



SPACE THE ZETA MEN SUPERS



CONTAINS ALL FIVE
ZETA MEN

ALPHA PRIME, CHANDA, FALLOX,
SAIDEN BLUMAND VAARON ALDARE



FIVE PIECE SET

SPACE SUPERS



THE ZETA MEN

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BASED ON CONCEPTS DEVELOPED
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IN THE GREAT GAME
FROM FAINTING GOAT GAMES

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ROLEPLAYING FROM AD INFINITUM ADVENTURES
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INTRODUCTION

The Zeta Men are an eclectic group of rebels and outcasts gathered together by the former Promethean Warrior Pallox. They now battle against the Greater Dark and the forces of entropy. As tales of their deeds grow, surely other like minded individuals will be drawn to their cause.

ALPHA PRIME

Origin: Artificial

Abilities

Prowess 6
Coordination 7
Strength 8
Intellect 3
Awareness 3
Willpower 4

Stamina 12
Determination —

Powers

Blast (Shooting) 6 [Extra: Disintegration] -
Chest Mounted Energy Blasters
Damage Resistance 6
Interface 3
Life Support 10
Transformation (Objects) 5 [Limit: One Type
(Leptonoid Attack Saucer)] - Disguise Form

Specialties

Aerial Combat
Computers Expert
Electronics
Pilot
Power Master (Transformation)
Stealth Expert

Qualities

"All life is precious" (Catch Phrase)
Shape-changing rebel from the Mech
Centrality
Limited Area of Operation When In Disguise
Form
Rebel Transforming Robot Sympathetic to
Biological Lifeforms

Attributes in Disguise Mode (Leptonoid Attack Saucer)

Handling 8
Speed 10
Structure 5
Armor 6

Powers

Blast 6

Background: Born of, or more accurately created by, the sentient machine race known as the Mech Centrality, Alpha Prime sole purpose in life was to serve as a spy. Designed and programed to infiltrate one of the many biological races inhabiting his sector of space, he would serve as a mere cog in the Mech Centrality's greater machinations.

But after his initial encounters with actual biological lifeforms, things didn't quite go as planned. Instead of wishing to exterminate the various biological lifeforms he encountered, he found that unlike many of his kind, he was fascinated by their nature. Wanting to know more about them, he soon left his world he set out in search of answers to the many questions he had. Traveling to many populated worlds, meeting their populations, and exploring their cultures, he soon formed the opinion that life, any life, be it biological or mechanical, was worth saving, and dedicated himself protecting it.

It was while exploring an area near the Jacker Worlds that he happened upon the battle that would lead to the formation of the Zeta Men. Since then he's served a stalwart member of the group, always the first to suggest they lend a hand when they meet someone in need.

Editor's Note: The Leptonoid Attack Saucer was last seen on the cover of *Space Supers 8* involved in an attack on the heroic Samsonoids of Planet X



CHANDA

Abilities

Prowess 4
Coordination 5
Strength 4
Intellect 5
Awareness 6
Willpower 6

Stamina 10
Determination —

Powers

Illusions 7 (Limit: Performance: Gestures & Incantations)
Invisibility 6(Extra: Affects Others, Limit: Performance: Gestures & Incantations)

Specialties

Mental Resistance
Occult Master

Qualities

Illusion casting sorceress
Former Null Sister
“I bow to no man” (Catch Phrase)

Background: Chanda was but a young girl when the first of Null Sisters’ ships arrived on her world in search of fresh recruits. The planet had been specifically chosen by Gen. Psiren, as many of the women of her world were rumored to have a natural ability to harness mystical energies, and Chanda was one of them.

A primitive world, by any standard, its defenders did what they could to fend off the invaders, but they eventually they fell before the Null Sisters might. Chanda was one of many taken that day, but unlike the others, she never completely submitted to her new masters. She plotted, awaiting the day she could make her escape and seek revenge on those who’d enslaved her world. And that chance came the day she and her war party had a chance encounter with the Zeta Men.

Seeing this as her best chance at freedom, she offered her services to the Zeta Men, but only if

they took her with them. Accepting her offer, Chanda turned on her “sisters”, using her abilities to confuse them, allowing Chanda and her new found allies to slip away undetected. Since then she’s proven herself not only a loyal ally and trusted companion.

PALLOX

Attributes

Prowess 7
Coordination 6
Strength 7
Intellect 6
Awareness 7
Willpower 8

Stamina 15
Determination —

Powers

Immortality 1
Life Support 4 (cold, Vacuum, Radiation, Breathing, Source: Promethean Armor)
Mental Blast 7
Mind Shield 6
Telepathy 5

Specialties

Leadership
Mental Resistance
Military

Qualities

Former Promethean Janissary
Driven to defend the weak
Hunted by Those He Once Defeated
Won Every Battle but Lost the War

Background: Literally born for battle, Pallox was a prehistoric human was genetically modified to fight for the Prometheans in the war to bring light and civilization to the galaxy. He was destined to become of the greatest warriors to have ever served in the ranks of the Janissaries. Battle after battle, he proved his worth as his as a warrior as his enemies fell before him. With each battle his reputation grew, even catching the eye of the legendary

BACKGROUND ON JANISSARIES

For eons the Prometheans had struggled to bring civilization to the universe, and in this cause they had shed much blood. Most of that blood belonged to the savage and resistant peoples who had, in their ignorance, refused Promethean guidance, but too much blood by far had come from the Prometheans themselves, and their Overlord decreed that a new army must be found, one of barbarian blood, so that the Promethean race might be spared the cost of their righteous war. The Vazierin, the Overlord's council of advisors, chose the mutable people of Earth for this army.

Humanity was not especially strong, intelligent, quick or durable. They were disappointingly fleshy, of brief lifespan, and without natural weapons, but they responded well to the viziers' genetic experiments. Within a generation, the Prometheans had a great host of mutant human beings possessed of myriad destructive powers. All but the weakest of these the Prometheans lifted back to the stars as their Janissaries, a slave army. The failures — the weak, the flawed, and the disobedient — were left behind on Earth, forgotten by their masters and free to do as they pleased for as long as their fragile bodies lasted. From them, Earth's superhumans descend.

Millennia passed. Human history proceeded on its course while, in the greater universe, star-spanning superhumans conquered in the Overlord's name. Humanity was the greatest weapon of the Prometheans; to them, a thousand civilizations bent the knee. All who were wise feared them; all who had suffered their wrath hated them. Back in the halls of the Overlord, the Promethean Wars were considered a noble success, but some among the viziers wondered if the once-great people of the Core had lost their way. It seemed that now war was pursued for war's own sake; the Janissaries brought not light, but fire, and the ignorant darkness which filled the universe was not so much dispelled as burnt away. In the struggle against death, entropy, and slavery, the Prometheans had ceased to be the cure, and were now the cause. In shame and humility, the Overlord ended the war even at his moment of greatest triumph. The Janissaries were disbanded. Some lived out the brief remainder of their lives in confusing peace, but most were immediately hunted down by the survivors and victims of the Promethean Wars, who were eager to wreak great vengeance upon humanity.

General Krista. But, it all came tumbling down when the mighty Promethean Overlord decreed an end to the war, and cast out the Janissaries into the universe.

Lost, and unsure of himself, he wandered the cosmos for centuries (one of the powers the Prometheans gifted him with was immortality. He has lived some long by this point - he sometimes questions if it was a gift.). He was occasionally hunted by the races who still hated and feared him from his time in the Prometheans' army. He learned to keep a low profile and give no quarter. He remained alive and undefeated.

He considered returning to Earth and starting a life there. But he had never known life among "normal" humans and the last time he'd walked the Earth - there were still woolly mammoths in North America. He decided he'd be no happier there and so resigned himself to life in the lonely black void of space.

One day, he came upon a battle. A small merchant vessel was beset upon by pirates from one of the Jacker Worlds. The ship's captain, fearing for his life, and those of his small crew, called out into darkness of space for help, and Pallox, and three others answered that call. Easy defeating the band of pirates, Pallox felt something that he hadn't felt in years, a sense of

purpose, the feeling of belonging to something greater than himself, as well as the satisfaction of helping someone in need.

It was at that moment that he proposed that the little band of warriors stay together, as they could do so much more as group than they could individually. While each of them eventually would stay for their own reasons, they've found that they work well together, with each contributing something to the group.

SAIDEN BLUM

Abilities

Prowess 6

Coordination 5

Strength 5

Intellect 7

Awareness 5

Willpower 6

Stamina 11

Determination —

Powers

Flight 9 (Space Flight Device: Protector Harness)

Force Control 9 (Blast, Strike, Force Constructs, Device: Protector Harness)

Specialties

Deception Expert

Military Expert

Qualities

Former member of the Bloodstone Protectors

Dedicated to redeeming herself

Striving to do good with a weapon of evil

Background: For years Saiden Blum loyally served her master, the insidious Bloodstone, enacting his orders without question, and brutally exterminating any who stood against her. But during one particular bloody campaign, something changed. Assigned to suppress an uprising on one of the many worlds under Bloodstone "protection", she found herself hunting down the last remnants of a group of rebels high in the mountains of the planet's northern region.

When she finally located them, it turned out that the so-called rebels were nothing more than a group of poor farmers who'd refused to pay their annual "fees" to their "protectors", and had instead fled. She should have obliterated them on sight, but something inside her wouldn't let her do it.

Instead she hid them, and would return every now and then to check on their welfare. Unfortunately one member of their group, tiring of living as a fugitive, turned them, and Sadien in. Discovering her treachery, her superiors within the Bloodstone Protectors immediately ordered her arrest and execution.

Fearing her master's wrath, she fled, flying off into the deeps of space in an attempt to hide herself from her fellow Bloodstone Protectors. With a bounty on her head, and knowing that she'd be hunted to the day she died, she kept from the populated worlds, and stuck to backwater planets or uncharted primitive worlds hoping to stay one step ahead of her hunters. But they always seemed to find her, forcing her to flee to the next hiding spot.

Hoping to finally be able to make a new life for herself, she managed to book passage on a small merchant vessel, but as luck would have it, the ship was attacked by pirates. With the ship's crew unable to defend the small vessel, she donned her harness and did what she could to protect it from the pirate assault. Unbeknownst to her, the ship's captain had sent issued a desperate call for help. That call would lead to the formation of the Zeta Men. With the Zeta Men, she's finally found a new home, somewhere safe, a place she can finally stop running from her past. Somewhere where she can atone for the many wrongs she's committed.

VAARON ALDARE

Abilities

Prowess 5
Coordination 5
Strength 4
Intellect 6
Awareness 5
Willpower 6

Stamina 10
Determination —

Powers

The Ghostlight (Blast 8 and Damage
Resistance 8, Extra: Invisibility and Phasing,
Device)
Flight 8 (Device)
Life Support 4 (Cold, Vacuum, Radiation,
Breathing, Device)

Specialties

Criminology
Investigation
Leadership
Pilot
Power Expert (Ghostlight)

Qualities

Former Ghostlight Legionnaire
Tough as nails old warrior
As cynical as they come
I'm not as young as I used to be

Background: Vaaron Aldare was one of the greatest Ghost Light Legionnaires that ever lived, spending his youth protecting his sector against every threat imaginable. But as time went on, his heart hardened and he slowly became increasingly disillusioned and cynical. What purpose did all this serve? For each enemy who fell before him, another soon rose to take his place. After 20 cycles he'd had enough and quit, took his ship, and hoped to fade away to some quiet backwater world hoping to live out the rest of his life in peace.

Unfortunately for him, the universe had other plans. Why traveling the through what he thought was a sparsely populated area of space,

he received a distress signal. A merchant ship was under attack by Jacker World pirates. Try as he might, he couldn't bring himself to ignore the crew's desperate pleas for help, as he was fully aware that ship of its type would hardly be able to defend itself against such an attack.

His conscience finally winning out, he grudgingly guided his tired but trusty vessel, the Ghost Wing, toward the ensuing battle. Upon his arrival, he as shocked to find the Jacker ships now engaged in running battle, but not with the merchant vessel. Instead they were barely holding their own against three unknown ships. His arrival soon turned the tide of battle, and the remaining pirate vessels beat a hasty retreat. Despite his better instincts to just up and leave, he decided to offer his assistance and join this band of misfits in their travels.

OMEGA 7

Handling 7
Speed Flight 10 (Space Flight)
Structure 7
Armor 5

Powers

Blast 8
Life Support 6 (Cold, Radiation, Heat,
Vacuum, Breathing, Pressure)

Omega 7 Detachable Bridge (Used as an escape pod or shuttle craft)

Handling 8
Speed 10 (Space Flight)
Structure 5
Armor 3

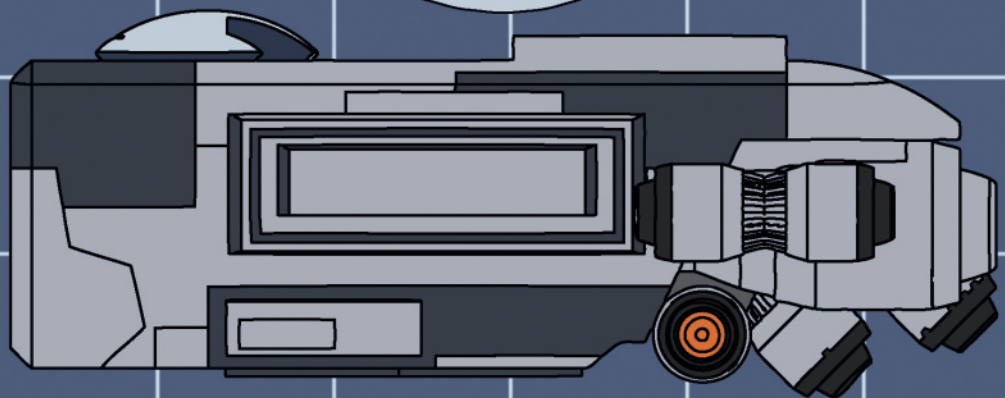
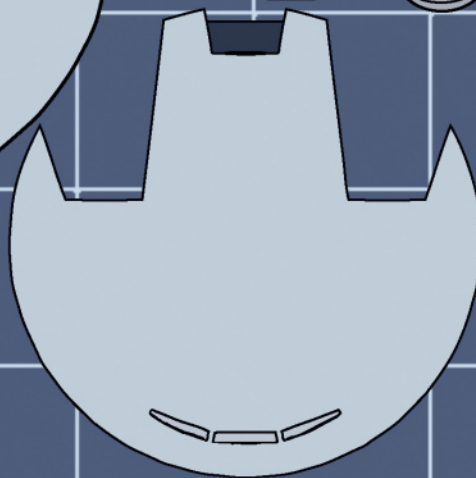
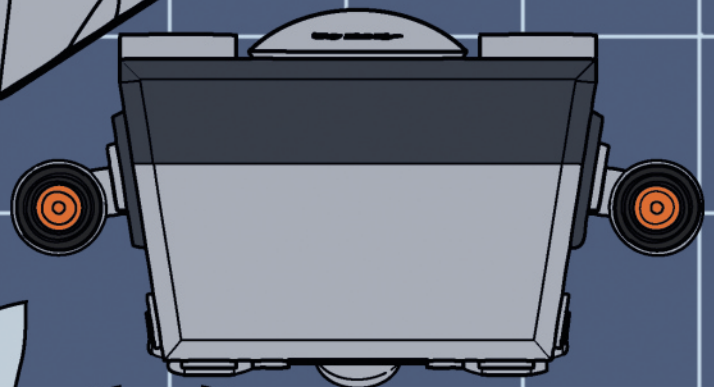
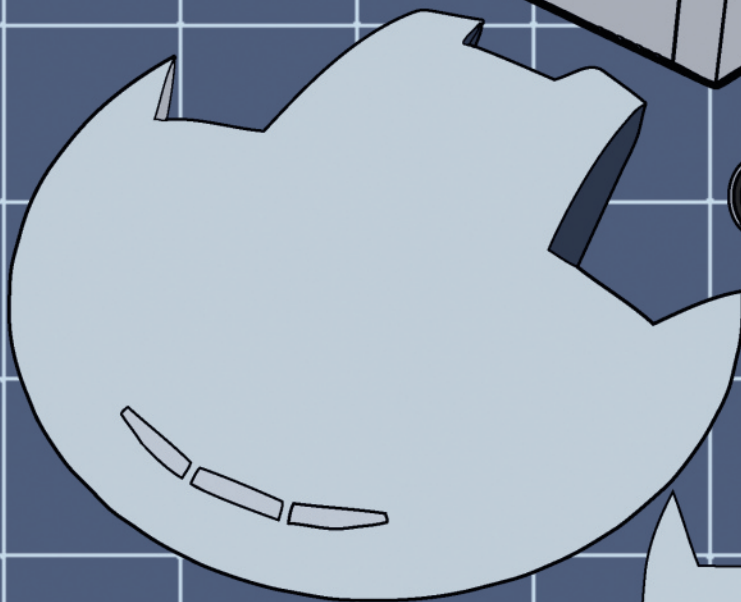
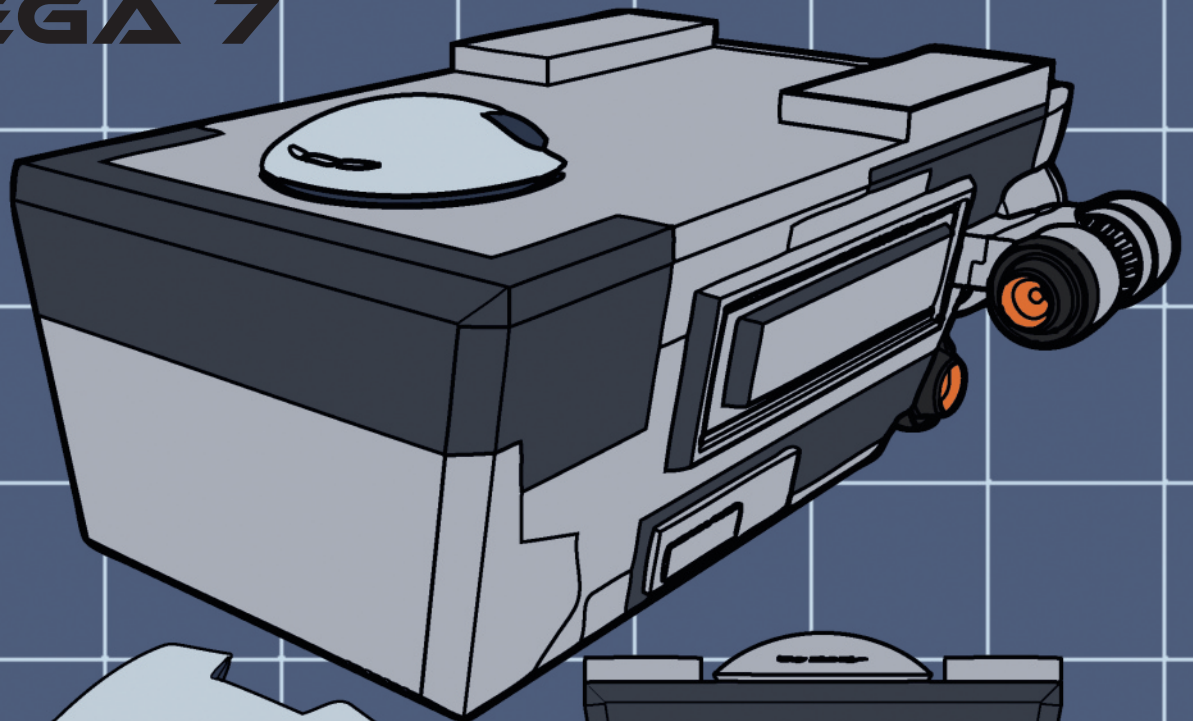
Powers

Life Support 6 (Cold, Radiation, Heat,
Vacuum, Breathing, Pressure)

THE ZETA MEN AS ANTAGONISTS

Things could have quite easily gone the other way, and the various members of the Zeta Men could have all gone over to the Greater Dark. Instead of being a band of rebels fighting for the

OMEGA 7



greater good, they could be played as bitter hate filled rouges out to seek revenge on any and all who they believe have wronged them. greater good, they could be played as bitter hate filled rouges out to seek revenge on any and all who they believe have wronged them.

OPTIONAL METAPLOT

The PCs have somehow been drawn into space, how or and for what reason is left up to you to

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determine, when they receive a distress call. A merchant ship is under attack by Jacker World pirates. Unable to defend themselves, they've sent call for help, the PCs, being the heroes that they are, respond. Soon after they defeat the dastardly band of space brigands, the Zeta Men, also responding to the distress call, arrive. Mistaking the PCs for the pirates in question, they attack them.

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