close friend of the Mirror Masters
- ☐ Always working or looking for new parts, etc.

Traits

ADAMANTINE SPEAR 5 (Accessory; Action Feature)
 SUPERHUMANLY SKILLED INVENTOR 6 (Situational Boost – When working in close proximity to the Crystal Cave; Situational Boost – When he is making a late appearance in an episode, or when the Mirror Masters are in the middle of a fight)
 ENERGY ENGINEER 6
 CONVINCING TECH TALK 5 (Situational Boost – When linked with MINING ENGINEER)
 DETECT USEFUL GEMS 5
 MINING ENGINEER 5
 DRIVE GROUND VEHICLE 3
 HAND-TO-HAND FIGHTER 3
 PERCEPTIVE 3

Ballisto's Gem-Power Car

This clunky wheeler sometimes appears as the character's vehicle, and sometimes it does not. It mostly resembles a lowered roofed "dune buggy" with massive wheels and surface with many spikes and edges that corresponds to the crystal and diamond theme of the series. It is, however, very rarely used for combat. It is listed here only because Ballisto is driving it in some episodes, and for fun!

ARMORED GEM-POWER CAR 4 (Vehicle – Minor;
☐ ☐ Sturdy Wheeled Transport ☐ Full of Energy-Meters
☐ Heavy as a Rock; SMALL ENERGY CANNON 4 [Area; Disadvantage – Can only be used every other round],
 ARMOR 3, BIG TRUCK-LIKE WHEELS 2 [Mode of Travel: Land], GRIPPER ARM 1 [Situational Boost – When used for a non-combat-related task; Situational Boost – When the car is simply standing still])

JAREK

Star Power: 4

Qualities

- ☐ ☐ Mean-Spirited Tiger-Man
- ☐ Has a violent streak
- ☐ Full of hate and distrust
- ☐ Acts impatiently

Traits

TIGER-FANG, HIS LONGSWORD 7 (Accessory; Action Feature; Deplete – affects willpower- and concentration-related Traits)
DARK COMMANDER 8
HELMET AND SHOULDERPADS 7 (Situational Boost – When in darkness; Fickle)
LONG BLACK CAPE 6 (Accessory; Situational Boost – When used as a reaction in close combat)
MINING ENGINEER 6
ATTENTIVE 4
INVENT EVIL SCHEME 4

OBSCURA

Star Power: 3

Qualities

- ☐ ☐ Masterful Dark Conjurer
- ☐ Her magic is tied to the elements of Glassia
- ☐ Mystic from the Serpen People
- ☐ Vengeful

Traits

STORM SUMMONING 9 (Area; Situational Boost – When in darkness; Situational Boost – When at least one other non-Goon member of the Dark Reflection is close by and active)
OBSCURING SPELLS 7 (Oomph-Powered)
RIDE ON THE WIND 7
RITUAL MAGIC 6 (Versatile; CREATE DARK WEAPON, MYSTIC VOICE, SEE ANYTHING; 3 undefined slots; Oomph-Powered, Disadvantage – Needs lots of preparation, must always spend a separate Scene doing this)
DARK AURA 6
DARK REFLECTION KNOWLEDGE 4

FERALIS

Star Power: 3

Qualities

- ☐ ☐ Eerie Chimera
- ☐ Jarek's second-in-command
- ☐ Animal instincts

Traits

LION CLAWS 7 (Action Feature)
DESTRUCTIVE ANIMAL RAGE 8 (Area; One-Shot)
MIGHTY TRIDENT 6 (Accessory; Situational Boost – When linked with STRENGTH)
SCORPION STING 6 (Deplete – affects a victim's strength- or health-like Traits; Oomph-Powered)
DARK REFLECTION KNOWLEDGE 5
SHARP-MINDED 5
STRENGTH 5
ACT IN THE DARK 4

DRAKUS

Star Power: 2

Qualities

- ☐ ☐ Winged Sniper
- ☐ Completely fearless
- ☐ Utterly loyal to the Dark Reflection
- ☐ Reptilian sneer

Traits

LONG-RANGE ENERGY RIFLE 8 (Accessory; Action Feature)
DEAD-AIM 7
AGILE FLYER 6 (Situational Boost – When in darkness; Situational Boost – Immediately after taking a sniper shot)
PHYSICALLY IMPOSING 6 (Situational Boost – When in darkness)
MOUNTAIN OF MUSCLE 6
WELL-TRAINED WINGS 5
DARK REFLECTION KNOWLEDGE 2

The Serpen People

REGULAR ARMY (serving the Dark Reflection)

Star Power: 1
Goon Rating: 0
Special Rules:

- Easily Led
- Hard to Defeat

HORDE OF BANDITS OR HIGHWAYMEN

Star Power: 1
Goon Rating: 1
Special Rules:

- Special Attack
- Specialist (Stealth)
- Vicious Assault