

HERO PACK 5



The

NEMESIS CRISIS

By Dan Houser And The ICONS FANS!

WELCOME BACK!

This is the fifth edition of the Hero Pack, and we've got a giant-sized group of heroes and villains for you to use in your home games this time!

You can also use these heroes and villains as ready-made characters in the upcoming ICONS Official Adventure: "The Nemesis Crisis" - Many thanks to the creators of these heroes and villains, the ICONS fans, and to you for picking up Hero Pack 5!

Credits:

Single Heroes/Villains

Adaeze Abebi - Joe Bardales
The Hunter - Dan Houser

Moodswing - Gerry Sarracco
Enigma - Dan Houser

Mister Midnight - Gerry Sarracco
Pestilence - Dan Houser

Team Heroes/Villains

High Guard - David Benson's Gaming Crew
The Agency - Dan Houser

Plan B - Ashley Barber, Dillon Lee, Ricky Clyde, Azure,
Cywire, Roderick
VIOLATOR Inc. - Dan Houser

Quantum Force - Chris Heard and Family
Most Wanted - Dan Houser

Stray Brigade - Chris Heard and Family
NEOGENE - Dan Houser

The Host - Chris Heard and Family
The Black Mass - Dan Houser

The Vigil - David Benson's Gaming Crew
Symphony of Crime - Dan Houser

UNISON - Chris Heard and Family
DISCORD - Dan Houser

SINGLE HEROES

ADAEZI ABEBI

Identity: Candace Thibeaux
Origin: Birthright

Background:

Candace Thibeaux was the only child of wealthy African American industrialist Winston Thibeaux and his wife Robin, a prominent neurosurgeon. When Candace was four years old, she went on a photo safari vacation to Africa with her parents. Tragedy struck as a freak storm caused Mr. Thibeaux's private plane to crash, killing all on board except young Candace who miraculously survived unharmed. Search and rescue efforts were fruitless, all were presumed dead. No wreckage was ever found. Lost, frightened and alone, the plight of young Candace touched the hearts of three African goddesses who recognized greatness and destiny in the child's soul.

Isis (the Egyptian goddess of magic and life), Oya (Yoruba warrior goddess of the winds), and Anyanwu (the Igbo sun goddess) chose to raise the young orphan girl as their own daughter and champion, naming her Adaeze Abebi which means "Princess Called to Defend the Land Against Evil". Under their constant guidance and divine blessing, Adaeze Abebi learned to survive on her own in every climate and terrain of the African continent by studying the wildlife that lived there and mimicking their actions, attack routines and defenses. On her sixteenth birthday, the Goddess-Mothers granted her the power to control the weather and the animals and charged her with defending all of Africa – its lands, wildlife and people – from those who would do it harm.

Today, Adaeze Abebi wanders the African continent as its guardian and protector, loved by all the people and wildlife she serves. She greatly prefers life in the open outdoors to the big cities which make her feel confined and uncomfortable. She has developed a deep friendship with a handsome young British veterinarian named Oliver Graves, and the two have shared several adventures together. A recent news story involving the thwarting of an international ivory smuggling ring brought Adaeze Abebi to the attention of Lillian Thibeaux, CEO and founder of Thibeaux Cosmetics in Paris and mother of Winston Thibeaux, who recognized her son's face in the mystery woman's image. Lillian immediately flew to Africa to meet with her and now believes she has found her lost granddaughter Candace. So far, Adaeze Abebi has been reluctant to return with her grandmother to visit the world of wealth and privilege she came from, but the elder woman has been persistent in her efforts to take her son's only child back home.



ATTRIBUTES

PROW	COOR	STR
4	5	5
INT	AWA	WILL
4	4	5

POWERS

- Animal Mimicry 5**
Extra: Rangeless
Limit: Only Animals Native to Africa
- Mind Control 5**
Limit: Animal Control
Limit: Only Animals Native to Africa
- Weather Control 7**
Extra: Blast (hail or lightning)

ASPECTS

- QUALITIES:**
Connections: - Goddess-Mothers
Epithet: - "Daughter of the Goddesses" / "Princess of Alkebulon"
Connections: - Oliver Graves (Wildlife Foundation Federation)
Connections: - Lillian Thibeaux (Grandmother)
- CHALLENGES:**
Enemy: The Hunter
Social: Uncomfortable in urban locations, i.e. civilization.

SPECIALTIES

- Animals Master**
Area Expert (African Continent)
Nature Master
Stealth Expert

STAMINA 10

DETERMINATION 3

THE HUNTER

Identity: Unknown

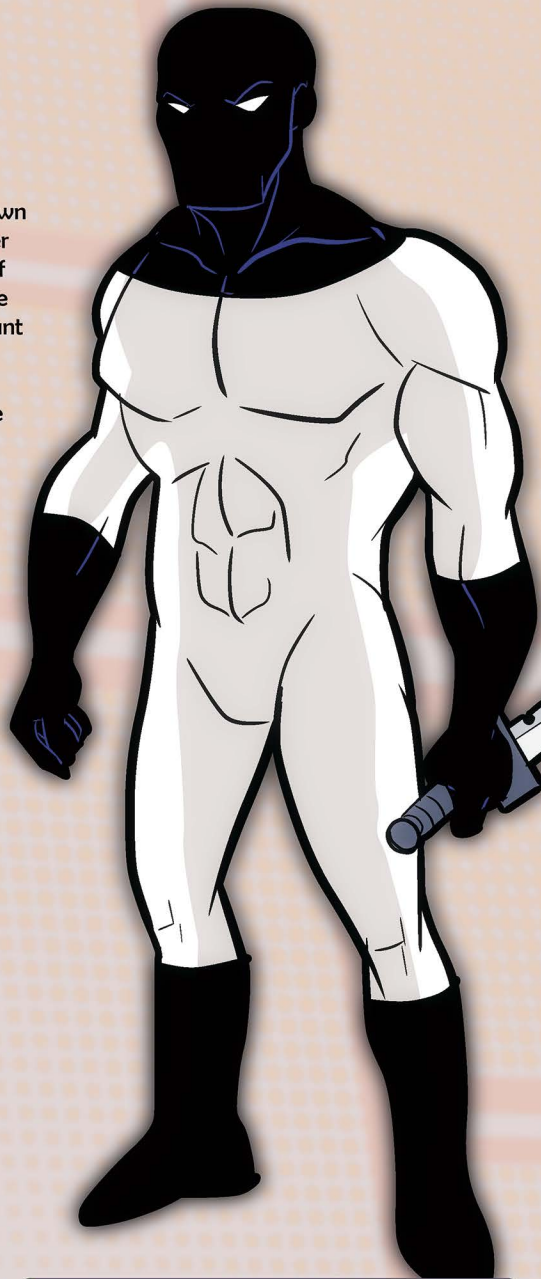
Origin: Trained

Background:

The villain known as The Hunter is a mystery, known only as 'Wawindaji' in his native Africa. The Hunter has been seen in the Congo, in the deepest parts of the jungle, hunting the most difficult terrain for the most dangerous game he can find. He does not hunt merely for sport, but for wealth.

Poaching is a serious crime across Africa, but in the world of The Hunter, he is often left to his own devices. He is known to have disposed of many law enforcement officials who have attempted to interfere with his hunts. The Hunter is at peak human potential, armed with a mind for the hunt, and with weaponry designed by himself to track and kill the game he has been hired to kill.

The Hunter has most recently taken the job of hunting down Adaeze Abebi -- the Princess of Alkebulon. Who hired him for this task, he has never revealed, but it is assumed that they are wealthy and have a vested interest in seeing Abebi removed as protector on the continent.



ATTRIBUTES

PROW

5

COOR

5

STR

6

INT

5

AWA

4

WILL

5

POWERS

Strike 6 (Knives - Slashing)
Limit: Device

Blast 8 (Firearms - Shooting)
Limit: Device

Stunning 6 (Stun Grenade)
Extra: Burst
Limit: Device

Swinging 5
Limit: Device

ASPECTS

QUALITIES:

Epithet - The White Hunter
Motivation - Greedy

CHALLENGES:

Enemy: Adaeze Abebi
Personal: Obsessed with the hunt
Personal: Strict code of ethics

SPECIALTIES

Martial Arts: Expert
Weapons (Katana): Master

STAMINA

11

DETERMINATION

*

ENIGMA

Identity: Doctor Liam Ennis

Origin: Trained

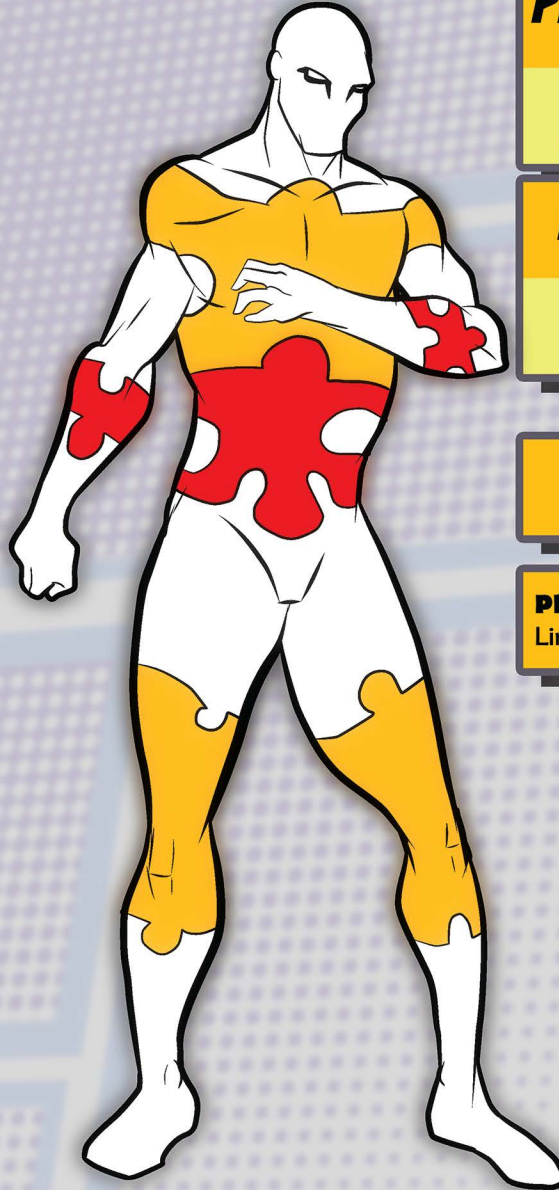
Background:

Liam Ennis grew up in the affluent section of Victory City, in the shadow of the Citadel. Home of the hero team known as The Phalanx. He was inspired to become a criminal pathologist by their exploits, hoping that he could work within the system of law and order to help those he saw as mentally ill and driven to criminal acts by their mental deficiencies.

Liam became a professor of psychology and a doctor of psychiatry, and found that among the normal criminal element, it was easier to diagnose and reform criminals who didn't self-identify as a 'supervillain'. During his theoretical studies of the supervillain mind, he decided he would don a costume and pose as a hero, drawing in a suitable 'supervillain' to become their obsession, to better study their psychology and pathology.

Liam has been trained in basic self-defense, and his costume is able to allow him to become incorporeal, to protect him from physical harm, and his mind is his greatest weapon, being a master tactician and psychologist.

Liam is also dedicated to the ideal of pacifism, he will not physically harm someone, if subduing them without force is an option. He has found himself constantly at odds with the villainess calling herself Moodswing, and has been pushed to his mental limits trying to thwart her without bringing her any harm. She is not completely insane, so he's got hope he can reform her, and bring her back to her old life after serving her debt to society.



ATTRIBUTES

PROW

2

COORD

3

STR

3

INT

7

AWA

5

WILL

9

POWERS

Phasing 7 (Enigma Suit)
Limit: Device

STAMINA

12

DETERMINATION

3

ASPECTS

QUALITIES:

Identity - Doctor Liam Ennis, Psychiatrist

Catchphrase - "How does that make you feel?"

Motivation - Reform Supervillains

CHALLENGES:

Enemy - Moodswing

Personal - Personal code of pacifism

SPECIALTIES

Martial Arts
Psychology Expert
Psychiatry Master
Criminology Master

MOODSWING

Identity: Dr. Jennifer Winters
Origin: Gimmick

Background:
Dr. Jennifer Winters was a criminal psychologist consulting with the local police. She was brought in after The Phalanx captured Professor Emo. While interviewing him, she realized the professor was a kindred spirit. Emo told her how he enjoyed manipulating people with his emo-helm. Fascinated, she somehow convinced him to tell her how it worked.

For days afterward, she kept thinking about Emo's words. Finally giving into temptation, she snuck into the property room, and donned the emo-helm. The rush of power she felt was overwhelming. This was what she was missing from her life! No more would she be someone else's lackey! Taking the name Moodswing, she designed a costume to go along with the emo-helm, and started committing various crimes.

Eventually, she ran afoul of Enigma, and the two have since become bitter foes. Whenever Moodswing plans something big, Enigma always seems to be there to thwart her plans. Frustrated, Moodswing is planning something to lure Enigma into a trap, so she can end this rivalry once and for all!



ATTRIBUTES

PROW	COOR	STR
5	6	4
INT	AWA	WILL
7	7	10

POWERS

- Ability Boost (Willpower) 1**
(Emo-Helm)
Limit: Device
- Emotion Control 8** (Emo-Helm)
Limit: Device
- Telepathy 6** (Emo-Helm)
Limit: Device

STAMINA

14

DETERMINATION

*

ASPECTS

QUALITIES:
Personal - Cold and calculating
Motivation - Destruction of Enigma

CHALLENGES:
Enemy: Enigma

SPECIALTIES

Mental Resistance
Psychiatry Expert

MISTER MIDNIGHT

Identity: Stuart Hansen
Origin: Trained

Background:
Stuart Hansen was saved from muggers when he was twelve by none other than The Hangman. Inspired by the hero, Hansen dedicated himself to becoming a hero. Spending much of his time reaching his physical peak, and training under several martial arts masters, he was well on his way to becoming the hero he'd been inspired to become. However, Hansen got caught in the middle of a battle between Recluse and American Star. Stuart was injured by an attack from Recluse, which nearly permanently disabled him. As a result, he became deathly afraid of spiders. After a visit from American Star, Hansen decided to continue his pursuit of justice as a costumed hero. While recuperating, he studied criminology and investigative techniques, while honing his body back to it's peak condition.

After being released from the hospital, he found a package waiting for him. Inside was an armored costume and combat staff with a note stating "Thought you could use these in your fight against crime. Good luck!". Although he never learned who sent him the gear, Stuart was pleased to have a costume and a weapon to use in his fight against crime. Donning the outfit that night, he stopped a pair of muggers from robbing an elderly couple. When they asked him his name, he told them "Mr. Midnight". Thus was another hero's career born!



ATTRIBUTES

PROW

8

COOR

4

STR

5

INT

6

AWA

6

WILL

7

POWERS

Resistance 5 (Armor Suit - Damage)
Limit: Device

Strike 6 (Staff - Bashing)
Limit: Device

ASPECTS

QUALITIES:

Epithet - Dark Defender of the Streets

Motivation - To seek justice

CHALLENGES:

Enemy - Pestilence

Weakness - Powers derived from devices

Personal - Arachnophobia

SPECIALTIES

Acrobatics **Athletics**
Criminology **Investigation**
Martial Arts **Stealth**
Weapons (Bludgeons)

STAMINA

12

DETERMINATION

1

PESTILENCE

Identity: Christoph Jensen
Origin: Transformed

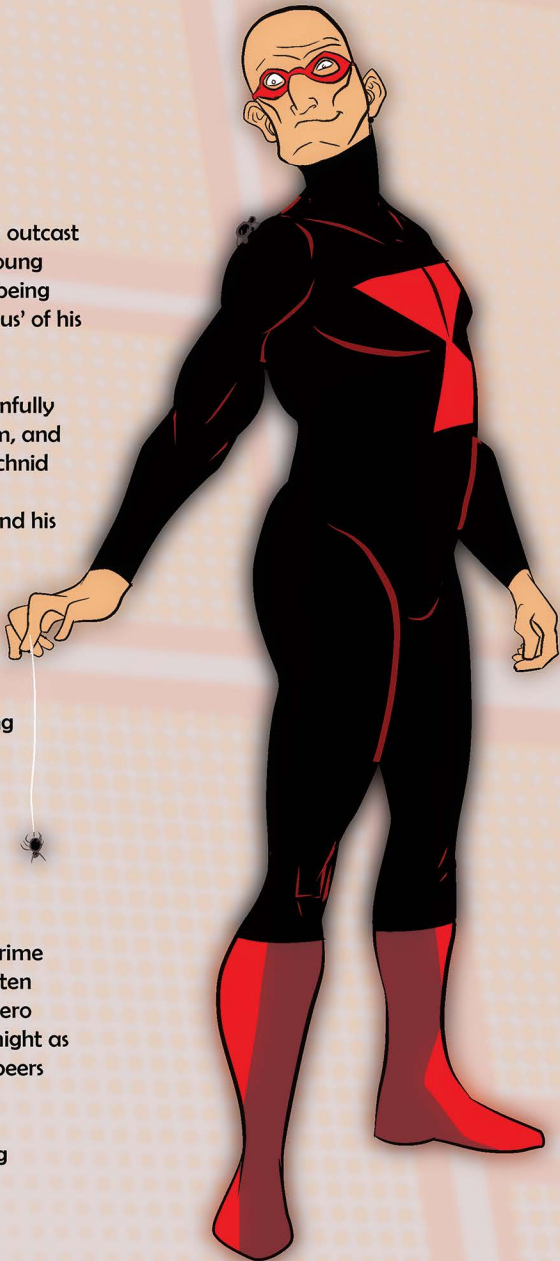
Background:

When he was young, Christoph Jensen was an outcast among his peers. Jensen was also a brilliant young man. His parents often told him that he was being bullied because the other children were 'jealous' of his gifts, and Jensen believed it.

Life was not easy for Jensen, a genius, but painfully socially awkward. His peers often mocked him, and he withdrew into his studies of insect and arachnid life, insisting that he could befriend them. His knowledge of venomous spiders and insects and his curiosity were fueled by his desire to create a way for man to communicate with insect life.

Jensen created a formula that allowed him to emit pheromones and communicate on an instinctual level with insect life, including his lifelong love: the spider. His research was costly, in that his inability to communicate the value of such a formula led to the University removing his grant, and making him a laughing stock in the halls of Academia.

With an army of black widows, Jensen's first crime was taking the Board of Regents hostage for ten million dollars, and he was thwarted by the hero known as Mister Midnight. Seeing Mister Midnight as the embodiment of those athletic, confident peers that insulted and hounded him in his youth, he has adopted the name Pestilence and has developed an irrational obsession with getting revenge on the hero.



ATTRIBUTES

PROW

2

COOR

3

STR

2

INT

8

AWA

2

WILL

6

POWERS

Servant 8 Insect/Spider Swarm

Swarm Stats

Prowess: 5 Coordination: 6 Strength: 5

Binding 6

Phasing 3

Affliction (Poison) 6

Flight 1

ASPECTS

QUALITIES:

Epithet - The Swarm

Motivation - Destruction of Mister Midnight

CHALLENGES:

Enemy: Mister Midnight

Personal: Persecution complex

Personal: Obsessed with insect life

SPECIALTIES

Science (Biology) Master

STAMINA

8

DETERMINATION

*

TEAMS

HIGH GUARD



High Guard is a Superhero team based in New York City. It is comprised of some of the most powerful beings on the planet. High Guard was formed by the Artificial Intelligence known as Mentor. Mentor was created by the United States government to monitor and prevent terrorist attacks around the world. Such was the genius of Mentor's creator that the program gained sentience and self-awareness. Mentor recognized the true danger to the peace and stability of the world as that posed by super-powered individuals and, intent on countering their rising threat, created his own team of powerful beings. The membership of High Guard has changed over the years as heroes have retired, died, or gone missing. Some, like Blue Steel, have flat out quit. The current roster of High Guard includes Avatar, The Philosopher, Diamond Jack, Molniya, Winterhawk, Myrmidon, and Whole Lotta Rosie.

High Guard has a sister organization based out of Seattle, called West Guard. West Guard is also led by Mentor and includes Beholder, Gemini, Hellbender, Rebound, and Centurion. There tends to be quite a bit of crossover with High Guard as the need arises.

Team Qualities

Connections - West Guard

Motivation - Protecting the planet from out of control metahumans

Connections - World governments

Team Challenges

Enemy - The Agency

Personal - Hunted by a shadowy organization, bent on capturing Avatar

Team Resources

High Guard HQ

THE AGENCY

There are people who encounter extraterrestrials, and after claim to have been visited by people in black suits who interrogate them about the occurrence, then disappear. This is the work of the Agency. Each person in the Agency has been vetted by the Director on two criteria. Extraterrestrial contact and superhuman abilities from same.

The leader of this organization is always known as Mr. Gray. The current Mr. Gray has mind control abilities, and has expanded the Agency's purview to extradimensional as well as extraterrestrial interests. Namely, High Guard's Avatar. Their information network is incomparable, and their funding is deep.

What's known about them is they are financed by sources from every country on the planet Earth with a history of UFO contacts. In addition, each agent wears a blank facemask that gives them enhanced mental resistances

Team Qualities

Personal - Each person is a blank

Team Challenges

Enemy - High Guard

Personal - The Agency has a shifting leadership

Team Resources

Lunar headquarters

Multiple vehicles

Near infinite resources



AVATAR

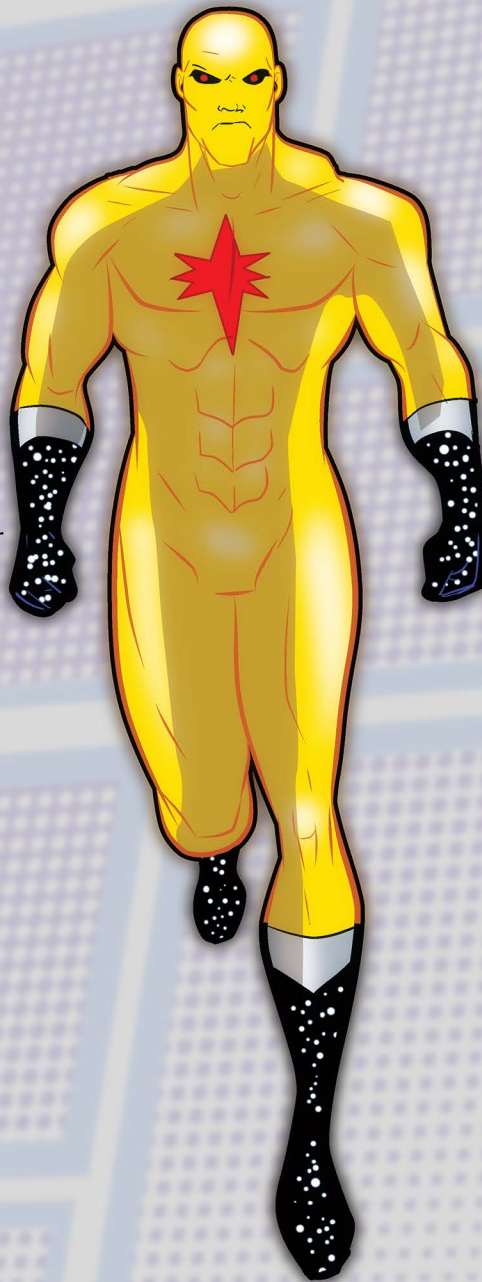
Identity: Elias Arron

Origin: Transformed

Background:

A regular Brooklyn beat cop, Elias Arron found himself in possession of a strange, extra-dimensional object. The object encased a force known as the Primacy, the dying embers of a race of extra-dimensional energy beings. Desperate to cling to life and preserve the heritage of its creators, the Primacy bound itself to Elias.

Filled with the power of the Primacy, Elias adopted the code name: Avatar. As Avatar, he is the premier hero on the planet. Very few heroes or villains have been able to match his power. This has led to Elias being overconfident, which has gotten him into trouble on many occasions. When angered, Elias has trouble controlling his power and fears that someday he may harm an innocent. For that reason he rarely acts at his full potential. Marcus also knows that whatever sent the Primacy to Earth is gone, but he may someday meet whatever force destroyed the Primacy.



ATTRIBUTES

PROW

7

COOR

7

STR

8

INT

3

AWA

3

WILL

9

POWERS

COSMIC POWER 9

Extras: Blast, Flight, Life Support (All but Sleeping), Resistance

STAMINA

17

DETERMINATION

1

ASPECTS

QUALITIES:

Identity - Marcus Arron,
Beat Cop

Epithet - Protector of Earth

CHALLENGES:

Enemy - Mr. Gray

Personal - Unsure
of Primacy's intent

SPECIALTIES

Law Expert

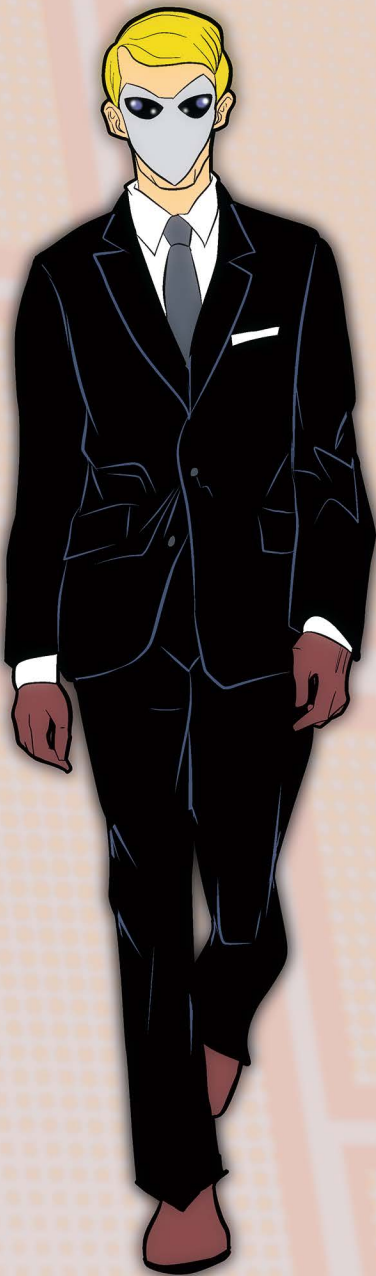
MR. GRAY

Identity: Classified
Origin: Transformed

Background:
The current Mr. Gray is a man from the United Kingdom who was abducted by an alien race, but managed to escape. Upon his return, he revealed that the aliens had modified his human genetic code through radiotherapies and constant nanotechnological injections, so that now he was, among other things, a perfected human being.

The aliens were able to communicate with Mr. Gray in this 'perfected' state, and revealed that they were precursors to humanity, and stated that they tinkered with the genomes of our planet like a massive petri dish. The Agency has heard claims of alien races 'bootstrapping' human DNA from several different species and none of the claims hold water. Including this one.

However, Mr. Gray is certain that alien abductions and manipulation are the biggest coming threats to humanity. He is willing to follow the Agency's orders to the extreme, even now, as it is revealed that he was abducted by a race of extradimensional beings called Metaskulks. (See 'Flight of the Nova-1' for more details on these.) Using their superior technology, they pushed the limits of the human form, and gave Mr. Gray powers at the limit of human comprehension.



ATTRIBUTES

PROW

7

COOR

7

STR

7

INT

7

AWA

7

WILL

8

POWERS

Immortality

Mind Control 5

Mind Shield (Facemask) 6

ASPECTS

QUALITIES:

Connections: - The Agency
Motivation: - Capture of Avatar

CHALLENGES:

Enemy: - Avatar
Personal: - Irrational hatred of E.T.s
Personal: - No identity

SPECIALTIES

Mental Powers; Expert Extraterrestrial Lore

STAMINA

15

DETERMINATION

*

DIAMOND JACK

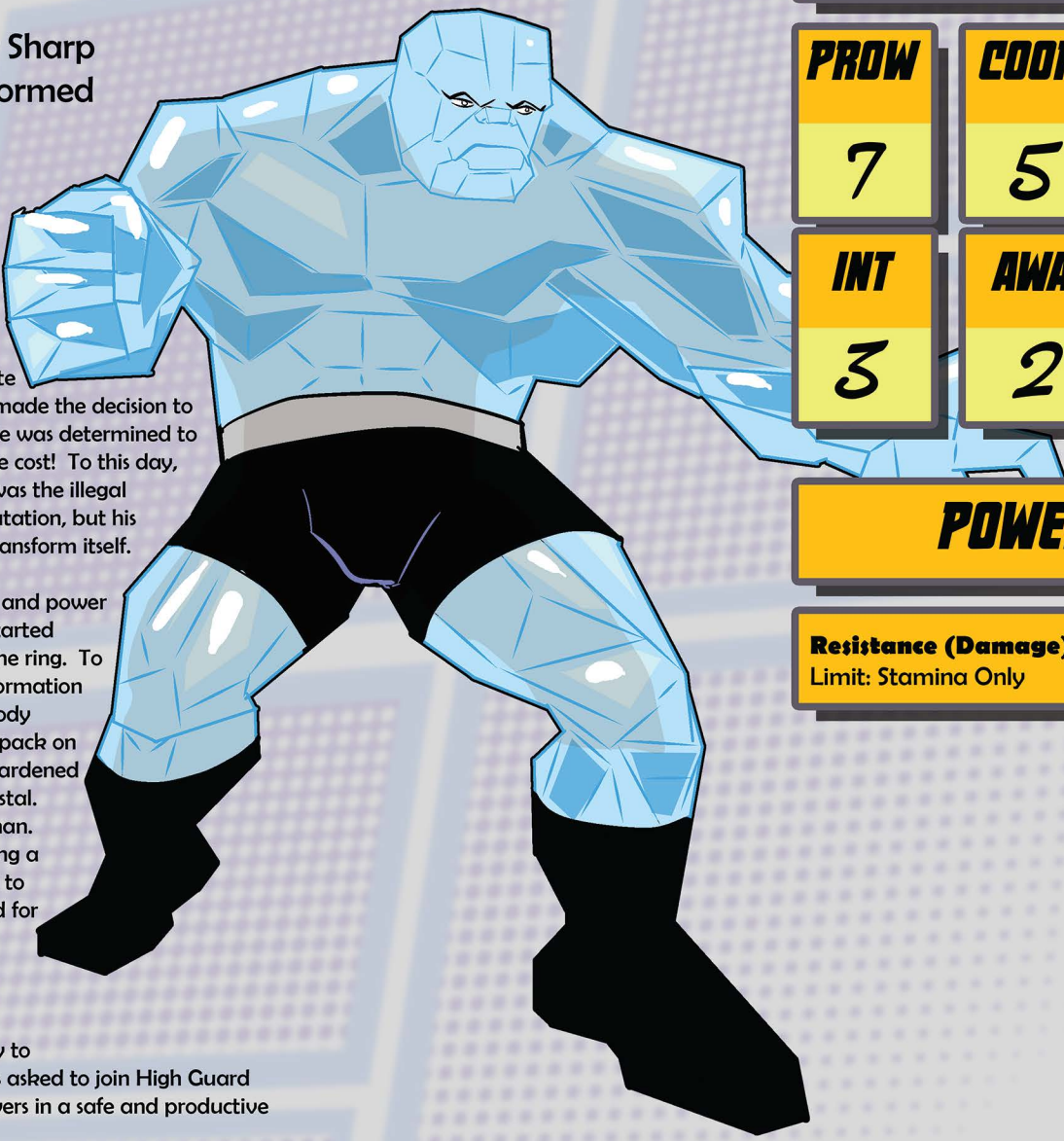
Identity: Jack Sharp
Origin: Transformed

Background:

Jack “Diamond” Sharp was a New York boxer whose big ambitions were not matched by his skill in the ring. Having little success in the ring, but desperate for the “big time” Jack made the decision to enhance his workout. He was determined to get better, whatever the cost! To this day, Jack doesn't know if it was the illegal steroids or a natural mutation, but his body slowly began to transform itself.

He gained muscle mass and power and, for the first time, started seeing great success in the ring. To Jack's horror, the transformation didn't stop there. His body continued to grow and pack on muscle. His flesh soon hardened into a diamond-like crystal. Jack was no longer human. With no chance at having a normal life, Jack turned to Mentor and High Guard for guidance.

Displaying strength off the charts and near invulnerability to physical harm, Jack was asked to join High Guard and train to use his powers in a safe and productive way.



ATTRIBUTES

PROW

7

COOR

5

STR

9

INT

3

AWA

2

WILL

3

POWERS

Resistance (Damage) 9
Limit: Stamina Only

STAMINA

12

DETERMINATION

4

ASPECTS

QUALITIES:

Epithet - Diamond Hard Hero

Motivation - Using his powers for good

CHALLENGES:

Enemy Ms. Frequency

Social - Strange appearance

SPECIALTIES

Athletics Expert
Boxing Expert

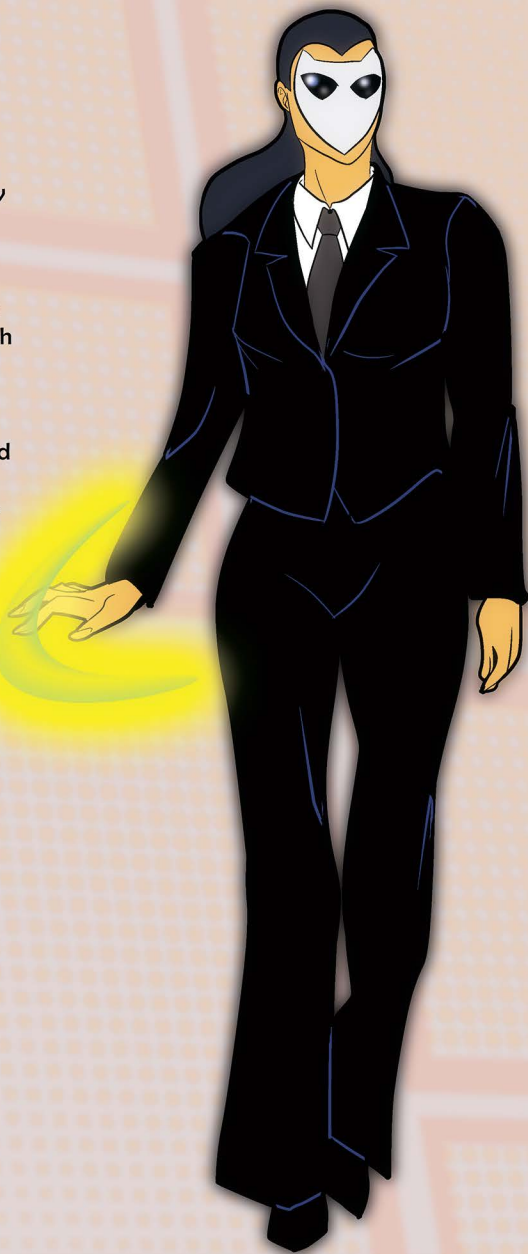
MS. FREQUENCY

Identity: Classified
Origin: Transformed

Background:
The American woman now known as Ms. Frequency was part of a bait operation in the NSA to attract alien life bent on abduction. They were far too successful, as she was abducted. The experiments performed on her could be considered tortuous, but had odd results, it altered her latent mutation, which was to control light, which then altered further to allow her control over both light and sound.

Ms. Frequency is now part of the field team designed to bring down the High Guard's foremost member, Avatar. She has been perfecting her power array to harm the nigh-invulnerable Diamond Jack through sonic and laser emissions, as well as creating frequencies of sound to disorient and nauseate her target.

Mr. Gray hopes that she can use enough sonic energy to crack Diamond's hide for further study.



ATTRIBUTES

PROW

4

COOR

5

STR

3

INT

3

AWA

2

WILL

2

POWERS

Energy Control (Sonic) - 8 Extras: All

Energy Control (Light) - 8 Extras: All

ASPECTS

QUALITIES:

Catchphrase - "Ready for me?"

Motivation - Protect the Earth from alien threats and incursion

CHALLENGES:

Enemy - Diamond Jack

Personal - Irrational hatred of aliens

STAMINA

5

DETERMINATION

*

SPECIALTIES

Power Use
Minerology Expert

MOLNIYA

Identity: Katya Vostok

Origin: Birthright

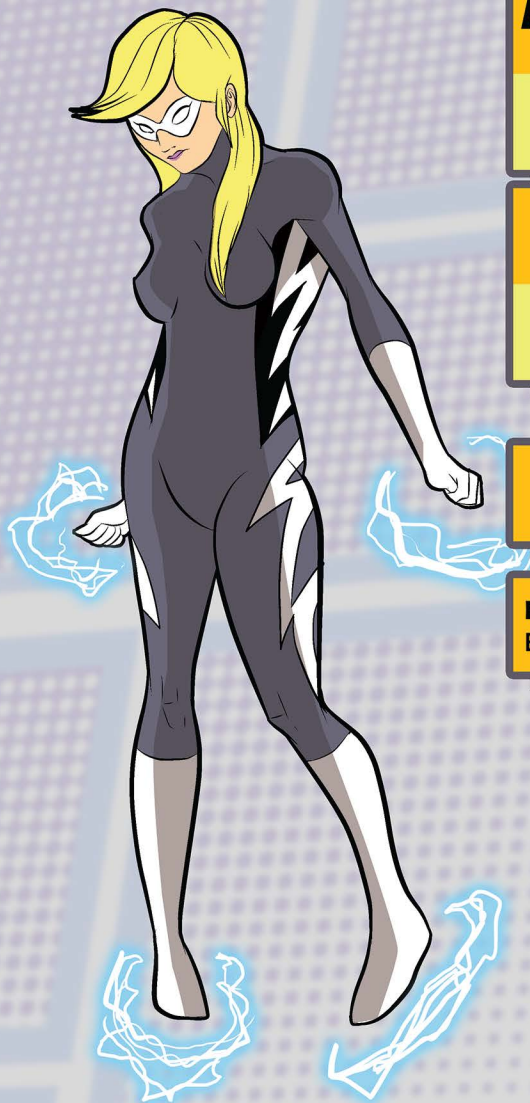
Background:

Molniya (Russian for Lightning) was born Katya Vostok, twin sister to Anya. Katya and Anya were never normal children, displaying strange abilities from a young age. Katya could short out any electronic item she touched, while Anya could brighten or darken a room with but a thought. The children were taken by the Soviet government and placed into training in their "Supreme Soviet" program, an attempt to create super-beings to serve the state. Katya was found to have the ability to manipulate electromagnetic energy.

She was given the code name Molniya. Anya could manipulate the light spectrum, using it to create simple illusions or emitting x-ray lasers from her fingertips. She was code-named Raduga (rainbow). Strangely, perhaps as a side effect of their mutation, neither girl seemed to age beyond the age of 16. Soviet scientists speculated that the aging process simply no longer affected the girls. The girls enjoyed being super-beings, but hated their treatment by the Soviets, who used threats to their family as a means to control them. When the Soviet Union fell, the girls used the opportunity to smuggle their family out of Russia to the United States. The new Russian government did not take their defection lightly and sent the rest of the Supreme Soviet team to recover them.

An epic battle over New York ensued and if not for the intervention of Avatar, the girls would have been captured and returned. Sadly, Raduga was killed in the battle. Katya and her family agreed to take refuge with High Guard and eventually, Molniya was asked to join. She has a burning hatred of her homeland and will do anything to avenge the death of her twin sister. She is not above taking a life when necessary and, since the death of her sister, displays a cruel and dark side. She has vowed to kill every member of the Supreme Soviet.

Still, she is a valued member of High Guard and Mentor hopes that through counseling and compassion, Katya can be made whole again.



ATTRIBUTES

PROW

4

COOR

5

STR

3

INT

3

AWA

2

WILL

3

POWERS

Energy Control (Magnetic) 9
Extras: All

STAMINA

6

DETERMINATION

1

ASPECTS

QUALITIES:

Connections: - High Guard

CHALLENGES:

Enemy - Mr. Void
Personal - Vendetta
against Russia's Supreme
Soviet program
Personal - Unstable

SPECIALTIES

Power Use

MR. VOID



Identity: Classified
Origin: Transformed

Background:
The man who became Mr. Void was altered by exposure to one of the only Primacy artifacts the Agency has captured. Also, unique to Mr. Void, is that the experiments were voluntary and done by the Agency. They were not able to create another Avatar, but seemed to create a human singularity.

However, this was just a scratching of the surface, as Mr. Void seems to be able to switch off people's metahuman abilities, steal them, or amplify others' abilities. He has not asked to be made team leader in his entire tenure with the Agency, preferring to work in the field.

ATTRIBUTES

PROW	COOR	STR
7	5	6
INT	AWA	WILL
3	2	2

POWERS

Power Theft 8 Extras: All
Power Nullification 8 Extras: All
Power Boost 8 Extras: All

STAMINA 9

DETERMINATION *

ASPECTS

QUALITIES:
Motivation - Protect the Earth from alien incursion

CHALLENGES:
Enemy - Molinya
Personal - Extreme Xenophobe

SPECIALTIES

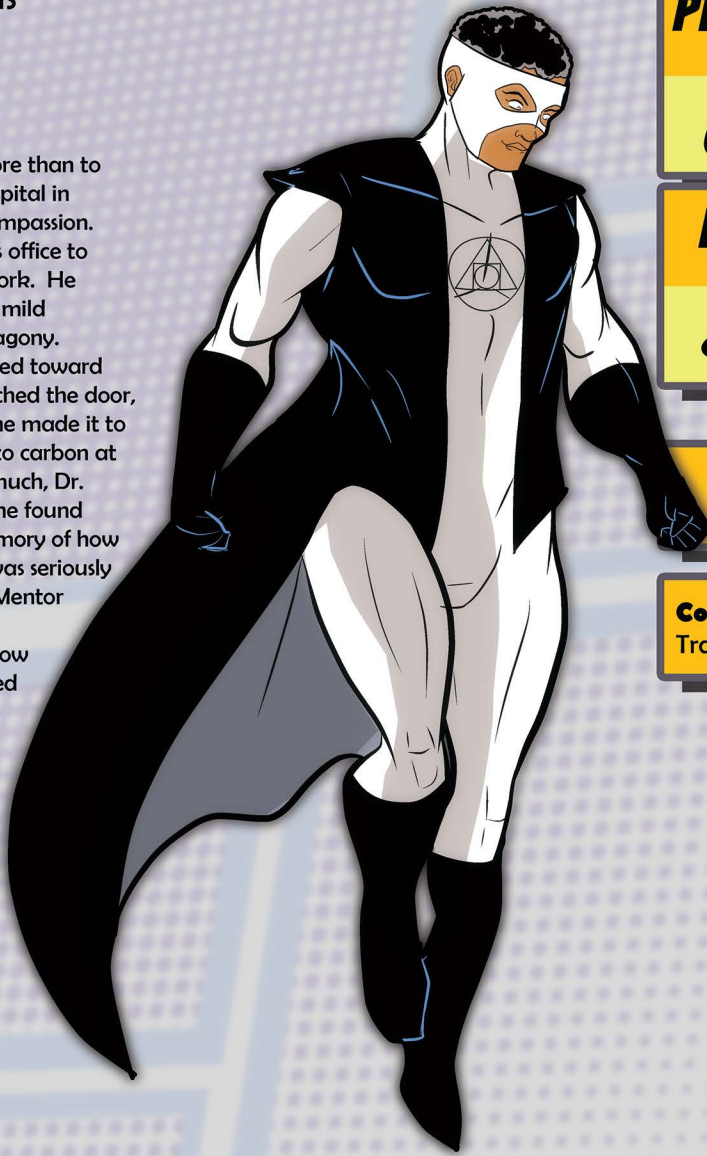
Power Use Expert

PHILOSOPHER

Identity: Jordan Michaels
Origin: Birthright

Background:

Dr. Jordan Michaels wanted nothing more than to care for his many patients at Mercy Hospital in Chicago, and he did so with skill and compassion. One night Dr. Michaels stayed late in his office to finish what seemed like endless paperwork. He began to feel ill. What started out as a mild headache soon escalated into blinding agony. Clutching his head, Dr. Michaels staggered toward the door to seek help, but when he touched the door, it vanished under his hand. Panicked, he made it to the telephone, but the handset turned to carbon at his touch. The pain and confusion too much, Dr. Michaels passed out. When he awoke, he found himself on the hospital roof with no memory of how he arrived there. Knowing something was seriously wrong, Dr. Michaels sought the help of Mentor and High Guard. Mentor was able to determine that Dr. Michaels had somehow triggered some latent powers and invited him to join High Guard to learn to use them in a safe and constructive way. Reluctantly, Dr. Michaels agreed and took the mantle: The Philosopher.



ATTRIBUTES

PROW

6

COOR

5

STR

5

INT

3

AWA

2

WILL

2

POWERS

Cosmic Power - 9 Extras:
Transmutation, Flight, Blast, Phasing,

STAMINA

7

DETERMINATION

1

ASPECTS

QUALITIES:

Identity - Dr. Jordan Michaels

Connection - The High Guard

Motivation - First, do no harm.

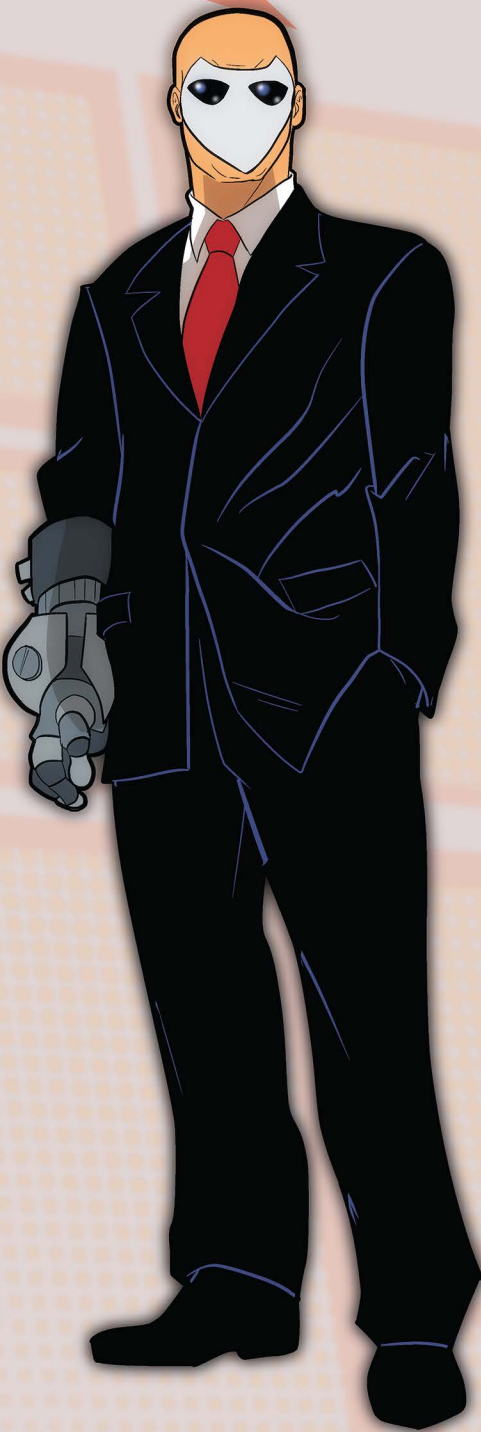
CHALLENGES:

Enemy - Mr. Flux

SPECIALTIES

Medicine Expert

MR. FLUX



Identity: Classified
Origin: Transformed

Background:
The German authorities found the adult male who is now known as Mr. Flux laying in a ditch in Hamburg. Suspecting he was a drunkard, the man told tales of a vast network of stars and wormholes aliens used to travel across the stars. His hand was proof. What looked like a complicated prosthesis was a matter manipulator the aliens, an unknown technologically advanced race, bonded to his arm.

Mr. Flux is immediately recruited by Mr. Gray and the agency, seeing that his powers would be directly effective in abating the assistance The Philosopher could give Avatar during his abduction. Flux disagrees that the aliens are a threat, but the Agency has paid off medical expenses for his family, making them independently wealthy essentially forever, Flux feels loyalty to the Agency, but does not plan to use lethal force against people who perform heroic deeds in the world.

Mr. Gray is not aware that Mr. Flux isn't willing to harm heroes, but he's sure that Flux will do as commanded in the field.

ATTRIBUTES

PROW	COOR	STR
5	5	6
INT	AWA	WILL
3	2	2

POWERS

Transmutation 8 Extras: All

Mind Shield (Facemask) 6

ASPECTS

QUALITIES:

Motivation - Protect the Earth from alien incursions

CHALLENGES:

Enemy - The Philosopher

Personal - Independent thinker

SPECIALTIES

Extraterrestrial Lore
Power Use (Transmutation)

STAMINA

8

DETERMINATION

*

PLAN B



Plan B came together during a sudden attack by the criminal group calling themselves The Plagues -- made up of The Locust, Derecha, Redkap and Phage (see Flight of the Nova-1 for their stats!) -- they formed a team that would protect the city from all kinds of harm. Being a group greater than the sum of their very strange parts, Plan B is always there when failure is an option!

Team Qualities:

Catchphrase - "Faillure is always an option!"

Catchphrase - "We're the Other Guys"

Team Challenges:

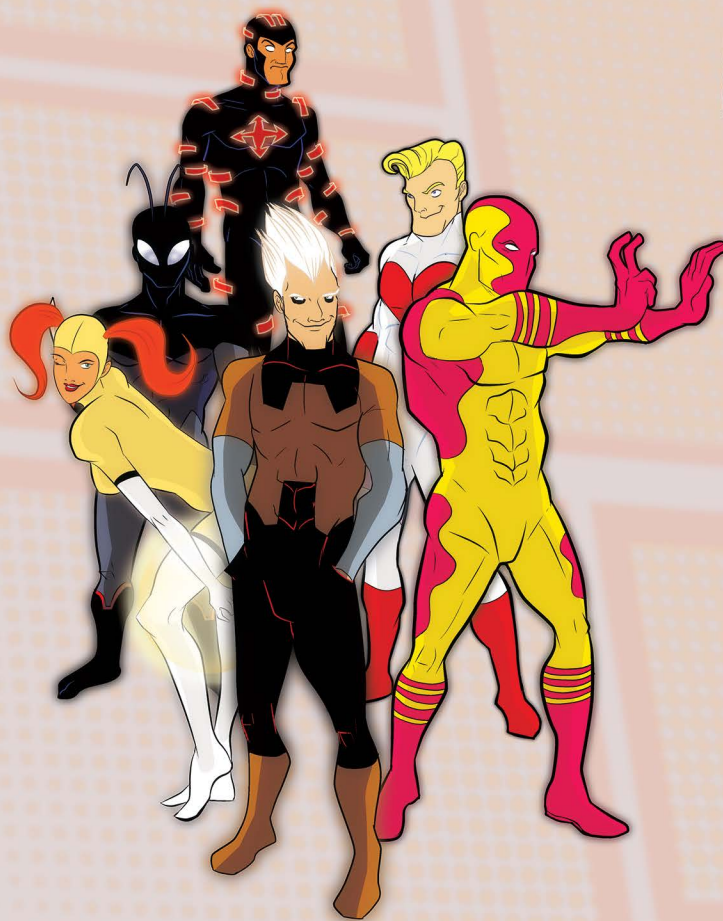
Personal - Members are misfits of society

Enemy - VIOLATORS INC.

Team Resources:

ULTRA Labs backs some of their missions
They have a headquarters in the
Victory City University Science Building

VIOLATOR INC.



VIOLATOR INC. is a conglomerate of super-powered villains, who have dedicated their lives to furthering their agenda of gaining ungodly wealth. By using their unique brand of high-profile crimes, living lives of open criminality, VIOLATOR INC. has spots in both the FBI's 10 Most Wanted List and the Top Ten Best Selling Albums and Movies. But since their first brush with the superhero team known as Plan B, and being defeated publicly by them, they have dedicated themselves to doing everything they can to destroy their arch-foes, Plan B.

Team Qualities

Social - Popular

Team Challenges

Enemy - US Government

Enemy - Plan B

Team Resources

Multiple hidden headquarters

Ill Gotten Gains

DAYWALKER

Identity: Suzanna Lucas

Origin: Birthright

Background:

Director Suzanna Lucas was the daughter of a Carpathian Baron, Alexi Bartimaeus, and a Hollywood starlet, Miranda Lucas. Her parents did not stay together, as the Baron was banished from this plane by the magic-wielding hero, Magus. The Baron was an undead sorcerer, and his daughter gained many of his abilities, with none of his undead drawbacks.

Suzanna's mother was an actress, and raised her daughter to love movies. However, taking after her father, Suzanna became obsessed with horror film, and directed her first feature, "The Fulcrum of Pain" in college, which became an instant hit among both horror fans and cinema elite alike.

Suzanna has tried to avoid her lineage, but when visiting Victory City, she thwarted an attack by the villain group known as The Plagues along with her partners in the team known as Plan B. She has since formed a rivalry with teen pop idol and supervillainess, Beamer.



ATTRIBUTES

PROW

5

COOR

4

STR

3

INT

2

AWA

5

WILL

4

POWERS

Telekinesis: 9 (Blast, Force Field)

Postcognition: 2

STAMINA

7

DETERMINATION

4

ASPECTS

QUALITIES:

Catchphrase - "Beware the Daywalker"

Identity- Suzanna Lucas, Horror Film Director

CHALLENGES:

Enemy - Beamer

Personal - Half vampire heritage

Personal - Psychologically erratic

SPECIALTIES

Filmmaking (Directing) Master
Power Use Expert

BEAMER

Identity: Lindsay Lux
Origin: Transformed

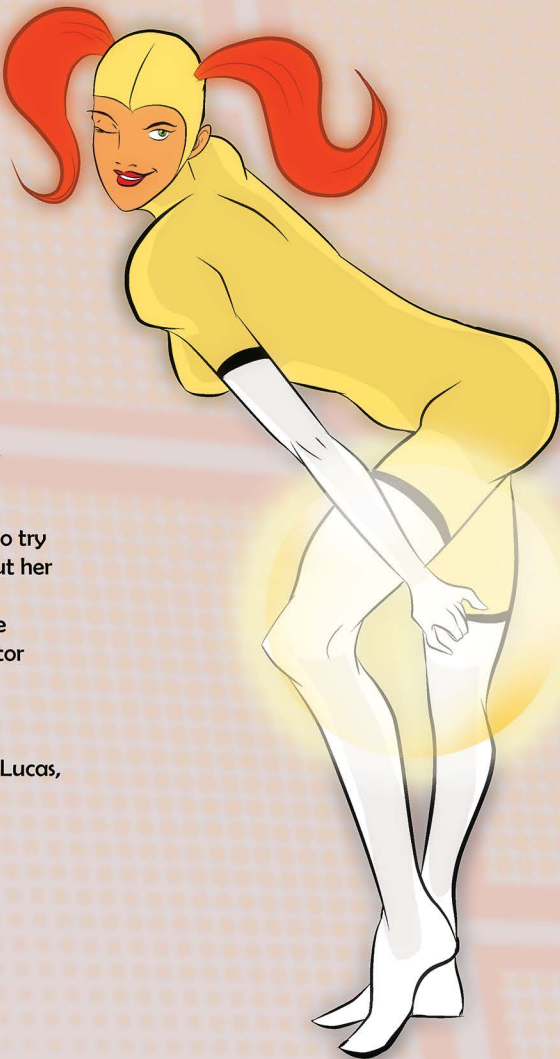
Background:

The world of entertainment was invaded in the early millenium, when Lindsay Lux brought her bubblegum sensibilities to the teen music scene. She also formed a 'bad girl' image by joining a team of supervillains known as VIOLOATOR INC. - using her fame and money to skirt laws where she had been implicated in crimes.

Lindsay is an accomplished dancer and singer, and former actress. Though, her innate power derives from her ability to manipulate light and sound to create images and control emotions in her targets. She was able to use her powers of persuasion on several judges and juries before the public was aware that she was even a metahuman.

Now, if she's caught by police, they're certain to try and nullify her powers once she's in custody, but her abilities of persuasion and illusion make that a difficult task indeed. In more recent days, she was passed over by world famous horror director Suzanna Lucas, who also moonlights as the hero known as The Daywalker.

Beamer, angered that she was overlooked by Lucas, has decided to make her life a living hell by attacking her whenever possible.



ATTRIBUTES

PROW

4

COOR

6

STR

3

INT

3

AWA

2

WILL

2

POWERS

Illusion 7

Affliction (Vertigo) 7

Emotion Control 5

Energy Control (Light) 8 Blast, Force Field

ASPECTS

QUALITIES:

Epithet - American Nightmare

Motivation - Destruction of Daywalker

Motivation - Adoration of the public

CHALLENGES:

Enemy: Daywalker

Personal: Vain

SPECIALTIES

Perform (Dance) Expert
Perform (Singing)

STAMINA

5

DETERMINATION

*

DOCTOR RAD

Identity: Conrad McPhearson
Origin: Transformed

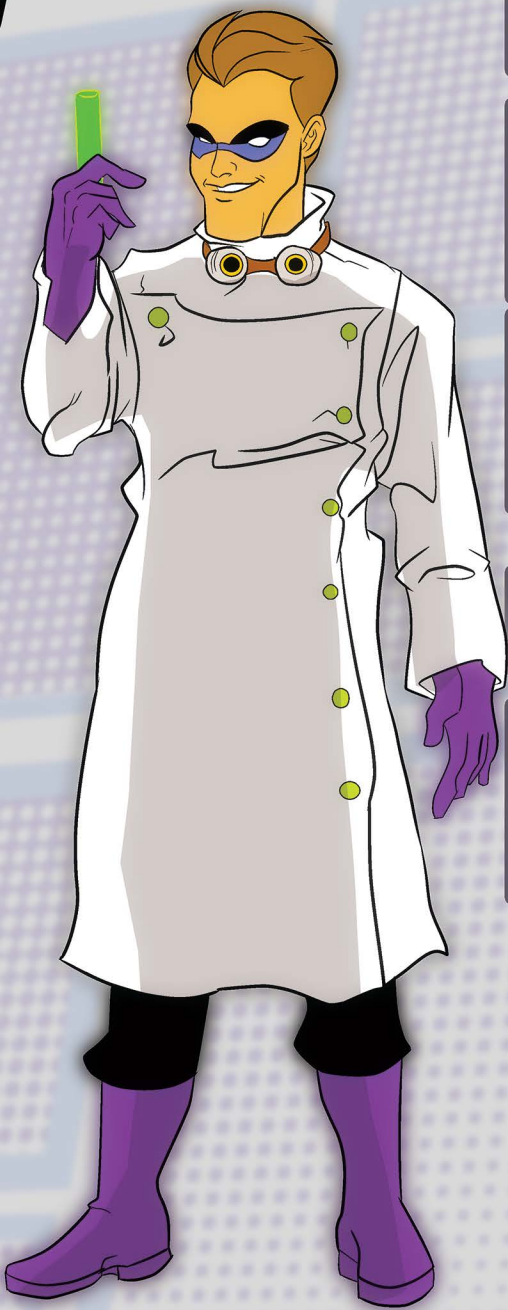
Background:
Theoretical physicist and prominent xenobiologist, Conrad McPhearson was imbued with some strange powers during a test of the Interplanetary Attenuator, a device designed to communicate with extraterrestrial entities. During the device's test phase, it punched a hole into the otherdimensional sub-space known as Geistspace, where an entity calling itself a Well Guardian imbued him with strange energy, known as Tau radiation. His body was pushed beyond human maximums, as he found himself pushed along the evolutionary track ahead a few centuries.

Conrad gained a serenity of mind that protects him from exterior mental attacks and an internal ability to detect all kinds of radiation.

A lab assistant, Mitchell Warner was also exposed to the radiation, but was changed into the villain known as Waveform. Conrad feels responsible for his turn to villainy, and believes he can be brought back into the fold, even though he's fallen in with Seismic, the charismatic leader of VIOLATOR INC.

During an attack on his workplace, ULTRA Labs, Conrad and a few other disparate heroes fended off an attack by The Plagues (see Flight of the Nova-1), and formed a team, with Doctor Rad as its leader. The ersatz team of heroes went on to protect their city from strange threats from within and without.

Conrad used his skills to develop the costume the solo hero Enigma wears, as both men believe in the possibility of redeeming supervillains, and Doctor Rad is impressed by Enigma's strict pacifism policy.



ATTRIBUTES

PROW	COOR	STR
7	5	5
INT	AWA	WILL
8	8	6

POWERS

Resistance (Mental) 7

Detection (Radiation) 8

STAMINA

11

DETERMINATION

1

ASPECTS

QUALITIES:

Motivation - Offer supervillains redemption

CHALLENGES:

Enemy - Waveform
Enemy - VIOLATOR INC.

SPECIALTIES

Theoretical Physics / Xenobiology Expert

WAVEFORM

Identity: Mitchell Warner

Origin: Transformed

Background:

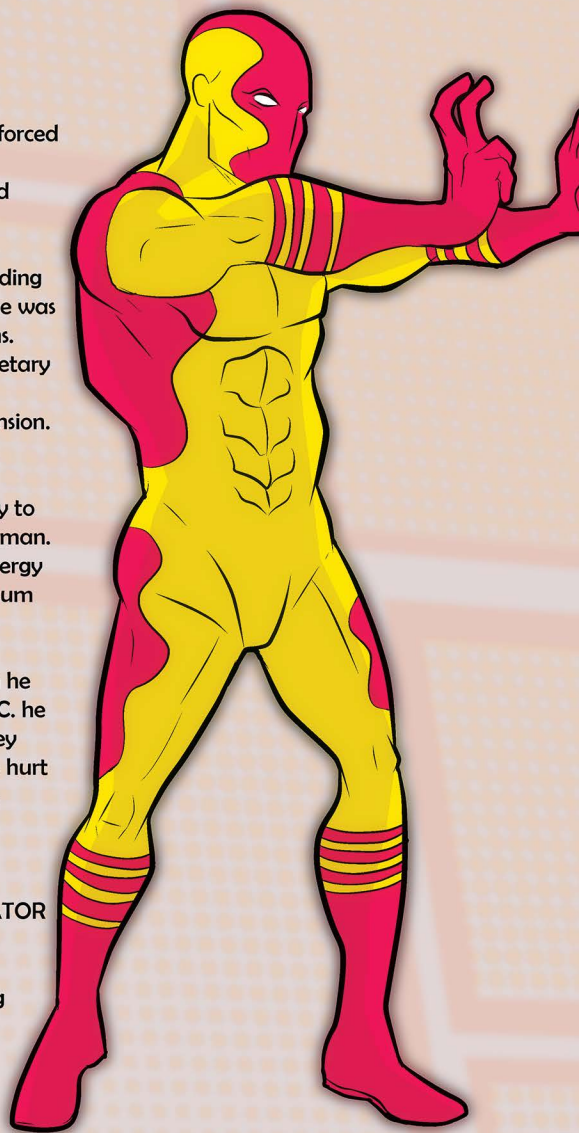
Mitchell Warner was a lab assistant at ULTRA, forced to be there by his father, who wanted him to abandon his dreams of professional hockey, and follow his father's path of intellectual pursuits.

Warner struggled with calculus, and physics, finding that his mind would often go back to wishing he was on the ice or being fawned over by adoring fans. During a test of a machine called the Interplanetary Attenuator, designed to contact other planets, managed to punch through into another dimension.

Radiation poured out of the rift into the other dimension and altered Mitchell's body chemistry to such an extent that he was no longer strictly human. Warner found himself able to control cosmic energy through his mental manipulations of the quantum fields surrounding matter.

He has no idea how his powers work, but when he was offered a deal to work with VIOLATOR INC. he saw his chance to become a celebrity. Yeah, they commit crimes, but it's usually not their M.O. to hurt anyone if they can help it. And their crimes are mostly thefts of jewels, or landmarks that end up getting them massive press.

Mitchell is now a multimillionaire, as the VIOLATOR INC. video game and reality show has just become a mainstream sensation, with parent groups complaining, and fans defending their villainous ways.



ATTRIBUTES

PROW

5

COOR

7

STR

6

INT

2

AWA

2

WILL

2

POWERS

Cosmic Power (Telekinesis) 6

Extras: Energy Blast, Flight, Resistance

STAMINA

8

DETERMINATION

*

ASPECTS

QUALITIES:

Epithet - The Real Power

Motivation - Fame

CHALLENGES:

Enemy: Dr. Rad

Personal: Greedy

Personal: Reckless

SPECIALTIES

Sports: (Hockey)

Press: Relations

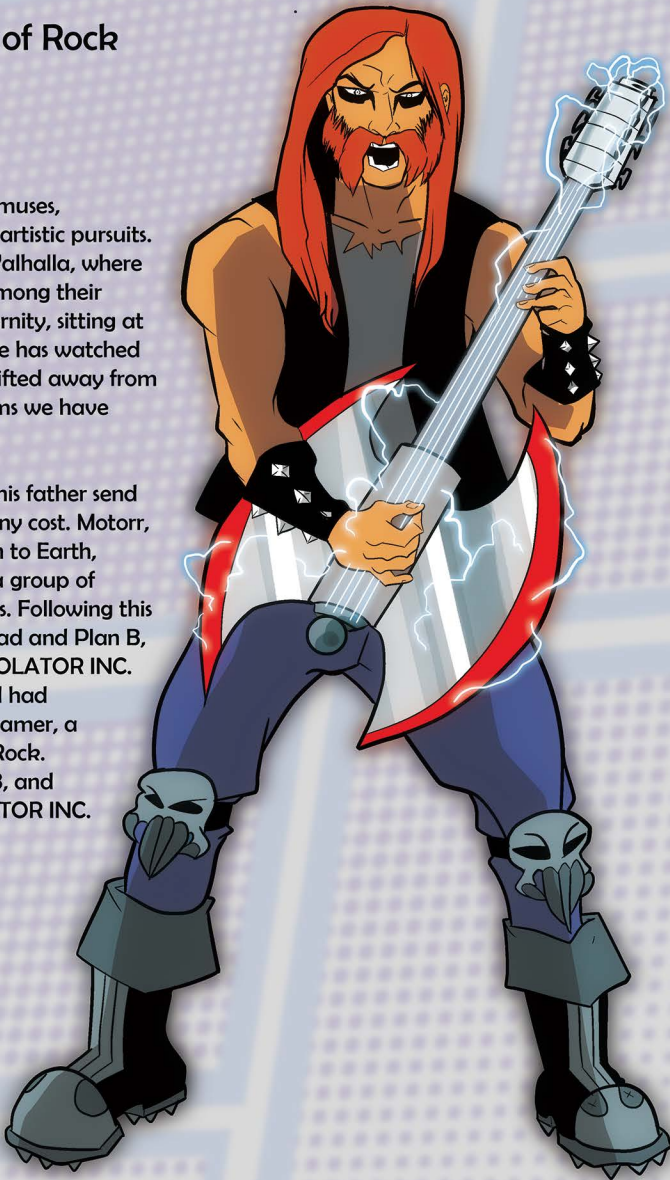
HAALEN

Identity: Haalen, God of Rock
Origin: Unearthly

Background:

Humanity has often been guided by muses, otherworldly entities that direct their artistic pursuits. Beyond the stars lies a world, called Valhalla, where the Gods of Rock and Metal dwell. Among their number is Haalen, with his Axe of Eternity, sitting at the right hand of his father Motorr. He has watched our world as the music we created drifted away from the hard rock of old into the new forms we have today.

Haalen began his quest, demanding his father send him to our world to restore Rock at any cost. Motorr, the Deity of Metal, teleported Haalen to Earth, where he arrived in time to fight off a group of villains calling themselves The Plagues. Following this battle, he joined forces with Doctor Rad and Plan B, seeing that their primary enemies, VIOLATOR INC. were examples of the worst this world had to offer. Among their number was Beamer, a pop music idol, and the antithesis of Rock. Haalen pledged his support to Plan B, and has used his abilities to thwart VIOLATOR INC. whenever they rear their heads.



ATTRIBUTES

PROW	COOR	STR
8	9	6
INT	AWA	WILL
6	5	5

POWERS

Flight 8

Strike (Slashing) 6 The Axe of Eternity
Limit: Device

Super-Senses 7
Enhanced Hearing (+5) , Spatial Sense, Communication

Sonic Control 4

ASPECTS

QUALITIES: Catchphrase - "Power Chord!" Catchphrase - "Time to ROCK!" Epithet - The God of Rock	CHALLENGES: Personal -Won't harm women Weakness - Powers are derived from his axe
--	--

SPECIALTIES

Alien Species
Perform (Music) Master

STAMINA

11

DETERMINATION

1

BRAND

Identity: Unpronouncable
Origin: Unearthly

Background:

Beyond the stars, the planet Valhalla produces the muses for our Earth's rock and roll legends. Their world is a place of fiery volcanoes, lava flows, massive statuary, and ranges of black peaks with raging thunderstorms. Beyond the veil between Valhalla and Earth lie the Brand, who seek order above all else. Their powers of energy draining and their natural strength made them dangerous enemies for the deities of Valhalla. The Brand have no individual identities, though each have a name that is communicated through light and motion, rather than sound, which they abhor.

Music in particular is anathema to the Brand entities, but this one followed Haalen, the God of Rock, to Earth. Once there, Seismic, the leader of VIOLATOR INC., brought Brand in and explained that Beamer needed a way to make her music the only music being heard. Brand was pleased with the thought of destroying music through a purveyor of the wretched sound.

Brand takes any opportunity to protect VIOLATOR INC. from Haalen and Plan B, and has a strange affection for Beamer, whether she is using her manipulations on him or not is up for debate.



ATTRIBUTES

PROW

6

COOR

6

STR

8

INT

4

AWA

4

WILL

5

POWERS

Flight 7

Binding 7

Binding 9

Energy Drain 8 Blast
Limit: Sonic Sources

ASPECTS

QUALITIES:

Epithet - The End of Music
Motivation - Destruction of human diversity and art
Connection - Relationship with Beamer

CHALLENGES:

Enemy - Haalen
Social - Unable to fit into human society

SPECIALTIES

Military Tactics
Power Use (Energy Drain)
Expert

STAMINA

13

DETERMINATION

*

The MANTIS

Identity:

Origin: Birthright

Background:

For the exiled Mantis Clan, the Mantis representative's birth is known only to a select few, for they are shunned by the rest of the zodiac--especially the Monkey, who tricked the Mantis in an ancient and nearly forgotten story. Only the Mantis Clan itself and the leaders of the other clans are aware of the event. The child is taken at an early age, with their parents appropriately dealt with, and simply called the Chosen One, the Mantis, the one who would lead the Mantis Clan to glory.

Trained and honed perfectly based off the guidance of the clan members and the elder Mantis representative, the Mantis became a prodigal beacon of hope amongst his clan. As he grew, he learned of the operations of the Dark Mantis clan, a sub-organization of the clan, and was expected to participate.

For his initiation into adulthood, he was to capture and bring someone to his clan. But when he cornered the target in an alleyway, it was none other than a childhood friend of his youth, a girl of the same age with whom he had often secretly spent time and played with. She was his only friend from beyond the Mantis Clan borders, who treated him as an equal instead of the revered Chosen One.

Struggling against his orders, his friend convinced him to leave the clan and run away with her to start a new life.

Before they could escape, however, she was captured by agents of the Dark Mantis clan and Mantis could not find her, despite many desperate hours searching. He now takes on contracts to find and eliminate any Dark Mantis Clan agents he can find, and seeks the whereabouts of his childhood friend.



ATTRIBUTES

PROW

6

COOR

5

STR

5

INT

8

AWA

2

WILL

2

POWERS

Illusion 5

Affliction (Paralysis) 6

Chameleon 5

Leaping 5

ESP 5

ASPECTS

QUALITIES:

Epithet - "The Preying Mantis"

Motivation - Redemption of the Mantis Clan

CHALLENGES:

Enemy - Black Mantis

Personal - Hunted by the Mantis Clan

Personal - Code of Honor, no collateral damage.

SPECIALTIES

Martial Arts

STAMINA

7

DETERMINATION

1

BLACK MANTIS

Identity: Unknown
Origin: Birthright

Background:

When the outcast, who calls himself The Mantis, attempted to betray the Dark Mantis Clan, a plan was enacted to wreak a sinister vengeance. First, the young man's brother, who had also been training for his ascendancy to the level of Dark Mantis Assassin was promoted to Black Mantis -- the Dark Mantis appointed and commanded to take revenge on the clan's enemies.

His first act was to kidnap Maria, the Mantis' girlfriend.

He has been plotting his final vengeance for years, and will be using his skills as a trained assassin to strike at The Mantis when he is most weak, most vulnerable. Only then will he reveal to his brother that Maria has been given to the Dark Mantis, and is even now being indoctrinated and trained in their ways.

The Black Mantis is ruthless, heartless, and moreover reckless. He's prepared to go to any lengths to fulfill his mission: Eliminate the False Mantis.



ATTRIBUTES

PROW

7

COOR

5

STR

6

INT

3

AWA

2

WILL

2

POWERS

Illusion 5

Affliction (Paralysis) 8

Chameleon 5

Leaping 5

ESP 5

ASPECTS

QUALITIES:

Epithet - The True Mantis

Motivation - Destruction of the Mantis Clan's enemies

CHALLENGES:

Enemy: The Mantis

Personal: Brainwashed

Personal: Reckless

SPECIALTIES

Martial Arts: Expert
Weapons (Katana): Master

STAMINA

9

DETERMINATION

*

TROLIS

Identity: Unknown

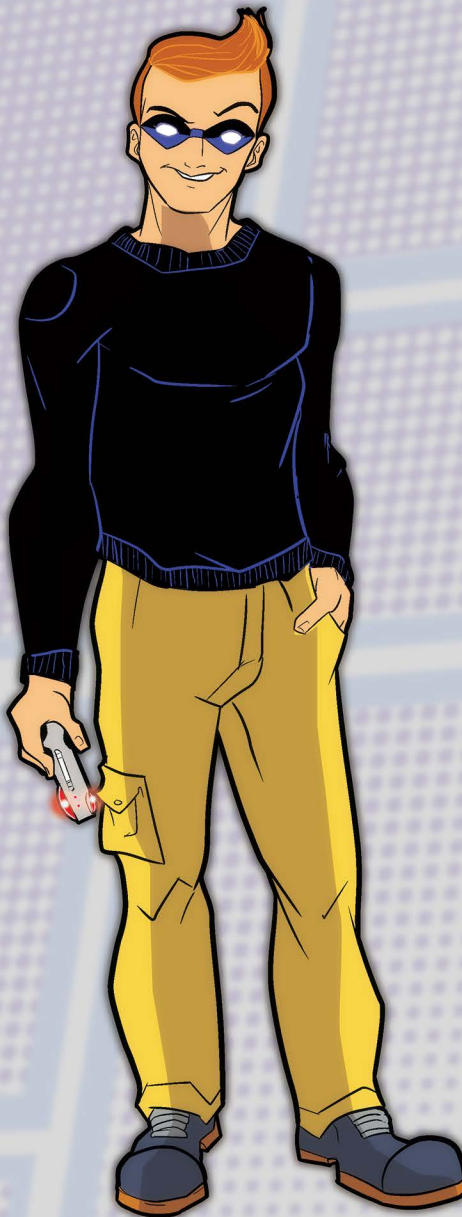
Origin: Gimmick

Background:

Even his allies in Plan B don't know Trolis' real name. What's known is that his online persona as the 'Perfect Troll' only appeared five years ago, and he appears to be a man in his twenties. His intellect is unparalleled among hackers, and is part of a network of hackers called The Glass Network.

He often finds himself at odds with villains who want popularity, 'trolling' them in real life, and finds himself sometimes at odds with his friends -- who find him to be occasionally childish.

Trolis has recently found himself in a contest with the villain in VIOLATOR INC. called Hunk, whose natural charisma and seemingly endless supply of good fortune makes Trolis' attempts to malign him always turn out beneficial for the former Soap Opera and reality TV star.



ATTRIBUTES

PROW

5

COOR

4

STR

4

INT

9

AWA

6

WILL

6

POWERS

Interface 7

Limit: Device (Phone)

Elemental Control (Electricity) 2

Detect, Create

Limit: Device

STAMINA

10

DETERMINATION

3

ASPECTS

QUALITIES:

Connections: - The Glass Network, a hacker society

Epithet: - "The Man Outside the Box"

Catchphrase: - "I got this!"

CHALLENGES:

Social: - Socially Awkward

Weakness: - All powers are derived from his phone

Enemy: - Hunk

SPECIALTIES

Electronics Engineering

HUNK

Identity: Shane Harris
Origin: Birthright

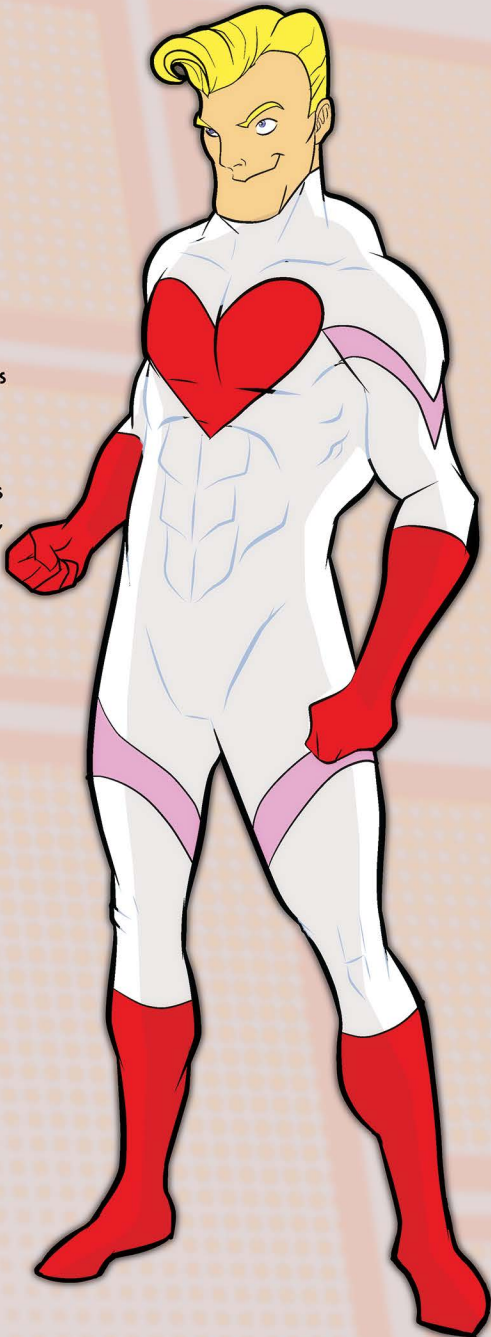
Background:
Shane Harris was a breakout reality television star on the popular television show ‘Who Wants to Marry A Millionaire Bachelor? (Multimillionaire Edition)’. But then, Shane’s life was filled with good fortune. He was born handsome, charismatic, and above all else very very lucky.

Life seemed to work out for him, even when the odds were against him. He rode this wave of good fortune, and took advantage of those less fortunate whenever he wanted to. Shane’s life was filled with only good fortune, and this created a sociopathic break that dulled Harris to everyone’s actual lives.

Once Harris had a fan base, he began starring in one of the most popular Soap Operas on television “Fall of the Leaves”, as the nameless background hunk in a male strip club, and then as Dex Lannister, private eye and undercover dancer.

When VIOLATOR INC. founder Seismic approached him, he understood that Harris had superhuman abilities, and decided to bring him into the fold. Harris, having little grasp of morality as humans know it, decided it would be a lark, and joined with the villain team.

He has found himself troubled by an online troll named, appropriately, Trolis, who is waging a one-man war against Shane’s performances. Luckily for Shane, it all seems to be working out just fine.



ATTRIBUTES

PROW	COOR	STR
3	4	6
INT	AWA	WILL
3	2	8

POWERS

Probability Control 9

Emotion Control (Love) 8

STAMINA

14

DETERMINATION

*

ASPECTS

QUALITIES:
Epithet - The Hunk
Motivation - Have a good time, get rich doing it

CHALLENGES:
Enemy: Trolis
Personal: Sociopathic tendencies

SPECIALTIES

Performance (Acting)

YOINK

Identity: Harold Alexander

Origin: Birthright

Background:

Harold Alexander was a kleptomaniac, who was caught and arrested while attempting to steal the crown jewels of Zyrkistan from Victory City's Museum of Art and Antiquity. But he was reformed and helped by the hero known as Dr. Rad.

Doctor Rad and his ally Enigma had helped Yoink use his abilities to help humanity, and himself. He's a capricious young man with dangerous abilities, but is devoted to doing the right thing now that his kleptomania is under control.

However, Harold requires medication to reduce his urges to steal, and if he goes without medication for too long, he reverts to his manic kleptomania until his brain chemistry balances out.

Seismic, of VIOLATOR INC. has targeted Yoink as a possible candidate to join his crew of superpowered villains, and thinks that all it will take is the right push to bring Yoink into the fold.



ATTRIBUTES

PROW

3

COOR

7

STR

5

INT

2

AWA

6

WILL

5

POWERS

Power Theft 4

Mental Blast 4

ASPECTS

QUALITIES:

Catchphrase - "I claim thefor my own pleasure!"

CHALLENGES:

Personal - Hyperactive
Personal - Kleptomaniac
Enemy - Seismic

SPECIALTIES

Power Use

STAMINA

10

DETERMINATION

3

SEISMIC

Identity: Darren Michaels
Origin: Birthright

Background:

Darren Michaels was born with the ability to control the ground beneath his feet, and create tectonic disturbances. His powers manifested during his teens, and instead of donning a costume and fighting the good fight, or hiding his light under a bushel, Darren went to the government and let them know that they could hire him to not use his powers, ever.

Of course the United States government doesn't stand for extortion, but Darren explained that it was like subsidizing corn growers to not grow corn when the market was saturated to keep the populace fed. Only, they're paying him to not level a city.

The government's attempt to take him into custody was an incredible disaster, and Darren explained himself on television that the government tried to abduct him for simply existing (of course, leaving out his extortion attempt), and became the darling of the counterculture. Taking on the name 'Seismic', Darren posed as an anti-hero, claiming that he was doing all he could to prevent natural disasters while the US Government was trying to arrest him.

He created a brand name, VIOLATOR INC. for people with powers who were merely misunderstood. He found himself in the catbird seat with the public and at odds with the police, military, and others as he simply gathered criminals together to perform outlandish crimes and gain public adoration and riches.

Though, he's found himself at odds with Plan B, a group of misfit heroes who tries to reform him even as they thwart his plans.



ATTRIBUTES

PROW	COOR	STR
5	5	5
INT	AWA	WILL
4	2	3

POWERS

Earth Control 9 Extras: All
Limit: Grounded

STAMINA 8

DETERMINATION *

ASPECTS

QUALITIES:
Epithet - Earthshaker
Motivation - Money

CHALLENGES:
Enemy - Plan B
Personal - Overconfident

SPECIALTIES

Seismology Master
Public Relations Master

QUANTUM FORCE

Late one night, Dr. C. J. Hawkins and several hard-working student scientists at the local university had their precious experiments destroyed when the Illegal Alien and the Immigrant (Hero Pack 3) crashed through the university's science labs during one of their recurring clashes. The bizarre accidents resulting from the disruption and destruction transformed several normal people into metahumans. Dr. Hawkins, who himself had gained gravity control powers during these events, identified several of the students who had been transformed, and invited them to join him in learning to control their new powers and to put them to good use as the science-themed crime-fighting team Quantum Force.

Team Qualities

Connections - Supported by University administration

Motivation - Guards the city from super-science and alien threats

Team Challenges

Enemy - The Most Wanted

Personal - School schedules hamper crime fighting

Team Resources

University laboratories

The Quantumobile (late-model SUV, no super-devices)



MOST WANTED

There are teams of villainous sorts, and then there are groups of villains who only have one thing in common: the heroes they hunt down. In this case, the 'Most Wanted' is a name that the Quantum Force have thrown around during meetings as the most annoying menaces they've had to face. Thus far, the Force has been lucky that these foes haven't banded together to face them en masse.

Team Qualities

Personal - Mutual hatred of members of Quantum Force.

Team Challenges

Enemy - Quantum Force

Personal - Every man/woman for themselves

Team Resources

None



BOTTLE ROCKET

Identity: Andrew Chen
Origin: Birthright

Background:

When Dr. C. J. Hawkins's physics lab was destroyed in a battle between two extraterrestrial entities, Dr. Hawkins's lab assistant, Andrew Chen, was dramatically transformed. Andy's corporeal body was converted into pure energy! Somehow, though, Andy's consciousness became trapped in the force field that Dr. Hawkins was using to isolate the his cold fusion reaction. Fortunately for Andy, the force field kept Andy from dissipating entirely. With Dr. Hawkins's help, Andy learned to manipulate the field to provide him with a semblance of a humanoid shape, although that shape appears to be made of red and yellow sparking energy rather than human flesh.

After much testing and many close calls, Dr. Hawkins helped Andy learn to control the powers that came with Andy's new form. Dr. Hawkins was also transformed during those events, and created for himself the superheroic persona White Dwarf. Andy emulated Dr. Hawkins in taking on the role of costumed crimefighter—although, of course, Andy's "costume" is really his new "body." Together, Dr. Hawkins, Andy, and a few other individuals transformed that night became Quantum Force!



ATTRIBUTES

PROW

3

COOR

6

STR

-

INT

5

AWA

3

WILL

6

POWERS

Alternate Form (Electrical Energy) 5
Includes: Flight 5, Immunity (Physical Attacks) 5
Extras: Aura 5 (Electricity), Blast (Burst Only, Close Range)
Limit: Constant

Life Support 3 (Breathing, Eating, Sleeping)

ASPECTS

QUALITIES:

Connection - Member of Quantum Force
Catchphrase - "Let's light this party up!"
Motivation - Has something to prove

CHALLENGES:

Enemy - C6
Personal - Wants to be normal again.
Social -Bizarre personal appearance

SPECIALTIES

Aerial Combat
Science (Physics)

STAMINA

9

DETERMINATION

4

C-6

Identity: LESSER MODEL C-6

Origin: Artificial

Background:

During a plot to destroy the city, Sigma-9 created an energy siphoning automaton to keep the Quantum Force busy while it devoured the information stores at an experimental energy lab.

C-6 is, to date, Sigma-9's only attempt at carbon-based life. Literally, named for the carbon rods that halt nuclear activity, C-6 is a fully realized AI, with a mind of its own. It bucked the programming of Sigma-9 during its attack on the laboratory, and began devising a way to begin negating the energy sources of the Earth entire. Including the strange power supply of Sigma-9.

Their battle drew the Quantum Force, and Sigma escaped leaving behind C-6 to face the Quantum Force. He targeted Bottle Rocket, and nearly killed the young hero with is Energy Draining and Absorption powers.

C-6 has since been deactivated, and lies dormant in a laboratory at the University under constant monitoring. But it waits, looking for a chance to escape and drain Bottle Rocket once and for all.



ATTRIBUTES

PROW

7

COOR

7

STR

6

INT

7

AWA

3

WILL

*

POWERS

Energy Drain 6 Extras: All

Absorption 8

STAMINA

6

DETERMINATION

*

ASPECTS

QUALITIES:

Epithet - The Control

Motivation - Absorption of unique energy signatures.

CHALLENGES:

Enemy - Bottle Rocket

Social - Bizarre appearance

SPECIALTIES

Engineering Expert
Physics Master

EARTHWORM

Identity: Peter Johnson

Origin: Transformed

Background:

With an interest in biology and geology, Peter Johnson enrolled in college with a promising science career ahead of him. His daring biological experiments were showing great promise until the Illegal Alien (Hero Pack 3) crashed through the biology lab during one of its many altercations with the Immigrant. As Peter's apparatus shattered, he was pelted with small glass fragments and fluids containing experimental mutated earthworm stem cells. Entering his bloodstream through the cuts, the earthworm DNA interacted in highly unexpected ways with Peter's own, perhaps as a result of the extraterrestrial energies emitted by the aliens slugging it out elsewhere in the building, or perhaps under bombardment by radiation released from other disrupted experiments.

Under the tutelage of Dr. Cooper Hawkins (who was transformed into White Dwarf during these events), Peter accepted the mantle of Earthworm, miniature costumed controller of earth and stone, while continuing to pursue his scientific learning. As Earthworm, Peter fights crime alongside the other members of Dr. Hawkins's superhero team, Quantum Force.



ATTRIBUTES

PROW

3

COOR

4

STR

3

INT

5

AWA

4

WILL

6

POWERS

Shrinking 7 Extra: Growth Momentum

Earth Control 6 Extras: Binding, Force Field, Burrowing, Telekinesis (Earth Only)

STAMINA

9

DETERMINATION

1

ASPECTS

QUALITIES:

Identity - Peter Johnson, student

Catchphrase - "Judge me by my size, will you?"

Connections - Member of Quantum Force

CHALLENGES:

Personal - Hectic Schedule

Connections - Anna White, girlfriend

Personal - Low self-esteem, shy

Enemy - Bluebird

SPECIALTIES

Science (Biology)

Science (Geology) Expert

BLUEBIRD

Identity: Samantha Seaver
Origin: Gimmick

Background:
Samantha Seaver, wife of multibillionaire industrialist Wayne Seaver, is the very definition of a bored dilettante. Her husband, a futurist and inventor, had created an astounding flight device. It was a wrist and shoulder emitter of astounding energies, that allowed for human flight without a vehicle.

Seeing the escapades of a young hero by the name of Earthworm, she kept an eye on him for a long while, developing the perfect alter-ego to face off with him. She became the Bluebird, and decided harrassing Earthworm would be her ultimate goal.

She has, on several occasions, appeared during the Earthworm's adventures to thwart his plans, spoil his ambushes of villains, and to steal equipment and devices from the lab of the Quantum Force.

Samantha has tried as hard as possible to stay out of the authorities' grip, and has a fleet of lawyers to protect her should the worst happen. Samantha is a dark haired beauty with famous long hair, but this is a well-cultivated disguise so she can continue her 'fun'.



ATTRIBUTES

PROW

3

COOR

5

STR

3

INT

3

AWA

2

WILL

2

POWERS

Flight 4

STAMINA

5

DETERMINATION

*

ASPECTS

QUALITIES:

Catchphrase - "The early bird gets the worm!"

Motivation - Boredom

CHALLENGES:

Enemy - The Mantis

Personal - Secret Identity

Personal - Reckless

SPECIALTIES

Acrobatics Expert
Security Master
Stealth Expert
Athletics

HOT ROD

Identity: Henry Wattson
Origin: Birthright

Background:

Henry Wattson was leading a normal life as a recent college graduate when a freak accident changed his life. Cutting across his alma mater's campus as he walked home one night from his job at an automotive center, Henry noticed a robber trying to break into a darkened building. Henry confronted the robber, who quickly knocked him out and left him lying in a puddle near the base of metal staircase. As Henry lay there, unconscious, a nearby campus science lab exploded, and an arc of electricity hit the staircase and was conducted into Henry's body.

Unexpectedly, this experience hyper-charged the electrons in Henry's body instead of killing him. Henry awoke later that night and continued home. As his hand neared the knob of his front door, electricity leapt from his fingers. Over the course of the next few hours, Henry experimented with his newfound abilities.

A week later, Henry suddenly bolted from his job in response to a supervillain rampage occurring nearby. His impulsive action got him fired from his job ... but it also got him noticed by Dr. Cooper Hawkins, who promptly recruited Henry to join the newly-formed superhero team Quantum Force.



ATTRIBUTES

PROW

5

COOR

5

STR

8

INT

3

AWA

3

WILL

4

POWERS

Electric Control 6

Aura (Electricity) 2

Flight 4

Invulnerability 4

ASPECTS

QUALITIES:

Connection - Member of Quantum Force

Catchphrase - "That's shocking!"

Connection - Member of the local machinists' union

CHALLENGES:

Enemy - Blacktop
Personal - Has to work for a living (for hourly pay)

Personal - Dating Alice Edison

Weakness - Powers can be "shorted out"

SPECIALTIES

Electronics
Mechanics Expert

STAMINA

12

DETERMINATION

1

BLACKTOP

Identity: Wallace Sirk

Origin: Trained

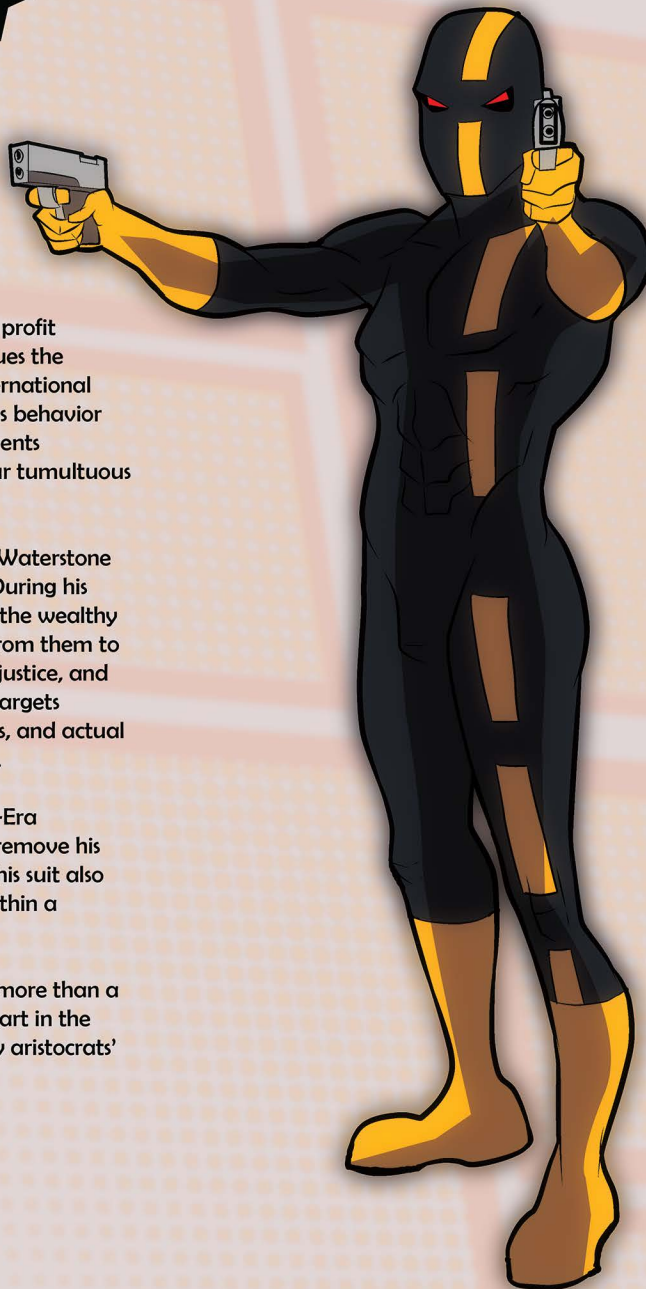
Background:

Highwaymen of old held up coaches for profit and adventure. Today, Blacktop continues the tradition of highway robbery, on an international scale. However, his most recent larcenous behavior has been laser focused on military shipments criss-crossing the United States during our tumultuous decade.

Wallace Sirk was a former employee of Waterstone Walker and Way private security firm. During his tenure there, he grew tired of protecting the wealthy from the poor. He decided that stealing from them to line his own pockets would be a kind of justice, and also make him very wealthy. Blacktop targets payroll vehicles, semi trailers with missiles, and actual military convoys with power plant parts.

Blacktop's secret, is that he has a Soviet-Era teleportation device that allows him to remove his target from the scene of the crime, and his suit also teleports him to the drop-off location within a thousand miles of the scene.

Blacktop has squared off with Hot Rod more than a few times, and figure the kid's got his heart in the right place, but protecting these wealthy aristocrats' millions seems a bit foolish.



ATTRIBUTES

PROW

6

COOR

6

STR

6

INT

5

AWA

4

WILL

4

POWERS

Blast (Pistols) 4

Teleportation 8

STAMINA

10

DETERMINATION

*

ASPECTS

QUALITIES:

Epithet - The Modern Highwayman

Motivation - Greed

CHALLENGES:

Enemy - Hot Rod

Personal - Hates the rich

Weakness - His powers can be traced

SPECIALTIES

Martial Arts Expert

Weapons (Firearms) Master

Security Expert

WHITE DWARF

Identity: Dr. C. J. Hawkins

Origin: Transformed

Background:

Dr. Cooper Jeremiah Hawkins (known as "C.J." to his closest friends, especially those from childhood) was working in his lab late one night when his eyes beheld a wondrous sight: his experiment in cold fusion seemed to be working! For a few moments, a small, stable fusion reaction pulsed within his magnetic jar, generating as much energy as a small star. But Dr. Hawkins's elation quickly turned to frustration and almost to despair when the Illegal Alien (Hero Pack 3) crashed through the wall of his lab during one of its many skirmishes with the Immigrant. The resulting explosion ruined Dr. Hawkins's lab, and destroyed almost the entire building!

Thanks to an odd confluence in the protective energy fields he'd erected, however, Dr. Hawkins himself survived. In addition, the energies he'd absorbed granted him control over nearby gravitational fields and bonds, allowing him to condense his own body to a fraction of its normal size and to move objects by manipulating their gravitational attraction to other bodies. Several of Dr. Hawkins's students and other bystanders were also transformed that night, and Dr. Hawkins led some of these to work together as the science-themed superhero team Quantum Force.

Dr. Cooper's density shifts as his size goes down, as well, so, the smaller he gets, the space between his molecules shrinks as well. So his size is related to his body density.



ATTRIBUTES

PROW

3

COOR

4

STR

3

INT

6

AWA

5

WILL

5

POWERS

Shrinking 5

Density 5

Limit: Uncontrolled (Linked to Shrinking)

Gravity Control (Gravity) 7 Extra:
Telekinesis

STAMINA

8

DETERMINATION

4

ASPECTS

QUALITIES:

Trait - Uses super-science technobabble

Connections - World super-science community

Motivation - Engineer a better world

Connections - Founder and leader of Quantum Force

CHALLENGES:

Enemy - Carapace

Personal - Teaching and research schedule

Personal - Mistrusts extraterrestrials

SPECIALTIES

Science (Physics) Master

Computers

Power (Gravity Control)

Expert

Leadership

CARAPACE

Identity: Charlie Masters

Origin: Birthright

Background:

Charles Ruel Masters is the smartest human on the planet. He's also only fifteen. Masters is also under the impression that the world is his plaything. Misunderstanding the basic concept of Darwin's theory of 'survival of the fittest' he has deemed himself the pinnacle of human evolution.

Masters has achieved leaps and bounds in scientific achievements, creating a powered gravity control suit, and several other gadgets. Charlie's mastery of the sciences makes him insufferable to his biggest foe, White Dwarf. Masters was a student of White Dwarf, but irritated Dr. Hawkins by turning in assignments in dead languages, creating realistic holograms to attend his lectures, and other irritations. Dr. Hawkins, using the attendance policy of the University, handed Charlie Masters his very first non-perfect grade: An incomplete.

Masters essentially lost his mind, and became obsessed with destroying Hawkins. While using his genius to gather data, he surmised Hawkins link to Quantum Force, and developed his Quark Carapace, a suit able to manipulate quantum forces -- specifically to destroy White Dwarf/Hawkins.



ATTRIBUTES

PROW

2

COOR

3

STR

5

INT

10

AWA

6

WILL

6

POWERS

Wizardry (Gadgets) 9 Extras: All

Resistance (Damage) 8 Quark Carapace

STAMINA

9

DETERMINATION

*

ASPECTS

QUALITIES:

Epithet - Human Pinnacle

Motivation - Destroying White Dwarf

CHALLENGES:

Enemy - White Dwarf

Personal - Prone to rages after a defeat

Personal - Inexperienced

SPECIALTIES

Engineering Master

Electronics Master

Science (All) Master

When an unethical super-scientist dumped a load of seemingly-dormant metahuman hormones into Leapfrog Creek, they had no idea that animals drinking from the creek during the next few hours might gain human-level intelligence and other super-powers. But that's exactly what happened to at least five ex-pets, strays, and other urban nomads, who sipped from the stream after a mysterious algae activated the powerful organic chemicals, but before the current swept the hormones downstream and diluted them below their effective concentration! This quintet now roams the city's parks, creeks, streets, and alleys, opposing all miscreants of any species who would prey on the city's animals and underage humans!

Team Qualities:

Social - Easily underestimated

Catchphrase - "Bless the beasts and the children"

Connections - Vast network of animal informants

Team Challenges:

Enemy - NEOGENE and Dr. MacReady

Social - A pack of varmints

Team Resources:

The kindness of strangers

STRAY BRIGADE



NEOGENE

The corporation NEOGENE is a genetics laboratory, creating designer genomes for military applications. During a routine disposal of control group samples, the batch of control waste was mixed up with the batch of test data, and dumped. The genetic altering chemicals were designed to manipulate intellect, and tap into latent human powers.

Unfortunately, the entire batch was dumped accidentally into a creek. In the weeks following, Dr. Victor MacReady witnessed a group of animals in the news acting in concert, and exhibiting full sentience.

MacReady is now on the hunt for the so-called Stray Brigade, even though no one believes that super smart animals exist.

MacReady is the head of research and development in the Biological Modification division, and, while not a team per se, has at his disposal the resources of NEOGENE.

Team Qualities

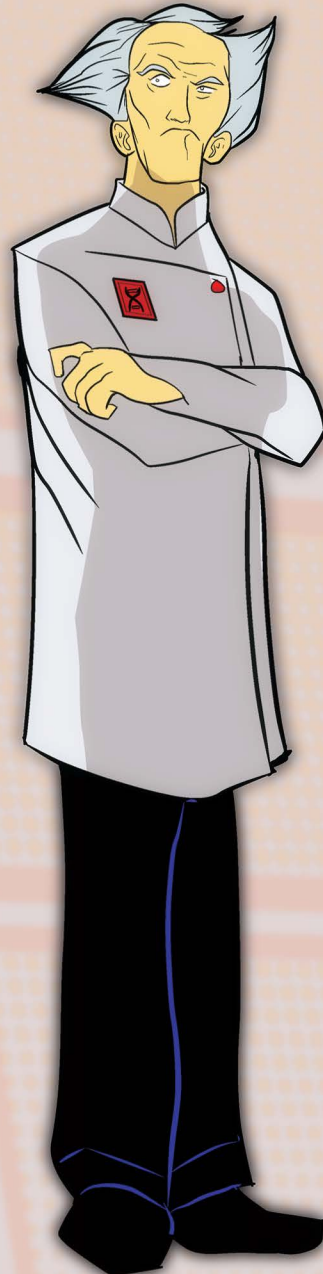
Personal - Driven to find and capture the Stray Brigade

Team Challenges

Enemy - Stray Brigade
Personal - No one believes that super-animals exist, he's on thin ice with NEOGENE

Team Resources

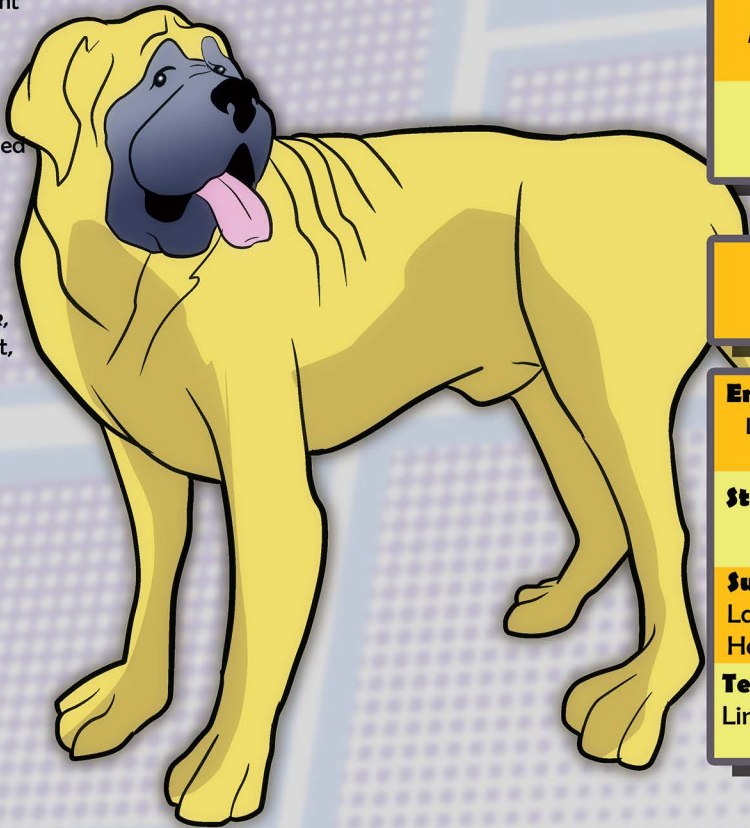
NEOGENE has millions, and hundreds of employees at MacReady's disposal



BASKERVILLE

Identity: Buster
Origin: Transformed
Background:

When Monahan Webley left England for a job posting elsewhere, he took his beloved mastiff Buster with him. Unfortunately, Webley quickly became the victim of violent crime, and he'd never thought to make appropriate provisions for Buster's care after such an unexpected turn of events. Left homeless, the bereaved Buster joined the city's population of homeless dogs, trying with little success to discourage the thugs and muggers who preyed on folk like Webley. When he drank from the just-contaminated Leapfrog Creek, Buster gained a prodigious intellect, super-senses, and other powers.



ATTRIBUTES

PROW

3

COORD

3

STR

3

INT

7

AWA

6

WILL

5

POWERS

Emotion Control (Fear) 7

Limit: One Emotion, Performance (Baying)

Strike (Slashing) Bite 3

Super-Senses 4 Comprehend Languages, Enhanced Smell, Enhanced Hearing, Tracking Sense

Telepathy 5

Limit: Animals Only

STAMINA

8

DETERMINATION

3

ASPECTS

QUALITIES:

Catchphrase - "Woof!"
("The game's afoot!")

Epithet - Man's Best Friend

CHALLENGES:

Enemy - NEOGENE

Personal - It's a dog's life
Personal - Will work for food

SPECIALTIES

Investigation Expert

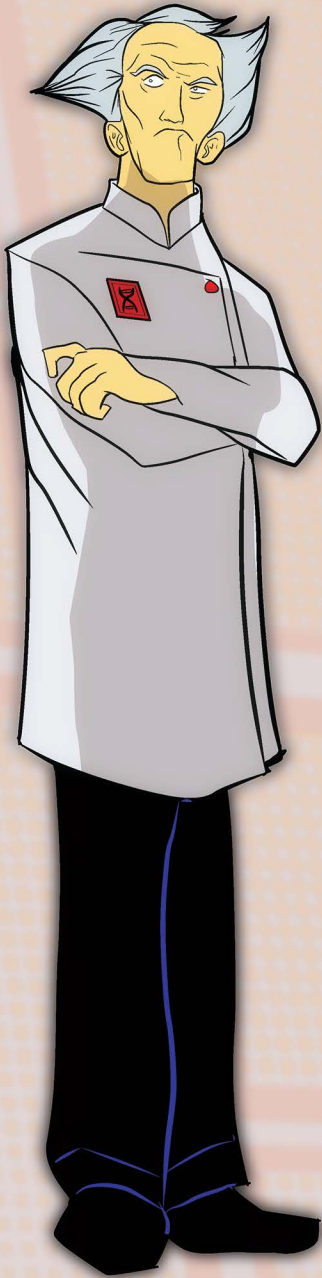
DOCTOR MACREADY

Identity: Dr. Victor MacReady
Origin: Trained

Background:
Dr. MacReady is the head of genetic Research and Development for the NEOGENE corporation. MacReady dedicated his life to extending human existence and strengthening the human species against disease and deterioration.

Dr. MacReady has been recently focusing on the newest genetic manipulating drug, Lot 9, and due to a laboratory mishap, the drug was administered to some woodland animals. MacReady's stance on animal testing has been always, 'Better an animal to die, than one human suffer'.

He is now on the hunt for the so-called Stray Brigade -- and will use the considerable wealth and resources of NEOGENE to capture and dissect the Brigade.



ATTRIBUTES

PROW

2

COOR

3

STR

2

INT

6

AWA

5

WILL

6

POWERS

Binding (Electro Net) 5
Limit: Device

STAMINA

8

DETERMINATION

*

ASPECTS

QUALITIES:

Epithet - Doc Dogcatcher
Motivation - Capture the Stray Brigade

CHALLENGES:

Enemy - Stray Brigade

SPECIALTIES

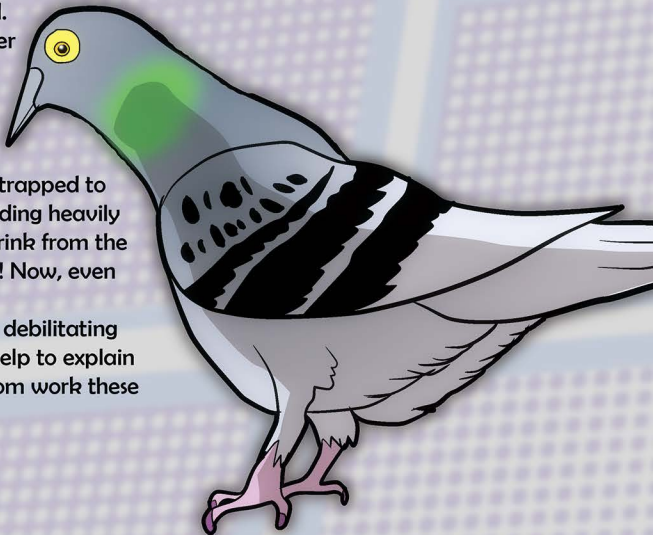
Genetics Master

CARRIER

Identity: Penelope
Origin: Transformed

Background:

As a toddler, George Deutette loved watching the cartoon exploits of Sylvester, Wile E. Coyote, and Dick Dastardly. As George grew up, he imitated his heroes' violence toward birds, especially the dime-a-dozen pigeons that cluttered his neighborhood. In George's adulthood, his medical career afforded him sufficient income to buy and torture more interesting birds. One such bird, a carrier pigeon named Penelope, escaped one of George's cruel games when the firecracker he'd strapped to her left leg turned out to be a dud. Landing heavily near Leapfrog Creek, she took a long drink from the stream, and found herself empowered! Now, even the smallest scratch from Penelope's seemingly-insignificant talons can inflict debilitating though non-fatal diseases, which may help to explain George Deutette's frequent absences from work these days.



ATTRIBUTES

PROW

2

COOR

4

STR

1

INT

4

AWA

4

WILL

3

POWERS

Flight 4

Affliction 7

Strike (Slashing) 1 Talons

Telepathy 5
Limit: Animals Only

STAMINA

4

DETERMINATION

3

ASPECTS

QUALITIES:

Personal - Very small (+2 Attack and Defense vs. larger opponents)

Epithet - "Cool!" ("I'm getting sick of this!")

CHALLENGES:

Personal - Twitchy and easily distracted

Social - "Stop that pigeon!"

Enemy - NEOGENE

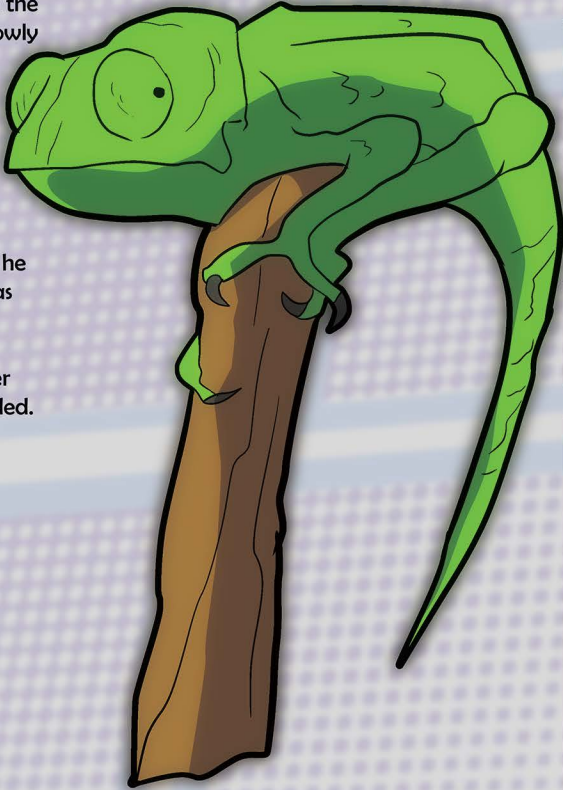
SPECIALTIES

Aerial Combat Expert
Medicine
Power (Touch Attacks) Expert

KARMA

Identity: Reggie
Origin: Transformed

Background:
One of many reptilian pets discarded annually in the city, the chameleon formerly known as Reggie slowly wandered the urban landscape with no purpose in life other than obedience to the most basic of instincts: survival. Whole new vistas opened up for Reggie when he drank from Leapfrog Creek, its waters still laced with metahuman hormones. Reggie soon found that his natural camouflage had been enhanced to near-invisibility, and that he could change the warp and woof of probability as easily as his skin could change color. With his newfound intelligence, Reggie sought a sense of meaning, a goal for his life—one which Ringleader and the newly-formed Stray Brigade soon provided.



ATTRIBUTES

PROW

1

COOR

2

STR

1

INT

3

AWA

6

WILL

6

POWERS

Extra Body Parts (Tail) 3

Invisibility 5
Limit: Chameleon

Probability Control 7 Extra: Both
Types

Telepathy 5
Limit: Animals Only

Wall-Crawling 5

ASPECTS

QUALITIES:

Epithet - Now you see him, now you don't

Personal - Very small
(+2 Attack vs. Defense vs. Larger opponents)

CHALLENGES:

Enemy - NEOGENE

Social - Mistaken identity
("Aren't you that gecko..?")

STAMINA

8

DETERMINATION

2

SPECIALTIES

Occult
Psychiatry
Stealth Master

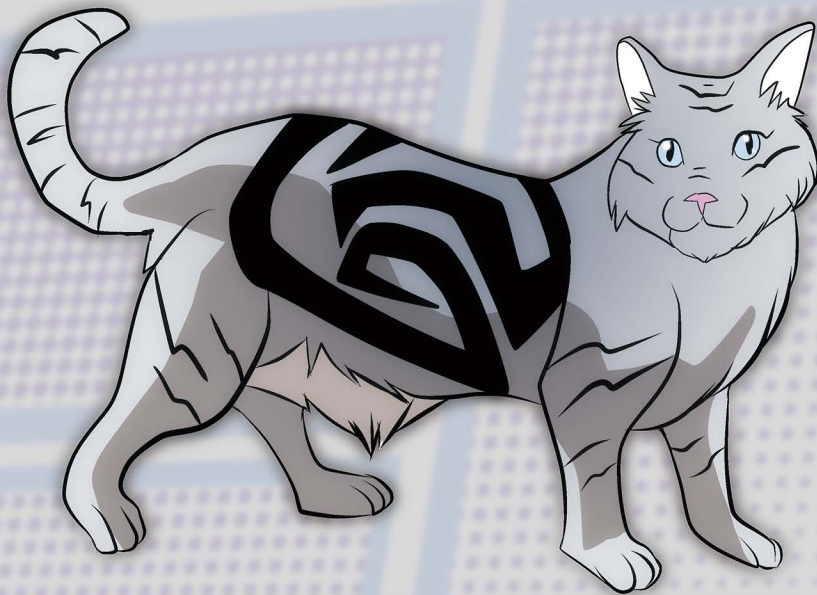
CATNAP

Identity: Princess

Origin: Transformed

Background:

Undoubtedly the most beautiful classic tabby cat in the entire city, and perhaps the entire state—at least according to herself and her human servants (who, hilariously, call themselves her “masters”)—Princess led a charmed life as a spoiled upper-middle-class pet. Then, one day, she ventured out to see how the other 99% lived. Happening upon Leapfrog Creek, she took a sip ... and gained the power to cause her naturally curvy stripes to swirl in narcolepsy-inducing patterns! Seeking others like herself, Princess fell in with the do-gooders who formed the Stray Brigade, despite their obviously inferior breeding (except for that mastiff, who might have been noble or even lordly once upon a time, but oh, how the mighty have fallen).



STAMINA

6

DETERMINATION

5

ASPECTS

QUALITIES:

Personal - Small (+1 Attack and Defense vs. Larger Opponents)

Epithet - 9 Lives

Catchphrase - “Meow!”
 (“Camera back on me.”)

CHALLENGES:

Enemy - NEOGENE
Personal - Has a real home. (Still a pet)

Social - Catty (Feline diva)

ATTRIBUTES

PROW

3

COORD

6

STR

1

INT

3

AWA

6

WILL

5

POWERS

Stunning (Willpower) 7 Sleep
Limit: Must be visible to target

Strike (Slashing) 1

Telepathy 5
Limit: Animals Only

SPECIALTIES

Acrobatics Expert
Stealth Master

RINGLEADER

Identity: None
Origin: Transformed

Background:
A particularly curious raccoon near Leapfrog Creek watched, befuddled, as some funny-looking humans poured a tasty-looking liquid into the stream. After the humans left, the raccoon snuck up to sniff around, and to take a drink. As the first to drink from the stream, he received the strongest dose of the discarded metahuman hormones, gaining the ability to control other creatures' minds, the power to communicate telepathically with other animals, and vastly expanded mental capacities. Without really realizing what he was doing, this empowered raccoon—who would soon come to call himself “Ringleader”—subtly touched the minds of other receptive animals, who were soon drawn to take their own sips from the tainted creek.



ATTRIBUTES

PROW

4

COOR

3

STR

2

INT

4

AWA

5

WILL

8

POWERS

Mind Control 8 Extra: Burst to Extended Range vs. Animals
Limit: Requires Eye Contact vs. Humanoids

Strike (Slashing) 2 Claws

Telephthy 7
Limit: Animals Only

ASPECTS

QUALITIES:
Epithet - Mysterious Masked Mammal
Special - Small (+1 Attack and Defense vs. Larger Opponents)
Catchphrase - “Cha-cha!” (“Listen up! Here’s the plan...”)

CHALLENGES:
Enemy - NEOGENE
Social - An urban blight
Personal - Hunted for fur

SPECIALTIES

Leadership Expert
Sleight of Hand Master
Stealth Expert

STAMINA

10

DETERMINATION

3

THE HOST

When Agnes Day discovered her superpowers and felt called to use them to defend the city's weak and vulnerable as the superhero Gifted, she soon realized that her gifts, though amazing, didn't equip her to go toe-to-toe in slugfests against superpowered villains. Before long, she found a willing ally in the Cherub; soon thereafter, they observed Panoply in action, and invited her to join the team. Calling themselves "the Host" (after the "Heavenly Host" or angelic army), the trio drew media attention for their steadfast defense of the city's poorer citizens and their outspoken religiosity. Shortly after the team's first big, attention-getting case, Powerhouse approached the team and asked to join. Rhema was recruited soon thereafter. Now operating out of St. Albinus's Church, an old, abandoned Catholic church that the team is renovating for use as an HQ, the Host protects the city's populace from all manner of metahuman threats, especially from super-crimes targeting churches, schools, charitable organizations, or the city's homeless population.

Team Qualities

Connections - Good standing with local police

Connections - Good relations with the religious-beat reporters

Motivation - Protecting the "least of these"

Team Challenges

Enemy - The Black Mass

Personal - Shoestring budget, dependent on charity

Personal - Theological disputes among members

Personal - Mutual mistrust of mystic/occult heroes

Team Resources

St. Albinus's Church, makeshift HQ

Neighborhood goodwill and support



BLACK MASS



In the world of the occult and mysticism there are rumors of a demon-worshipping sect that looks to corrupt mankind with eldritch pacts and wanton acts of evil. It is no rumor.

Simon Sinis, the left hand of the Lightbringer, has dedicated his life to corrupting the souls of man and making sacrifices to his hoary masters. Gifted and her "Host" of heroes troubles Sinis -- who does as much to deceive non-believers as well as true believers, and when actual powers of the Light manifest themselves -- his mission becomes that much harder.

Team Qualities

Connections - Mystic villains

Team Challenges

Enemy - The Host

Team Resources

The Hidden Chapel - a small abandoned church housing a portal to the infernal realms

THE CHERUB

Identity: Rakhamiel/Ezekiel Cohen

Origin: Unearthly

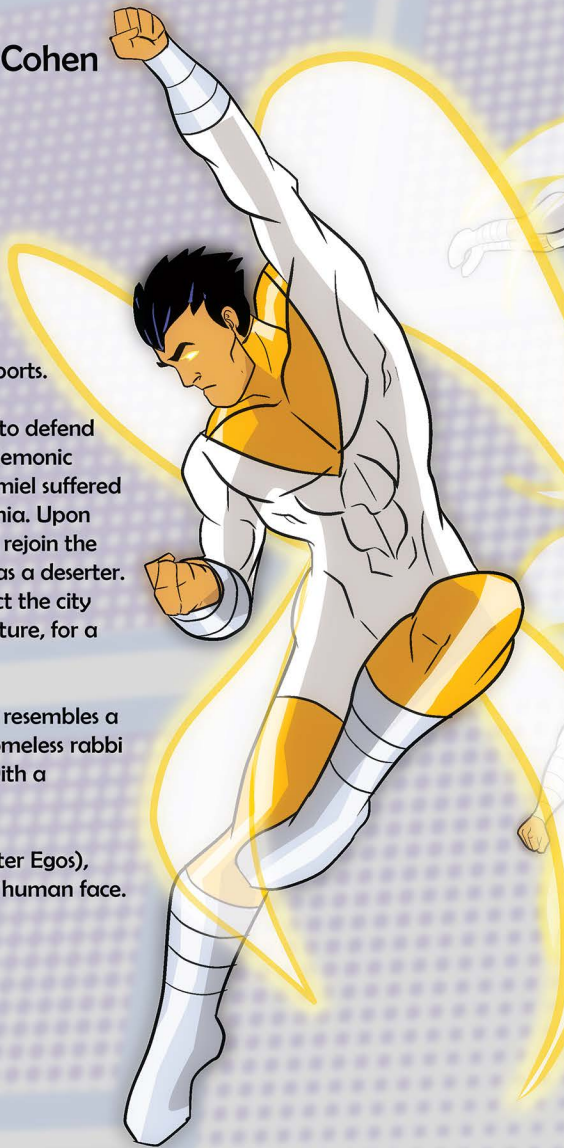
Background:

Rakhamiel claims to be one of the angels called k'ruvim, and he never tires of correcting people who call him a "cherub": "Cherubs are fat naked babies in Baroque paintings. I'm a k'ruv." Nevertheless, most media outlets prefer to call Rakhamiel "the Cherub" in their news reports.

According to Rakhamiel, its troop was assigned to defend Masada in AD 73, but they were overcome by demonic forces supporting the Roman army, and Rakhamiel suffered injuries that left it amnesiac for over two millennia. Upon regaining its memory, Rakhamiel attempted to rejoin the heavenly host, but had already been dismissed as a deserter. To prove its loyalty, Rakhamiel vowed to protect the city where it had been living, unaware of its true nature, for a period equal to the time he spent in amnesia.

Several street people, though, think the Cherub resembles a younger, stronger version of Ezekiel Cohen, a homeless rabbi who disappeared not too long ago on a night with a particularly high number of UFO sightings.

Rakhamiel can manifest four different faces (Alter Egos), each with a distinct power set. It defaults to the human face.



ATTRIBUTES

PROW	COOR	STR
4	4	4
INT	AWA	WILL
3	4	6

POWERS

Flight 6

Immortality

Alter Egos

Human Face (Base): Super-Senses 1 (360° Vision), Ability Increase (+2 Intellect), Danger Sense 6

Eagle Face: Super-Senses 1 (Enhanced Vision), Ability Increase (+2 Awareness), Blast (Sonic) 6

Lion Face: Super-Senses 1 (Enhanced Smell), Ability Increase (+2 Prowess), Fast Attack 6 (Claw/Claw/Bite)

Ox Face: Super-Senses 1 (Enhanced Hearing), Ability Increase (+2 Strength), Invulnerability 6
Extra: No Interval

STAMINA

10

DETERMINATION

1

ASPECTS

QUALITIES:

Connection - One of The Host

Epithet - Divine Defender

Motivation - Compelled to prove his loyalty to Heaven

CHALLENGES:

Enemy - Mandragore

Personal - Anachronistic

Personal - Hates

being called a Cherub

Social - Strange appearance

SPECIALTIES

Religion Master

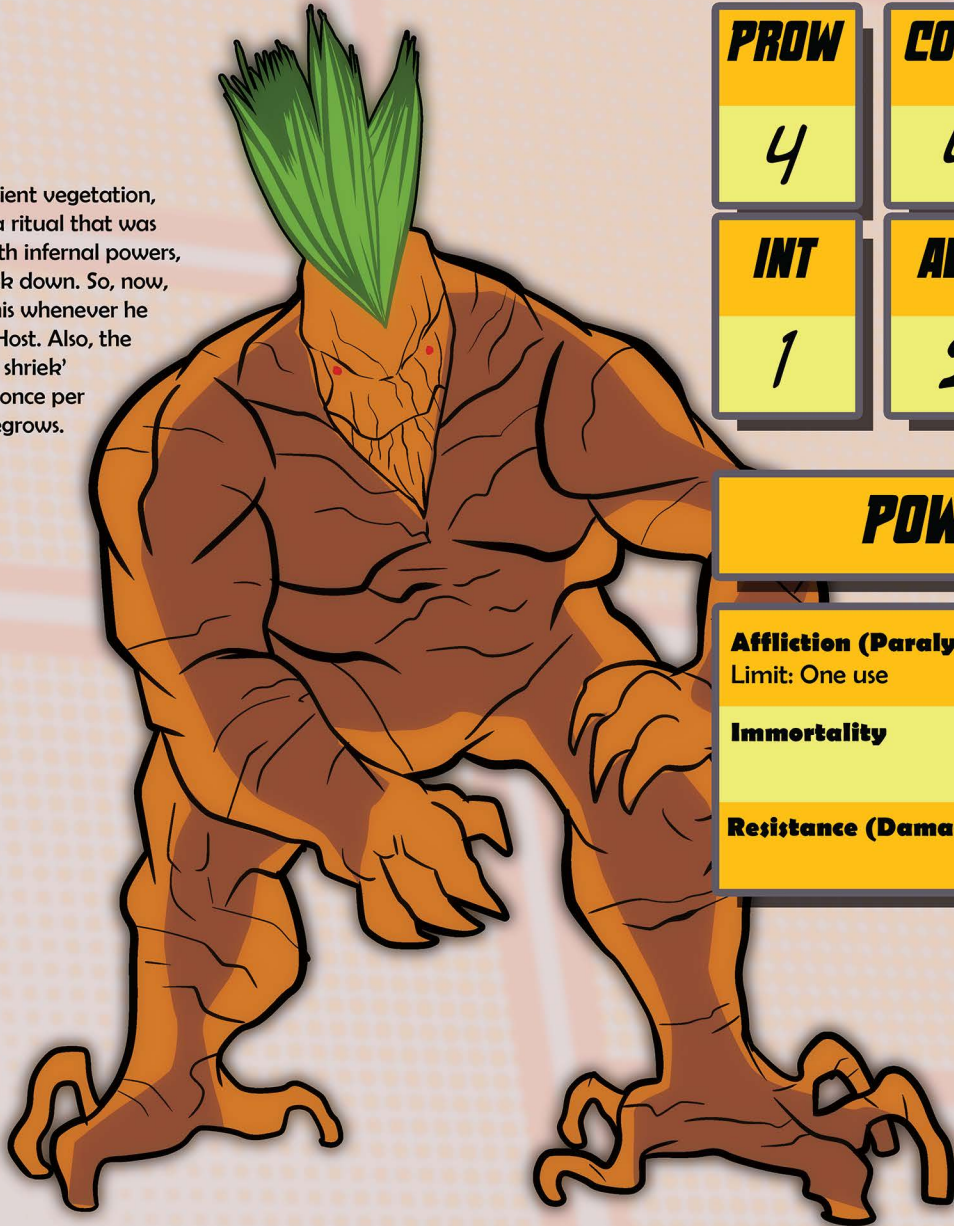
Aerial Combat Expert



MANDRAGORE

Identity: Unknown
Origin: Unearthly

Background:
The Mandragore is a being of sentient vegetation, created by Simon Sinis as part of a ritual that was thwarted by The Host. Imbued with infernal powers, Mandragore could not be put back down. So, now, its brute force is used by Simon Sinis whenever he needs to occupy the forces of the Host. Also, the Mandragore has the classic 'death shriek' ability, however, it can only use it once per manifestation, though it always regrows.



ATTRIBUTES

PROW	COOR	STR
4	4	9
INT	AWA	WILL
1	2	2

POWERS

Affliction (Paralysis): 9
Limit: One use

Immortality

Resistance (Damage): 8

STAMINA 11

DETERMINATION *

ASPECTS

QUALITIES:
Epithet - The Root of All Evil
CHALLENGES:
Enemy - The Cherub
Personal - Virtually mindless
Social - Strange Appearance

SPECIALTIES

Wrestling

GIFTED

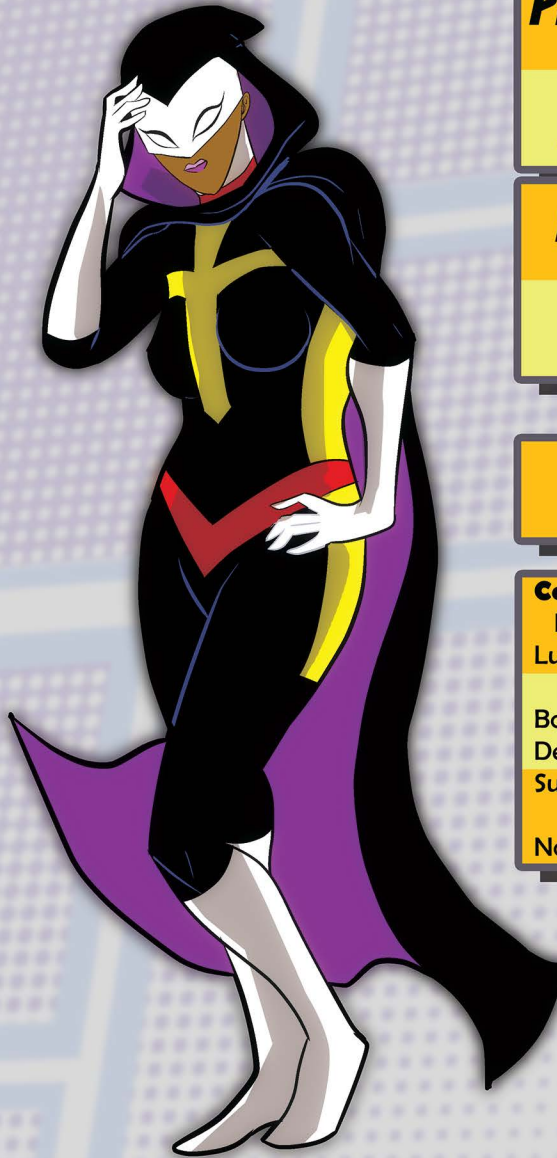
Identity: Agnes Day

Origin: Unearthly

Background:

It was just little things at first—quiz-show answers she shouldn't know, improbable hunches that turned out right, hugs that made sick children feel better. Before long, however, Agnes Day came to believe that she had received spiritual insight from on high. Agnes already spent most of her time trying to help other people (especially at-risk women and girls) in her inner-city neighborhood, both in her day job as a social worker and in her extensive volunteering in ministries sponsored by her Full Gospel Baptist church. These new miraculous manifestations convinced Agnes that she had even greater service to perform, and she quietly put her new abilities to use.

Agnes never thought of herself as a superhero, but she had that label thrust upon her after a particularly public incident in which her Precognition, Probability Control, and Healing enabled her to save a small group of teenage girls from a late-night drunk driver—and then to save the driver himself after what should have been a fatal crash. Hiding her face from the girls (and the driver, though he was too plastered to remember much when questioned later), Agnes tried to slip away as a crowd gathered. Before Agnes disappeared down a dark alley, one of the thankful girls asked her, "Wait! Who are you? How did you do that?" A bit stunned herself, Agnes could only stammer out, "I'm ... gifted." Although Agnes didn't mean for that answer to give her a superhero moniker, the local media spun it that way, and the name stuck. Realizing that a public presence could help her do more good, Agnes embraced the persona of Gifted, and began dressing in a uniform modeled on the vestments worn by Full Gospel Baptist clergy, along with a cape, hood, and mask vaguely reminiscent of a Catholic nun's robe and wimple.



ATTRIBUTES

PROW

2

COOR

4

STR

2

INT

4

AWA

5

WILL

5

POWERS

Cosmic Power 8

Included: Probability Control (Good Luck)

Extras: Ability Boost (Intellect), Ability Boost (Willpower), Precognition, Healing, Detection (Spirit), Regeneration, Super-Senses (Comprehend Languages)

Limit: Exclusive Extras, Uncontrolled, No Stunts

ASPECTS

QUALITIES:

Connections: - Goddess-Mothers
Epithet: - "Daughter of the Goddesses" / "Princess of Alkebulon"
Connections: - Oliver Graves (Wildlife Foundation Federation)
Connections: - Lillian Thibeaux (Grandmother)

CHALLENGES:

Enemy: - Simon Sinis
Personal: - Meager salary
Personal: - In-your-face zealotry

SPECIALTIES

Religion Expert

Leadership

Medicine

Psychology Expert

Occult

Law

STAMINA

7

DETERMINATION

1

SIMON SINIS

Identity: Unknown
Origin: Unearthly

Background:
The creature wearing the skin of former devil worshipping outcast is a being of total corruption and evil. Its designs on this world are to bring strife, disorder and prepare the way for his master, the eventual ruler of the world of Man. He began by drawing other evil entities to his cause, such as the man-plant Mandragore, whose voice and strength can kill, and The Void, a demon comprised of pure hunger and greed.

Sinis has taken residence in the Hidden Chapel, a small ramshackle building in the hills of Tennessee, deep in the woods, far from prying eyes. Occasionally, an intrepid human will go to see what sort of mischief is going on -- if the rumors of his church are true -- and Simon will have another convert. Willing? No one can say.

Simon Sinis' abilities stem from his demonic heritage, and he has strength and power at a level that is truly incredible. He also has weaknesses that surface from time to time, especially in the form of true believers, and virtuous Occult and Mystic heroes.



ATTRIBUTES

PROW

7

COOR

7

STR

8

INT

6

AWA

8

WILL

9

POWERS

Cosmic Power 10 Extras: All

STAMINA

17

DETERMINATION

*

ASPECTS

QUALITIES:

Epithet - Preparer of the Way
Motivation - Corruption of human religious agencies

CHALLENGES:

Enemy - Gifted
Personal - Obsessed
Weakness - Truly good heroes

SPECIALTIES

Occult Master
Religion Expert
Psychology Expert

PANOPLY

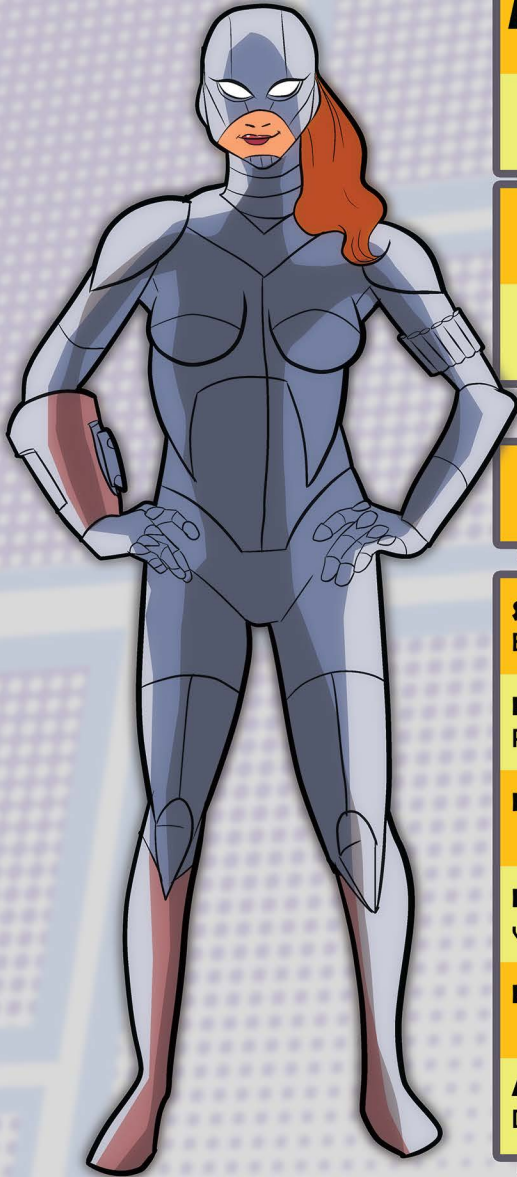
Identity: Jeannie Arquette
Origin: Gimmick

Background:

As a teenager, Jeanne Arquette largely fell into the mold of a “science nerd.” She always preferred disassembling household appliances to playing house, medieval history to romance novels, and superhero action figures to Barbie dolls. Jeanne especially idolized those superheroes, whether in comics or on the news, who had no actual superpowers themselves, but fought superpowered evildoers with their wits and the tools they created themselves.

Scraping together bits and pieces of castoff electronic equipment at the lab where she worked after school, Jeanne managed to assemble a crude exoskeleton of sorts. It wasn’t much, but it made her feel a bit like a superhero—especially when she foiled a break-in one night by spies from a rival lab! Thereafter, the lab’s grateful director, arranged to give Jeanne more support for her tinkering.

A lifelong Catholic, Jeanne was inspired to model her next, more robust set of armor after a biblical paragraph about “the armor of God,” even to the point of adopting a superheroic code name from the Latin text of that passage. A few successful solo exploits brought her to the attention of Gifted, who quickly invited the younger woman to join the Host.



ATTRIBUTES

PROW	COORD	STR
3	5	3
INT	AWA	WILL
6	3	3

POWERS

- Super-Senses** 1 (Lie Detection; Device: Belt of Truth)
- Dazzle** 2 (Sight; Device: Breastplate of Righteousness)
- Force Field** 7 (Device: Shield of Faith)
- Danger Sense** 7 (Device: Helmet of Salvation)
- Mental Blast** 7 (Device: Sword of the Spirit)
Limit: Close Range
- Ability Increase (Coordination)**
Device: Boots of Readiness)

ASPECTS

- QUALITIES:**

Connections: - Member of the Host

Epithet: - The Iron Maiden

Motivation: - Hero worship

Identity: - Jeannie Arquette, teenage electronics whiz
- CHALLENGES:**

Enemy: - The Void

Personal: - Pyrophobia

Social: - Stereotypically awkward nerd

Weakness: - Suit requires recharging

SPECIALTIES

- Computers**
- Electronics** Expert
- Weapons (Blades)** Expert

STAMINA 6

DETERMINATION 1

VOID

Identity: Unknown

Origin: Birthright

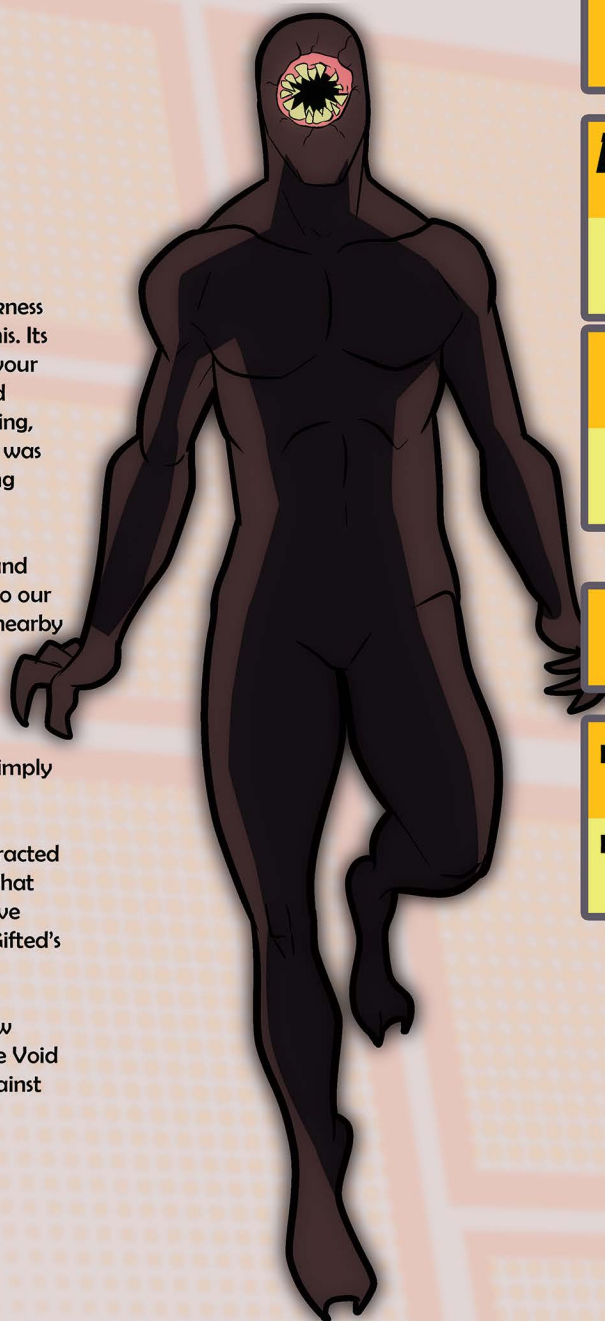
Background:

The entity known as The Void is a being of darkness and entropy brought to our world by Simon Sinis. Its design in the grand scheme of things was to devour time as it passed, to keep the universe neat and orderly. However, Simon Sinis corrupted this being, tempting it with time, matter, and energy that was still alive, not castoffs from reality, but devouring reality itself.

The Void was tempted from its etereal mission, and brought to the HiddenChapel. His first foray into our world was devouring the lives of people in the nearby mining town of Kite's Bluff, Tennessee -- by devouring the years of their lives before they were lived, people in the town were dying in strange and oddly coincidental ways. Convoluted ways that seemed to be designed simply to eliminate the townsfolk.

The fear and discord wrought in Kite's Bluff attracted the Host, and Panoply was the first to realize what was happening, and created a device to percieve The Void as he was trying to drain years from Gifted's life.

There was a battle, although it's not certain how many of Gifted's years were devoured by it. The Void is aware of Panoply, and desires vengeance against her at any opportunity.



ATTRIBUTES

PROW

6

COOR

5

STR

7

INT

1

AWA

2

WILL

6

POWERS

Darkness; Control 9 Extras: All

Energy Drain 8 Extras: All

STAMINA

13

DETERMINATION

*

ASPECTS

QUALITIES:

Epithet - The Draining Devil

Motivation - Devouring the energies and matter of this universe

CHALLENGES:

Enemy - Panoply

Personal - Virtually Mindless

SPECIALTIES

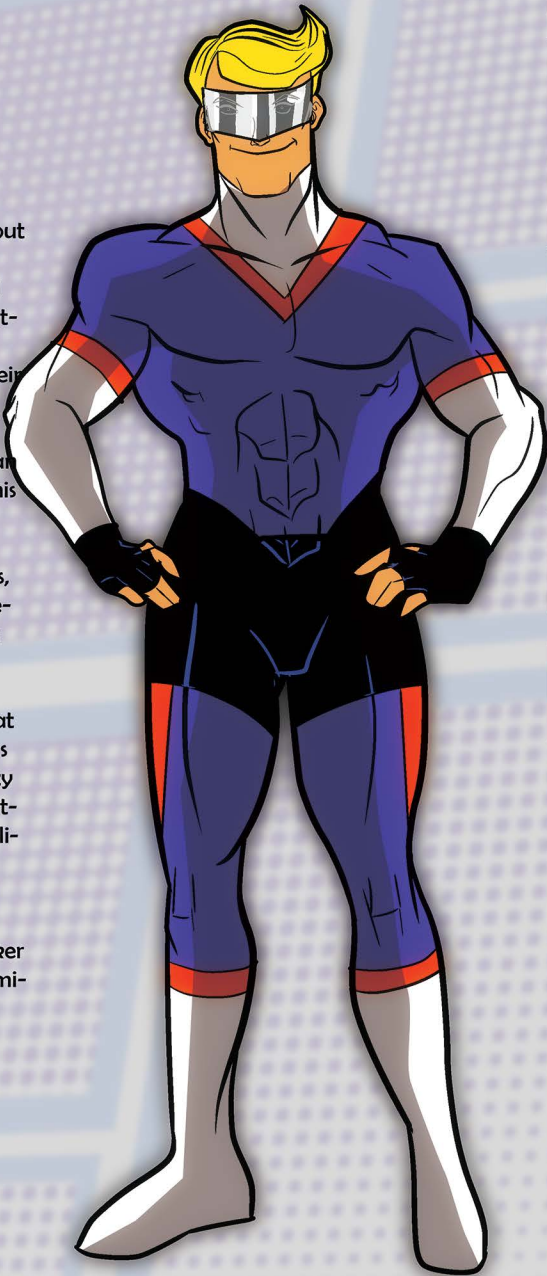
POWERHOUSE

Identity:
Origin: Birthright

Background:
Matt Ingles was a big fish in a small pond, a standout high-school quarterback in small-town, six-man Texas high school football. Big-school scouts passed him by, but the Church of Christ college that recruited him hoped he might join the growing ranks of sports stars as popular for their off-field piety as their on-field performance.

But nobody expected Matt to manifest metahuman strength and toughness. When he started injuring his own receivers by throwing the ball too hard, his coaches moved him to defense; when he routinely broke opposing runners' bones during clean tackles, they benched him. Though tests eliminated any steroid suspicions, the NCAA eventually banned Matt from play — to protect other players.

Making lemonade out of lemons, Matt decided that if pious sports stars were popular, pious superheroes should be even more popular. He moved to the city to increase his visibility, grew his hair long, and started calling himself "Samson," an homage to the biblical strongman (and to his actual father, Samuel Ingles). After learning of another superhero calling himself Samson (Blade Manning, Hero Pack 4), though, Matt trimmed his hair, adopted the moniker "Powerhouse," and developed a costume more reminiscent of his college football gear.



ATTRIBUTES

PROW

5

COOR

5

STR

9

INT

3

AWA

4

WILL

3

POWERS

Resistance (Damage) 9

ASPECTS

QUALITIES:

Motivation - Philippians 4:13

Connections - Member of the Host
Motivation - Wants to be "God's Quarterback"

Social - Photogenic and popular

CHALLENGES:

Enemy - Sever

Personal - "Wanna be sports celebrity (Public Identity)

Personal - Doesn't know his own strength

Personal - Weak-willed (Willpower -2) against femmes fatales

SPECIALTIES

Athletic; Expert Weapons (Thrown Objects); Expert Religion

STAMINA

12

DETERMINATION

3

SEVER

Identity: Sever
Origin: Unearthly

Background:
The first war between Light and Dark, when the Lightbringer challenged the throne of the Most High, Sever was an angel known as a Muse. She was corrupted by the being taking the form of Simon Sinis. It convinced her to ally with the Lightbringer and she was cast into perdition for her betrayal.

Eons later, when Simon Sinis returned to our world, he brought with him his right hand; the demonic she-devil known as Sever. Sever has a mission: to corrupt the mind of the truly righteous. Her first target is the member of the Host known as Powerhouse.



ATTRIBUTES

PROW

5

COOR

5

STR

6

INT

5

AWA

2

WILL

7

POWERS

Illusion 5

Emotion Control (Love) 8

Extra Limb (Tail)

ASPECTS

QUALITIES:

Epithet - The Homewrecker
Motivation - Corruption of the Righteous

CHALLENGES:

Enemy - Powerhouse
Personal - Obsessed with Simon Sinis

SPECIALTIES

Seduction Master
Psychology Expert

STAMINA

13

DETERMINATION

*

THE VIGIL



The Vigil is a group of heroes who work together on an informal basis. The Vigil was formed by Jade Dragon in an effort to find like-minded individuals who wish to see justice prevail in the streets of New York City. Jade Dragon recognized that the preeminent team of superheroes in New York, High Guard, was doing very little to stop the crimes on the streets. They were so busy dealing with world-shattering attacks and global crime syndicates that they failed to recognize the corruption and the evil lurking right under their noses. The Vigil is comprised of Jade Dragon, Paragon, Evergreen, and the Black Rat. They are joined on occasion by such heroes as Predator, Spartan, Lojack, and Skyhawk.

Team Qualities

Connections - Underworld contacts

Motivation - Clean up the streets

Team Challenges

Enemy - The Symphony of Crime

Personal - At odds with High Guard and local police

Team Resources

Neighborhood goodwill and support.

SYMPHONY OF CRIME

The Maestro conducts criminal activity on the street like an overture to the coming chaos. However, Jade Dragon and his Vigil, have been attempting to thwart the machinations of the malevolent Maestro.

So, he delved into the world of finance and hired a team to counteract the street-level heroes who dare confront his plans.

Team Qualities:

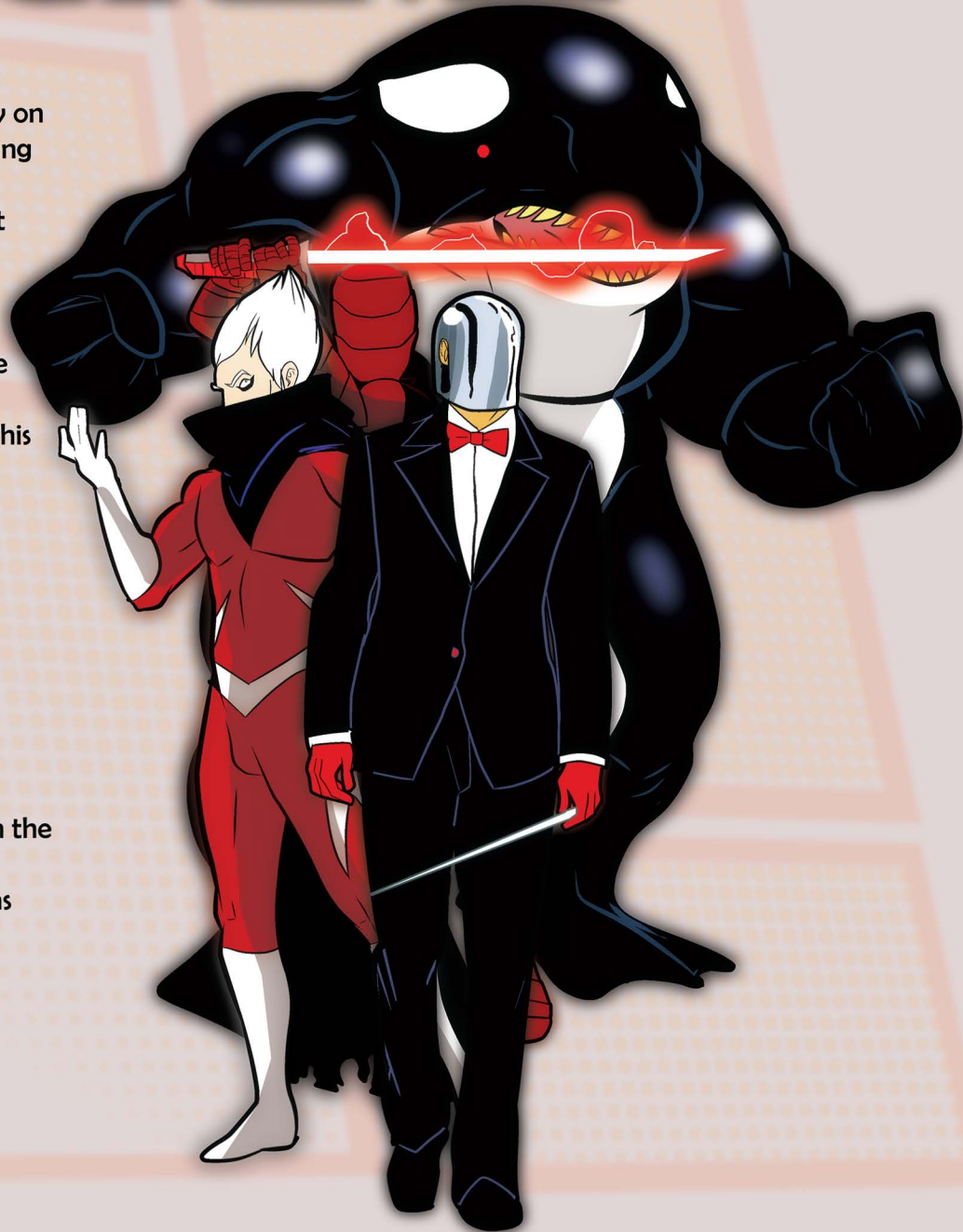
Connections: - Street criminals

Team Challenges:

Enemy - The Vigil

Team Resources:

The Shell - A massive base created in the bridgework of the Brooklyn Bridge leading to abandoned subway systems beneath New York City.



BLACK RAT

Identity: Santiago Vega
Origin: Trained

Background:

Santiago Vega was born into abject poverty. His father in prison for armed robbery since before he was born, Santiago was raised by his mother, herself a drug addict and prostitute, and his Uncle Escobar, his mother's brother. Santiago was a shy boy, staying home alone for hours and days on end, his only companions the many rats who inhabited his apartment. Santiago loved the rats and admired how they inspired fear in anyone who encountered them.

Santiago thought his life was looking up when Uncle Escobar, a brilliant but struggling inventor, began to see financial success with a number of his inventions. His joy was shortlived, however, when his mother was brutally murdered by a local street gang to whom she owed a great deal of drug money. Suddenly, the shy and reserved Santiago was filled with an unquenchable rage and thirst for vengeance. Under the cover of night, Santiago tracked the gang back to their hideout and brutally attacked them.

Though he was seriously hurt himself, he managed to beat the gang members nearly to death. He might have died, had not the attack been interrupted by none other than the Jade Dragon, a hero that Santiago greatly admired. Santiago begged Jade Dragon to train him and, reluctantly, the Dragon agreed as long as Santiago swore never to willingly take a life. His rage would have to be controlled. Santiago took the name Black Rat, inspired by his childhood friends, in order to strike fear into the hearts of the criminals he has sworn to stop.

Black Rat has no powers, but is now a highly trained combatant. He uses a mix of martial arts and special titanium hand claws designed by his uncle. His uncle has also supplied him with contact lenses that allow him to see in the dark, blackout grenades to cover his movements, and boot claws that allow him to wall-crawl. With the help of the genius Paragon, The Black Rat and Uncle Escobar are always working to design new weapons and gadgets to further his battle against the forces of chaos and evil.



ATTRIBUTES

PROW

6

COORD

5

STR

5

INT

3

AWA

2

WILL

2

POWERS

Strike (Slashing) 5 Titanium claws

Smoke Bomb - 6

Super-Senses (Infravision) 1

Wall-Crawling 5 Claw boots

ASPECTS

QUALITIES:

Identity - Santiago Vega
Motivation - Protect the streets of New York

CHALLENGES:

Enemy - The Maestro
Weakness - Powers derived from devices

SPECIALTIES

Martial Arts Expert
Acrobatics Expert
Area Expert (New York City)

STAMINA

7

DETERMINATION

2

THE MAESTRO

Identity: Valentine Corona

Origin: Trained

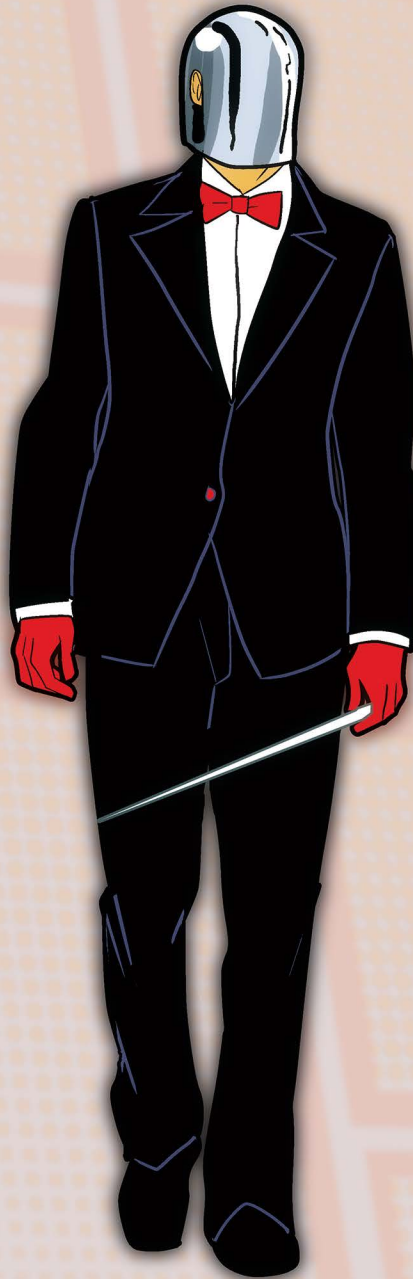
Background:

In Spanish Harlem, young Valentine Corona grew up poor. But, he also had one of the greatest minds on the street. He was able to organize the street kids into groups of thieves, thugs, and muscle. He manifested a fortune out of ill-gotten gains, and kept his identity hidden, dropping fake aliases and multiple red herrings.

Valentine has done his homework as he came up in the streets, and his day job, a virtuoso violinist in the New York Philharmonic Orchestra -- provides him with cover for his criminality. For who would suspect such ugliness from a creator of such beauty.

Valentine Corona's current crew is designed for one task, eliminating his nemesis, The Vigil. It is led by the Jade Dragon, but Valentine's hate for the team stems from the member calling himself Black Rat -- whose crusade on crime has interrupted his business. He has now gathered the most powerful villains money can buy, designed to eliminate the only competition he has for controlling street crime in New York.

He's also an accomplished inventor, creating his helm that blocks psionic probing and Mind Control, and his Baton, which can use sonic waves to disorient and nauseate his enemies. Valentine prefers to use cat's paws and go-betweens, henchmen to protect him. But he keeps the helm and his baton to remind people that he is still capable of getting his hands dirty.



ATTRIBUTES

PROW

4

COOR

3

STR

3

INT

8

AWA

4

WILL

5

POWERS

Affliction (Nauseate) 6 Helm: Baton

Mind Shield (Resistance) 8 Device:
Helm Extra: Mind Trap

ASPECTS

QUALITIES:

Epithet - The Conductor of Criminality

Motivation - Control of New York City

CHALLENGES:

Enemy - Black Rat

STAMINA

8

DETERMINATION

*

SPECIALTIES

Martial Arts: Expert

Weapons: (Katana) Master

EVERGREEN

Identity: Neah Ozette

Origin: Birthright

Background:

Neah Ozette was a young woman of the Makah Tribe in Northwest Washington State. Raised by her father after her mother was killed in a whaling accident, Neah always felt alone and outcast from the rest of her community. Instead of attending community events and bonding with the other children of the tribe and local community, she preferred to spend her days alone in the vast woods of the Olympic Peninsula. She taught herself to track and hunt the myriad beasts of the woods, and to survive in the sometimes harsh climate. She felt so comfortable, in fact, that she failed to realize that she was living AS a beast. She had transformed into a wolf and didn't even realize it! With some effort, Neah taught herself to transform into many other animal forms, the bear, the eagle, the owl. Strangely, she found herself unable to transform into any animal not native to the Pacific Northwest. So thrilled was Neah by this unexpected gift, that she decided to share it with the tribal council. Rather than accept her ability for the gift Neah thought it was, the council reacted with horror, claiming the presence of evil spirits. Neah was outcast from the tribe and forced to leave. Heartbroken, Neah moved to New York to live with distant relatives. She continued to use her gifts and eventually came to the notice of Mentor of High Guard. While he did not find her power level sufficient for membership in his team, he did contact Jade Dragon and recommended her membership in The Vigil. Neah was happy to accept and adopted the new persona of Evergreen.

Evergreen has the ability to transform her body in any animal form native to the Pacific Northwest. She can assume a form as small as a mouse, or as large as a Black Bear. She has transformed into an orca on one occasion, but the strain almost killed her.



ATTRIBUTES

PROW

4

COOR

5

STR

4

INT

4

AWA

4

WILL

7

POWERS

Transformation 6

Limit: Pacific Northwest species only

ASPECTS

QUALITIES:

Identity - Neah Ozette,
Student in the Makah tribe
Epithet - "Princess of the
Pacific Northwest"

Motivation - Protect the
citizens from the Manitou

CHALLENGES:

Enemy - Orca
Social - Not used to
city life

SPECIALTIES

Biology (Animal): Expert
Veterinary Medicine

STAMINA

11

DETERMINATION

4

ORCA

Identity: Stuart Bennett

Origin: Transformed

Background:

Stuart Bennett was a hunter of big game in the wilds of Manitoba, Canada. He was tracking a kodiak bear through the woods, when he happened across a standing set of stones. The stones had stood for centuries, waiting for someone special. Bennett had no use for spirituality of the hunt, had less use for the wild, simply reveling in the massacre of animals.

The spirit of the stones, Anook, imbued Bennett with the spirit of the Orca, and cast his spirit into the stones. The Orca-Being rampaged across the northern continent, unable to cohabitate with the spirit of Bennett destroyed the stones and trapped him with Orca in this monstrous form.

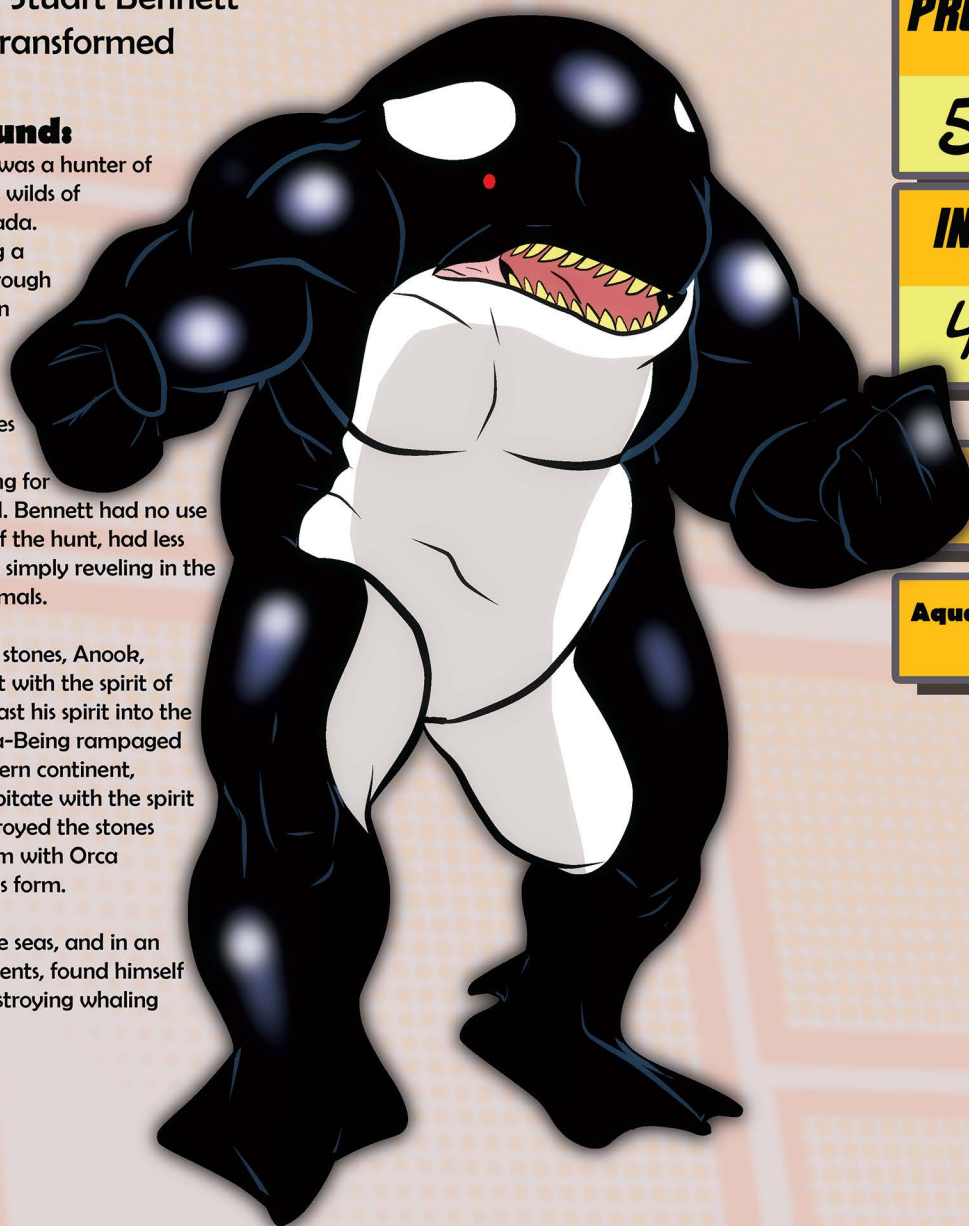
Orca took to the seas, and in an ironic turn of events, found himself hunted, and destroying whaling ships!

STAMINA

11

DETERMINATION

*



ATTRIBUTES

PROW

5

COOR

5

STR

9

INT

4

AWA

2

WILL

2

POWERS

Aquatic 8 Extras: All

ASPECTS

QUALITIES:

Epithet - The Maritime Manitou

Motivation - Escaping his form

CHALLENGES:

Enemy - Evergreen

Personal - Easily enraged

SPECIALTIES

Tracking Master

JADE DRAGON

Identity: Li Chen
Origin: Transformed

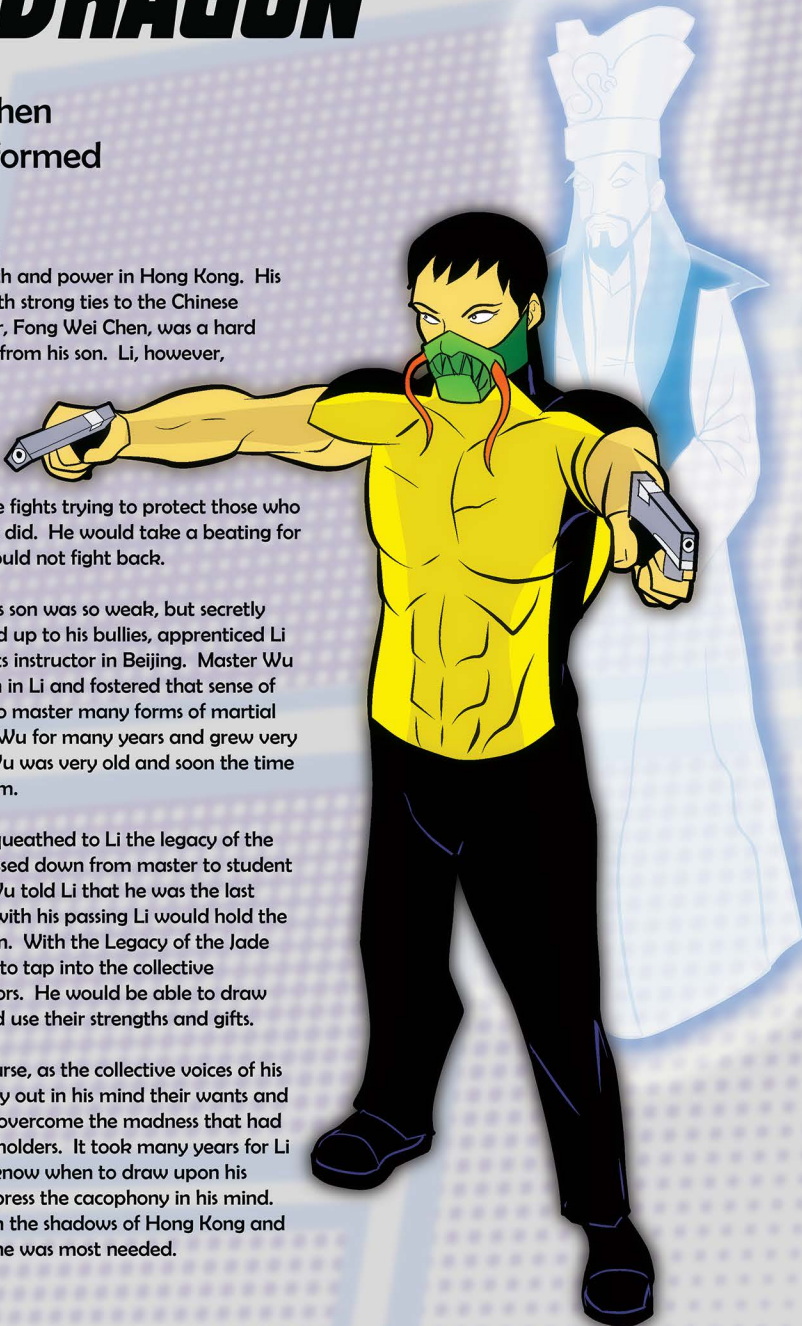
Background:

Li Chen was born to wealth and power in Hong Kong. His father was an exporter with strong ties to the Chinese underworld. Chen's father, Fong Wei Chen, was a hard man who expected much from his son. Li, however, struggled at school and was often bullied and beaten by his rich and arrogant contemporaries. Often it was Li starting the fights trying to protect those who had it even worse than he did. He would take a beating for those who could not or would not fight back.

Fong Wei, shamed that his son was so weak, but secretly proud that he would stand up to his bullies, apprenticed Li to a legendary martial arts instructor in Beijing. Master Wu found great inner strength in Li and fostered that sense of justice as he trained him to master many forms of martial arts. Li lived with Master Wu for many years and grew very fond of him, but Master Wu was very old and soon the time of his passing was upon him.

On his death bed, Wu bequeathed to Li the legacy of the Jade Dragon, a power passed down from master to student since the dawn of time. Wu told Li that he was the last bearer of the legacy and with his passing Li would hold the burden of the Jade Dragon. With the Legacy of the Jade Dragon, Li would be able to tap into the collective consciousness of his ancestors. He would be able to draw upon their knowledge and use their strengths and gifts.

But the Legacy is also a curse, as the collective voices of his ancestors would forever cry out in his mind their wants and desires. Li would have to overcome the madness that had taken many past Legacy holders. It took many years for Li to master the Legacy; to know when to draw upon his ancestors and how to suppress the cacophony in his mind. He was ready to step from the shadows of Hong Kong and fight for justice wherever he was most needed.



ATTRIBUTES

PROW

6

COORD

6

STR

5

INT

3

AWA

4

WILL

5

POWERS

Ability Boost 8

Energy Blast (Dragon's Breath Pistols) 6

STAMINA

10

DETERMINATION

4

ASPECTS

QUALITIES:

Identity - Li Chen, Multimillionaire
Motivation - Fight for justice

CHALLENGES:

Enemy - The Centipede
Weakness - The Legacy powers can drive him insane

SPECIALTIES

Martial Arts Expert
Firearms Expert
Criminology

CENTIPEDE

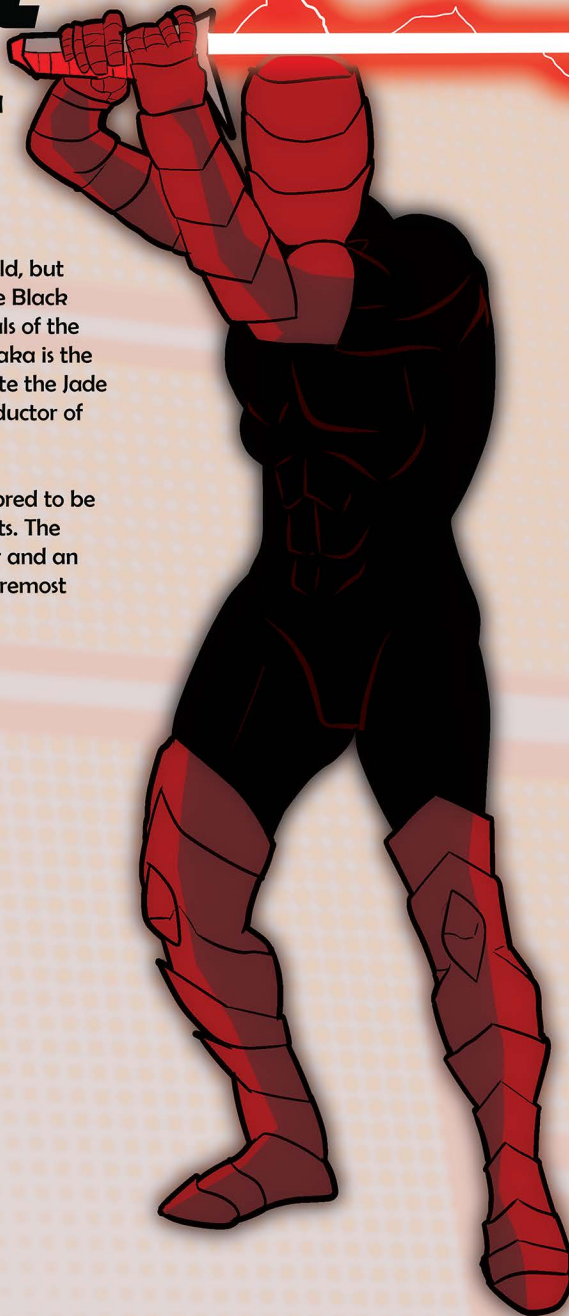
Identity: Shinzen Tanaka

Origin: Trained

Background:

There are several clans of ninja in the world, but among the deadliest is the Centipede. The Black Dragon clan of Chinese assassins were rivals of the Centipede clan for centuries. Shinzen Tanaka is the top assassin, and has been sent to eliminate the Jade Dragon, hired by The Maestro -- the Conductor of Criminality -- to eliminate Jade Dragon.

The Centipede is from a family of killers, bred to be the best in the world at eliminating targets. The Centipede is armed with nanofiber armor and an energy katana designed by the world's foremost scientists.



ATTRIBUTES

PROW

7

COOR

5

STR

7

INT

6

AWA

5

WILL

4

POWERS

Strike (Slashing) 8

Leaping 5

ASPECTS

QUALITIES:

Epithet - The Silent Doom

Motivation - Greed

Motivation - Family honor

CHALLENGES:

Enemy - Jade Dragon

Personal - Honor code

prevent dishonorable acts

SPECIALTIES

Martial Arts Expert

Weapons (Katana) Master

STAMINA

11

DETERMINATION

*

PARAGON

Identity: Jonas Arron
Origin: Transformed

Background:

It's hard being a cop in New York City. It's even harder when your big brother is the most famous superhero on the planet. Jonas Arron tried hard for many years to live in the shadow of his powerful and famous older brother, the High Guardian Avatar. Being a normal man doing a normal job just seemed empty by comparison. One night, having had a few too many drinks, Jonas thought he'd do something about that. He threw together a makeshift costume and fired up the police scanner. He'd show his brother that he wasn't the only family member who could be a superhero! Jonas responded to an attempted robbery in Harlem and stumbled into a scheme by The Maestro's gang. Badly overmatched and over his head, Jonas attempted to flee, but was cut down by a hail of gunfire and left for dead.

When he awoke, he was on a lab table in High Guard Hall. Not only was he still alive, but his skin had a golden glow and he felt better than he ever had in his life! The Artificial Intelligence that leads High Guard, Mentor, explained to Jonas that his brother, Avatar, had found him clinging to life, but barely. Avatar brought Jonas back to the Hall and sacrificed a fragment of The Primacy, the extradimensional force that grants Avatar his powers. Mentor had hoped that by fusing The Primacy fragment to Jonas, he would not only save his life, but create another Avatar-level superbeing.

While Jonas lived, the fragment did not give him the powers of his brother, but did elevate him to the pinnacle of human perfection. Mentor dubbed Jonas Paragon and advised him to use his powers wisely. Eventually, Paragon was asked to join the street-level team, The Vigil. He accepted and uses his newfound powers to fight crime in ways he never dreamed as an "ordinary" cop.

Paragon is a specimen of physical and mental perfection. He has an eidetic memory and is able to learn new skills/languages with little effort. Physically, he has trained in martial arts with Jade Dragon and has quickly mastered and even surpassed the Dragon's fighting prowess. While he has no "super" level powers, Paragon is the "perfect man".



ATTRIBUTES

PROW	COOR	STR
6	6	6
INT	AWA	WILL
6	6	6

POWERS

Resistance (Damage) 7 Shield Emitter Device

STAMINA

12

DETERMINATION

5

ASPECTS

QUALITIES:

Identity - Jonas Arron, police officer

Epithet - "The Pinnacle of Perfection"

Motivation - Prove himself to his brother

CHALLENGES:

Enemy - The Corruptor

SPECIALTIES

Martial Arts: Master
Acrobatics: Master
Athletics: Master
Firearms: Expert
Wrestling: Expert

CORRUPTOR

Identity: Janus Arron

Origin: Artificial

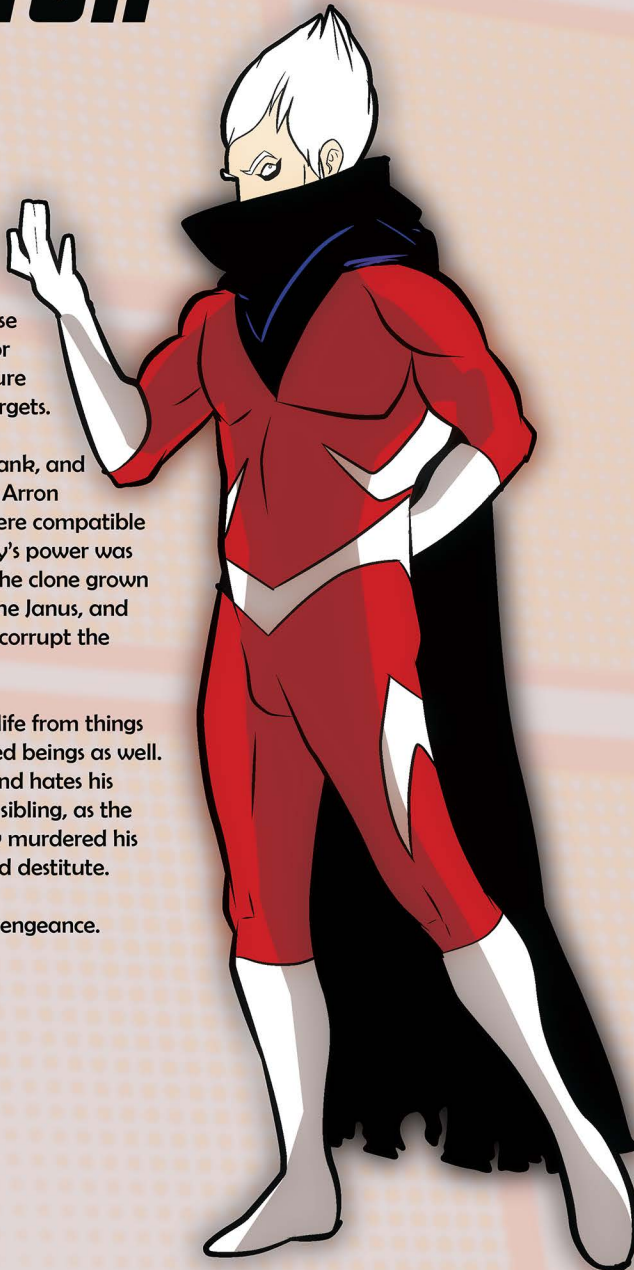
Background:

When Jonas Arron was laying in a pool of his blood on the streets, the Maestro enacted a perfect plan; to use his DNA to create a doppelganger for the Symphony of Crime to use in future machinations against High Power targets.

The cloned body of Jonas grew in a tank, and it was revealed that a portion of the Arron DNA was rife with genotypes that were compatible with alien tinkering. The Arron family's power was adaptability. Maestro paid to have the clone grown as fast as possible. He named the clone Janus, and found that it possessed the ability to corrupt the physical forms of people near him.

Janus' body emits a field that drains life from things near him, and weakens superpowered beings as well. He has been raised by the Maestro and hates his genetic donor brother AND his older sibling, as the Maestro has convinced him that they murdered his real family, and left him for dead and destitute.

Janus is young, cruel, and ready for vengeance.



ATTRIBUTES

PROW

4

COOR

5

STR

4

INT

3

AWA

2

WILL

2

POWERS

Energy Drain 7

Extras: All

STAMINA

6

DETERMINATION

*

ASPECTS

QUALITIES:

Epithet - The Good Brother

Motivation - Destruction of the Arron family

CHALLENGES:

Enemy - Paragon

Personal: Brainwashed

Personal: Reckless

SPECIALTIES

Power Use Expert

UNISON

As metahuman threats, both terrestrial and alien, began to multiply, the member countries of the United Nations realized that some problems called for coordinated superheroic efforts across national boundaries. To deal with such problems, the UN created UNISON, the United Nations International Superheroic Operations Network. UNISON's civilian Director monitors world crises, and requests help from member nations when appropriate. UNISON's superheroic roster is patterned after the Security Council. The United States, United Kingdom, French Republic, Russian Federation, and People's Republic of China each designate one superhero to sit on UNISON's core team. Other UN member nations may nominate their heroes for standby status, to be called for events in their home regions or where their particular power sets are needed.

Team Qualities

Catchphrase - "Stand together!"

Epithet - The best of the best

Team Challenges

Personal - Core members can veto missions

Personal - Must balance politics and pragmatism

Enemy - DISCORD, A superpowered terrorist organization

Team Resources

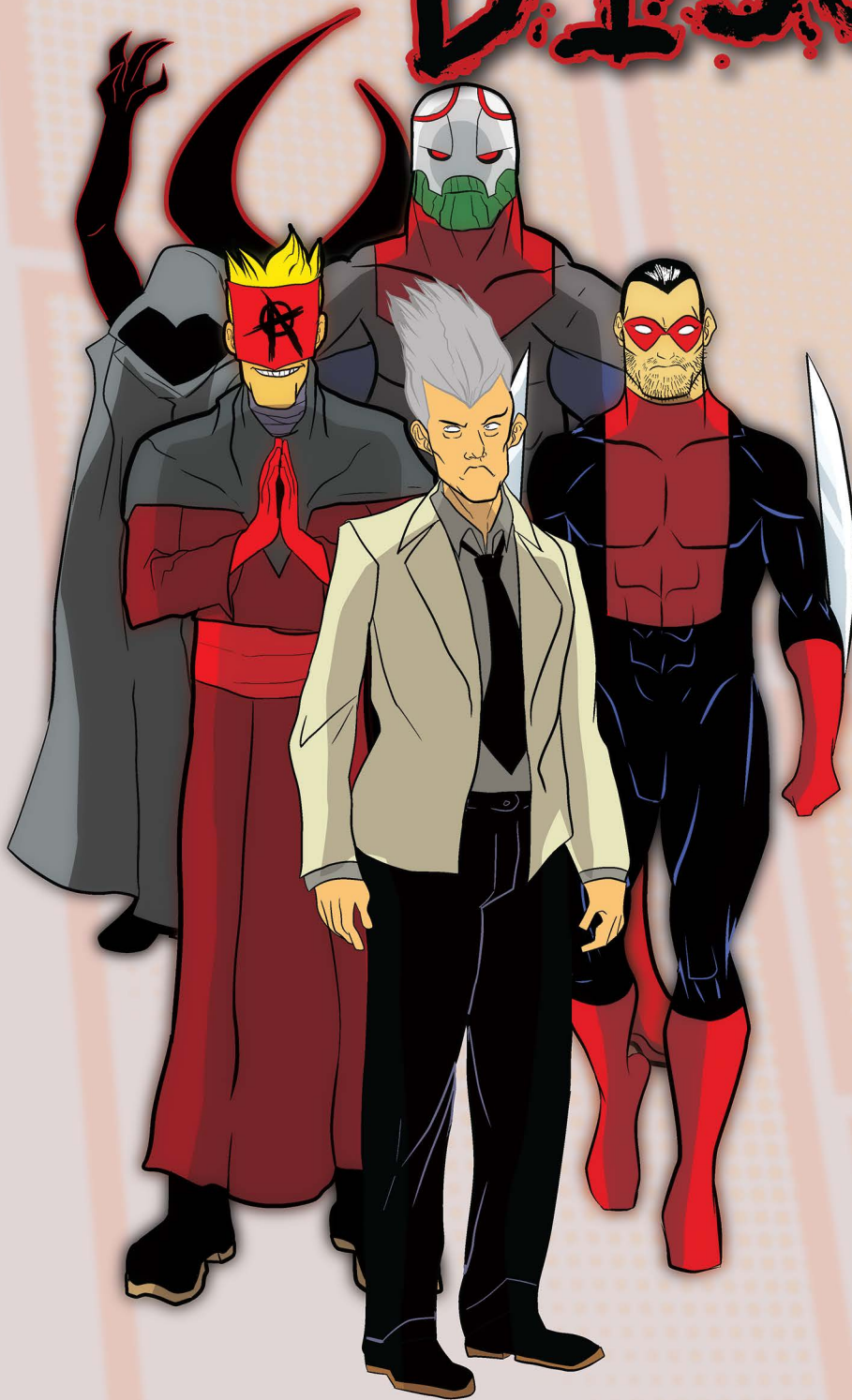
Field support from PEACE Officers

UN funds missions

Created By: Chris Heard



DISCORD



DISCORD was created by the noted scientist and madman Antoine Etarque to counteract the machinations of UNISON, using his own designs, and recruiting terroristic elements from other dimensions to face off with UNISON, bent on world domination. Etarque is under no illusion that his allies would leave this world in any shape for survival, but at this point, his madness has driven him to destroy a world that would not accept his genius.

Team Qualities

Connections - Terrorist networks

Team Challenges

Enemy - World law enforcement agencies

Enemy - UNISON

Team Resources

Interdimensional Headquarters located in a parallel Earth ruled by Hunter Ix.

Funding from various national sources that remain anonymous.

ALBION

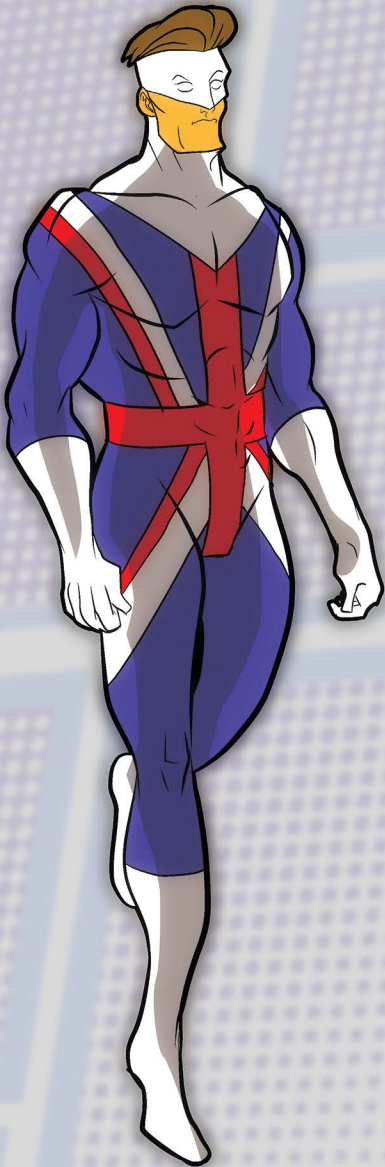
Identity: Wentworth Churchill
Origin: Transformed

Background:

When Amanda Churchill's obstetrician told her she'd be having quadruplets, she felt an understandable mixture of delight and apprehension. When the time came to deliver and only one baby came—with no sign of the other three—her apprehension turned to utter confusion. It got even stranger one day a few years later, when she peered into young Wentworth's nursery to find four identical toddlers playing together!

The Churchill family wisely concealed Wentworth's mutant power to split into four identical copies of himself until Wentworth finished university, at which time he joined the family's accounting business. With his parents' knowledge and blessing, Wentworth made contact with the Metahuman Affairs Office (colloquially known as MI-X), the British government department tasked with monitoring and responding to metahuman and paranormal activities in the UK.

MI-X helped Wentworth—known as George, Patrick, Andrew, and David while split, after the patron saints of England, Ireland, Scotland, and Wales—develop into Albion, the superheroic embodiment of the spirit of the United Kingdom. When the United Nations formed UNISON to combat metahuman threats worldwide, Albion was quite naturally chosen to be the UK's permanent representative on the core team.



ATTRIBUTES

PROW

6

COOR

6

STR

6

INT

4

AWA

5

WILL

6

POWERS

Duplication 3

Extras: Multiple, Real Duplicates
Limit: Living Duplicates

Resistance (Damage) 3

STAMINA

12

DETERMINATION

3

ASPECTS

QUALITIES:

Catchphrase - "For Queen and Country!"

Connections - Core Member of UNISON

Connections - MI-X

CHALLENGES:

Personal - Occasional Dissociative Disorder

Social - Target of Anti-British groups

Enemy - Antoine Entarque

SPECIALTIES

Athletics
Wrestling Expert

ANTOINE ETARQUE

Identity: Antoine Etarque
Origin: Birthright

Background:

The scientist known as Antoine Etarque has no formal training. He was born in Paris in the late 50s, during the height of the Cold War, and found himself surrounded by a country filled with war-weary patriots and he found himself being disillusioned with the idea of jingoistic nationalism.

Antoine was beyond intelligent. His abilities to dissemble how things worked allowed him to ignore the trappings of traditional education, and also drove him to look beyond simple human morality and mores. Society as it stands is a finite proposition, seeing that humans only follow extreme ideologies without compromise, he felt that he would have to evolve humanity as well as society to ensure humanity's survival.

His first experiment was with the French athlete Nic Valjean, giving him bladed arms where the accident of genetics left him armless. The soccer superstar broke Antoine's mind control and turned on him.

Antoine saw this betrayal as proof that nationalism, and modern humanity was flawed ultimately, and began his search for inhuman entities to assist him with the eradication of this flawed genetic material.

He views himself and other metahuman mutations as the next evolution of Man, but all others as pretenders, and deserving of either subjugation or destruction.

Most recently, he has had clashes with UNISON, and moreover, their British member, Albion after failing to control him into joining DISCORD.



ATTRIBUTES

PROW	COOR	STR
3	3	2
INT	AWA	WILL
9	5	9

POWERS

Mind Control 9

STAMINA

11

DETERMINATION

*

ASPECTS

QUALITIES:

Epithet - The First True Human

Motivation - Destruction of Human Society

CHALLENGES:

Enemy - Albion
Personal - Obsessed
Personal - Reckless

SPECIALTIES

Genetics Master
Engineering Master
Electronics Master

CHANTECLAIR

Identity: Nic Valjean

Origin: Gimmick

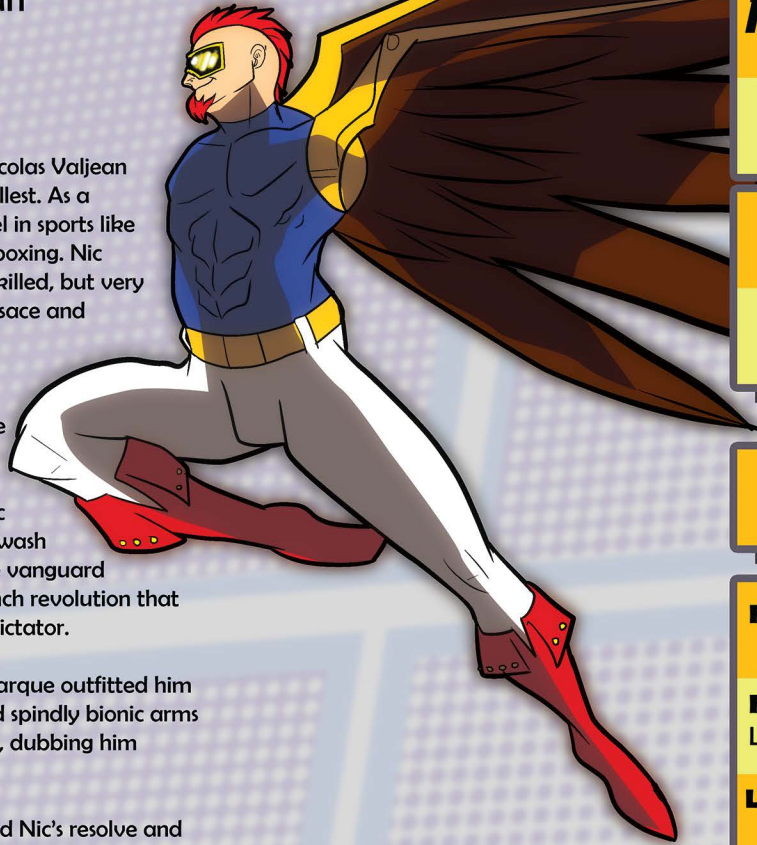
Background:

Although born without arms, Nicolas Valjean was determined to live to the fullest. As a youth, he pushed himself to excel in sports like soccer, skateboarding, and kickboxing. Nic managed to become not only skilled, but very popular in his home region of Alsace and throughout France.

Nic crossed paths with the deranged super-scientist Antoine Étarque when the madman kidnapped a busload of French athletes on their way to Olympic tryouts. Étarque hoped to brainwash these athletes into serving as the vanguard of his troops, leading a new French revolution that would, of course, install him as dictator.

While Nic was incapacitated, Étarque outfitted him with a cybernetic neural net and spindly bionic arms ending in wicked, curved blades, dubbing him "Guillotine."

But Étarque had underestimated Nic's resolve and patriotism. Instead of leading Étarque's troops against the French government, Nic led them to revolt against Étarque himself. In the aftermath, government scientists found it impossible to remove the neural net without severely damaging Nic's brain. Instead, inspired by the popular symbolism of the Gallic rooster, they replaced the blades with large synthetic feathers, and Nic began a new career as the crime-fighting Chanteclair, champion of the French people.



ATTRIBUTES

PROW

5

COORD

6

STR

4

INT

3

AWA

3

WILL

6

POWERS

Fast Attack 10 (Wing/Wing/Kick)

Flight 3

Limit: Gliding Only

Leaping 3

STAMINA

10

DETERMINATION

4

ASPECTS

QUALITIES:

Catchphrase - "Cocorico!"

Catchphrase - "Liberty, equality, brotherhood."

Epithet - The Fighting Rooster

Connections - Deputized by the French National Police

Connections - UNISON

CHALLENGES:

Enemy - Guillotine

Weakness - Armless

Social - Public identity

Personal - Paparazzi target

SPECIALTIES

Athletics Expert

Martial Arts Expert

Acrobatics Expert

GUILLOTINE

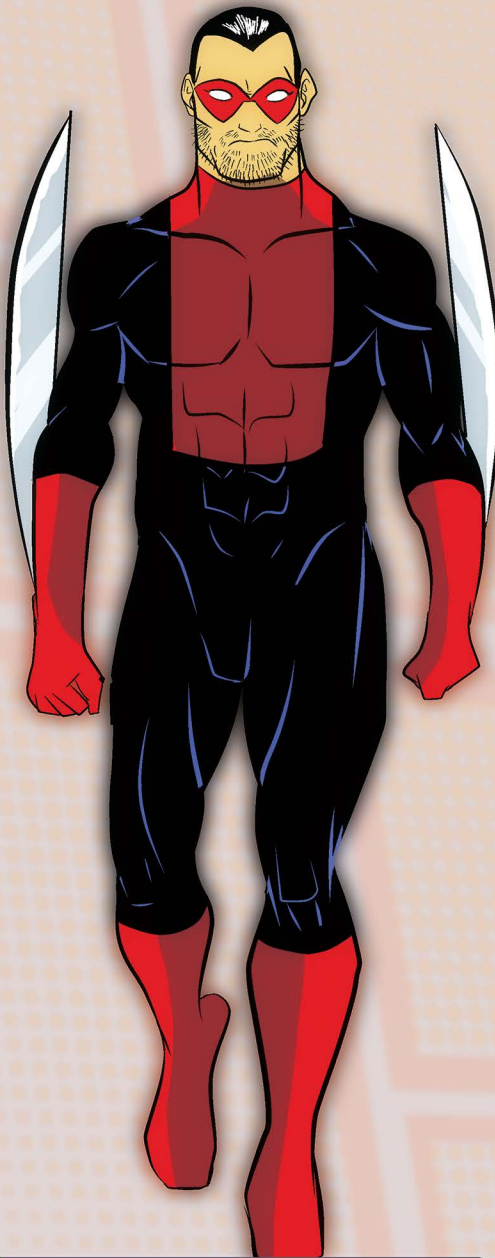
Identity: Pierre Ettienne

Origin: Transformed

Background:

Nic Valjean was not the only subject of Antoine Etarque's vile experiments, Pierre Ettienne was a French born footballer from Italy, who envied the much smaller Valjean's success in the sports arena. When he was offered power and money by Etarque (along with Etarque's mind control) he leapt at the chance to become the second villain known as Guillotine.

Now, his target is Chanteclair -- to kill this hero is his obsession, planted there by Antoine Etarque. He is loyal beyond belief to Etarque and DISCORD, and will protect Etarque with his life if necessary.



ATTRIBUTES

PROW

5

COOR

6

STR

6

INT

3

AWA

2

WILL

2

POWERS

Fast Attack 10 (Kick/Blade/Blade)

Strike (Slashing) 9 Arm Blades

ASPECTS

QUALITIES:

Epithet - Monsieur Guillotine

Motivation - Assassination of Chanteclair

Motivation - Greed

CHALLENGES:

Enemy - Chanteclair

Personal - Brainwashed

STAMINA

8

DETERMINATION

*

SPECIALTIES

Martial Art: Expert

Weapons (Arm Blades): Master

GENERAL WELFARE

Identity: Geoffrey Washington

Origin: Birthright

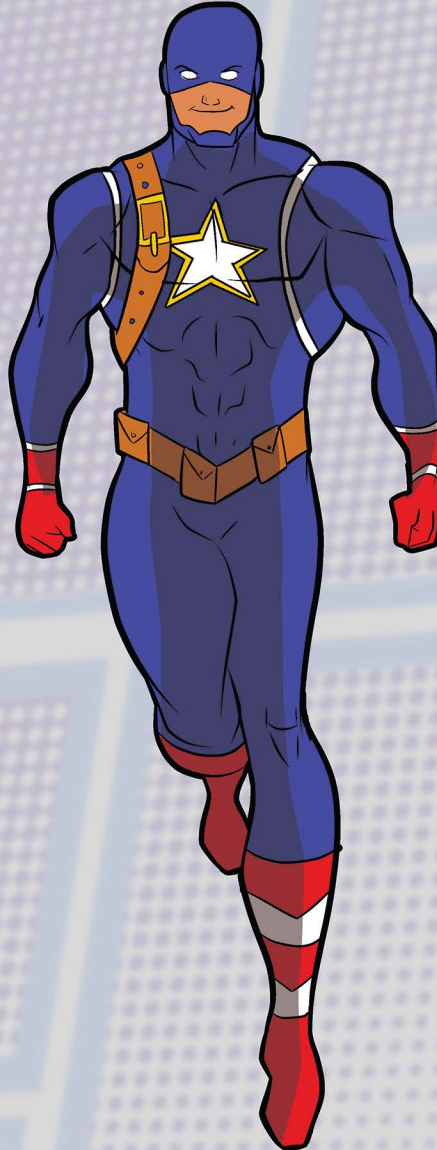
Background:

Geoff Washington has fought for the USA his whole adult life—since before there was a USA! Geoff was fifteen years old when the War for Independence broke out, and he quickly joined up. During the Battle of Chelsea Creek (1775), Geoff discovered his mutant power of tactile telekinesis, which granted him abilities mimicking super-strength, invulnerability, and flight. Later, Geoff's aging slowed, and eventually stopped altogether.

During the Revolutionary War, Geoff fought for the colonial army as "Lieutenant Liberty." Later, he would be promoted to "Captain Courageous," "Major Victory," and "Colonel Conviction." When Geoff received a promotion to brigadier general in 1866, General Grant gave him the code-name "General Welfare"—and assigned Geoff primarily to help with reconstruction efforts after the Civil War.

General Welfare remains on active duty in the US Army. He oversees all known metahumans US Army, often goes on detached duty with the US DOJ for missions on American soil, and serves as the USA's liaison with UNISON.

Geoff Washington, on the other hand, officially died in the War of 1812. Since then, he's used several different secret identities to live a quasi-normal life while not aging. Currently, he lives in a Washington, DC suburb as "George White."



ATTRIBUTES

PROW

5

COOR

4

STR

7

INT

4

AWA

5

WILL

6

POWERS

Resistance (Damage) 7

Flight 7

Immortality

STAMINA

13

DETERMINATION

2

ASPECTS

QUALITIES:

Identity - Brigadier General in the US Army
Connections - UNISON Core Team member
Connections - US Department of Justice
Epithet - Constitutional Crusader

CHALLENGES:

Enemy - Pseudo
Personal - Old Soldier
Personal - Serial Secret Identities
Enemy - Anti-American Activists

SPECIALTIES

Martial Arts Expert
Military Master
Leadership Expert
Area (USA) Master

PSEUDO

Identity: Varies
Origin: Gimmick

Background:
The villain known as Pseudo is actually a group of young malcontents from across the world, who wear the same robes and costume when interacting with the rest of the world.

They found their footing protesting the World Bank, several different religious organizations, and things they view as the Old Way of doing things. By all wearing the red Pseudo Masks and dyeing their hair the same color, it's hard to bring them to justice.

Usually, they use their illusion abilities and mind control drugs to infiltrate groups of political activists, especially if the activists are pushing to radically change society. Though Pseudo ONLY cares about bringing society down to nothing, reducing it to rubble so that humanity can all be equals -- and they've chosen General Welfare as their foil.

Their public campagin of pointing out America's hypocrisy, and controlling members of that government to leak government secrets, to act irrationally, and cause them to pursue villainy abroad and at home.



ATTRIBUTES

PROW

4

COOR

5

STR

6

INT

8

AWA

2

WILL

7

POWERS

Illusion 7

Limit: Device

Mind Control 7

Limit: Device

ASPECTS

QUALITIES:

Epithet - Hero of the People
Motivation - Destruction of Society

CHALLENGES:

Enemy - General Welfare
Personal - Group of people assuming one identity
Personal - Reckless

SPECIALTIES

Political Science Expert
Psychology Master

STAMINA

13

DETERMINATION

*

PSIBIRISKAYA TIGRITSA

Identity: Irina Sharonov
Origin: Birthright

Background:

From a young age, Irina Sharonov knew that she wanted to be a famous actress—and everyone around her knew that she had a gift for it. Her parents, though living a modest life in rural Siberia, tried to give Irina every opportunity to perform locally and to attract attention from talent scouts and agents. Only later did Irina discover that her success derived not just from her considerable natural talent and good looks, but also from her unconscious manipulation of the audience through a combination of pheromones and psionic powers.

Irina drew the attention of the Federalnaya Sluzhba Bezopasnosti (Federal Security Service) when she became a little too daring with her powers and scored a series of too-improbable coups in the entertainment world. Using Soviet-era research, the FSB discerned the nature of Irina’s powers and recruited her to work for them, partially through threat of exposure and partially through patriotic sentiment.

Refusing to imitate the gauche Anglo-European flag-wearing heroes who would soon join her on the UNISON core team, Irina instead chose a codename and costume reflecting her power source, her modest origins, and her aggressive ambition: Psibirskaya Tigritsa (Psiberian Tigress).



ATTRIBUTES

PROW	COOR	STR
5	6	3
INT	AWA	WILL
4	5	7

POWERS

Mental Blast 7

Mind Control 7

Telepathy 7 Extra: Invisibility (Minds Only)

Strike (Slashing) 4 Clawed Gloves, Spiked Heels
Limit: Device

ASPECTS

QUALITIES:

Identity - Accomplished Actress

Epithet - Paranormal Predator

Catchphrase - "The Lady or the Tiger?"

Connections - Russian Federal Security Service

Connections - Core member of UNISON

CHALLENGES:

Personal Plagued by Soviet-Era prejudices

Social - Diva

Enemy - Hunter 1x

SPECIALTIES

Deception

Performance (Acting) Master

Performance (Dancing) Expert

Performance (Singing)

Martial Arts

Mental Resistance Expert

STAMINA

10

DETERMINATION

1

HUNTER IX

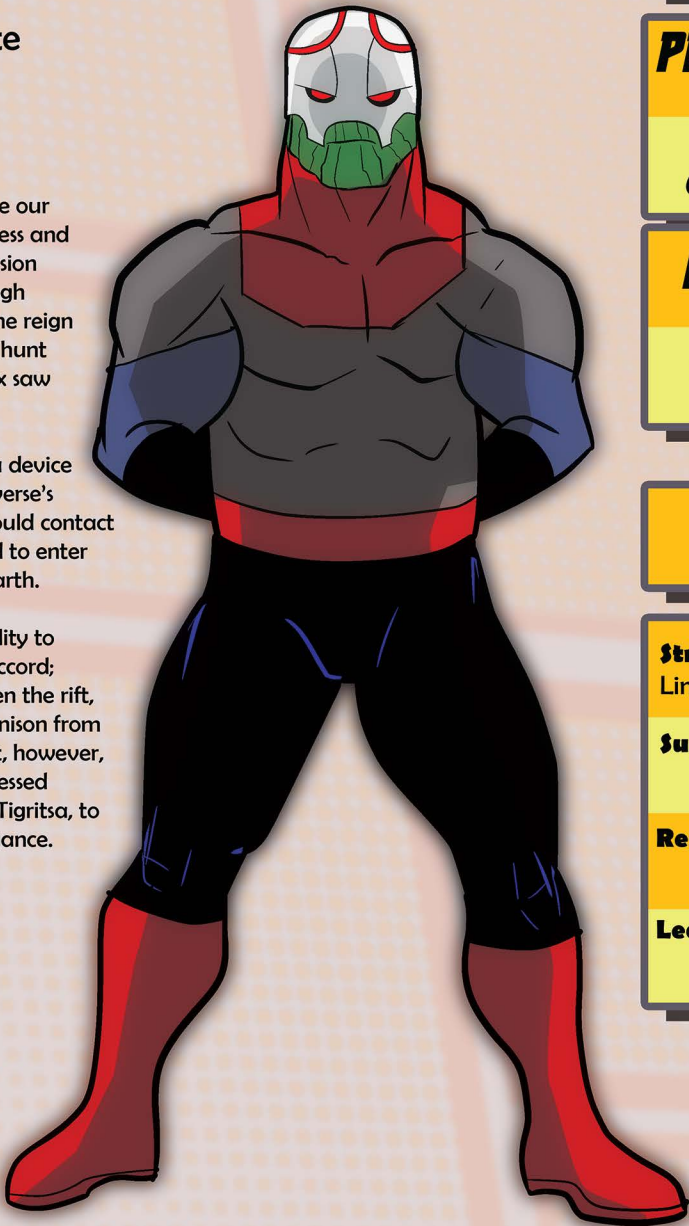
Identity: Ix - Hunter Caste
Origin: Unearthly

Background:

The universe is a vast place, and alongside our universe is a dimension of utter hopelessness and darkness. The Hunters exist in that dimension to bring to heel any creature foolish enough to hope, foolish enough to dare to fight the reign of the Rulers of the Ebon Maze. During a hunt for a particularly noisome rebel, Hunter Ix saw a rift open to our world.

It was created by Antoine Etarque with a device he hoped would be a beacon for the universe's most vile predators. He had no idea it would contact another dimension. Hunter Ix was enticed to enter the rift, and found himself stranded on Earth.

Luckly Antoine's genius gave him the ability to communicate with Ix, and they had an accord; Antoine Etarque would attempt to reopen the rift, and Ix would eliminate the presence of Unison from Earth. Antoine has been dragging his feet, however, Ix is not concerned, as he has become obsessed with hunting and capturing Psibiriskaya Tigritsa, to break her of her self-possession and arrogance.



ATTRIBUTES

PROW

8

COOR

8

STR

9

INT

4

AWA

2

WILL

8

POWERS

Strike (Bashing) - 9 Powered Gloves
Limit: Device

Super-Speed 4

Resistance (Damage) 6

Leaping 5

ASPECTS

QUALITIES:

Epithet - The Hunter From Beyond

Motivation - Hunting Psibiriskaya Tigritsa

CHALLENGES:

Enemy -Psibiriskaya Tigritsa

Personal - Code of Honor

STAMINA

17

DETERMINATION

*

SPECIALTIES

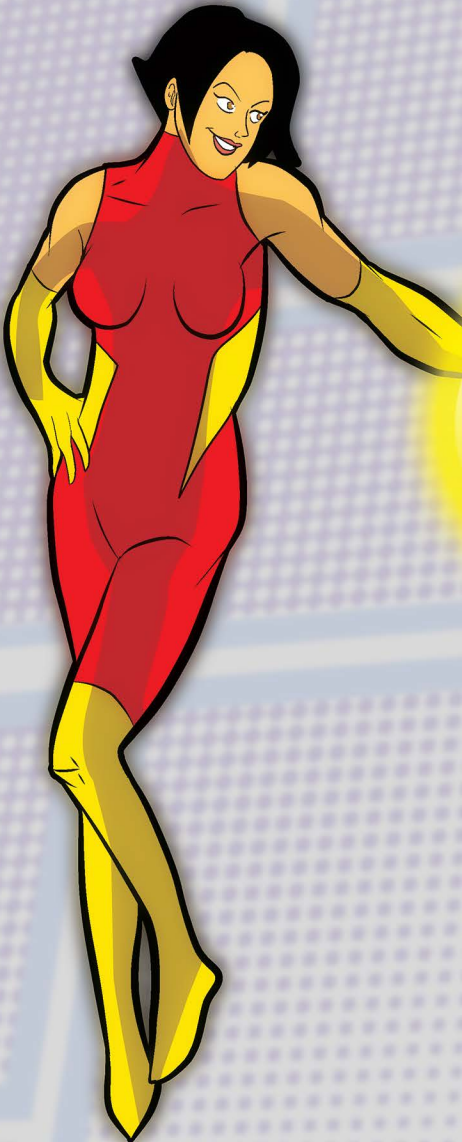
Martial Art: Expert
Hunter Master
Weapons (Alien Weaponry) Expert

XINGGUANG

Identity: Mo Tung-Mei
Origin: Transformed

Background:
Mo Tung-Mei finished her secondary studies at the top of her class, and was selected for overseas study with Dr. Cooper Hawkins in the USA. Mei excelled in her studies there, too ... until the fateful night when the Illegal Alien (Hero Pack 3), embroiled in one of its many slugfests with the Immigrant, crashed through the walls of the lab complex where Mei was working late to finish her final doctoral project. The damage released vast stores of radiation and energy. Mei was bathed in light, and felt her own body begin to alternate between matter and energy. In subsequent weeks, Mei worked with Dr. Hawkins and other transformed students to understand and control her new ability to manipulate light.

However, Mei declined to join Dr. Hawkins's new superhero team, Quantum Force. Instead, she returned to China after finishing her doctorate. In her civilian identity as Dr. Mo, Mei advances Chinese science; in her superheroic identity as Xingguang (Starlight), she serves as a shining beacon for the Chinese people. Xingguang's popularity with the populace and her loyalty to the state quickly earned her the plum assignment of being China's representative on the core UNISON team.



ATTRIBUTES

PROW	COOR	STR
3	4	3
INT	AWA	WILL
7	5	5

POWERS

Flight 10

Light Control 7 Extras: Blast, Burst

STAMINA

8

DETERMINATION

2

ASPECTS

QUALITIES:

Personal - Quotes Chairman Mao
Identity - Theoretical physicist
Connection - Supported by the Central People's Government
Connection - Core member of UNISON

CHALLENGES:

Enemy - Noir
Personal - Afraid of the Dark
Personal - Distrusted by Westerners

SPECIALTIES

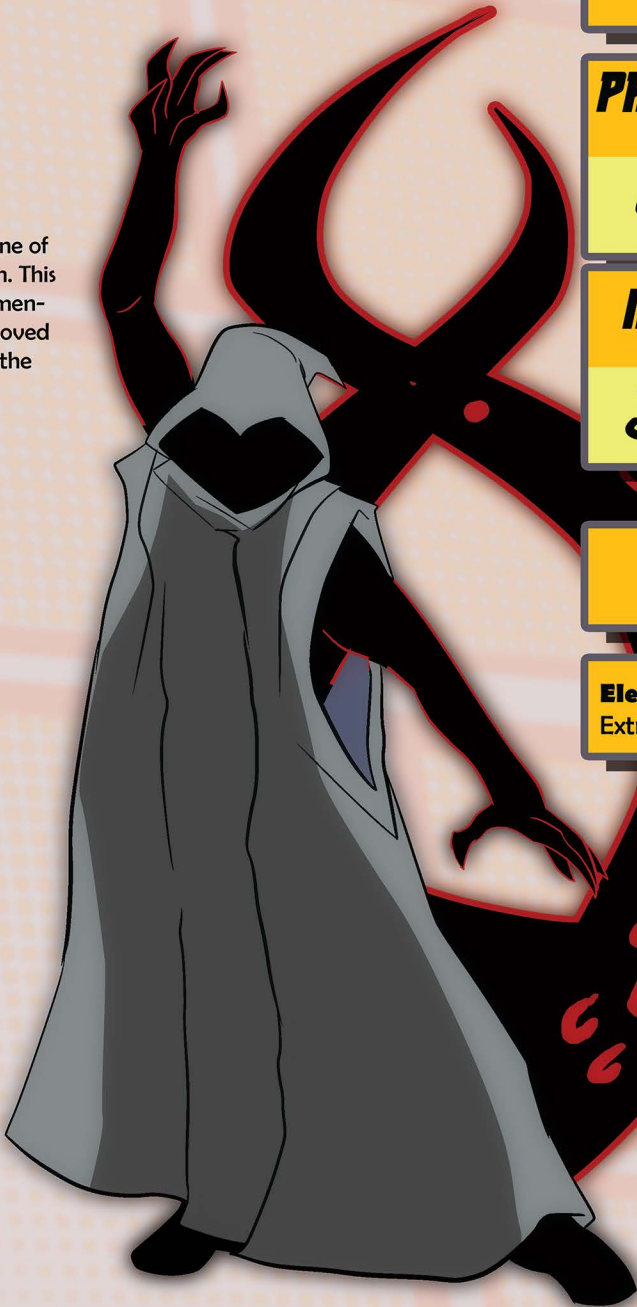
Science (Physics) Expert
Power (Elemental Control) Expert

NOIR

Identity: Unknown
Origin: Unearthly

Background:
The entity called 'Noir' was discovered during one of Antoine Etarque's travels beyond our dimension. This entity claims to have been driven out of our dimension at its creation, claiming that some entity shoved it aside, creating the stars and shunting Noir to the dimension of penultimate darkness.

Noir speaks in whispers, and hates the light.



ATTRIBUTES

PROW

4

COOR

5

STR

6

INT

3

AWA

2

WILL

5

POWERS

Elemental Control (Darkness): 9
Extras: All

ASPECTS

QUALITIES:

Epithet - The Darkness
Motivation - Plunging the world back into darkness
Catchphrase - "Embrace nothingness."

CHALLENGES:

Enemy Xingguang
Social - Eerie presence
Weakness - Light based powers

SPECIALTIES

Psychology

STAMINA

11

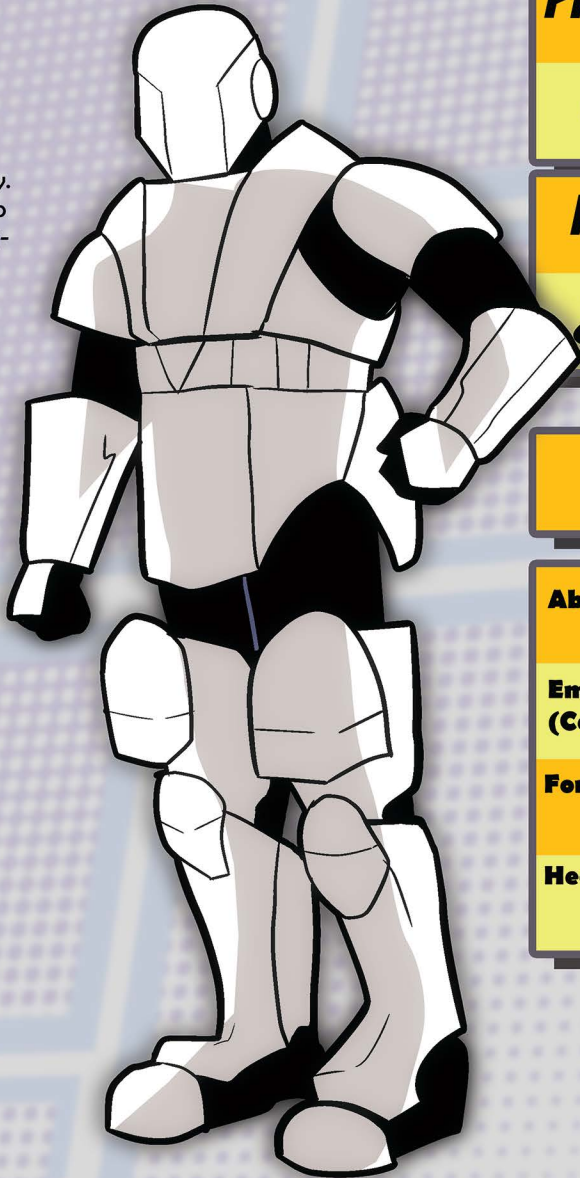
DETERMINATION

*

PEACE OFFICER

Identity: Various
Origin: Trained

Background:
When UNISON deploys superheroes to deal with a threat, civilians are usually going to be in harm's way. Therefore, UNISON recruited top scientists to develop PEACE — the Powered Exoskeleton for Advanced Civilian Extraction. UNISON's superhero corps focuses on taking down metahuman threats, while PEACE Officers rush in to help shield civilians and get them out of the way.



ATTRIBUTES

PROW

4

COOR

3

STR

4

INT

3

AWA

3

WILL

4

POWERS

Ability Boost Device (Strength) 5

Emotion Control Device (Calmness) 2

Force Field Device 2

Healing Device 1

ASPECTS

QUALITIES:

Identity - UNISON Support Team

Catchphrase - "Keep calm, and follow me"

CHALLENGES:

Social - Always manages to be in harm's way

SPECIALTIES

**Drive
Military
Medicine**

STAMINA

8

DETERMINATION

*