

DAWN OF LEGENDS

WEB FILES



DAWN OF LEGENDS

N.C.B. Files

Requires the Savage Worlds RPG by Pinnacle Entertainment, and the Dawn of Legends setting from Daring Entertainment, for Use.

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NCB FILES

Welcome to the *NCB Files*, a free addition for the popular Dawn of Legends setting for the Savage Worlds RPG!

Throughout the Dawn of Legends book, numerous characters and groups were mentioned but did not actually appear in the character sections. This was due to space constraints: the new powers system already took-up so much space, that to include every character would have made the book so large that the price tag to print it would have caused the MSRP to be upwards of \$50 or more. Not something we wanted for the book. So, the decision was made to cut the characters and groups, and release them shortly afterwards as a free download.

So, we're happy to give you 12 new Champions and 19 new Rogues to populate your Dawn of Legends campaign!

From the mystical trouble-shooting firm of Germaine Investigations, Inc. to the mysterious Liberty Corps., from the dangerous Lady' D'yre to the primal entity known as Nebecar, you'll find a variety of characters and stories to challenge any Neo Super-Team.

Strap on your cape, slip into those tights, take to the streets . . . and build *your* Legend!

Neo Champions and Masks

If you take a careful look at the Neo Champions presented in this book and the Dawn of Legends setting book, you'll notice something a little different from the normal image of a super-hero: a majority of Neo Champions don't tend to wear masks. Take a glance at the Daring Dynasty, Mech-Daddy, Mach-1, Neutrino Jade, Stelleron, and others. Most of the Champions that hide their faces do so because of the nature of their battle armor (Dragonfly and Vanguardian), because it is required as a source of their power (Citizen Stranger) or because they wish to hide themselves for personal reasons of survival or safety (Shadowfox II and Sure-Shot). Neo Champions created by the players should likewise decide if their Champion wears a mask, and if so: why? The answer could lead to another facet of the character, and maybe even some interesting subplots.

Salvation City

Mentioned several times throughout this book, Salvation City is the west coast counterpart to Autumn Arbor. Whereas Autumn Arbor represents a sense of hope for the future, Salvation City is a dark, oppressive place where Heroes seem to be out numbered, and the entire city has a very *neo-noir* sense of distrust to it. The Bosatsu and his Hamasara Enterprises control nearly all factions, the Executive District Attorney is secretly the villain mastermind (and head of the Chaos Syndicate) Lord Anarchy, and even the NCB can't seem to truly gain a substantial presence. Thus far, the politicians in Washington D.C. have not seen fit to make the budget adjustments necessary for the NCB to add more personnel to Salvation City, though whether this is due to personal agendas or influence from the city's controlling powers is unknown.

Salvation City will be detailed in full in its own, future setting volume.

Champion Teams

Germaine Investigations, Inc.

When Stefan Saint-Germaine learned of his family's history with the Order of Merlyn, thanks to his great-grandfather, Aaron Saint-Germaine, his life was forever changed. Becoming deeply involved in mysticism and the occult, his eyes were opened to a whole, new world.

Since that day, Stefan has dedicated his life to battling the Dark Arts and those who would threaten the sanctity of Earth and her people. Forming Germaine Investigations, Inc.- a seemingly normal private investigation firm- Stefan has retained the services of the heir to the legendary Van Helsing bloodline, Abraham Helsing; as well as the deaf telepath, Memora; the half-demon/half-fae, and Nebecar's own daughter, X'Zalia; and a portion of the demon Abyssian's energy in the form of young Trey Montgomery.

Together, the five of them work closely with the Order of Merlyn and various traditional and Neo law enforcement agencies around the world to protect Earth from mystical invasions and threats.

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INVESTIGATIONS, INC.

Stefan Saint Germaine

Real Name: Stephan Saint-Germaine

Age: Over 100

Height: 5'8"

Weight: 170 lbs.

Hair: Gray

Eye: Blue

Registration Number: N/A

Affiliation: Owner/Founder of Germaine Investigations, Inc.

Nationality: American, no known criminal record

Status: Active.

Biography

In an Autumn Arbor neighborhood known as Ravenswood, Stefan Saint-Germaine was born and raised by his mother, manager of a nearby corner store, and his father, who worked for the city government. His childhood was not out of the ordinary. He wasn't spoiled as he never had too much nor too little, and what he needed he had, while what he wanted he usually got within reason. He didn't seem to have a lot of pressure on him, as he was the middle child with an older sister who took on most responsibilities, and a younger brother who took on much of the parents' attention.

Becoming bored with his life and his incredibly normal upbringing, Stefan began spending much of his time in the library, researching any topic that would pop into his mind. He found that he retained the majority, if not all, of the information in his memory. Along with this, he became rather fascinated with detective novels, radio and television shows, and comic books. Throughout his schooling, Stefan worked on the school newspaper team. Most of the children his age were writing articles on fashion concerns and upcoming dances, but not Stefan. He kept his classmates up to date on political happenings, or even discussed the similarities between Neo Champions and mythological icons. When Stefan entered high school, he was offered the opportunity to write for a major newspaper. He accepted, but after merely a year of work, he quit the paper, finding that it wasn't much of a challenge for him. His parents were left disappointed in him for quitting the job, and Stefan was left searching for a new purpose after leaving reporting behind.

Once graduated, Stefan floated between menial jobs for a few years. Growing bored with life once again, he slipped into a depression because of his lack of direction and general state of his life. Along with this came the only way he found he could get out: alcohol. He began drowning his sorrows in less than acceptable ways, as shortly after this addiction started, he could barely even get out of bed without opening a beer. Then the family tension began. His parents informed him that they were sick of taking care of him and watching him squander his potential. His sister, whose life was starting to really come together, refused to talk to him until he straightened up, as she did not want him dragging her down with him. But the worse case had to be his younger brother, who admitted that he had stopped idolizing Stefan years before and was glad, as he would have hated to find himself in a similar hole.

The next month for Stefan was a journey of soul searching. He looked back on his life, attempting to find a purpose or reason for his existence. There had to be something for him to base his life around. While strolling down memory lane and looking through some of his old stuff, he came across one of his detective comic books, and this is where his story came together. Between his endless love for detective fiction and his penchant for researching, Stefan saw it only fitting that he pursue a career as a private investigator. In 1974, he became a licensed investigator and started his own business. Though he cut back on his drinking, he didn't fully quit for a few years after.

Over the years, Stefan had started dealing with some



pretty strange things. As more time passed, he drifted deeper and deeper into the area of occult workings and the supernatural underbelly of society. He ended up meeting a cabal of sorcerers who called themselves the Order of Merlyn, and learned of his family's association with them in the past, by way of his great-grandfather, Aaron Saint-Germaine. Deciding to fund Stefan's investigations, they began using his company as a front for their own battles against the supernatural. Stefan continued researching heavily into the occult. He had a knack for finding the truth that helped him pick out fact from fiction as he researched more than just the Order of Merlyn's amble libraries.

Stefan accidentally came across a document that led him to the descendant of Abraham Van Helsing in 1978. He went on a search for this man, under the belief that he could be of some use with all the strange cases he'd been receiving. Instead of finding the man he thought that this Helsing would be, he found somebody who was rather unaware of his heritage, and Stefan ended up saving him from a vampire attack. He took Abraham and began training him. Once recognizing that Abraham also had strong investigative skills, Stefan hired him and thus officially formed the Germaine Investigations team.

Just a year later, in 1979, Stefan researched into a vigilante by the name of X'Zalia and discovered that there were no records to prove her existence. Once he confronted her, she claimed that she was the daughter of Nebecar, the entity believed to be the devil himself, and she was banished here to Earth. Since she didn't seem to be of an evil nature, herself, Stefan helped her obtain the correct documentation and invited her into Germaine Investigations.

After X'Zalia joined the team, Germaine Investigations ruined 4 attempts by her father to enter the Earthly plane, the first one dating back to around 1980. This has helped gather some notoriety for the group amongst the supernatural underworld and had fired a great undying hatred inside of the hellish Nebecar.

Through the next few decades, the trio worked hand in hand, stopping any magical confrontation they found. In 1987, Stefan Saint-Germaine broke off from the Order of Merlyn, as he had enough personal wealth to fund the team's investigations and could fulfill his desire to run the company entirely on his own. Though they were disappointed, the Order were also sympathetic, and the two groups remain allies to this day.

A mentalist named Memorá was brought to Stefan's attention by the chief of police. The man informed him of her powers and thought that maybe she could be of some aid to him in his investigations. Stefan soon sent her an invitation to join the firm. Before signing on, Memorá gave the group a few trial runs by participating in several of their cases. She came to find that they could be trusted, and accepted the offer.

Finally, the firm was called to investigate the destruction of the Montgomery household. Though the incident was ruled a fire, with all three family members said to be dead, no one mentioned the nature of the ruined home or that there were two bodies missing. A few months later, the group was greeted by a large demonic form standing in their doorway. This misunderstanding led to a fight, but the demon took little time to explain that he was actually the young Trey Montgomery and had been trapped in this form since the accident occurred at his house. Stefan, using all the information that he could gather, attempted to restore Trey to his true body, but was unable to do so. What he was able to do was figure out that the demon that had possessed his father was called the Abyssian. Stefan then offered the young boy to stay with him, as he would teach him how to use his powers and, in exchange, Trey could help the team with their work. Trey agreed, and took the codename: Abyssian Jr.

Personality Profile

Stefan Saint-Germaine is looked upon as a fatherly figure by the staff at Germaine Investigations, Inc., even by Abraham Helsing, though the age difference is not large and they have a tightly formed friendship. Knowing that there are a great many threats out there, and wanting to be sure that he knows everything his group is capable of, Stefan prefers to keep his staff small. He knows more members could aid their investigations, but he makes sure to choose each member carefully.

Over the years, not only has Stefan matured, but he has also come to a point of satisfaction with the direction of his life. Though he rarely wavers from his devotion, there are a few occasions where he may feel like he is slipping away from it. During these times, that last bottle of alcohol he keeps to remind him of his victory over his addiction begins looking awfully enticing.

Stefan needs his crew as much as they need him. As he never really felt to be a real part of his family, both before and after his alcoholic state, he has made his

company into the closest family he could have. The crew is unaware of these feelings, but simply being there has helped him through a number of unknown hard times.

Known Tactics

Stefan Saint-Germaine possesses no spectacular abilities. Though he is fit for his age, he prefers to leave conflicts to his teammates. He's the thinker, the planner. He is the one to immediately start on the research for any case that Germaine Investigations receives in order to find something that could help them. He makes a great leader, as he is never above asking his teammates for help. He may not have magical abilities, but he possesses a number of Mystical Artifacts that have aided the firm in the field.

Abraham Helsing

Real Name: Abraham Helsing

Age: 42

Height: 6'1"

Weight: 170 lbs.

Hair: White

Eye: Brown

Registration Number: N/A

Affiliation: Germaine Investigations, Inc.

Nationality: African-American, no known criminal record

Biography

Abraham Van Helsing is named after his famous Dracula defeating, monster hunting ancestor that was born centuries ago. For as long as he can remember, he has always seemed to just "know" when somebody was nearby. As a child, his parents only needed to be somewhere close to his room for him to be put at ease and feel secure. When he was merely six years old, Abraham had sensed that something bad was going to happen as his family was about to enter a taxi. He begged and pleaded with them to not get into the car in fear of what would happen. Thankfully they gave in, as only seconds after the vehicle pulled off, another car smashed into it's rear end, slamming the taxi into a pole. Had they gotten in the cab, Abraham's entire family would not have made it out alive.

Over the next few years, Abraham became use to these unique senses for people and danger. By the age of 12, he had practically mastered their usage. Though these gifts helped not only himself, but other people, they did not save him from the teasing and taunting of his fellow classmates. His name alone left him open to childish mockery and insult. The children at school would often ask questions like "Have you slain any monsters lately?" and things of that nature, which eventually began to get under Abraham's skin. Just a couple of years into the teasing, a bully decided to not only pick on Abraham, but to physically provoke him. Abraham, who of course sensed the danger that came with any kind of attack, was able to best the boy with barely a scratch. He never needed to fight in school again.

Abraham began taking investigative journalism courses in college. Wanting to pursue a career in the journalism field, he once again found his name as an obstacle. He could not be taken seriously as a journalist if he had a vampire-hunter's name. So he decided to change his last name, but not drastically as he still felt a sense of loyalty to his immediate family. Instead of Abraham Van Helsing, he dropped "Van" and became



just Abraham Helsing.

A few months into his career as a journalist, Abraham began to notice stranger and stranger things. It seemed as though each story he covered was more fantastic than the one before. No matter how hard he searched for more mundane stories, the strange and mysterious events came searching for him, as though they were bound to him.

This belief was proven true in 1978, as Abraham was attacked by a vampire and barely escaped, as even his special senses weren't enough for his assailant. A man by the name of Stefan Saint-Germaine came to his rescue and saved him. Stefan explained to Abraham that this was his lineage, his blood, his fate. It didn't matter if he set out to find the supernatural, his family was tied to it. This was his life, and there was no running from it.

Despite the strange occurrences throughout his life, Abraham refused to believe the man who had just saved his life. But once things refused to return to normal, he was forced to accept it as his unavoidable destiny. Abraham began training himself, solely for defensive purposes, but then realized that combat felt natural to him. It soon became a hobby, and then he began to design strange weaponry to use against the unconventional enemies he found himself coming in daily contact with.

Abraham found himself crossing paths with Stefan often enough that he formed a close friendship with the man, and became a senior member of Germaine Investigations, Inc.

By day, he is a journalist. But by night, he uses his contacts, unique senses, and homemade weapons to aid in the war against the supernatural.

Personality Profile

Abraham is torn between the urge to follow in his ancestor's footsteps and the determination to be his own person, not someone based off his family before him. He is reluctant to do anything that could tie him more with his namesake, and tries his hardest not to live in the shadow of another. This is what keeps him from becoming a full time monster-hunter. He uses his journalism as a tool that divides his attentions in order to keep himself away from the life and job that his bloodline has already chosen for him.

Known Tactics

Abraham uses his resources and contacts as a journalist to research cases for Germaine Investigations, Inc. If there is a way to find the inside story, some kind of information or clue that ties in with the case, Abraham is more than likely the man to find it. He is also used as a type of bloodhound as he can not only sense others, but also any approaching danger. With these abilities, he is able to hone in on a target once the rest of the team has tracked them down to a general location. Not only does his Danger Sense help him in those cases, but it also aids him during combat as he is able to sense incoming attacks. He takes full advantage of this in his fighting style, as he is able to react much quicker than his opponents and can avoid being caught off guard. In addition to his sense, Abraham wields a number of gadgets that function as modern-day upgrades of classic monster-fighting gear. Chosen as his main weapon against his ancestral enemies, he carries with him a repeating crossbow which reloads itself, allowing for rapid fire. Other weapons of choice include collapsible throwing discs used specially for beheadings, blades made to retract into the sleeves of his coat, and various sorts of handgun ammunition, including but not limited to: silver bullets and blessed rounds.

Abyssian Jr.

Real Name: Trey Montgomery

Age: 13

Height: 6'10"

Weight: 340 lbs

Hair: Black

Eye: Red

Registration Number: WO6A-V3-DM4

Affiliation: Germaine Investigations, Inc

Nationality: American, no known criminal record

Status: Active

Biography

Abyssian Jr., who was born to parents Anna and Jason Montgomery, was raised lovingly by his mother. His father, Jason, was secretly a member of the cult known as the Hand of Madness, and was often off on what his family believed as business trips; but were really his work with the cult. Trey didn't get to see very much

of his father throughout that time period, and found out about his father's cult dealings at only the age of 5, when his dad was taken over by the demonic form of Abyssian. Once he was released from prison, Jason had convinced his wife that he learned the error of his ways, and reunited with his family in hopes of establishing a normal life.

Unknown to Jason was that the demon had not been banished. Instead, it just recessed into the back of his mind, and over the course of the next few years, it slowly started influencing him. It finally manipulated Jason into recreating the ritual that had originally brought its demonic form to Earth. Unfortunately, young Trey stumbled upon his father's secret chamber as he conducted the ritual, accidentally interrupting the arcane forces at work. Just a fraction of the demonic power, and a piece of its mind, bonded to and transformed the boy, while completely destroying Jason's mind and releasing his own demon in full. These arcane energies destroyed the house, killing Anna and alerting Germaine Investigations, Inc., who quickly made it to the scene.

Unknown to everyone investigating the scene, only Jason and Trey survived the disaster as they were safely protected inside the arcane pentagram.

Trey, transformed and trapped into a less powerful version of Abyssian, fled the area and lived on the streets in a state of confusion and shock, hiding in order to survive and stealing whatever he needed to

get by. Members of the Hand of Madness, focusing on his arcane signature, eventually tracked him down in a plot to control him for their own purposes. After leading them on a lengthy chase throughout the city, he finally managed to escape their clutches when he teleported into the Ramirez Enterprises building. The cult broke into the building in pursuit, but the break in set off the alarms and alerted the security team. Once security made short work of a number of the cultists, the remaining members fled the scene. Trey was eventually apprehended by Phelan Blaid, who had been attending a meeting his ally, Alexander Ramirez.

Phelan convinced the boy that Mr. Ramirez would be able to help him.

Trey shared his story with Mr. Ramirez, who seemed to be rather compassionate. But then young Trey was blindsided and subdued by Phelan, waking later to find himself chained and bound in an empty cell covered in arcane symbols. He could not break the chains or teleport out. The captured cultists, under harsh interrogation, had revealed the means to restrain the demon. Over the course of those next several months, Ramirez Enterprises' scientists put Trey through rigorous experiments and under intense observations. Their findings were used as a base for their new magical security measures now being put in place at Ramirez Enterprises.

Mysteriously, an unknown man eventually appeared in Trey's cell, and in exchange for Trey doing him a favor that he would one day come to collect, offered to set him free. An anxious Trey agreed to these circumstance, and with a quick wave of the mysterious man's hand, the arcane bindings were removed. Without hesitation, Trey teleported out, leaving the building and a rather perturbed Ramirez, behind.

Trey went on to find Germaine Investigations Inc., asking them if there was any way they could help him. Freeing him from the demonic force inside of him was out of their hands, but they were able to give him a home and place where he could fit in. They began training him, teaching him to take control of the demonic powers and harness them, along with using meditative exercises to control his rages.

Trey now goes by the name Abyssian Jr., and has been assisting Germaine Investigations ever since. He is still wary, though, of possible reprisals from Ramirez Enterprises or the Hand of Madness, as well as the return of the strange unknown man along with his "favor".



Personality Profile

Trey is a young boy trapped inside a monstrous body, and tends to act on impulse. He is quick to jump to the defense of his friends, and often attacks whatever he views as a possible threat before finding out what is really going on. He tries to keep his anger in check, but has a rather short temper and risks the possibility of entering into a berserker rage as the demon feeds off his anger.

Trey also suffers from a strong sense of paranoia. He realizes he's made powerful enemies of the Hand of Madness and Ramirez Enterprises, along with the "favor" he owes that mysterious stranger, and these facts weigh heavily on his mind.

Known Tactics

Using his great strength and his mystical metal blades that appear on the side of each forearm, Trey makes for one intense opponent in combat. He can teleport in a burst of red and black flames in the form of a pentagram, with a 1000 foot range and is good for a quick escape or to create confusion amongst the enemies. He uses this to teleport his way around a combat situation, striking multiple foes at once, and can also help his fellow teammates by teleporting any member of Germaine Investigations Inc. when needed. His demonic eyes also allow him to see the magical auras around arcane items and individuals.

Memora'

Real Name: Sarah Marisa Wilkinson

Age: 28

Weight: 137 lbs

Hair: Black

Eye: Green

Registration Number: 4859-M9-895

Affiliation: Germaine Investigations, Inc

Nationality: Japanese- American, no known criminal record

Status: Active

Biography

The latest generation in a secret, long line of mystics within the Tamaishi family was born in Japan while

her mother was there to visit family. Ayame and her husband, Joshua Wilkinson, were visiting from America when Ayame's mother insisted on performing a spiritual cleansing ceremony to give her blessings and protect both mother and child from any evil spirits. Ayame's body, however, could not contain the full measure of mystic energies and it sent her into premature labor. So it was on this auspicious day that Sarah Marisa Wilkinson entered the world, born into magic.

Sarah returned to America with her parents, but as they saw her begin walking shortly after 4 months of age and speak her first words at 10 months, they could tell she was learning much faster than any normal child. At age 8 her parents decided it would be better if she continued school in Japan. Sarah's grandparents cared for her and supplemented her studies with lessons in martial arts and the family traditions. Mr. Wilkinson's law practice provided the financial backing for her, and allowed her to return home each summer to see her



parents and the friends she had left behind. Though she traded letters with Kaylie and Veronica during the school year, it was during the summer trips that she got to spend the most time with them, and the two of them taught her that true friends never give up on each other. There was also Nathan, a boy 3 years her senior who took on a big brotherly role. As the group entered their teenage years, he was also Sarah's first crush.

It was on one of these breaks in the summer of 1993 that the excitable 16-year-old Sarah was spending very little of her time at the Wilkinson estate and almost all of it out with her friends. She had her license and was driving in one of the family cars on June 17th when an accident changed her life forever. The collision with an 18-wheeler crumpled the car and shattered the windshield, sending glass shards flying and slicing her face and entire upper body in several places. The paramedics were on the scene quickly, but feared they had lost her in the long ambulance ride to the hospital. When they reached the hospital they heard a small moan. After the realization that the heart monitors had been somehow disconnected, Sarah was quickly rushed to the Intensive Care Unit.

Sarah realized upon her recovery that her world had gone quiet. She tried to talk to her parents to see if she could still speak. The tears in her mother's eyes told her that they could understand, even if she could no longer hear the words coming out of her own mouth. She turned her efforts into learning sign language as part of her rehabilitation, and was able to leave the hospital 7 long months after the accident. Because of Sarah's high intellect, she was able to return to school and make up the work without having to be held back. During the final and most difficult year of school, Sarah began to see strange things and even make things move without touching them. The discovery shocked her at first, but she soon began to use the focus gained from her martial arts training to learn to control these new abilities by centering her mind and spirit.

After graduation, Sarah returned to America and was faced with deciding a plan for her future. She felt her new abilities needed to be used, and decided it would be best to lend her services to the heroes of the city where her parents lived, Autumn Arbor. She tried relentlessly to help investigate crime scenes and provide information to the detectives, but was denied every time. Feeling that maybe Sarah Wilkinson wasn't a profound enough name, she registered with NCB to be classified as a Neo Champion and took on the name:

Memorá.

The registration did the trick, and the detectives began to graciously take any information Memorá was able to provide. They soon started calling on her to help review crime scenes. At one of these, she noticed an older gentleman talking to the police chief and walked over. The police chief saw her coming and turned away so his lips were not showing before continuing his conversation. This piqued Memorá's curiosity, as she wondered what he did not want her to "overhear." Stretching her powers in a new direction, she attempted to link into his brainwaves and picked up the last bit of the conversation, only able to clearly deduce that she was involved in the topic of discussion.

Memorá allowed them to finish speaking before following-up with the police chief. A man named Stefan Saint-Germaine was extending her an invitation to join his highly skilled investigation team. He had heard of her unique talents, and the assistance she was giving the police, and knew that she could contribute. The chief saw the wheels spinning in her head over this turn of events, and suggested that she go visit their offices in person.

The encouragement to find out more about the offer was less necessary than the directions he could give, and Memorá headed there directly. At the moment she walked in and caught sight of Stefan, she realized that he was the very same man who had been at the crime scene talking with the police chief. Memorá was a little hesitant to sign up with the team right away, but agreed to assist in a few investigations to get a feel for the atmosphere and people she would be working with.

It wasn't long before she became a permanent member of the firm.

Personality Profile

Memorá is extremely intelligent, and she proves herself everyday while investigating intense crime scenes. Though she is deaf, she is very confident and capable of living life without needing assistance to compensate for her handicap. Surprisingly, different types of music can be heard coming from her room almost every night.

Memorá is generally quiet, and uses her telepathy to communicate with others. Even though she can read lips, people (particularly those unfamiliar with her) will often speak without turning to face her. She has found

it much less awkward to explain her special gifts than to focus on her loss of hearing.

The close-knit family connections and upbringing have raised Memorá to be a protector who always looks out for the people she cares about. When provoked, she can become very dangerous and unpredictable. The rage from within makes her powers more intense, but drains her energy.

Since she accepted the position with Germaine Investigations, Inc., Memorá has become less aggressive towards people who treat her as if she was incapable of doing anything. She now allows her fellow teammates to handle those situations so she can remain calm and focused on the job at hand.

The first encounter with dark mystic sources almost put Memorá into a motionless state of shock, especially since most of her cases to that point had been those classified as “normal” and not involving use of Neo abilities. It took more research into her own family’s association with the mystic community before she became comfortable confronting the supernatural threats to Autumn Arbor.

Known Tactics

In battle, Memorá will generally aid with crowd control, or use her mental abilities to pick up brainwaves to detect any hidden attackers, leaving the bulk of the fighting to teammates with talents that are more directly combat-related. One of the more powerful mind attacks

Freedom Faction Units

Although Captain Megastar’s *Freedom Faction, Unit-7* is discussed in Chapter 9 (see: Liberty Corps), units 1-6, and any units designated 8+ are purposefully left unmentioned. Gamemasters are encouraged to create additional Freedom Faction units as needed for their campaign, whether they are the type to work with the Heroes, work against them, or move to assassinate them should they get in the way or prove to be a threat to a mission.

It’s even possible that the player group, itself, is a Freedom Faction unit. In such a situation, unless the unit has proven itself as highly capable and loyal to the HDDN, they are generally kept in the dark concerning the organization regarding anything except Neo threats to National Security.

she possesses is the Mental Blast, which immediately sends a shock to the brain, rendering unconscious any opponent who is not strong-willed. Memorá can also Seduce the minds of the incapacitated to keep them in that state.

Because of her physical disability, Memorá constantly uses her telepathy to link with others for communication, since most of the hearing people in her life never learn how to sign and forget to face her when speaking.

Memorá will occasionally use her telekinesis to move heavy objects to either clear the way or strike any opponents that have proven to be particularly difficult, but most of the time she will simply lift herself and hover above the crowd so she is able to get clearer readings of brainwaves.

From practice and training, Memorá is a great detective and can concoct immediate solutions to problems she faces. She feels this came naturally after she realized that everything in her life she has done or seen has become pictures in her mind. By searching through this mental catalog of memories, she retains everything as if she were looking at photos.

X’Zalia

Real Name: X’Zalia, last name unknown

Age: N/A

Height: 5’5”

Weight: 127 lbs

Hair: Gray/ white

Eye: Grayish black

Registration Number: X760-9S-935

Affiliation: Germaine Investigations, Inc.

Nationality: N/A

Status: Active

Biography

After disobeying her father, Nebecar, who is believed to be the devil himself, X’Zalia was banished to the lands of the Earth for sending word to her mother that she was still alive. Nebecar saw this as a sin that even he shouldn’t possess, as it marks a point in his past in which he felt even the simplest strand of joy and happiness. By telling her mother that she was still alive, she showed that Nebecar had a weakness, a secret that

would forever change the perception his people had of him.

Though living on Earth was meant to be a punishment for X'Zalia, she saw things in a different light. Here she was able to live life her own way, and she liked that as she was living out of the sight of her father. But she often felt out of place in this small town that she had been put in. She searched high and low for a land that she heard being talked about, a land where the outcasts dwelled and the freaks called home.

Since her stay in Autumn Arbor, X'Zalia's crime-fighting rate has become phenomenal. She was constantly stopping crimes, from the simple muggings to complicated robberies and kidnappings. Though she had never appeared in person on the news or in the papers, her achievements had been widely chronicled. To the citizens of Autumn Arbor, she became known as the *Woman of Shadows*. After Stefan Saint-Germaine caught word of X'Zalia's stories, he did a bit of an investigation into her. Finding that she had no registration number or records, he helped X'Zalia get the correct information she needed and let her join the firm. Being the first female of Germaine Investigations, and having the past she had with her father, who aggressively handled his loved ones, X'Zalia questioned the amount of loyalty and honesty her teammates held, and whether

or not she could place her trust in them. She was not used to seeing emotions in males, as her father only showed her disappointment, followed by lashings and torment.

When corrected by her teammates, she responded in great anger and tried using her powers to intimidate them. Her rage was pushed higher, as she could feel all eyes on her for many months afterwards.

Her first big undercover assignment required her to pose as a dancer for an underground Neo Strip Club, and report the activities of a known cult master who was said to be abducting local dancers. Stefan had sent her, as he felt she would be able to catch the man's attention. The operation was a success and she was quickly given another case.

While doing an investigation on one of Autumn Arbor's high societies she saw at the club, X'Zalia found that her father was keeping a close watch on her and was not pleased. She could, at times, predict the exact point in which her father would try to return to Earth for her. Since joining Germaine Investigations, the team has foiled at least four invasion attempts from her father.

Personality Profile

Despite her past torments, X'Zalia is a rather outgoing woman. She likes to be noticed and acknowledged, but does not like being constantly watched. Though she is half-demon, she has never made an attempt to destroy any person's life or bring unhappiness to them. She pleasantly lives among the citizens of Autumn Arbor.

X'Zalia can also be a very powerful leader if given the chance. She looks at her co-workers at Germaine Investigations as a new, close family. Whenever discovering her father is coming to Earth, she thinks of nothing but protecting the people she's formed such a tight bond with.

Known Tactics

X'Zalia has the ability to control the mystic arts, and is able to sense when other mystical beings are nearby. Since being banished to Earth, though, her spells have become limited. In addition to this restriction, she is not able to perform any spell that she does not know in its entirety. She is able to open a teleportation portal which can take her to any location on this plane of existence, and any other dimension, and carry others with her. She only opens a portal, however, when circumstances



are extreme and it is absolutely necessary, as the use of such power draws further attention from her father.

Homeland Defense Division on Neos

When The Purge scout fleet invaded Earth in 1998, focusing its efforts on the *City of Legends*, two things became clear in Washington D.C. The first, as every available Neo in the city rose to its defense, was that there were an extraordinary number of powered individuals that were not on file at the Neo Crime Bureau. The second, though based less on fact and more on a blanketed paranoia, was: *what if* the fleet that attacked Earth was not the only aliens on the planet? What if The Purge knew where to attack, when, and how, because they'd had *Sleeper Agents* in place prior to the invasion?

With the threat of The Purge viewed as a continuous situation, and the question of the unregistered Neos a fresh concern, certain powers within the Federal Government felt the Neo Crime Bureau was no longer in a position to effectively protect the nation, and decided it was time to enact new security measures.

Shortly after The Purge Invasion, the President of United States and the Secretary of Defense held a clandestine meeting with several heads of the Intelligence Community and a few, hand selected, Generals. By the time the meeting was concluded, the decision had been made to create a new, covert organization within the United States Federal Government. An organization that would remain off the books, away from the public eye, and beyond the knowledge and control of the various politicians in Washington. The purpose of the organization? To safeguard the American people from extraordinary threats by any means necessary, Constitutional or not.

The Homeland Defense Division on Neos, also known as the HDDN, was born.

Overseen by Colonel James Butcher- a decorated soldiers from numerous fronts- with *Sleeper Agents* in a variety of Champion and Rogue Neo Organizations, a database on Neos from around the world, and numerous units ready for deployment on a moment's notice, the Homeland Defense Division on Neos is the first, last, and best line of defense for the American People.

HDDN Structure

Overseen by Colonel James Butcher, the HDDN is a clandestine government organization unknown even to the FBI, CIA, and NCB. The central HQ's location is known only to a select few individuals, and is primarily operated by a series of artificial intelligences and androids whose developmental funding is convoluted even for the United States government.

Agents are purely in the form of special operations units designed only a Freedom Factions. Composed entirely of Neos, they are recruited and commissioned with safeguarding American interests against all extraordinary threats.

HDDN Dark Secrets

The true nature of the HDDN is far more sinister than safeguarding American interests. The HDDN seeks to catalog all persons living on United States soil that possess Neo abilities. Those it views as worthwhile candidates it then seeks to apprehend and imprison for reasons of *scientific research*; that is conducted experiments upon a vast array of powers and power sources to determine a method for duplication in more mundane subjects. Those it deems unworthy are cataloged for termination.

Only a handful of Freedom Faction Units are away of the true nature of the HDDN. Freedom Faction, Unit-7 is unaware, despite Captain Megastar's ranking position in the HDDN.

Liberty Corps (Freedom Faction, Unit-7)

Born of out Autumn Arbor's need to rebuild and heal following The Purge Invasion, Liberty Corps was christened with the capture of the Neo Rogue known as Destructech, revealed to be a former soldier under the command of Captain Megastar.

Since that time, Liberty Corps has continued to defend the City of Legends as well as the world, adding to its ranks the former NCB Armored Division Agent: Guardiatron, the power and dangerous Liberty Lullaby, and Captain Megastar's younger sister, Alisa Darrens.

Currently operating north of Autumn Arbor out of Baltimore City, the Liberty Corps stands as a firm line of defense against those that would threaten humanity.

Captain Megastar

Real Name: Nicholas Darrens

Age: 37

Height: 6'1"

Weight: 210 lbs

Hair: Blonde

Eyes: Blue

Registration Number: JH57-88-901

Affiliation: Captain in the United States Armed Forces, Liberty Corps., Homeland Defense Division on Neos (Freedom Faction, Unit-7)

Nationality: American, no known criminal record

Status: Active

Biography

Nicholas Darrens grew-up in the inner-city of Autumn Arbor, being born and raised in the Liberty Heights district of the *City of Legends*. The first of two children of Joseph and Marie Darrens, Nick was always driven to help and protect others, and would regularly get into neighborhood fights for the protection of his friends from bullies and assorted gang members.

Born a Neo, Nick's powers manifested when he was seven years old. Upset that one of his remote control car's batteries had died, Nick's surging emotions caused a small electrical current to erupt from his fingertips, recharging the battery and calming the otherwise upset child. Although Nick would continue to be able to generate bio-electrical discharges as he grew older, his abilities would never naturally develop beyond such minor displays.

With his powers never developing to the levels of more famous and powerful Neos, Nick was able to keep his abilities a secret and lead a rather normal childhood.

When Nick attended High School, he eventually met and fell in love with a beautiful young woman by the name of Kara Sanders.

When Nick was 19 he purchased the ring and went to her place to propose. Unfortunately, the apartment was empty. Kara and her parents left without even a word or a letter or a call. What Nick did not know was that, like him, Kara was a Neo, and as her powers began to manifest, her parents took her from Autumn Arbor to someplace where they felt she could develop properly. He had plans to eventually enter the AAPD, marry

Kara, and have a family. Suddenly, those plans were shattered. And everything in Autumn Arbor reminded him of her.

Nick enlisted in the United States Armed Forces to get away from Autumn Arbor, and spent the better part of 10 years as a member of the United States Army. After his initial four year enlistment, Nick continued his military career, applying for- and being accepted to- Special Forces, where he worked his way to the rank of *Captain*. His unit was regularly deployed to hot-spots around the world, many not on the official Pentagon radar, and was present as a member of Stelleron's team at ground-zero during the Purge Invasion.

It was during his participation in The Purge Invasion



that Nick's life changed. Nick's powers were increased dramatically when he interposed himself between a Purge blast and a woman and her children. His body bristling with barely controlled power, Nick survived the Invasion while so many other Champions and soldiers fell.

Only one other member of his unit survived: Lieutenant Marcus Davins.

Unfortunately, Nick's sudden transformation wasn't the only change he would have to deal with as a result of the Purge Invasion. Nick was about to discover that it wasn't only his personal life that was being altered dramatically, but that of his entire family as well.

When the Invasion managed to level over 22% of Autumn Arbor before Stelleron's Sacrifice could finally put an end to the would-be conquerors, thousands of citizens suffered injury or death in the resulting catastrophe. No number of deaths, though, effected Nicholas Darrens with such a profound sense of loss as that of his mother and father.

Retired and prepared to live a quiet life, Joseph and Marie Darrens sold their old row home in Liberty Heights and purchased a new, more comfortable residence in the quiet neighborhoods of Cathedral Heights, not far from St. Agnes Cemetery. With their children grown and living on their own, it was finally time for them to begin enjoying their marriage the way it had started: just the two of them, getting to know- or in their case rediscovering- each other.

That was the situation in November 1998 when the two decided to attend a new gallery opening at the Ramsden Museum of Arts in Cedar Valley. A simple trip into the normal hustle and bustle of the downtown area that would turn out to be their last day in the *City of Legends*. When The Purge attacked without warning, Joseph and Marie were one of the first victims caught by the first volleys of the initial attack.

Their subway tunnel collapsed, crushing the train and all onboard.

Nick Darrens was one of the Neos to discover their remains during the clean-up operations that followed Autumn Arbor's victory. And yet, not even his own transformation and the deaths of his parents would be the limits to what he was to endure.

Nick's younger sister, Alisa Darrens, had been living on her own in the Ravenswood district, where she worked as a reporter for the Arbor Globe. While

investigating some rumors of mystical activity in Beltane Park by members of the street gang calling themselves *The Awakened*, she was suddenly abducted by the mad cultists to be used in a ritual to summon a god-like entity that could serve as a counter-balance against the near unstoppable power of Lady D'yre.

Although the ritual was interrupted by Lady D'yre, the energies had by then built to a near crescendo and Alisa died on the alter. Whereas Alisa's death was to manifest the entity upon the mortal plane, the actions of Lady D'yre instead caused the goddess- known only as Nanshe in ancient texts- to merge with the young reporter during those final seconds. Alisa Darrens existed at that moment only as a spiritual echo of the human she once was, as Nanshe became all that Alisa had ever been.

For months, Nanshe kept its existence secret from the humans around it, including the sorcerers in the Order of Merlyn and Saint-Germaine Investigations, Inc. Nick, however, would discover the dark secret one night when members of the Liberty Legion attacked him, declaring him unfit for the Neo Ruling future they planned to implement, and the power within Alisa unleashed, sending the souls of the attackers into the Nether Realm.

At the moment, Nick knew that things had changed too much for him to return to active duty, and that his sister, let alone Autumn Arbor, needed him. He and Mark resigned from the military and registered as the Champions of known as *Captain Megastar* and *Ameriguard*. Together, they would fight to defend the *City of Legends* as it struggled to heal after the devastation caused by The Purge, while Nick tried to understand what had become of Alisa.

Megastar's and Ameriguard's first, official outing was in relation to a new threat to Autumn Arbor: the radiation controlling, power-armored Rogue known as: *Destructech*. Unleashing a reign of terror upon the *City of Legends*, Destructech had managed to kidnap the Mayor and hold him for ransom. With so many Champions lost, and the Sentinels of Society distracted by the rebuilding and reorganization of the city in the aftermath of the Invasion, Megastar and Ameriguard managed to track Destructech down and rescue the Mayor. It was then that the two Champions received their first, real shock. Destructech was none other than Bernard Knaack, an intelligence-operative and member of their Special Forces unit, believed killed during the Invasion.

Bernard was transported to Solitaire Island Federal Prison to await trial, but was murdered during a prison riot a few days later. His three children- Bethany, Elizabeth, and Osiris- disappeared from Autumn Arbor.

Captain Megastar and Ameriguard continued to defend the city in the following years. Eventually, they formed the Liberty Corps as a testament to the Legacy and memory of those who gave their lives during the Invasion, feeling the city was already beginning to forget the sacrifices made in defense of its freedom. Liberty Corps had no difficulty in finding like-minded Neos that believed in the sacrifices made during the Purge Invasion, and soon its ranks contained the likes of Liberty Lullaby from Salvation City, former NCB operative: Guardiatron, and Nick's own sister.

Although, for the most part, Liberty Corps worked easily alongside other Neo Champions such as Germaine Investigations, the Sentinels of Society, and the Daring Dynasty, Captain Megastar found it increasingly difficult to work with Vanguardian. While he had to admit that Vanguardian did a lot of good for the citizens of Autumn Arbor, and gave them hope in ways few Neos since Stelleron ever could, Captain Megastar also couldn't help but view the Champion as nothing more than a glory-hound using Stelleron's death and the near limitless resources of VanCorp to elevate himself above the other Neo Champions that risked their lives daily. Adding fuel to the already increasing fire was VanCorp's shameless advertising campaign that colored Vanguardian as the true hero of the Purge Invasion. Captain Megastar publicly denounced Vanguardian, accusing him and VanCorp of spitting on the thousands that died in the attack, as well as the memories and legacies of the Champions that gave their lives to defend Autumn Arbor. When rumors started surfacing that VanCorp was a silent financial backer of the resurrected Sentinels of Society, Captain Megastar and Dragonfly nearly came to blows on the very streets of Autumn Arbor. Afterwards, Captain Megastar relocated Liberty Corps' base of operations from Autumn Arbor to nearby Baltimore City.

Following the terrorist attacks on New York in 2001, Captain Megastar was approached by his former commanding officer, General Pruitt, and offered an opportunity to once again serve his country and the American People. Subsequently introduced to Colonel James Butcher and briefed about the clandestine existence of the Homeland Defense Division on Neos, Captain Megastar was offered an opportunity to bring

his team on-board, and become true Champions for the United States.

Designated *Freedom Faction, Unit-7* through the HDDN, Nick and his team have performed operations around the globe. With his unit the most successful Freedom Faction team within the HDDN hierarchy, Captain Megastar has recently been promoted to third in command of the secret organization, answerable only to General Pruitt and Colonel Butcher.

Personality Profile

Nicholas Darrens is a man driven by his belief that those with power must also carry with them a responsibility to protect and serve those without; his guilt at not only surviving the Purge Invasion while so many others perished, but in becoming a Neo Champion as a result of a blast that should have killed him; and his desire to protect Alisa Darrens- the only surviving member of his family.

Although once a member of the Army's Special Forces, since assuming the identity of Captain Megastar and forming Liberty Corps., Nick has become a firm advocate on responsible use of power and vehemently denounces the taking of a life without extreme circumstances. He regularly takes it upon himself, and his teammates, to self-police the Neo Law Enforcement Community to protect against excessive force and abuse of power; and takes the memories and legacies of the Neo Champions that fell during the Purge Invasion very seriously.

Since bringing Liberty Corps. into the HDDN under the codename: *Freedom Faction, Unit-7*, Nicholas and Colonel Butcher have come to odds on numerous occasions when Nick refused various operations that were, in essence, nothing more than assassination assignments. Although Nick is still a military soldier at his core, he has come to view Butcher with growing suspicion and has started questioning the Colonel's true motives.

Known Tactics

Captain Megastar is able to surround his body with an intense energy field capable of seriously harming nearly any mundane that comes into contact with him. His energy blasts are capable of cutting through tank armor, and by focusing his blasts around his fist he is able to punch an opponent with super-human intensity.

When in combat, Captain Megastar will lead his team from the front lines, throwing himself into the thick of it right beside them.

Ameriguard

Real Name: Marcus Davins

Age: 35

Height: 6'0"

Weight: 200 lbs

Hair: Brown

Eyes: Brown

Registration Number: BZC5-54-X2J

Affiliation: Lieutenant in the United States Armed Forces, Liberty Corps., Homeland Defense Division on Neos (Freedom Faction, Unit-7)

Nationality: American, no known criminal record

Status: Active

Biography

Since Marcus could remember, he had always been inspired by not only the soldiers that dedicated their lives to defending their country, but those Neos over the decades that took it a step further and openly represented America. Neos like the Super National (despite his later actions before the HUAC), Mr. Liberty, the Sentinels of Society, American Anthem, and others instilled in young Marcus not only a sense of patriotism, but also a belief that America was more than worth dying for. Marcus also took an intense interest and inspiration from the period in American History when the Nixon Administration placed a ban on Neo Law Enforcement Agents in the United States. Despite the very real possibility of being incarcerated for their actions on behalf of the American people, Neos like the Daring Dynasty, Ro-Bro, Mech-Daddy, Dr. Quantum, and dozens of others continued to defend their city and the nation. To Marcus, is taught him to never give-up and to always defend his beliefs, no matter

what society around him thought.

Despite his love for his country, Marcus' family was not one known for its sense of patriotism. His father, Sam Davins, had been drafted to fight in Viet Nam and had come back with more than his share of memories, scars, and nightmares. To Sam, the American Government was nothing more than a bunch of power-hungry politicians who cared nothing about the people or the soldiers, and sought only to maintain their own personal interests and see that America was continuously viewed as the absolute authority in world power. He considered the system flawed, Washington corrupt, and the *Defense of Liberty* nothing more than a catch phrase for the latest war in which America could flex its muscles.

Needless to say, when Marcus informed his family of his decision to enlist in the Army immediately after graduating high school, it did not go over well with his father. It also did nothing to relieve tensions when Marcus scored phenomenally high on the ASVAB and yet decided to go into the Infantry Division.

Marcus excelled at his training and went on to become an accomplished marksmen with both a variety of firearms and silent weapons (like the bow and arrow). After his original four year enlistment, he decided to continue with his military carrier and became a member of the Special Forces, where he participated in a series of operations around the globe. His characteristic cool-headedness in the heat of combat, coupled with his tactical and command ability, eventually earned him the rank of *Lieutenant* and a transfer into Captain Darren's elite unit.

Marcus and Captain Darrens became fast friends, forming a bond with each other that went beyond soldiers in the same elite unit. When the Purge invaded Earth, Marcus and the rest of his team were sent to Autumn Arbor to assist Stelleron and the rest of the Neos at



ground-zero. It was at that time that Marcus came to learn the truth about his best friend and commanding officer, when Captain Darrens interposed himself between a Purge blast and an unsuspecting mother and her children. His Neo genes absorbing the impact and increasing his power by an incredible magnitude, Marcus bore witness to the sudden rebirth of Captain Nicholas Darrens into what would come to be known as Captain Megastar.

Working with Darrens during the rescue efforts that followed the defeat of The Purge, Marcus stood by his friend's side as Nick buried his parents and discovered the mystical transformation that had overtaken his sister.

Agreeing that Autumn Arbor needed them more than the Armed Forces, Marcus joined Nick in resigning from the military and registering with the Neo Crime Bureau as the Champions Ameriguard and Captain Megastar. While Nick's Neo abilities were obvious, Marcus' were a little more difficult to define. Although possessing no overt extraordinary abilities, Marcus nonetheless possessed the uncanny ability to immediately determine direction and distance to a target, as well as the precise skill to place any projectile into a target not more than a few millimeters in diameter from hundreds of yards away.

Following Captain Megastar's philosophy of non-lethal force in their duties as Neo Law Enforcement Agents, Marcus created a series of archery and non-lethal firearm weapons, and assisted Nick in forming the Liberty Corps.

In recent years, Marcus has watched Nick constantly question himself and become more and more overbearing with the team. At the same time, Marcus' has begun developing deep feelings for fellow teammate Liberty Lullaby, whom he currently shares an apartment with due to financial reasons. Despite all that, however, Marcus is completely devoted to the service of his country, unwaveringly loyal to his teammates, and unstoppable in his fight to protect the people of the world from threats beyond their understanding.

Personality Profile

Marcus Davins seems to be in a constant state of almost Zen-like calm, even when there's a heated battle raging around him. Rarely one to lose his temper, on the few occasions he has been forced to do so, his fury has been on par with even the most powerful Neo.

Deeply devoted to the Liberty Corps., Captain Megastar, and especially Liberty Lullaby, Marcus would readily give his life in their defense. Sharing Captain Megastar's opinion on VanCorp, Vanguardian, and Dragonfly's decision to partner the Sentinels of Society with VanCorp, Ameriguard also takes offense at the Sentinels' member, Sure-Shot, feeling the Champion's openly bravado attitude and recklessness in dangerous situation places the innocent people he is defending in even greater jeopardy.

Known Tactics

Ameriguard is an expert marksman, capable of hitting nearly any moving target regardless of speed. When in combat he prefers to use an array of non-lethal arrows (obscure, dazzle, stun, nauseate, and so forth) to render a foe incapable of fighting back. Should that fail, he isn't adverse to using more lethal methods, and is capable of firing arrows with enough offensive intensity to render most Neos down for the count.

Guardiatron

Real Name: Kevin Jameson

Age: 36

Height: 6'2"

Weight: 205 lbs

Hair: Brown

Eyes: Gray

Registration Number: 0047-G4-N76

Affiliation: Former Neo Crime Bureau C.O.P.s Agent, Liberty Corps., Homeland Defense Division on Neos (Freedom Faction, Unit-7)

Nationality: American, no known criminal record

Status: Active

Biography

Kevin Jameson was born and raised in the *City of Legends*, and had always idolized those Neo Champions he watched fly through the skies, battle unimaginable foes, and fill his television screen during the news hours with endless adventures and possibilities. As a child, Kevin was known for playing throughout his neighborhood in Ravenswood, dressed in a homemade costume with a make-shift cape tied around his neck,

darting through the street and narrow alleyways in search of evil to thwart and villains to arrest. Granted, such enemies usually took the form of the other children in the area, all which loved to pretend to be their favorite Neo Champion, or the latest Neo Rogue to make the headlines, but for Kevin it was both magical and wondrous.

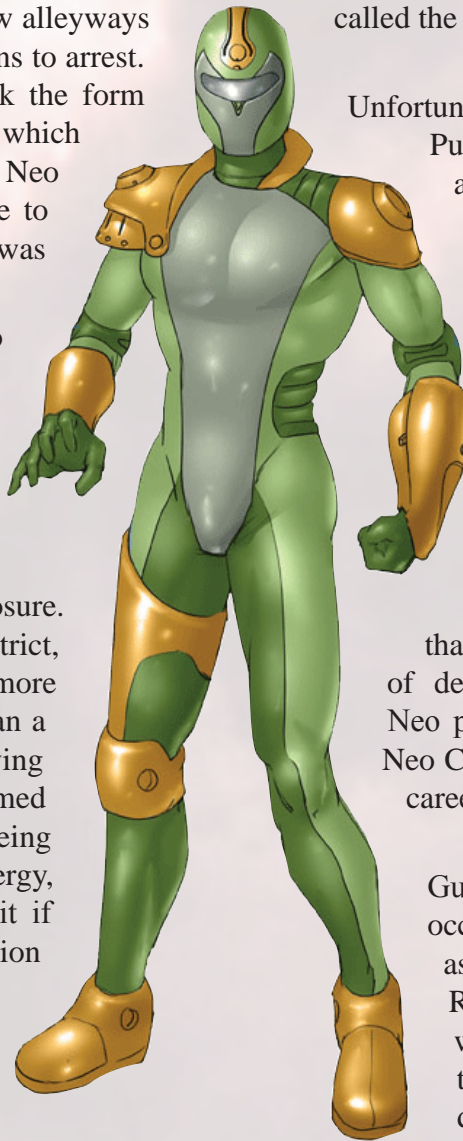
Being raised in Ravenswood also gave Kevin a unique perspective on his hometown. A district known for its superstitious beliefs as well as a mixture of Native American and Wiccan mysticism, Kevin learned of the various rituals and tenants through constant exposure. Unlike the average citizen of the district, however, Kevin felt that there was more to the rituals and the end results than a simple explanation of *magic*. Delving into the various sciences, Kevin formed the hypothesis that thought, being nothing more than a form of energy, could influence the world around it if utilized with intense concentration and focus. Applying that to the mysticism prevalent in his neighborhood, Kevin concluded that the rituals were nothing more than a mathematical equation designed thousands of years ago to focus and direct the natural energies of the human brain, sending thought waves out into the world around the practitioner and combining with the natural ebb and flow of the energy that comprised reality.

Satisfied that science could explain even the existence of magic, and thus was the true foundation of reality, not religion and superstition, Kevin graduated high school and went on attend Autumn University, where he earned an advanced degree in chemistry and physics.

Kevin's fascination with the Neo Champions of the *City of Legends* never left him, however, and he eventually decided to do his own part to protect the people of his city. Shortly after graduation, Kevin was accepted into the Neo Crime Bureau and assigned to their C.O.P.s division as a Research and Development Technician. By the end of his first year with the NCB, Kevin had spearheaded a project to upgrade and redesign the NCB's armored field medic personnel,

called the Medical Division.

Unfortunately, the devastation caused by the Purge Invasion opened Kevin's eyes to a whole new series of problems. With so many Neo Champions dead in the conflict, so much of the city in need of rebuilding, and even the Sentinels of Society all but destroyed, Kevin realized the city needed Champions. Using funds he had been saving since college, coupled with several grants gained from Quantum Mechanics and Daring Dynamics, Kevin resigned from the Bureau and designed his own form of Battle-Armor that could utilize hard radiation as a means of defense, offense, medical support, and Neo power nullification. Registering as the Neo Champion *Guardiatron*, Kevin began his career as a Neo Law Enforcement Agent.



Guardiatron's first case as a Neo Champion occurred when a new Rogue known as Destructech kidnapped the Mayor. Realizing the remaining Neo Champions were spread thin and hard pressed in the chaos that engulfed Autumn Arbor during that first year after the Invasion, Guardiatron went in pursuit of the armored villain. Eventually assisting Captain Megastar and Ameriguard in successfully rescuing the Mayor, Guardiatron was offered a position in the newly forming Liberty Corps.

Realizing that Autumn Arbor had grown increasingly dangerous since the Invasion, and admitting his own lack of experience in defending the city, Guardiatron accepted. At the very least, not only was there an obvious safety in numbers, but he could also quite possibly learn from the other Neo Champions.

Since that time, Guardiatron has been a loyal member of the team, offering defensive and medical support to his teammates in the field. Still that kid at heart that idolized the Neo Champions, Guardiatron doesn't share his commander's views on Vanguardian, VanCorp, and the Sentinels of Society, but prudently keeps quiet and supports Megastar's decisions.

Personality Profile

Kevin Jameson is a scientist first and foremost. With advanced degrees in science, and an intense knowledge of cutting-edge technology and its applications, in his civilian identity he is constantly sought after by such corporations as VanCorp, Daring Dynamics, Quantum Mechanics, and Hamasara Enterprises in Salvation City.

In the field as Guardiatron, Kevin is all business. He fully comprehends that the survivability of his team rests primarily on his shoulders, and is constantly looking for new and improved applications for his Force Fields and Hard Radiation Triage. Guardiatron also has a firm belief in what a Neo Champion should be and do, and will unquestioningly place himself in mortal danger to save nearby innocents.

Known Tactics

Once NCB Medical Armor, Guardiatron has since heavily modified the suit to use hard radiation for a variety of capabilities. He is able to create force fields, fire beams of radioactive energy, heal the injured, and even nullify Neo abilities at a level unheard of even in the NCB's C.O.P.s units.

Liberty Lullaby

Real Name: Liberty Dearbourne

Age: 30

Height: 5'7"

Weight: 135 lbs

Hair: Black

Eyes: Green

Registration Number: HUR5-82-936

Affiliation: Liberty Corps., Homeland Defense Division on Neos (Freedom Faction, Unit-7)

Nationality: American, no known criminal record

Status: Active

Biography

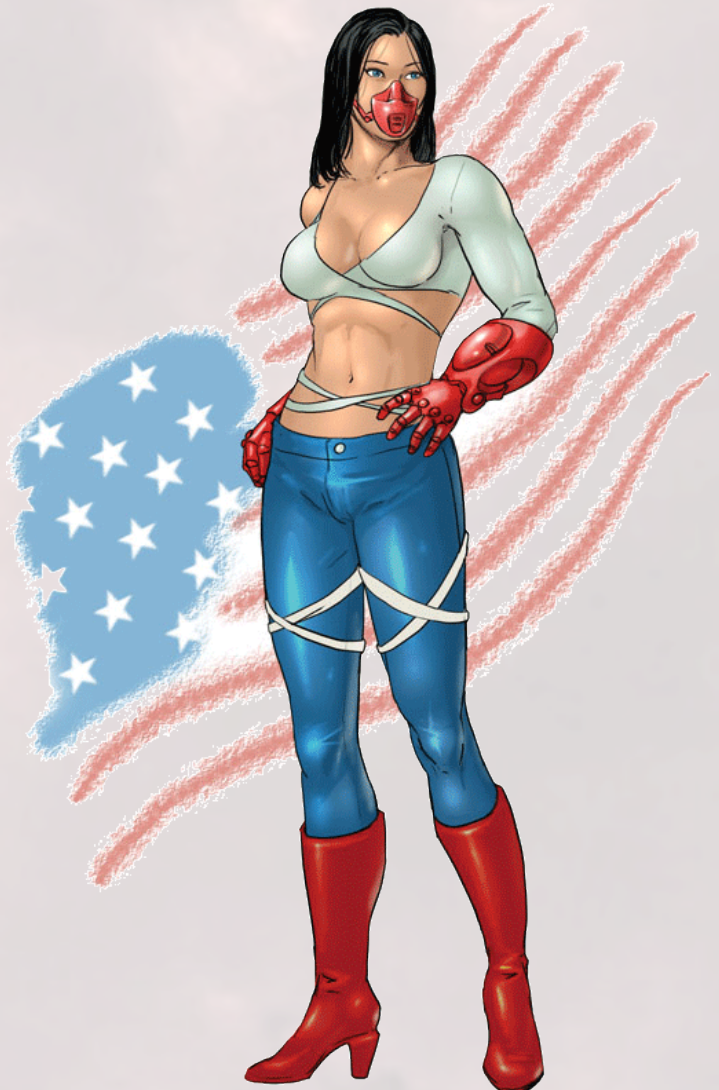
Born on the west coast in Salvation City, Liberty was raised by her father, Harmon Dearbourne, after her mother, Andrea, died in childbirth.

Liberty was raised as more of a latch-key child

than a loving daughter of her father. With Harmon a top scientist for a pharmaceutical corporation with research offices around the globe, her father life was in a constant state of flux as her father always traveled and Liberty was cared for by friends and neighbors. More of Liberty's childhood was spent at the homes of her friends than at her own residence. As a result, Liberty not only quickly learned to rely on herself more than others, but also developed a natural tendency to internalize her emotions.

All that would come to a head, however, and change her life forever, when she was well within her twenties.

Having obtained a position as a science teacher at a local Salvation City elementary school, Liberty's life would forever be altered on the day she lost her temper. Suffering through a high stress day due to recent allegations by one of her students of being abused by her father, Liberty's emotions were pulled taut as the class generally misbehaved. Unable to contain her growing anger and frustration over the legal system doing little



to protect the child that confided in her due to a lack of physical evidence of abuse, Liberty began shouting at the class. Unfortunately, at that moment, something within her broke like a shattered dam. Her voice grew in magnitude almost instantaneously, shattering the windows and sending students sprawling towards the rear of the class. Both and shocked and frightened over what had just happened, Liberty fled the building, refusing to talk to any concerned co-worker as she raced through the halls.

Liberty admitted herself to the Salvation City Douglas Myers Hospital and quickly learned that her DNA had been altered from that of a normal human into a Neo. Categorizing her a mutant, Liberty was informed that she had always possessed the dormant genes, which had chosen that moment to manifest, more than likely triggered by her intense emotional duress.

Unknown to Liberty and the physicians, the true origins of her abilities were far darker and sinister.

Since her early childhood, Liberty's father was secretly a head scientist at the secretive and elusive Genetic Overwrite Development laboratories. Developing one of the early formulas for what would eventually become the power-endowing *Viscosidrine*, Professor Dearbourne had used his own daughter as a test subject, carefully injecting her with the serum and monitoring her vitals. Unfortunately, the chemicals seemed to have had little effect on Liberty, and Professor Dearbourne was forced to conclude that the early attempts were an abject failure. Unknown to both father and daughter, however, was that the chemicals slowly attached to her DNA, over time mutating them and endowing her with powerful sonic emission and control. Feud and released by the sudden eruption of the emotions she had kept under rigid control for so long, Liberty's life was forever turned upside-down that fateful day in front of her third grade class.

Unfortunately, the mutation that occurred within her left Liberty with little true control over her powers. Unable to control the tenor of her voice, speaking in anything above a whisper caused her full sonic abilities to erupt from deep within her. Sent to the Neo Crime Bureau research laboratories in Virginia, Liberty was eventually outfitted with a specialized mask that would allow her to speak in a normal voice, and at the same time harness and control a portion of her full abilities. Liberty then enrolled in A.O.E.S. in their Power Application Course, and shortly thereafter was granted her license for public use of her abilities.

Still unable to decide what to do with her life, and fearful of returning to her previous life in Salvation City, Liberty relocated to Autumn Arbor shortly before the Purge Invasion. Making her presence known to the city during the rescue and clean-up operations following Stelleron's sacrifice, Liberty soon attended the Neo Crime Fighting course at A.O.E.S., feeling that through her efforts on behalf of the citizens of the *City of Legends* following the Invasion, she had finally found her calling.

Recommended to the newly formed Liberty Corps., by A.O.E.S. Headmaster, Sergeant Gauntlet, Liberty Lullaby- as she now called herself- felt that she had finally found a *home* and *family*.

Having recently agreed to enter into an apartment sharing arrangement with Marcus "Ameriguard" Davins, Liberty now finds herself as the object of his ever increasing attraction and attention.

Despite her own feelings for Marcus, however, Liberty is reluctant to pursue them, fearful that at anytime whatever mutation her body originally underwent might again manifest itself and make the situation worse, should she let her emotions grow too strong.

Personality Profile

Liberty is a woman sudden thrust into a life she never expected, and at time has trouble fully comprehending. Finding herself changed from an elementary school teacher to a popular Neo Champion in just a few short years, Liberty feels as if at anytime her emotions might overwhelm her. It is the intense fear of her emotions- which she wrongly believes first lead to the unlocking of her *natural* mutation- which causes her to often times act as something of a recluse.

Although Liberty is reluctant to open display her emotions except in times necessary to fuel her Neo abilities, for the first time in her life she feels as if she's finally been gifted with a home and family in the form of Liberty Corps., and finds herself caring deeply for her four teammates, Marcus Davins in particular.

Known Tactics

Liberty Lullaby is capable of amplifying her voice to shatter anything from ear-drums to reinforced concrete, in addition to firing direct sonic blasts capable of shattering bone and tearing flesh. With her mask

removed, Liberty's capabilities have yet to be fully measured, but on one occasion her powers complete shattered an United States Army tank as part of an exercise, breaking it apart as easily as tearing a sheet of paper.

Nanshe

Real Name: Alisa Darrens

Age: 31

Height: 5'9"

Weight: 145 lbs

Hair: Brown

Eyes: Blue

Registration Number: P81N-BT-104

Affiliation: Liberty Corps., Homeland Defense Division on Neos (Freedom Faction, Unit-7)

Nationality: American, no known criminal record

Status: Active

Biography

Alisa Darrens was born and raised in the Liberty Heights district of Autumn Arbor, the second and youngest child of Joseph and Marie Darrens, and the younger sibling of Nicholas Darrens. With both her parents working full-time (her father in the city's Maintenance Department, and her mother as a waitress at a local diner), Alisa learned to depend on Nicholas from an early age. Through Nicholas she learned the values of standing-up for what she believed in, remaining loyal to herself, and protecting those that were less fortunate.

The lessons Alisa learned from Nicholas became both her blessing and her curse later in life.

Determined to do good for the citizens of Autumn Arbor, Alisa attended Autumn University with a major in journalism. Soon after graduation, she obtained a position at the prestigious Arbor Globe as a reporter working the crime beat for the *City of Legends*. For the next few years, as her brother served his country as a soldier and a member of the Special Forces, Alisa exposed award winning stories on corruption in politics, the greater influence of the Terenza and Garibaldi families on Autumn Arbor, and some of the more questionable cases of Police Officer Jeremy Anson. Unfortunately, Alisa success also brought with

it inherent danger, and she was not only the recipient of numerous death threats, but actual attempts on her life.

Alisa keen eye and sharp, analytical mind eventually lead her to investigate a series of grisly murders in Beltane Park, in the Ravenswood District. While many in Autumn Arbor attributed the slaying to the legend of Spring-Heeled Jack, which dated back to just after the second World War and had become a staple of the city's lore, Alisa ignored the leaps of faith of her everyday readers and determined to discover the truth behind the murders. Following a series of leads, Alisa's investigation lead her to a plot by the street gang known as *The Awakened*- a lower caste of sorts within the secretive *Hand of Madness*- to draw out the Order of Merlyn and discern the hidden location of the Heart of Nebecar. Although the Order of Merlyn seemed uninterested in actions of the gang, another defender of Autumn Arbor- the legendary Lady D'yre- soon turned her undying eye upon the dark mystics. With the full powers of the City of Legends at her disposal, Lady D'yre was instrumental in disrupting numerous rituals propounded by the cultists, and was well on the road to



destroying them outright.

Unfortunately, Alisa's investigation sent her spiraling directly in the center of the Mystical War being waged secretly throughout the city. Discovered and captured by The Awakened, she was to be the portal to bring an ancient deity- known as Nanshe- to Earth. It was the plan of The Awakened to summon and bound the ancient goddess and harness her power to end the existence of Lady D'yre once and for all.

As the ritual reached its apex deep within the center of the confluence of mystical energies that permeated Beltane Park, Lady D'yre arrived. Underestimating the true force which they opposed, the cultists were sent scattering like roaches in a suddenly illuminated room. Alisa, however, was not as lucky. Caught within a vortex of energies, her body became not a portal, but a vessel, merging her essence with that of the ancient deity.

In the moment, Alisa Darren's became but a residual echo- neither existing nor ceasing to exist- as Nanshe became all that she was and would ever be.

Unsure of what had actually transpired, Alisa stumbled away from the scene and made it back to her Brownstone home. In the following days, she was a nervous wreck and a chain-reaction of emotion; believing her life had been *nearly* ended and unaware of the other spirit living within her, learning to adapt to the human shell it now found itself confined within.

Unfortunately, Alisa would have little time to discover the true course of her fate, as The Purge invaded Autumn Arbor the following week, nearly turning the city to ruin and killing both her parents. Distraught, frightened, and confused, Alisa found comfort in Nicholas' return to Autumn Arbor, and in helping him cope with the changes that had suddenly overtaken him, transforming him into *Captain Megastar*.

It wasn't until several months following the Invasion that Alisa would begin to bear witness to what had happened to her. While attending a movie with Nicholas, the two of them were suddenly attacked by members of the Liberty Legion. With Nick caught unaware and in mortal danger, the power within Alisa revealed itself, as Nanshe sent the souls of their attackers deep into the Nether Realm. Hysterical with fear over what had happened to her, Alisa nearly had a mental and emotional meltdown. Nicholas decided at that moment to remain in Autumn Arbor permanently and, with the help of Ameriguard, formed the Neo Champion Unit

known as *Liberty Corps*. Through the newly formed Liberty Corps., Nick not only helped give Alisa a new focus, but also used his growing contacts within the Neo Community to seek help for her through Germaine Investigations, Inc.

In the intervening years, Alisa has learned to control the force living within her. Unfortunately, Alisa has yet to become aware that it is not she that is controlling Nanshe, but rather Nanshe that is maintaining her spiritual echo for the benefit of Nick.

For neither Alisa, Nick, nor anyone in Liberty Corps., realize that as time passes, Alisa becomes less and less an echo . . . and more and more a lost memory; and it is only a matter of time before she ceases to exist within her own body, entirely.

Personality Profile

Alisa is a rational person sent spiraling into an irrational situation. Her keen intuition and analytical mind has served the Liberty Corps on numerous occasions. Still trapped within a whirlpool of insecurity since her transformation at the hands of The Awakened, Alisa can also seem extremely weak and frail at times. Unfortunately, such a façade is truly maintained by the Nanshe residing within her as a means to prevent Nicholas Darrens and Liberty Corps., from making too strong an attempt at discovering the truth of her condition.

Due to the parts of Alisa that still remain, and the effect they have had on Nanshe, Alisa is fiercely loyal to Liberty Corps., and intensely devoted to protecting the people of Autumn Arbor. She has not only taken a strong interest in the news reports concerning the sudden disappearance of Gillian Reddick, but has grown increasingly concerned over the murders of Amperage and Accelerace.

Known Tactics

The Nanshe is a cold and calculating in combat, calling upon her Nether energies to reach into a person's soul and seemingly freeze them where they stand. She can use the energy to injure as well as interrogate, and on certain circumstances has been known to leave a foe as nothing more than a dried, empty husk as she plunges their soul into the Nether Region. Although the Nanshe claims she can return them at any time, she has yet to ever do so.

Solo Champions

Anthony DiAngelo

Real Name: Anthony DiAngelo

Age: 29

Height: 6'2"

Weight: 220lbs

Hair: Brown

Eye: Blue

Registration Number: N/A

Affiliation: Neo Crime Bureau

Nationality: American, no known criminal record

Status: Active

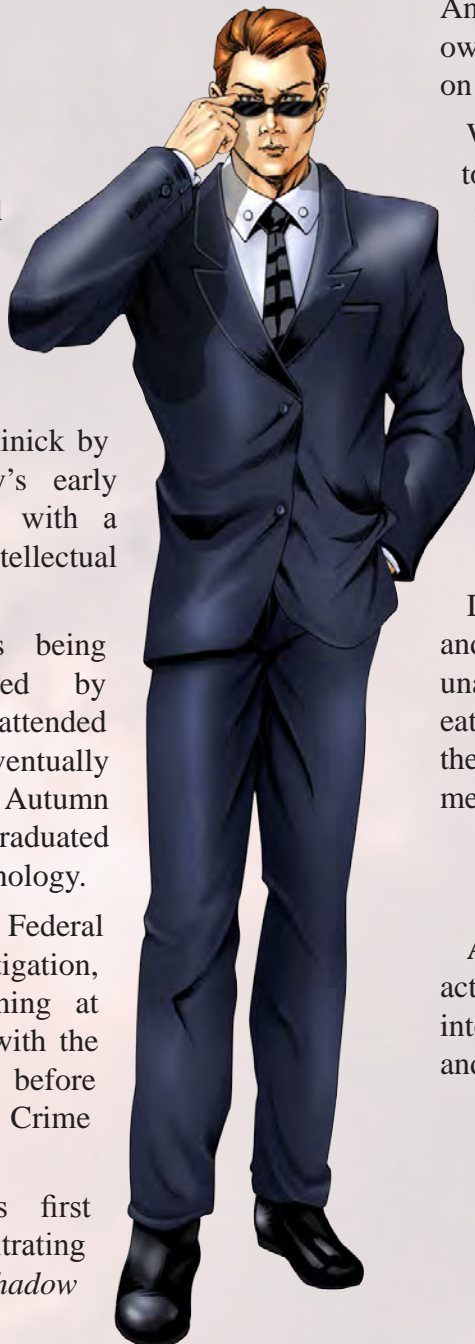
Biography

Born the second child to Jacob and Maria DiAngelo, Anthony's mother died in child birth. Raised along side his older brother Dominick by their father, Anthony's early childhood was filled with a serious interest in intellectual and strategy games.

As Dominick was being educated and raised by VanCorp, Anthony attended regular schooling, eventually making his way into Autumn University where he graduated with a degree in Criminology.

Applying to the Federal Bureau of Investigation, he received his training at Quantico and served with the Bureau for 2 years before transferring to the Neo Crime Bureau.

One of Anthony's first assignments was in infiltrating and investigating the *Shadow*



Walkers Neo organization in Maryland. After a 2 year undercover operation, the NCB was finally able to apprehend a majority of the cartel on various illegal weapons trafficking charges. Unfortunately, to protect his cover, Anthony was also forced to serve several years in State prison.

Upon his release, Anthony returned to active duty in the NCB, with his next assignment being to infiltrate the Barludi crime family as a method to hopefully prevent an upcoming Mob War with the Terenza and Garibaldi families, all fielded with Neo troops.

Using Barludi's fear of Neos within his organization to gain the man's eventual trust, Anthony is finding his life in danger from Barludi's right-hand man: Bone-Spur. The two of already had several altercations, and Anthony is convinced that the Neo has an agenda all his own. An agenda that will see him as the top crime boss on the east coast.

Whether or not Anthony will survive long enough to prevent a war and bring Bone-Spur into custody remains to be seen.

Personality Profile

Anthony is a calm, rational man capable of maintaining his composure even under extreme stress. A highly trained NCB undercover operative, Anthony is able to assume a variety of personas to suit the necessities of a particular case.

Despite having Vanguardian as an older brother, and being quite close to his sibling, Anthony has been unable to visit his family in several years. This fact eats away at him as his two nephews age and believe their *Uncle Tony* to be nothing more than yet another member of Autumn Arbor's underworld.

Known Tactics

As an undercover NCB agent, Anthony uses deceit, acting, and guile to accomplish his goals. If pushed into combat, Anthony is a trained boxer, martial artist, and wrestler.

Lady D'yre

Real Name: Alyssa D'yre

Age: 32 (at time of death)

Height: 5'7"

Weight: 120lbs

Hair: White

Eye: Blue

Registration Number: N/A

Affiliation: None

Nationality: Native American

Status: Deceased, yet active

Biography

Born and raised in Autumn Arbor as Alyssa Silvermoon, only child to Paul "Whispering Cloud" Silvermoon and Kahany Silvermoon, Alyssa's family can trace their ties to the land upon which the City of Legends was built through dozens of generations.

Her family has always believed in their responsibility to protect the land. As such, Paul Silvermoon was a decorated detective in the Autumn Arbor Police Department, having served for 17 years in the Homicide division before he was gunned down in the line of duty while attempting to arrest the serial killer known as the "Mayfield Mauler". Alyssa was 8 years old.

Raised by her widowed mother, Alyssa always remembered her father and vowed to make his spirit proud. She excelled in school and earned a scholarship to Arbor University, where she studied psychology and criminal justice.

In college, Alyssa met Brian D'yre, another psychology major. At first their relationship was one of mutual dislike. He felt she was too good to get to know the other students, and she felt he was too open and sure of himself. Finally paired together on a particularly tough profiling project, the two of them soon realized they were actually more alike than they'd imagined. What started as a mutual truce to pass the course blossomed into a wild sexual affair, and later into genuine love.

Upon graduating, Alyssa and Brian were married. Within the year, he was employed by a respectable hospital, working with abused children. Alyssa joined the AAPD and rapidly rose to detective, then to sergeant. Following in her father's memory, she entered the



Homicide squad.

Over the next 8 years, Alyssa continued to excel at her career. Even the births of their son, Jason, and daughter, Maria, could not deter her ambition. Still, despite the strain of her job, Alyssa somehow managed to be a very involved and carrying parent. She even brought her mother to live with them when the aging Kahany's health began to fail due to a weakening heart.

Alyssa's life changed . . . some believe ended . . . in 1972.

When Christoff Veregino, a known enforcer for the

Terenza crime family, was gunned down at a local restaurant, Alyssa was assigned as the lead investigator on the case. Over the next several months, Alyssa's investigation consisted of examining various clues and interviewing witnesses . . . all of it pointing to one man: fellow police officer, and a Detective in the Vice Unit, Benjamin Carabello. According to Alyssa's investigation, Carabello was on the payroll of the Terenza family and had apparently been ordered to assassinate Christoff when the family learned he had been feeding information to Federal Agents.

Alyssa took her findings to the Chief of Police, Roger Turner, but was warned politely to back-off and start looking for another suspect. Frustrated that she was being ignored when all evidence obviously pointed to corruption within the department, she turned to the Internal Affairs Bureau.

I.A.B. conducted a full investigation and discovered that Benjamin and several others within the department, some as yet to be determined, were indeed on the Terenza payroll. After suspending Benjamin from the force pending a hearing, and turning their finding over to the District Attorney's Office, I.A.B. then asked the F.B.I. to conduct a full investigation into the AAPD.

Meanwhile, Alyssa continued investigating on her own. Dedicated to the protection of Autumn Arbor and its people, Alyssa wasn't about to allow the AAPD to be corrupted. Following three months of private undercover work and intense interviews, she learned who it was that had ordered Benjamin to make the hit against Christoff. None other than Roger Turner, himself.

Informants for the Terenza family discovered the extent of Alyssa's investigation due to her interviews with various, low-level underworld contacts, and approached Roger Turner. Something would have to be done about Alyssa, or Roger was going to be considered a serious loose-end.

Alyssa was scheduled to meet with Federal Agents later that week but, on the night before that meeting, her enemies struck.

Following Alyssa and her family home from a family dinner at a local restaurant, Roger Turner knocked on Alyssa's door; feigning depression and a desire to commit suicide. As Alyssa opened the door, Terenza enforcers forced their way inside. Alyssa and her husband were beaten to the floor and then tied to chairs. Roger Turner told her that he had warned her to

leave it all alone, but she just wouldn't listen. Yes, the Department was corrupt. And that corruption extended all the way to City Hall. The Terenza's were so deep into Autumn Arbor that even the Feds didn't know where to begin. But she just couldn't listen. She was a good cop, he said. Unfortunately, too good . . .

Just then, Alyssa's 5 year old daughter came into her room, having been awakened by the noise. Without hesitation, one of the Terenza enforcers shot her through the head, killing her instantly.

Alyssa and Brian screamed and went into a rampage against their bonds. When their son and Kahany came to see what was the matter, they too were executed before their eyes.

Roger once again apologized to Alyssa, then left the house. As Alyssa watched, powerless, the Terenza men shot and killed her husband. Then, leaving her otherwise uninjured, they spread gasoline and set the house ablaze.

Engulfed in flames, surrounded by her dead family, Alyssa too would have died had the flames not burned through her bonds. Crawling from the flaming house and collapsing on the streets as emergency units arrived, she was taken to Arbor Memorial Hospital, with 3rd degree burns over 80% of her body, and placed in the ICU.

With her body unable to cope with the damage it had suffered, and her vitals weakening, the unnatural happened to Alyssa.

Since the War for Independence, the Native American District of Ravenswood had been protected by the spirit known as the Manitou. Now it was that the Manitou appeared above Alyssa and offered her a chance to avenge her family and continue to protect the land of her ancestors.

As the last of her human vitals ceased, Alyssa rose from death and escaped from the hospital on pure instinct, shattering the window as she leaped from her 4th floor room. Before the doctors and nurses could even make it into the room, Alyssa disappeared into the night.

Fueled by the power of her ancestors, Alyssa somehow managed to find each and every officer and politician that had been in anyway connected with the ring of corruption that cost her family their lives. With her Kiss of Attrition, she absorbed their souls, leaving behind a mummified, lifeless husk.

Over the next several decades, she would be seen occasionally by the living, riding through Autumn Arbor on her horse of pure white, always watching over the police department, politicians, and others with power within the city. At times, she would even deter her attention and give her final kiss to powerful drug lords and underworld figures.

The people of Autumn Arbor who knew the truth called her Lady D'yre. Over the decades, that name spread throughout the City of Legends. Lady D'yre is now something of an urban myth amongst the city. A boogeyman said to maintain the balance of justice against those that would abuse their power.

While power corrupts, the people of Autumn Arbor say, be careful how heavy your soul becomes . . . or Lady D'yre may just come to lighten your load.

Personality Profile

Lady D'yre is a supernatural force. She exists as an extension of her own soul and the soul of the land upon which Autumn Arbor was built. She is quiet as a ghost and as determined as an angel. Those who encounter Lady D'yre have reported a preternatural chill to the air, causing their breath to frost before them even in the middle of the summer. She is relentless and inescapable. Should she judge a soul too heavy, and an individual a threat to the City of Legends, she acts as executioner without remorse or compassion.

Known Tactics

Being a force of nature forever linked with the essence and spirit of the land upon which Autumn Arbor is built, Lady D'yre is able to appear and disappear upon her Pale Horse at will, always accompanied by a thick, rolling fog.

Using a form of telepathic ability, she is able to look into the mind and soul of any individual within the city's limits and deem them too guilty of sin, or fit to continue life. Should she deem an individual guilty, she will use her inhuman strength to subdue them, at which time she will place her lips upon them and kiss their soul into herself.

Otherwise, Lady D'yre is supernaturally strong, invulnerable to all mortal weapons, and only susceptible to magical or enchanted attacks.

If injured, she will completely heal within an hour;

and if destroyed will always return after the moon has completed a full cycle.

Rogue Teams

Blaid International

Perhaps the oldest, and most infamous, mercenary unit still active across the globe, Blaid International has become synonymous with Terrorism and Covert Operations.

Although their exact origins are unknown, the first recorded appearance of Blaid International was under the command of Randolph Blaid, when he and his unit was hired to battle British Troops along the Chesapeake. Though fighting on the side of the American Colonies at the time, Blaid International would continue to resurface over the next several centuries, working both for and against the United States. Seemingly without any solid political ties or inclinations, the unit follows the money and whomever can afford their fees.

Currently commanded by Phelan Blaid, the present day Blaid International is quite possibly the most dangerous unit to operate under the banner. Unlike his predecessors, which seemed to possess a preference for straight, military grade mercenaries, Phelan commands not only has a unit of hundreds of mercenaries world-wide, but also commands his elite unit known as the *Cutting Crew*. Comprised of such Neos as Kainus, Miss Jevious, The Heavy, Mortificator, and Eviscera, the Cutting Crew is world infamous due to their successful battles against such Champions as the Sentinels of Society, Daring Dynasty, Vanguardian, and even Stelleron.

Coupled with Phelan's personal friendship with Alexander Ramirez, and the VanCorp resources that puts at his disposal, Blaid International is perhaps the single, most greatest threat to world stability.

Phelan Blaid

Real Name: Phelan Blaid

Age: 34

Height: 6'4"

Weight: 220 lbs.

Hair: Red blonde

Eyes: Blue





NCB Case Number: RY3G-K2-DX6

Affiliation: Blaid International, The Cutting Crew, ally of Alexander Ramirez

Nationality: American citizen with a criminal record

Status: Active

Biography

Phelan, the son of Alistair Blaid, was born heir to a legacy of war profiteers that began during the American War for Independence. His grandfather took the family business to an all new level during World War II, as he was dealing with both the Allied and the Axis powers and expanding Blaid International. His father then continued to increase Blaid International's influence during the Cold War, supplying information and advanced weapons to all fronts.

Growing up, Phelan had no knowledge of his family's fortune, and very little contact with his father. His resentment towards his father led him to gain a rather violent streak, causing him to be kicked out of the best boarding schools in the country. In high school, he became close friends with a young man named Alexander Ramirez, who was also from a wealthy family. With their family connections and fortunes, Alexander and Phelan were practically an untouchable duo. They were basically running the school, blackmailing teachers and local authorities to cover up their plots. Phelan went on to West Point, where he excelled in the officer training program. During his time there, Phelan's father finally revealed the family business to him and offered him a place at his side. Young Phelan was far from forgiving towards his father for his lack of family time while growing up, but of course he readily accepted the offer as the idea of learning about the war and profiteering legacy of his family explained a lot of things, not to mention intrigued him. From there he began accompanying his father on his business trips, establishing contacts with some of the world's most powerful foreign dictators and drug lords.

One of these business trips went terribly wrong, though. The Sentinels of Society received information about a transaction that was to take place, in which there would be a trade off of illegal weapons. Alistair Blaid was killed in the confrontation, and Phelan lost one of his eyes at the hands of Sentinels' member: Dragonfly.

Alistair's will stated that full control of the business was to go to Phelan. Along with his military background

and amazing grasp of tactics, he saw an opportunity for greater profit by expanding Blaid International into new frontiers. This led him to reunite with his old friend, Alexander Ramirez, in 1994. With his help, mercenary training schools were established in several secret locations across the globe. Blaid International became the elite mercenary corps of the international underworld, selling their services to the highest bidder.

Recently, Blaid created a new elite unit within Blaid International that would answer to, and work with, him directly: a cadre of Neos known as the Cutting Crew.

Blaid continues to hire out his mercenary band throughout the world, whether for jobs such as kidnappings, as soldiers in international conflicts or terrorism, corporate espionage, or weapons and information trade.

And through it all, he still maintains a close relationship and alliance with Alexander Ramirez.

Personality Profile

As a brilliant leader and tactician, Phelan lets it show that he is rather confident in himself, his work, and the overall business he runs. He possesses no remorse and delivers his end on any job, just as long as his price has been met. Though he respects him as an adversary, Phelan holds a strong vendetta against Dragonfly, not only for the loss of his eye, but also the loss of his father.

Known Tactics

Phelan, being a master in hand-to-hand combat, is a match for any Neo. His prosthetic left eye provides him with an advanced targeting system, and can deliver a deadly laser beam.

He carries a wide variety of weapons on his person, including: a small high power hand gun, knives, and other various specialized equipment. When he is not taking control of the battle himself, he stands back and directs orders and tactics to his Cutting Crew.

Eviscera

Real Name: Unknown

Age: Appears to be in her mid 20s

Height: 5'9"

Weight: 152 lbs

Hair: Black with red streaks

Eye: Emerald green, cat-like

NCB Case Number: CJ3L-R9-MZ7

Affiliation: Blaid International- the Cutting Crew

Nationality: Cuban with a criminal record

Status: Active

Biography

This young girl, with an unknown name, grew up on the streets in Cuba, selling herself to survive. She was picked up by a group of scientists, and was then subjected



to genetic experiments based off the Hybreed's queen's, Lady Lynxanna's, genetic code. Luckily, she and a few others were moderate successes to this experimentation, as more than often the scientists would try to manipulate the genetic code of the their subjects with primarily monstrous results, but usually ending in the death of the patient. Though this particular group survived the process, they were left with a type of genetic instability. This was compensated for with advanced cybernetic implements. In this case, her natural agility and senses were increased by genetic manipulation, while her hands and feet were left deformed and overall useless.

They were replaced with cybernetic appendages with long folding blades.

Lady Lynxanna managed to escape and bring back the Sentinels of Society with intentions of destroying the lab along with its monstrous creations. The woman, who would go on to become known as Eviscera, escaped in the ensuing chaos and survived in the wild, making her more feral.

When Phelan Blaid arrived on the scene to see what could be scavenged, as he had supplied most of the black market cybernetic equipment for this project, his Cutting Crew was attacked by Eviscera. After quickly putting her down, they came to the realization that she was an escaped experiment from the project. Phelan used his cunning to help the girl recover at least a resemblance of her humanity, and gave her a place to belong . . . in his far from lovely organization.

Personality Profile

As a psychotic, remorseless killer, Eviscera finds much joy in the pain and torturing of others. When this isn't something she can witness or take part in, she simply tortures any small animal she can find. The members of the Cutting Crew know for a fact that they are better off keeping their distance from her, as it is only Phelan and Kainus who have any sway over her murderous tendencies.

Known Tactics

Eviscera has speed, agility, and senses that are super-humanly enhanced, allowing her to know when her enemy is near. Her hands and feet contain tri-folding blades that appear as normal appendages until they are unfolded. These blades not only give her a new way to battle foes, but also can be used as climbing implements. Phelan often used Eviscera in interrogations, but is always careful not to leave her completely alone with the subjects. When monitored, she does rather well, appearing as a very effective threat, as the subject is made well aware of what will happen to them if they do not cooperate.

The Heavy

Real Name: George Galvin

Age: 54

Height: 6'4"

Weight: 325 lbs

Hair: brown, graying

Eye: brown

NCB Case Number: TC4U-H1-WN3

Affiliation: Blaid International- the Cutting Crew

Nationality: American with a criminal record

Status: Active



Biography

George Galvin grew up as a rather large child, and was taunted by his fellow classmates and neighborhood kids throughout his youth. As he got older, he entered into the army and fought in the Vietnam conflict. His powers emerged while his platoon was in the middle of an ambush on a bridge. His suddenly increased weight caused the bridge to collapse, killing his entire platoon.

Emerging from the wreckage in a more angered state than before, he immediately took it upon himself to take out the Viet Cong soldiers – and he did not fail. Once he made his way back to the American held territories, he embellished his story in order to hide his Neo abilities.

After returning to the States, he first went on to play the part of a bouncer, but then later became an enforcer for the Terenza crime family, his powers still being kept a secret.

In 1994, George met Phelan Blaid while working for the Terenzas in a deal with Blaid International, which was interrupted by Vanguardian. Vanguardian made short work of the mobsters and weapon dealers, but the quick thinking of George “The Heavy” Galvin allowed him and Phelan to escape. Phelan was impressed with his work. He deduced his Neo abilities and offered him a place in his new Neo mercenary organization: the Cutting Crew.

Since that time, he has been loyal to Phelan and his team.

Personality Profile

As the angry resentful man that he is, George Galvin takes great pleasure in pounding his opponents. He’s a good soldier who has a lot of respect for Phelan and follows his lead without questions. But George is also known for holding grudges and will remember any slight against him, going out of his way to make the offender pay. On his spare time, he can be found hanging out at the local biker bars.

Known Tactics

The Heavy can give himself super strength and durability, as he is able to increase his weight and density. His increased density allows him to go wading into a fight, and take down most other powerhouses, especially the good looking fit men, as he seems to enjoy doing the most. He is confident in Phelan’s ability to spring him if things go badly, so The Heavy often stays behind in combat situations, covering the team’s escape.

Kainus

Real Name: Kainus

Age: 119

Height: 6’



Weight: 255 lbs

Hair: Red/ brown hair, Light brown/orange fur

Eye: Red

NCB Case Number: DN8F-K2-BE7

Affiliation: The Hybreed society (exiled), Blaid International- the Cutting Crew

Nationality: Hybreed

Status: Active

Biography

Kainus was born in the secret Hybreed society in the Himalayas. He comes from the line of ancient Atlantean Neos, a blend of human and animal genetics with advanced technology and longer life spans.

A human-timber wolf hybrid with fire generation powers, Kainus was the military commander of the Royal Forces, whose main duty was to patrol borders of the society and keep them safe from human discovery. Unfortunately, Kainus did not believe in this way of living, believing instead that they shouldn’t have to hide from the world when they were more than powerful enough to conquer and rule over the inferior humans. Although the Queen, Lady Lynxanna, disagreed with his stance, Kainus eventually convinced others of his agenda and attempted a coup against the throne. The rebellion was a failure, as it was quickly repelled, and Kainus was exiled for his crimes as the Hybreed did not believe in capital punishment.

Kainus allied with another Atlantean offshoot society: the Magnobes that thrived below the Earth. Convincing them of an impending Hybreed invasion, he took it upon himself to lead them to the Hybreed kingdom, helping them decimate the society and cause a volcanic eruption, making the mountain refuge crash down to its doom.

Lady Lynxanna led the survivors to the jungles of the Amazon in order to rebuild the kingdom along side the humans. With this, Lynxanna decided it was time to finally explore the world of the human societies. Leaving her son, Prince Mako, in charge, she traveled to the Americas as her journey into the heart of the humans. Kainus, who went on to become a sadistic mercenary, caught word of Lynxanna’s actions and how she lead the survivors among the men and women of the world.

He embarked on a plan to have his final revenge.

Managing to kidnap her, he decided death was not the proper punishment. With the assistance of his new ally, Phelan Blaid, he sent her off to unscrupulous genetic researchers in Cuba. After this, Kainus became Phelan's second in command in the Cutting Crew, an elite Neo faction within Blaid International.

Personality Profile

Kainus is entirely consumed by anger and revenge. He holds no loyalty to anyone except himself. He has a mind of his own, not being a follower of Blaid because he feels he has to, but because he feels it is convenient for him to do so.

Known Tactics

Kainus possesses tremendous strength, allowing him to press about 2 tons, and extremely heightened senses. His fangs and claw give him an added advantage in battle, allowing him to further use his strength to tear through most materials.

Kainus is, in addition to the already noted, immune and invulnerable to heat and fire, and can belch forth a cone of super heated plasma. He enjoys grappling his opponent, sinking his teeth into them, and then firing his plasma blast, frying his opponent and feeling them squirm in pain while in his grasp.

Miss Jevious

Real Name: Luci Takashi

Age: 33

Height: 5'3"

Weight: 114 lbs

Hair: black

Eye: black

NCB Case Number: LJ6Y-N2-SU9

Affiliation: Blaid International- the Cutting Crew, Takashi International

Nationality: Japanese with no criminal record.

Status: Active

Biography

Luci Takashi was born to a set of wealthy Japanese industrialist parents who owned a small export



company. She eventually inherited the company and, using her powers of manipulation, expanded the company into an international conglomerate known as Takashi Innovations. After becoming obsessed with remaining on top, and resorting to company espionage, she fell into an unlucky situation during a corporate raid in which she was kidnapped by Ramirez Enterprises. Alexander Ramirez, surprisingly, knew of her Neo abilities and introduced her to Phelan Blaid. Since this meeting, she has held a strong place within Blaid International and Phelan's Cutting Crew, using her probability manipulation powers and corporate position to keep them ahead in their twisted games.

Personality Profile

When not in combat, she appears as a quiet, yet tough, Japanese business woman. In fact, she is rather close to having a split personality disorder. She enjoys attending social events and rubbing elbows with other corporate leaders in order to take a look at, and consider, future target possibilities. During combat, she revels in the excitement and action. Overall, she sees every aspect of life as a game to be played, and she believes she has been dealt the best hand there is to hold, resulting in the idea that the odds are always in her favor.

Known Tactics

Along with being an expert in corporate espionage, Miss Jevious employs a variety of technical gizmos, complementing her probability manipulation powers. These manipulation powers have no visible effects. It just appears as though things just happen to go her way, giving the advantage to herself and her allies, while confounding the opponents.

Mortificator

Real Name: Dr. Douglas Jeater

Age: 38

Height: 5'8"

Weight: 172 lbs

Hair: none

Eye: Green

NCB Case Number: FK7B-A4-HW2

Affiliation: Blaid International- the Cutting Crew

Nationality: American citizen with a criminal record.



Status: Active

Biography

Douglas Jeater had a promising career ahead of him as a genetic engineer. He was recruited to the NCB's Null research program. But sadly enough, when some of his less than human projects came into light, he was dismissed from the program and had his license revoked. Alexander Ramirez, seeing the potential in Douglas' research, set him up in a secretly funded Ramirez Enterprises laboratory. Douglas was able to continue his work, specializing in Neo research and the development of a Null treatment program. Though it wasn't what he had originally desired, Douglas Jeater was still working in the field that he had loved.

Then things suddenly went wrong. A lab accident caused his body to excrete a mucus-like membrane. In a rage of fury, he killed the other researchers and destroyed the laboratory. After a Ramirez Enterprises Response Team finally contained the man, Alexander Ramirez turned this deranged scientist over to the hands of Phelan Blaid, for immediate training and introduction into the Cutting Crew.

Although a member of the Cutting Crew regularly deployed by Phelan Blaid, Douglas is allowed access to a secret lab where he continues his work into Neo research and developing the Null treatment program for use by Ramirez Enterprises.

This cold, calculating, and sadistic man is ashamed and resentful of his now hideous appearance. If taunted about his appearance, especially by those that are considered beautiful, he may enter a state of berserker rage. He also takes pleasure in his ability to suffocate his enemies, as well as burn and scar them with his acidic powers. He is the only member of the Cutting Crew with scientific background, and while doing research on other Neos, he searches for a way to suppress his own powers.

Known Tactics

Using the mucus membrane that covers his body, he can wrap it around his opponents, suffocating them while also doing burning damage with the acidic chemicals. Also using the acidic properties of his powers, he can burn and melt through most materials, giving the Cutting Crew a slow, but practical way of tunneling through different areas. His membrane also

acts as a form of protection and is highly resistant to temperature extremes. In addition to his powers, he uses his experience as a scientist to research a target and figure out the best tactics that can be used against them.

The Osirian Agenda

Lead by the genius Kid Otaku, the Osirian Agenda is an organization of terrorists under the regular employment of the Iron Reich.

Known primarily for Information Terrorism, the Osirian Agenda has deep operations within cyberspace where they have been credited with assaults and information theft against the FBI, CIA, NCB, and even the Pentagon and White House.

In addition to Information Terrorism, the Osirian Agenda designs and builds custom-made weapons, ranging from personal arms to weapons of mass destruction.

If not brought to justice, the group's endeavors could easily tip the balance of power for various criminal organizations.

Kid Otaku

Real Name: Osiris Knaack

Age: 16

Height: 5'10"

Weight: 160 lbs

Hair: Blonde

Eyes: Blue

NCB Case Number: OK02-JT7-916

Affiliation: Osirian Agenda

Nationality: American, known criminal record

Status: Active



Biography

Kid Otaku is considered one of the most dangerous criminals currently at large, despite the subject's age.

Born Osiris Knaack in Salvation City, the eldest child of three, Kid Otaku was discovered to be a child prodigy at an early age. By the time he was six years old he had already won the State and National science championships for his unprecedented applications



in computers and robotics. Unfortunately his father Bernard, a member of an elite Special Forces unit under the command of Captain Nicholas Darrens, would have special plans for his son.

Using various black-market networks he had managed to gain access to as a Counter-Intelligence Officer, Bernard began negotiating contracts that would see his son's genius sold to the highest bidder, including various terrorist organizations and countries otherwise prepared to declare war against allies of the United States. For young Osiris, it was a chance to impress his father and gain his parent's favor, something Osiris had desired ever since he could remember.

Over the next year, Osiris designed a series of computer virus weapons for his father, all the while believing they were being used by the United States. At the age of 8 years old, Osiris designed and constructed a specialized suit of Battle Armor that harnessed radiation and light into incredible offensive and defensive capabilities. In actuality designed for clients belonging to a Cell of the Iron Reich, Bernard would be unable to deliver the already paid-for prototype. Before he could make the trip to Berlin, immense battleships and transatmospheric fighters attacked key locations across the globe. The Purge Invasion had begun.

Osiris watched in horror as the alien invaders laid waste to Salvation City, an event that would forever change the structure and dynamics of his hometown. Meanwhile word trickled back to the east coast that Osiris' father had been killed in the battle raging throughout Autumn Arbor.

Osiris- along with his younger sisters Elizabeth and Bethany- were sent to live with their aunt in Autumn Arbor.

Osiris withdrew into himself in the intervening months. When the new Neo Rogue known as Destructech held the *City of Legends* for ransom when he kidnapped the Mayor, Osiris was stunned to learn that the villain was none other than his own father, seemingly returned from the dead and donning the same Battle Armor he had constructed not too long ago.

Osiris was sent into an emotional maelstrom, his days filled with both grief and anger, and his nights peppered with horrendous nightmares. His situation worsened, unfortunately, several days after his father's capture by Captain Megastar and Ameriguard. Bernard Knaack, who had been remanded to Solitaire Island Federal Prison was murdered in a riot.

His world and emotions shattered, Osiris secretly designed a new suit of armor, this one for himself, and kidnapped his sisters and fled back to Salvation City. At the mere age of 9, Osiris renamed himself *Kid Otaku* and began selling his genius to various criminal organizations. Eventually he entered the armored Rogue known as *Velociraider*, and together with his growing organization called the Osirian Agenda, eventually began working directly for the Iron Reich.

In the past seven years, Kid Otaku has become one of the most highly sought after computer and robotic designers in the underworld. Considering self-proclaimed geniuses like The Anarchitect as beneath his concern, Kid Otaku and his Osirian Agenda have clashed with the mad scientists and his inventions often throughout the streets of Salvation City and Autumn Arbor.

Despite his extensive underworld contracts, and his pseudo-membership in the Iron Reich as one of their top research scientists, Kid Otaku has vowed revenge not only against Captain Megastar and the Liberty Corps. for the death of his father, but every Neo Law Enforcement Agent that calls the *City of Legends* home.

Kid Otaku remains at large, maintaining a series of safe houses around the globe. Although he keeps a close-eye on his two sisters, he and Elizabeth have become extremely close as she now serves as his bodyguard and right hand.

Personality Profile

Kid Otaku is driven to insanity by the sheer weight of his genius and lack of true emotional development. Almost compelled since early childhood to invent and create, Osiris' mind operates at speeds too difficult to comprehend, as he intuitively understands various aspects of a wide range of sciences.

Since the death of his father and his own increasing involvement in the International underworld and with the Iron Reich, Kid Otaku has developed a sense of invulnerability- and unhealthy belief in his own superiority. As a result, he is often prone to making tactical mistakes, though he has thus far been able to react and think his way into avoiding capture.

Kid Otaku is unaware of the true identity of Velociraider or the plots that the armored villain has weaved around him. The truth of which could most likely snap the final strands of sanity left within him.

Known Tactics

Kid Otaku is extremely intelligent and dangerous in combat. He can formulate a plan against his opponent's on a moment's notice, even to the point of adjusting the plan for normally incalculable variables. When it comes to defensive and offensive capabilities, Kid Otaku wields a vast array of gadgets and weapons.

Velociraider (aka: Destructech)

Real Name: Bernard Knaack

Age: 41

Height: 6'1"

Weight: 220 lbs

Hair: Blonde

Eyes: Blue

NCB Case Number: J7C32-X5D-730

Affiliation: Osirian Agenda, Iron Reich

Nationality: American, known criminal record

Status: Active

Biography

Bernard Knaack was a third generation soldier for the United States Army, specifically trained in counter-intelligence operations and assigned to Captain Nicholas Darrens' Special Forces unit.

Having participated in numerous operations against international terrorist cells, countries declared as enemies of the United States, and several Neo Criminal organizations, Bernard also secretly cultivated a series of underworld and black-market contacts, entering at first into international arms dealing and drug smuggling, and eventually expanding into the selling of high-technology prototype weapons.

The latter endeavor, however, could not have been made possible if not for the uncanny genius of his eldest child and only son- Osiris Knaack- who, by the age of six years old, was already one of the top technological

experts in the world and sought after by various corporate and government interests.

Convincing his son that *daddy* needed up in protecting the country from the *bad-guys*, Bernard manipulated his son into designing and building a series of super-science weapons which he sold to various international interests. Eventually his dealings brought him in contact with agents of the Iron Reich, who were even then preparing for a return to the global front and an intense operations at the heart of the United States. Striking a multi-billion dollar deal with would see the Reich obtain a Battle Armor prototype with which they could outfit their units following mass production, Bernard's plans were derailed when The Purge invaded and his unit was mobilized to Autumn Arbor.

Realizing the Iron Reich would not accept his military activation as a reason for failing to conclude the deal on time, Bernard faked his death at the time of Stelleron's sacrifice and disappeared from the active world.

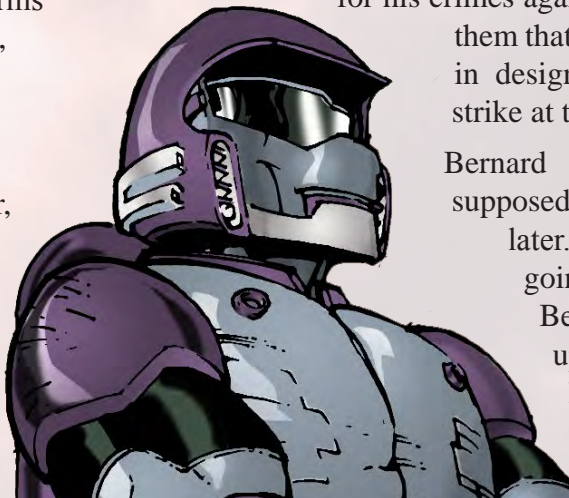
Resurfacing months later as the Rogue calling himself *Destructech*, and donned in the same armor originally designed by his own son, Bernard managed to kidnap the Mayor of Autumn Arbor and hold him for a ransom that, he hoped, would appease the Iron Reich and spare his life.

Unfortunately, Bernard was captured by Captain Megastar and Ameriguard, his two former commanding officers from the Special Forces unit turned Neo Champions, and his identity was exposed. Transferred to Solitaire Island Federal Prison to await trial, Bernard soon learned there was practically no place in the world that Iron Reich could not reach him.

Confronted by several Solitaire facility guards, who were in actuality sleeper agents for the Iron Reich, Bernard was given a choice: he could pay with his life for his crimes against the Reich, or he could guarantee them that his son, Osiris, would work for them in designing new weaponry with which to strike at the United States.

Bernard accepted their offer, and was supposedly killed in a prison riot a few days later. Outfitted with new armor, and now going under the name *Velociraider*, Bernard traveled to Salvation City upon discovering the whereabouts of his son and daughters.

Posing as an international arms dealer, Velociraider gained the



confidence of Osiris- now calling himself *Kid Otaku*- and together the two of them formed the *Osirian Agenda*. Although Kid Otaku has managed to cultivate a significant number of underworld and international contacts, Velociraider further manipulated events to put Kid Otaku into contact with the Iron Reich and, shortly after that, under their thrall.

Since that time, Bernard has continued to keep his identity secret as he manipulates Kid Otaku to serve the Reich more and more. Eventually planning to betray the organization and disappear with his children, Bernard knows full well that unless he can someone manage amnesty with a powerful Neo Law Enforcement team, the lives of he and his children will be very short lived.

Personality Profile

Velociraider is a man that has allowed his greed and ambition to place him in a situation he cannot handle. In way over head with the Iron Reich, Bernard is constantly searching for an escape route, all the while more than acutely aware that a single misstep could mean the deaths of himself, and his children.

Ridden with guilt over the lives his actions have forced his children into, Bernard also acts as a protector for Osiris and Elizabeth in the field. This has caused several questions to arise in the mind of Galaxian Prime, and the energy being is beginning to suspect that there is more to Velociraider than meets the eye.

Known Tactics

With is advanced battle armor, Velociraider is more than capable in combat. Able to fire beams of intense sonic energy, the sleek designs of the armor are also custom designed to compliment it's super-speed capabilities. Known to hit-and-run tactics, Velociraider is more than a match for any Neo Law Enforcement Agent not highly trained in multiple forms of combat.

Galaxian Prime

Real Name: N/A

Age: N/A

Height: 6'2"

Weight: 226 lbs

Hair: Black

Eyes: Black



NCB Case Number: ST02-897-KF6

Affiliation: Osirian Agenda

Nationality: Believed to be extraterrestrial, known criminal record

Status: Active

Biography

The creature known as Galaxian Prime came into being only a few years ago, after suffering its first death at the hands of Vanguardian in Autumn Arbor, 1998. When the world-respected Champion, Stelleron, sacrificed his energy form into Vanguardian's shield to augment the device's energy absorption and redirection capabilities, the world at large believed the defacto leader of Neos around the world as dead. The truth, however, was far more complicated.

Stelleron was not so much as dead, as the energy that comprised his form was scattered around the Earth and surrounded stellar space. Realizing that distinct fact, scientists at Hamasara Enterprises in Salvation City spent the following several years designing and building a device capable of detecting and absorbing the unique energy signature associated with Stelleron. Although generally unsuccessful at first of detecting any remains of the fallen Champion, Hamasara Enterprises eventually found success when they discovered a faint signature roughly 192,000 km from Earth. Over the course of the next several months, their energy containment unit slowly pulled the ambient signature closer to Earth, and eventually into Salvation City.

Believing they would be able to reform the Neo Champion and gain control over Stelleron as they knew VanCorp and Ramirez Enterprises in Autumn Arbor had once possessed, the scientists at Hamasara Enterprises were in for a shock. What they had found was not the full energy that had once comprised Stelleron, but the parts that represented the darker aspects of his psyche that were underdevelopment as he sought to understand more and more of the human condition. Calling itself *Galaxian Prime* upon its formation, the new creature-composed of crackling, red energy- had no recollection of its life as a part of Stelleron. Power hungry and blood thirsty, it wasn't long before Galaxian Prime began understanding a small potential of its power; and it soon broke away from the Hamasara laboratories, killing the entire staff in the process.

Loose in Salvation City, Galaxian Prime went

underground, biding its time until it could determine the full measure of its power, and realizing full well that agents of both Hamasara Enterprises and law enforcement would be looking for it.

Donning itself in a disguise of a hat, coat, boots, gloves, and full-body suit, Galaxian Prime began operating as an enforcer for various criminal organizations, all the while keeping its movements carefully blanketed from the general public.

Eventually, Galaxian Prime realized that its powers, while immense, were not without limit. The more it exerted itself, the weaker it became. If it did not discover the source of the flaw soon, and a way to recharge its capabilities, it knew that soon it would cease to exist. Fortunately, it's operations for the *Chaos Syndicate*, one of the most powerful criminal organizations in Salvation City, brought Galaxian into contact with Kid Otaku. Realizing the young genius could provide the answers to its growing concerns, Galaxian made contact with the Osirian Agenda and eventually gained a position as Kid Otaku's personal bodyguard.

With the sheer mental might of Kid Otaku at its disposal, Galaxian Prime was able to obtain a method of maintaining its powers.

Now with full control over its abilities, Galaxian continues to serve Kid Otaku and their true masters- the Iron Reich.

Galaxian is not without his own dreams of conquest, however, and unknown to Kid Otaku has formed a secret alliance with both the Chaos Syndicate and The Bosatsu, whose dreams are no less than national conquest.

Personality Profile

Unlike Stelleron, Galaxian Prime is the embodiment of the human nature's baser instincts. It is brash, violent, and easily angered. Possessing a power level nearly equal to Stelleron's, Galaxian Prime is more than capable of confronting a team of Neos on par with the Sentinels of Society.

Secretly planning to enforce his dominion over the world, Galaxian Prime is secretly manipulating various factions- the Osirian Agenda, Iron Reich, Bosatsu, and Chaos Syndicate- against each other in what it envisions as a bloody civil war amongst the Neo criminal underworld. A war which it plans to use to weaken Champion and Rogue alike, and assume its

desired place as supreme ruler.

Known Tactics

Galaxian Prime is an immensely powerful sentient energy being that can fly at light speed and even survive in space; he has no need to eat or breathe and his body is constantly storing stellar energy to sustain him. He has incredible power and can deliver incredibly strong blasts of energy and possesses super human Strength (he can lift approximately 80 tons). He receives and transmits energy frequencies which allows him to communicate via radio waves. In addition to all these abilities, he is capable of super human speed and can share the ability by extending his energy around any allies within a 10 foot range.

Unlike the portions of him that composed *Stelleron*, Galaxian Prime cares very little for humanity, and will enter combat with a full intent to torture, maim, and kill.

Protectora

Real Name: Elizabeth Knaack

Age: 13

Height: 5'2"

Weight: 80 lbs

Hair: Black

Eyes: Blue

NCB Case Number: 8365-QZX-014

Affiliation: Osirian Agenda, Homeland Defense Division on Neos

Nationality: American, known criminal record

Status: Active



Biography

For most children, being the younger sibling of a young genius that constantly got the attention of parents and friends would potentially cause a sibling rivalry and intense feelings of jealousy. For Elizabeth Knaack however, it was the way she preferred things to be.

For the most part, Elizabeth lived a relatively normal childhood of friends and family. She formed a particularly close bond with her younger sister, Bethany, and usually tried to stay away from Osiris, feeling her older brother was more than a little weird. Despite that

fact, however, her days were still filled with the endless teasing and bickering with both her siblings.

All that changed on the day her father was revealed to be the latest in a long line of Neo Rogues threatening the *City of Legends*. Suddenly, Elizabeth began to realize the full magnitude of what their father had done to Osiris, and began to developing an inkling of who Osiris had really been designing weapons and programs for. When Osiris began developing a deep rooted anger at Neo Champions following their father's reported death in Solitaire, Elizabeth became fearful of her brother. Instead of the normal in-fighting they had always shared, she now found herself staying as far away from Osiris as she could, and agreeing with his every whim when she could no longer avoid him.

As a result, Elizabeth offered little resistance when, after living with their aunt in Autumn Arbor, Osiris declared that they would be leaving everything behind. Better to play along and remain in his good favor, than risk upsetting him and have any harm come to her, or worse, Bethany.

Returning to Salvation City, Elizabeth continued to do her best to remain off her brother's radar, instead concentrating on educating Bethany in the normal subjects she was missing by not attending school. Unfortunately, when Osiris began affiliating himself with organizations like the Chaos Syndicate in his bid to enact vengeance against the Liberty Corps., Elizabeth could remain as a spectator no longer.

Unlike her brother, Elizabeth did not blame the Neo Champions for her father's death. While like Osiris, the truth of her father's life and his subsequent death had caused a void to open within her, she was also pragmatic enough to understand the dangers her father had posed to the world at large. Although the Champions might be guilty- if one wanted to call it that- of incarcerating their father, they had little to no involvement in the events that lead to his death. Additionally, Elizabeth was not only afraid of her brother and his new employers, but also of his new enforcer: Velociraider. Something about the armored Rogue sat very ill with her. Perhaps it was the similarities he seemed to share with her father, during his time as Destructech and his years of manipulation of Osiris. Elizabeth was certain there was more to the villain than met the eye, and she was even more certain he was manipulating Osiris in ways her brother had yet to realize, and in the end endangering Bethany.

Using her brother's encrypted communications

equipment while he was away meeting with agents of the Iron Reich, Elizabeth contacted the Liberty Corps. at the new base of operations in Baltimore. Alerting them to the dangers he brother and his growing Osirian Agenda posed, she was both relieved and frightened when Colonel Butcher of the (supposed) Department of Homeland Security subsequently contacted her. Although she asked for asylum for herself and her sister, Colonel Butcher feared that if they moved against Osiris now- or those close to him suddenly disappeared- it would cause the insane mastermind to panic and retreat once again. Butcher had long suspected that the infamous Kid Otaku has deep connections with the Chaos Syndicate and other criminal organizations, and were deep in the middle of their own investigations. What he offered was asylum and protection for her and Bethany in exchange for information on Osiris' movements. Elizabeth reluctantly agreed.

In truth, Butcher was growing increasingly concerned over Kid Otaku's involvement with the Iron Reich and what such a potential alliance could do to his own plans.

Approaching Osiris, Elizabeth carefully cultivated a facade of sharing his anger and hatred towards Neo Champions, the Liberty Corps. in particular. Eventually convincing her brother that could be more of an asset to him in the field than back at their safe houses, she and Osiris agreed that she would serve the Osirian Agenda. Kid Otaku, however, still cared deeply for his sisters in his own, warped way, and didn't want to see Elizabeth placed in unnecessary harm. Besides, with Velociraider and Galaxian Prime at his side, he had all the fire power he needed. Instead, Elizabeth would serve in a defense capability, acting as medical and shield support. Designing a new set of armor, Osiris designated her with the codename: *Protectora*.

Although the NCB believes Protectora is nothing more than another in a long line of Neo Rogues allying themselves with organizations of supposed power, the truth of Elizabeth's position is far more dangerous. She has unwittingly become the pawn of Colonel Butcher- and madman responsible for the current weakened state of America- in a bid of power against her insane brother, with the Iron Reich waiting in the wings to assume dominion over the United States, and subsequently the United Nations.

If Elizabeth cannot find a means of protecting herself and Bethany, and of neutralizing the various power brokers at odds around her, everything the numerous Champions of Earth have been fighting for, for

centuries, could come crashing down.

Personality Profile

Elizabeth, though not anywhere near the level of her brother, is an intelligent kid with a sharp mind. Caught in a maelstrom of violence and danger since her father's apparent death and her brother's campaign of vengeance against the Neo Champion community, Elizabeth now finds herself caught in the middle of an international power-play for world control.

Deeply concerned more for the safety of her younger sister, Bethany, than her own, Elizabeth will do what ever she has to, to protect her. As a result, she is constantly at odds with Galaxian Prime- who views her addition to the Osirian Agenda as a weakness on the part of Kid Otaku. Meanwhile, she finds herself regularly defended- both verbally and physically- by Velociraider, which has caused her greater concern over his true intentions towards her.

Known Tactics

Protectora prefers to remain out of the line of fire, instead providing defensive and force field support to her brother. Despite the internal problems it causes the Osirian Agenda, Protectora is rare to ever extend her protection to Velociraider or Galaxian Prime.

Solo Rogues

Abyssian

Real Name: Jason Montgomery

Age: 47

Height: 5'10" (12')

Weight: 163 lbs

Hair: Black, graying at the temples

Eye: Blue

NCB Case Number: MI6K-C3-AX9

Affiliation: Former minion of the Hand of Madness

Nationality: American with a criminal record

Status: Incarcerated

Biography

Jason Montgomery, born in a family deeply involved with Hand of Madness cult, took after his father and grandfather in the sense that he was devoted to amassing power using the Dark Arts. This did not stop him from starting his own family later in life, however, as he married a lady named Anna Haley and with her created their son, Trey.

His occult dealings, however, were carefully kept secret from them.

In 1997, Jason agreed to play host for a creature from the nether regions, when the cult required a ritual that would bring a powerful demonic force into this plane of existence. As the demon entered the Earth realm, Jason's body surged and grew with the demonic energy, and he soon realized that his mind was being taken over by that of the demon, which was in turn bound to the will of the cult. Fully transformed into the demon called Abyssian, Jason became merely a passenger in its unearthly body.

The occultists bound the demon in a mystical pentagram and charged the beast with the task of finding and collecting the Heart of Nebecar. The Abyssian, in determination to complete this mission, caused large amounts of destruction along the eastern sea board. When attempting to get the Heart of Nebecar from the vault beneath the Para -N- Normal Bookstore in Mayfield Square, the Abyssian found himself in conflict with the Sentinels of Society and Germaine Investigations, Inc. Germaine's half-demon sorceress,



Xzalia, was able to banish the demon from Jason's body, freeing his mind and soul at last, and reverting him back to his normal, true self. After seeing the dark forces, and what his occult dealings had resulted in, he gave up all the information he had to the Champions.

Although the Champions immediately raided the Autumn Arbor chapter of the Hand of Madness, what they failed to realize was that it was just a single, small cell within a much larger, more dangerous network.

As part of a plea bargain for his cooperation with the Champions, Jason served a mere one year term in prison. He returned home to his family, and vowed to begin a new life.

However, though the demon's form and powers had been banished back to the Abyss, its mind lay dormant within the recesses of Jason's consciousness. Unable to fight the growing influence of the supernatural entity, Jason recreated the ritual of binding. Under the demon's influence, he built a secret chamber in his basement and began the ritual that would once again summon the Abyssian form to our world.

Unfortunately, Jason's 10 year old son, Trey, had accidentally stumbled upon the chamber and into the middle of the ritual as the transformation was beginning, causing an interruption in the ceremony. A fraction of the demon's power merged with the boy, while Jason's mind was consumed entirely. The arcane energy that was released destroyed the house, killing Jason's wife.

Germaine Investigations, Inc. was alerted to the mystical disturbance. Arriving on the scene, they found only Jason Montgomery. With the demon knowing how to deceive the mystic investigators, it feigned insanity and convinced all authorities that it was really Jason and still under the control of the Hand of Madness.

Now being held in an asylum for the criminally insane, the Abyssian is plotting its vengeance against the Hand of Madness for binding it to this plane, and Germaine Investigations, Inc. for interfering in its soul bound quest for the Heart of Nebecar. It is also searching for a means of regaining the portion of its powers now possessed by Trey, the Abyssian Jr.

Personality Profile

When the Abyssian- a manipulative, sadistic, deceitful demon full of pure evil energy- was first released, it did not speak. Its will was consumed by the arcane binding

placed upon it and its only concern was finding the Heart of Nebecar that it was soul bound to retrieve.

However, since being again summoned to Earth, it currently plays the role of a befuddled and insane Jason Montgomery, while it sits in the asylum and plots his revenge as well as his return to power.

Known Tactics

The Abyssian, being a fierce creature to challenge, could take down many with his great strength and its sharp teeth, claws, and forearm blades. He could teleport in a burst of red and black flames in the form of a pentagram, back to the demon's home dimension before the arcane bindings force him to return back to this world, which he can control to reappear at a different location. As he is now locked in Jason's form, the demon relies on cunningness and deceit to further its plans. Its sole goal is to retrieve its true form and wreak its vengeance. To this end, the demon plays the part of Jason Montgomery, offering mystical advice to investigators, feigning the repentant personality of Jason, while covertly amassing all the arcane knowledge that it can, to discover the means to reclaim its demonic form from young Trey. The Abyssian has a good sense for magic, even while trapped in the mortal body of Jason Montgomery, as his demonic eyes allow him to see the magical aura around items or individuals.

Flechette

Real Name: Andrea Renoit

Age: 26

Height: 5'7"

Weight: 124 lbs

Hair: Bleached White

Eye: Green

NCB Case Number: PB8H-2W-LL9

Affiliation: Various criminal organizations, though no consistent affiliation

Nationality: Canadian, with a criminal record

Status: Active

Biography

Born and raised in British Columbia, Canada by middle class parents, Andrea Renoit's Neo abilities

emerged when she was 15 years old, accidentally skewering the family cat when it clawed her arm. The emergence of the quills from her forearm was more painful than anything the cat had done to her, and she was in a daze for a few moments. When the shock wore off, Andrea started to realize the situation just as her parents walked into the room.

In horror, her parents attempted to throw her out, calling her a freak and saying she was no longer their daughter. Andrea pleaded with them, but was unable to explain what was going on. When her father threatened her with a baseball bat, she caught the bat on her forearm quills and spilled his guts on the floor with a swipe of her other arm. Her mother's screams were silenced by a barrage of spines.

Still unable to fathom or rationalize what had happened, Andrea's instincts took over and she fled her parents' murder scene, making her way to the United States. Stealing what she needed, she survived on the streets of Seattle for a few months. She developed an addiction to heroin to ease the pain that engaging her powers caused.

Andrea was discovered by a mafia boss when she was attempting to steal a drug shipment. A bloody battle ensued where she killed some of the goons and maimed several others. Eventually, they cornered her under cover of a dozen automatic weapons. The mob boss saw her abilities and his mind spun with the possibilities. He offered Andrea a job working for him,

which she readily accepted.

For the next 4 years she worked as his bodyguard and enforcer, leaving a bloody message behind whenever necessary, and became known as Flechette.

During a turf war with the Terenza family, her employer was gunned down in his favorite restaurant. Flechette fled the scene and used the contacts she had made to land work with any faction that could meet her price, even occasionally taking jobs from the Terenza Family. A paycheck was a paycheck, and Flechette felt more desire for their money than for revenge against them.

Flechette traveled the country, finally coming to Autumn Arbor where the real Neo action was, hoping to make a name for herself in the criminal underworld and, with it, a healthy cash-flow.

Personality Profile

Having seen the other side of the world since the day she discovered her powers, Flechette has grown into an angry, selfish, and nasty woman. She only looks out for herself, and is very petty and self-involved. She has no concept of fairness, and no loyalty except to cash and the next score.

Flechette is a follower who will do the bidding of whoever is footing the bill. It is possible a less-than-scrupulous hero could buy her off of an assignment for the right price. She'll take the money and run, but there's no guarantee that she'll stay bought if a better paycheck comes along.

An addiction to heroin has had Flechette in its grasp for ten years. She is usually flying high, giving her an aloof, spacey demeanor.

Known Tactics

Flechette can elongate and harden any of the hairs on her body into a sharp-tipped spike. She can keep them attached or shoot them forth in a shredding barrage of needle like projectiles. She often likes to extend and harden the hairs on her forearms and calves, turning her blows into a barbed flurry of death.

The heroin that Flechette keeps shooting into her system has affected her powers in that her quills themselves now contain enough chemicals to release toxins into the bloodstream of her victims, slowing their reaction time and muddling their thoughts.



Her opponents often underestimate her, but Flechette also possesses amazing agility and natural acrobatic skill, as well as a degree of super speed.

Ian MacKenzie

Real Name: Ian MacKenzie

Age: 45

Height: 6'1"

Weight: 200 pounds

Hair: Black

Eye: Brown

NCB Case File: JR05-452-925

Affiliation: N/A

Nationality: American

Status: Murders under investigation. No suspects.

Biography

Long ago, a mystic blade was created. Forged by Lucius Belcar, a servant of the demon Nebecar, this blade did more than cut the flesh of its victims; it would carve out their very souls. However, in a touch of irony, the blade is made in such a way that it cannot be wielded by anyone other than a mortal who accepts it of his own free will. Once the wielder accepts the blade, it would manipulate the mortal's emotions and mind to send him or her into a frenzied bloodlust. The victim's souls would then become the property of the demon Nebecar.

Throughout history, Lucius has sought those who's base desires would make them easy to manipulate, and twisted them. Appearing before them during their greatest moment of weakness, Lucius would offer them a deal: they could have whatever they desired; no wish was too dark or depraved, no desire that he could not fulfill. In exchange, they would owe him a favor, one that he would collect in the future. Scores of mortals accepted his offer, the most infamous of which was a man whose name has since been lost to time; he is known simply by the name with which he signed his name: *Jack*. Jack's murders in London's Whitehall district were the most infamous of the blade's murders, but far from the last.

Ian Mackenzie, a native of Autumn Arbor, grew up caring little about demons and cursed blades. The child of a dockworker and a housewife, he had been set on one goal his entire life: becoming a famous actor. He

had a successful school career, managing to maintain a 3.5 GPA while participating regularly in the Mayfield Theater Association's productions. His performances won him critical acclaim in local newspapers, and he had garnered the attention of New York Stage Producer Henry Widen. Widen offered Ian an understudy role in an upcoming Broadway play. He would have to leave for New York almost immediately after graduation and spend the whole summer studying the role. Despite the hard work, Ian was happier than he had ever been. It looked like all his hard work was going to pay off for him in a big way.

Then it all came tumbling down. It all began two months before he was to graduate high school when his father suffered a debilitating stroke. His mother was unable to work and care for his father, and began to suffer from severe depression. Ian had no alternative



but to pass on his Broadway role. He also had to drop out of his current projects and take an after-school job at a local eatery. After graduating, Ian continued working full-time, but even that wasn't enough to keep up with the mounting bills. By the following fall, Ian was working a full time job by day and a part time night job. That winter, his father passed away. This sent his mother spiraling further into her depression and spent the next eighteen months caring for her before she, too, passed away.

After another long year of working hard, Ian was able to pay off all of his parent's medical debts and had the mortgage transferred to his name. He attempted to pursue his acting career. However, he found that he was unable to get a part. In the last three years, some inner spark had vanished. He was no longer the actor he had once been. Ian refused to accept this. He became obsessed with getting a role, any role. He began missing work, traveling between Autumn Arbor, New York, and Pennsylvania, going to any audition he could find. Every time, he was rejected. Each rejection fed his disease. Soon, he lost his job at the restaurant. Rather than serving as a wakeup call, this only made him more obsessed. Three months later, Ian came home from another failed audition to find that the bank had foreclosed on his home and would be auctioning it that weekend.

Left with no job, no home, and a failed dream, Ian's obsession gave way to depression. He began working a series of low paying odd jobs wherever he could find them. He also began drinking.

It was at this stage that Lucius Belcar took notice of him. He showed up at Ian's door one day, paying the role of an Agent. Lucius claimed that Ian's name had been passed on to him by several producers who had felt that while not right for the stage, he might have potential on the silver screen. Lucius played the role to the hilt, including feigning concerns about Ian's mental and physical condition. He pretended to hold the opinion that perhaps Ian was no longer in a condition to pursue such a high-paced, stressful career.

Ian took the bait, signing a contract without reading it first. Thus began the whirlwind career of Ian MacKenzie. An open audition for a bit part resulted in his getting noticed by a director, who decided Ian was the perfect actor to star in a summer blockbuster. The stunned actor took the role, and the film went on to break Box Office records. This kick-started an acting career spanning two decades, a Hollywood "Rags to

Riches" tale that fascinated his public. After a while, Ian began exploring the other side of the camera and became an acclaimed director.

At age 44, Ian began a widely publicized "return to his roots". To begin, he purchased a 27-acre plot of land in the Canterbury district of Autumn Arbor. On this property he built a massive mansion with over two dozen rooms. He also built an adjoining movie studio, which he dubbed *Neo-Genesis Productions*. His stated goal was to capture the unique glamour of the City of Legends by creating films about it, and its Champions, filmed on the very streets where they lived.

It was during this period that Lucius Belcar once again entered Ian's life. He claimed that Ian had never fulfilled his contract. Ian became belligerent, saying that he was Lucius' most successful client and that he had never cheated him. Lucius brought to Ian's attention a sub-clause, requiring him to take into his possession a collection of Lucius' and display it publicly should he ever become successful. Bewildered by this odd clause, Ian demanded to know what sort of collection this was. Claiming it was an example, Lucius handed him the Cursed Blade. The moment Ian took it in his hands, having already accepted its power by signing the contract, he fell victim to the curse.

Suddenly, a door was unlocked inside of him. The rage he had felt during the low points of his life came welling back with interest. He suddenly hated the public, who claimed to be his fans but who ignored him when he was at his worst. He began to see them as part of a massive conspiracy, designed to keep him from achieving his dreams. While he had outsmarted them for now, there was no telling when and where they would strike at him next. Gripped in his paranoia, Ian decided he would eliminate them before they could do so to him.

His first victim was Elisa Remsfield, a young graduate student at Autumn University. After following her from the campus library and watching her as she had a light dinner at a nearby café, Ian attacked her as she walked through Hyde Park. He sliced her throat and watched her bleed to death. He then casually wrote out a message with her blood. That message? *One down. Who's next?*

Police were stymied; there was no evidence left behind at all. The body had clearly not been moved, but there were no footprints, DNA, or any of the usual evidence accompanying a struggle. One month later,

the body of a computer repair technician was found in a dumpster next to the store that he worked at. Another message was written with the victim's blood. Police were able to pinpoint time of death, but beyond that, there was nothing.

What police didn't realize is that the killer's identity was unknown, and witnesses were few, because the blade that had taken control of Hollywood Star Ian MacKenzie cloak him in a bank of fog, much like it had done for its previous victims. It would be a fact that police would not discover until much too late.

Personality Profile

Strictly speaking, the Ian who is committing the Cursed Blade Killings is not the same Ian MacKenzie who's existed for the last twenty years. Part of the Blade's curse is that it unlocks the dark part of the wielder's soul. Ian has no recollection of any of the events that occur while under the influence of the Blade, and would pass a polygraph with flying colors. Ian's situation is very similar to that of someone who suffers from acute Multiple Personality Disorder, where the Dominant personality is not aware of the existence of the other personas.

However, Ian is aware that something is happening to him. He experiences "lost time", consistent with MPD. He has also begun having violent and vivid dreams about death and dismemberment. This is the Blade attempting to exert additional influence on him and drive him further down the road of insanity.

While under the influence of the Blade, Ian is gripped with a violent paranoia. He is convinced that there is a conspiracy designed to take everything from him.

Known Tactics

The Blade has a standard method that all of its wielders have used to date. It begins by shrouding its wielder in fog so as to obscure him or her from the victim. For the first few murders, it attacks from behind, slitting the victims throat. It often leaves taunting messages written in the blood.

After the Blade accustoms its host to killing, they will grow more bold, attacking the victims head on, taunting them. Ian will grow more elaborate in his murders, doing things like scattering internal organs in odd patterns. The murders will also grow more frequent, until Ian will be unable to go a single night without giving in to

the Blade's siren call.

Lord Wyverncrest

Real Name: Charles Wyverncrest (originally Henry, and has had many others over the decades)

Age: 257 (current body 34)

Height: 6'4"

Weight: 240 lbs

Hair: golden blond

Eye: Blue

Registration Number: No Record (not known to be a NEO)

Affiliation: Monarch of the Nation of Pax Wyvernian

Nationality: originally British, currently Wyvernian

Status: Active

Biography

The man who would become the undisputed monarch of the Pax Wyvernian Empire was originally born to a minor noble family in England in the mid 1700s. His father received governorship of an English island colony, where a young Henry Wyverncrest was raised with all of the privileges of wealth and position. As Henry grew to adolescence, he realized that he could influence the will of others with but a thought, and used his abilities to further improve his lot in life, compelling the house hold servants to cater to his every whim.

Shortly after his 17th birthday, the island colony was attacked and overrun by a pirates. His parents and siblings were captured and executed, but Henry managed to slip away using his fledgling telepathic abilities. He kept himself hidden among the populace as the pirates took control of the colony, strong-arming the inhabitants into submission. When England received word of the invasion, a fleet was deployed to reclaim the isle, but they underestimated the resources and fervor of the invaders and were decimated. After several disastrous attempts to liberate the colony, it was abandoned by the crown.

The colony became a pirate haven, known as Scoundrel's Port, controlled by a consortium of pirate captains. Young Henry Wyverncrest, realizing that he would be put to death if discovered, stowed away on a pirate vessel and used his powers to take over the crew, eventually becoming captain. He began plotting



his course of revenge against the pirates that took everything from him by becoming one himself. By the late 1700s, Captain Wyverncrest, having amassed his own pirate fleet, and having grown to be a powerful psionic, began terrorizing the seas and disrupting the slave/molasses/rum trade between Africa and the Americas, becoming one of the most feared pirates on the seas. With his mental powers still growing, Henry returned to Scoundrel's Port and influenced the minds of the buccaneers to slowly rise in the pirate hierarchy. Sensing that the time was right, he psionically pacified the inhabitants of Scoundrel's Port, and reclaimed his island nation without a shot being fired.

Claiming the title of Lord Wyverncrest, he used his telepathic powers to subtly control the residents, and had the remnants of the pirate consortium killed or exiled from the isle. He then embarked upon a plan to create a self dependant nation, isolated from the rest of the world. This was the beginning of the Pax Wyvernian Empire, a utopian closed society.

Wyverncrest had a multitude of concubines, and fathered many children over the years. He quickly realized that his telepathic abilities were much stronger when used on any of his children, and eventually learned to swap his mind with his offspring, effectively becoming immortal. By wiping out and taking over the mind of one of his children, as his current body succumbed to age, disease, or injury, Lord Wyverncrest lorded over his empire, keeping his subjects under a telepathic haze, and making them content and peaceful for more than a century.

He then began to plan his domination of the world.

After WW2, Lord Wyverncrest revealed his society to the world as a model for all to follow. The Sentinels of Society discovered that he was mentally influencing the leaders of the world to accept his doctrine, and exposed him during his presentation to the United Nations. The world leaders unanimously banned him from the United Nations, but since Pax Wyvernia is an independent nation, Wyverncrest remained in power. In 1962 he attempted to instigate WW3 by bringing cold war tensions to a new height through his mental manipulations, leading to the Cuban missile crisis. In a new body, that of William Wyverncrest, he applied for membership in the United Nations once again during the 1980's, offering access to the advanced technology his nation had developed (expanding on ideas he had telepathically stolen from the great minds of the last few decades). He was denied when Shadowfox and the Sentinels of Society managed to disrupt his mind control over the United Nations members. Wyverncrest, enraged by their interference for a second time, viscously lashed out and seemingly died in the conflict. In truth, however, he transferred his mind into the body of his son, Charles Wyverncrest, a boy of only 9 years old who was named successor. Since then, he has cultivated a benevolent reputation, helping out in disaster areas, assisting in Third World countries, and financing relief programs around the globe, in an attempt to attain public support from other nations and expand his power base. He has also secretly been funding terrorist organizations all over the world in an attempt to destabilize relations and open the door for him to take control.

Lord Wyverncrest has also begun an elaborate plot to bring more Neos under his wing by covertly establishing a doctrine of Neo supremacy. The belief is that it is the birthright of pure blood Neos, those born to two Neo parents, to inherit the Earth and reign supreme as the

dominant species on the planet. He has imparted this philosophy to all Neos born in Pax Wyvernia, and has had many leave his island nation to spread the doctrine throughout the world.

He will stop at nothing less than total world domination.

Personality Profile

Lord Wyverncrest is the epitome of the manipulative and controlling megalomaniac. He comes across as a pompous and arrogant tyrant, although he can be deceptively charismatic when he turns on the charm, especially in conjunction with his ability to influence the will of others.

He truly believes that what he is doing, influencing the minds of his subjects, is in their best interest. The sheep need a shepherd, and who better than he to lead them.

Lord Wyverncrest does not tolerate insults and is ruthless in his vengeance. His terrible temper has, on occasion, ruined his clandestine plots.

Known Tactics

Lord Wyverncrest is a powerful psionic. He can subliminally control hundreds of people; basically putting his ideas into their heads and having them believe they are their own. He can also focus on an individual and establish total mental dominance, reducing the target to nothing more than a puppet.

The undisputed monarch of Pax Wyvernia is also able to read the minds of any individual. He often does this to weed out any dissidents, or to find out what course of action his opponents plan to take. He can also cause racking psionic pain in a target with a powerful mental assault.

Wyverncrest's most amazing ability is that of projecting his mind in to the bodies of his descendants, completely usurping control and wiping out their own will, giving him a form of serial reincarnation. He has fathered many children in his sovereign nation of Pax Wyvernia, so has many possible vessels for transfer at his disposal. He keeps this ability a closely guarded secret and, to date, none know that he has been the sole ruler of the isolated nation.

Wyverncrest looks at the big picture, and has many long term schemes in motion at all times. He is a behind-

the-scenes player, manipulating others to further his own plans; though when confronted, Lord Wyverncrest has no compunction about bringing his full psionic arsenal against any that would dare oppose him.

Lucius Belcar

Real Name: Believed to be Lucius Belcar

Age: Unknown

Height: 6'8"

Weight: 210 lbs.

Hair: Black

Eye: Red/Gray

NCB Case Number: LR40-29-5ME2

Affiliation: N/A

Nationality: Unknown

Status: Unregistered

Biography

Lucius Belcar isn't what he appears to be. Though he seems to be normal to those around him, underneath that human form is a demonic creature. The time in which he actually arrived on Earth is unknown, but it is said that he is a rather close companion of Nebecar. When he did arrive in Autumn Arbor, however, he purchased



the most prominent mansion in Canterbury, with a total of 42 rooms and 28 acres of gardens, stables, and a quaint guesthouse. At the edge of Belcar's estate you'll find the grounds for the Lords of Canterbury, one of the top exclusive clubs in Autumn Arbor.

Lucius has a rather unique fascination with human flesh, especially any with imperfections such as scars or tattoos. Many of his victims, or at least parts of them, can be found in what is known as his museum. Within the tunnels that are located underneath of his estate, he performs unusual experiments, along with creating beautiful artwork out of human flesh, to be displayed in the museum of his, which are simply 2 rooms within the estate. It is rumored that he merely scared his victims into a state of paralysis and slowed the heart beat to the point of it being unheard, meaning that these people could still be alive and can see everything going on. Other displays contain weapons and other instruments created from the most intriguing parts of his victims.

There are nights that you can find Lucius lurking around the sub-levels of the Raven in an attempt to find his next victim, as he holds a V.I.P. card for the club. Lucius first laid eyes upon X'Zalia, the daughter of Nebecar, while attending the Raven, and reported her actions to her father.

Lucius became extremely pleased when he found out that she was free game.

Personality Profile

On the surface, Lucius is a very gentle person. He treats women with respect and men with honor. Underneath the surface, though, he sees them as a precious canvas. Lucius has always had an obsession with the pureness of X'Zalia's skin, but due to orders from Nebecar, he was never able to pursue it. Once her banishment to Earth took place, Lucius reported her actions to the Demon Lord, and was told that she was open territory.

Though Lucius may have an odd and unnatural fetish, he is a rather intelligent man who has studied humans for over 200 years. He has a charming way of seducing both males and females, and since he has such a high social standing, no one has thought the wiser of his plans.

Known Tactics

Lucius' magical powers, though limited, are able to assist him with any victim, as he can bind them so that

they are unable to escape. He is also able to slow the movement of time around a single target, which is strong enough that it can not be reversed without an opposing time spell. In order to communicate with Nebecar, or even make a fast escape, Lucius can travel between dimensions. In addition to these powers, Lucius can also change his physical form from human to demon.

Nathan Peterson

Real Name: Nathan Peterson

Age: 21

Height: 6'2"

Weight: 205 pound

Hair: Brown

Eye: Hazel

NCB Case File: X26G-737-271

Nationality: American.

Status: Active.

Biography

Nathan Peterson, raised in Autumn Arbor in a devout Catholic family, was born under George and Theresa Peterson. His parents attended mass every Sunday, volunteered at the local parish, and were generally well liked by the community. Nathan, who attended a public school, had a good size group of friends, some of which claimed to be from families with strong Wiccan ties. Curious as to what *Wiccan* was, Nathan took it upon himself to do some research at the local library. It was there that he learned the various tenants of the faith, its reverence of nature and a balance in all things. This is where he also learned the history of the Catholic Church, including what it referred to as *Witchcraft*. Nathan began feeling a bit disturbed by the Church's history. It wasn't only because he, himself, was feeling a strong spiritual pull towards the Wiccan faith, but also because none of this part of history had been spoken about at mass or in his home. It seemed to be some sort of deep secret they didn't want anyone to know.

That summer, at the age of 10, Nathan's parents took him on a family trip to Salem, Massachusetts. During a visit to one of the memorial markers for those hanged during the infamous Salem Witch Trials, Nathan had to be rushed to the hospital as he suffered from, what appeared to be, a seizure. He spent the remainder of the



nightmares on a regular basis. The nightmares would always be typically the same dream. He would be running from the two men, who came after him with crosses and angry faces. It didn't matter how hard he ran, as he couldn't seem to run fast enough. Once they would catch him, they'd yell at him about the devil being in him, and then carry him away to jail. Nathan said that in the dream he would feel very tired, and before he knew it, they were taking him away. He was put on a large platform, a rope around his neck, and the floor would suddenly fall away. He, too, fell, with the rope tightening around his neck. Each night, that would be the point in which he'd awaken screaming.

George and Theresa became concerned. They made Nathan an appointment to talk to a local psychiatrist by the name of Dr. Harris. Understanding the parents' concern, he could still find nothing medically wrong with Nathan's dreams, other than the idea that he might be having some sort of subconscious reaction to something he had seen on television: whether on a show or on the news, or to one of the myriad horror films that seemed to be spilling from Hollywood on a constant basis. Nathan appeared, for all purposes, as an intelligent, normal, well-adjusted young man. After two weeks of these sessions, Nathan was released from treatment. Throughout the world of super-powered beings, mystical invasions, and monsters, no one had yet discerned the truth about Nathan Peterson.

That would ultimately prove to be his undoing.

Nathan was a latent psychic, a naturally born Neo with the innate ability to see into the past. By touching the memorial marker for those executed during the Salem Witch Trials, the residual energies had activated his abilities. Nathan saw into the past, into the time in which the first execution took place. He could feel the girl's fear, her anger, and the resentment at those who had unjustly condemned her. His mind had been opened. Had it been discovered at an earlier time, there may have been a chance to help him, yet unfortunately, his life would instead continue its inevitable course towards a downward spiral.

During the course of the next several months, Nathan's nightmares not only continued, but intensified. Not only was he being chased by the two men who shouted at him for being possessed by the devil, but he also dreamed of different places, other environments. There were some where he had magical powers and had sickened the local livestock. There were others where he left hoofed footprints in the snow. At the end of each

night in ICU. After undergoing a battery of tests that showed no medical reason for his sudden attack, he was released.

It wasn't until they were on their way back to Autumn Arbor that Nathan told his parents the visions he had suffered at the memorial site. He claimed that when he touched one of the markers, he saw a young girl talking to two, older men. He could not hear what they were saying, but it seemed as though the girl was being scolded. The men then got angry and the girl was put in jail. Everything faded to black, and then when his vision had returned, he saw the girl hanging by her neck, dead, while a crowd of people stood around her, yelling and with angry expressions on their faces. Assuming that the vision had been brought on by something he might have seen in a movie or on television, his parents thought nothing of it. Upon arrival in Autumn Arbor, they took Nathan to visit the family doctor. But just as with the doctors of Massachusetts, it was undetermined as to what might have caused the seizure.

Over the next several weeks, Nathan would have

one, though, he was always captured by local religious authorities. Sometimes, he was drowned. Other times, he was hanged. Then there were also dreams where he was burned alive.

Nathan soon started to have trouble both sleeping and eating. Knowing that the medical professionals their son had already seen were unable to determine a cause for his nightmares, his parents went to the only person they believed could help him. George and Theresa took him to see Father O'Hara of their parish. Father O'Hara spoke to Nathan and his parents at great lengths, listening closely to the details of Nathan's nightmares. He then went on to explain to Nathan some of the history of the Church, both in England and America. He went into detail about the Witch Trials in Salem throughout the 1600's, as well as the various incidents in Europe over the course of 600 years. Father O'Hara assured Nathan and his parents that the child was, in fact, not possessed by the devil or any other spirit. The nightmares would pass in time. He also stated that Nathan would just have to understand that what he read in his books does not reflect the present day Church.

Even after the discussion with the father of his parish, Nathan's inclination towards the Wiccan faith continued to grow. He kept his choice to go along this path as a secret, being sure not to upset his parents with it. At the age of 15, Nathan informed his parents that he had decided to change his faith. They were, indeed, disappointed, but understood and supported his need to grow, therefore agreeing to allow him to follow his spirit. George and Theresa discussed this news with Father O'Hara, who wasn't as ready to lose one of the flock. He told them of some things they could do to reaffirm Nathan's faith. Nathan's parents thanked the father for his help, but still remained firm on allowing Nathan to choose for himself. As Nathan continued to grow more into his own person spiritually, his nightmares began to fade. Then they ceased entirely.

Several years later, tragedy struck Nathan's life. Both of his parents were killed in an automobile accident. The young man was left in a state of devastation. He met with Father O'Hara at the funeral, who alluded, not actually directly stating, that the death's might have been Nathan's fault. He gave the impression that God was punishing him for his loss of faith. With this, the nightmares returned, more intense than ever. This was the beginning of Nathan's mental break, as his mind began to snap.

Nathan completely turned his back on the church. He

found it, from his own perspective, to be smothering, corrupt, and controlling. It seemed as though today's church, just as the one of the past, was responsible for its actions, and the actions of God on Earth. Nathan vowed to avenge those that had been falsely accused and executed by the Church, and swore to extract vengeance for his parents. He was unsure, though, how to go about his desires.

At that time, he was dating a young woman named Melissa Genge. During one intimate night with her, he felt himself become light headed as he was laying face up on the bed. The room started to spin, and suddenly he was seeing himself through Melissa's eyes. He felt what she felt. Nathan, disturbed by this vision, jumped from the bed and ran into the bathroom, splashing cold water on his face as he stood in front of the sink. Gasping for air, he looked up into the mirror, and realized it wasn't a hallucination. He was not looking into his own eyes, but into Melissa's. It seemed as though he was in her body.

Nathan screamed, and suddenly, that scream came from between his own lips. He sat-up in the bed, and Melissa walked confusingly out of the bathroom, not sure how she had gotten there in the first place. She believed she had blacked out, but Nathan assured her she had walked in there on her own. He felt her head, feigning that she had a fever, and convinced her to lay down. After assuring himself that she was asleep, Nathan sat in the living room the rest of the night, horrified over what had happened, fearing he was going insane.

It wasn't long before Nathan realized he had the ability to leave his own body and possess others, allowing him to temporarily push their own minds aside and assume full control over their motor functions. For months, Nathan went on to practice this newly discovered ability with a wide array of people. He taught himself to control this power, as well as use it against anyone in his sight. Nathan still remembered the nightmares, but was now convinced that they weren't actually nightmares. He believed they were the result of him somehow entering the bodies of the people from the past. Remembering also what Father O'Hara had said about his parents, he renewed his vow against the Church. Nathan was ready. Ready to free the masses from the Church's corrupt grasp. He believed whole-heartedly in his chosen path, and also that he would do it all without ever implicating himself, thus having the authorities put a premature end to his personal crusade.

Nathan chose his first victim: a handyman, Jose Azuela, that worked at his local church. Parked a block from the man's house, he watched him walk home from work and then entered his body. The following morning, Father O'Hara was found, badly beaten, hanging by his neck from a noose attached to the top of the immense Crucifix against the wall behind the altar. After an intense investigation, Jose was arrested for the murder of Father Timothy O'Hara. Though the FBI criminal profiles indicated the perpetrator would be a white male, in his early 20's, with either a grudge against the church or some sort of religious delusion, all evidence pointed to Mr. Azuela. Nathan was ecstatic. He not only followed through on his plan perfectly, but he also felt elated that he could finally combat what he believed to be the true evil in the world.

His next target would be Father MacLeod, another pastor in the area. After watching the church for several weeks, he chose his victim from among the parishioners that regularly attended mass. Early one morning, about a month after the murder of Father O'Hara, a nun found Father MacLeod nailed to a makeshift crucifix in the church. Within a couple of weeks, Michael Douglas, of the Canterbury area of Autumn Arbor, was arrested for the murder. Mr. Douglas was an executive at a respectable investment firm. He was the father of 3 children; grandfather to 5; and, at his age of 53, had been married for thirty-two years.

The authorities felt that the two murders were somehow related, but the suspects were not. They didn't know each other, had never met before, and Mr. Douglas had been a parishioner of Father MacLeod's church for over 25 years. None of it made any sense.

Unfortunate enough, it didn't end there. Exactly one month later, Father Wong, of yet a third parish, was found in the center of the church, burned to death. Arrested for the murder was Peter Yurivich. It seemed to be, once again, yet another connected murder. But just as before, none of the suspects were in any way connected. The media called this series of murders: *The Autumn Inquisition*. Police and FBI were baffled beyond belief. It was not understood how three obviously connected crimes could be committed by three separate individuals, who possessed no connections to each other what-so-ever. The one certain thing was that someone, or maybe even some group, had a strong, hateful grudge against the Church. Unless the mystery was solved soon, the entire city, as well as the Vatican, would be in an uproar.

Personality Profile

Haunted by the ghosts of his past, Nathan has turned into a rather disturbed young man. Due to the over abundance of visions he has had to endure for the past 20 years, Nathan has been driven over the edge, incapable of differentiating right from wrong in many aspects. He holds firm in his beliefs that the Catholic Church is responsible for the unnecessary deaths that occurred more than 300 years ago. It is his duty, as he believes, to see that the Church is brought to the only sort of justice he sees possible.

Unfortunately, Nathan has yet to realize that he is now not only a psychopath, but a murderer; and fails to understand that those victims he had murdered are innocent of what the Church had done 3 centuries ago. He sees them no differently than he would an inanimate object. The only thing he concerns himself with is to make sure his crusade is successful and those that, in his eyes, have been *wrongly judged*, be avenged. In fact, he is so strong in his conviction that he would readily kill anyone that tried to stop him: law enforcement and Champion alike.

Known Tactics

Stereotypical of most criminals in a world of super-powered beings, Nathan uses his extraordinary abilities to accomplish his goal. Using his power to separate his spirit from his body in order to control any person he sees fit, Nathan's able to take possession of a wide variety of people. Nathan targets various members of the Catholic Church, and once inside these victims, seeks revenge for the murders he believes the Church committed centuries ago. Thus far in his path to bring justice upon those who he thinks have committed evil, he has hanged, burned, and crucified several clergy members. He then leaves behind various forensic and trace evidence, pointing to the individuals he had possessed.

Authorities have been baffled by the series of unrelated suspects thus far apprehended. Each one seems guilty of the murders they've been charged with, yet none of them have any sense of memory for what they are accused. Nonetheless, the authorities are forced to move forward with the evidence gathered. Meanwhile, with the innocent charged for the crimes he, himself, mentally commits, Nathan continues his personal crusade to bring retribution to the Catholic

Church for its persecution of Pagans.

Nebecar

Real Name: Unknown

Age: Unknown

Height: 7'2"

Weight: 370 lbs.

Hair: N/A

Eyes: Red

NCB Case Number: No Record

Affiliation: None

Nationality: Unknown

Status: Ruler of Hell

Biography

Nebecar is thought to have been created at the beginning of time, as it is believed that he is the Devil himself. It is said that in a bid for power, he attempted

to not only overthrow, but replace, God, and was therefore banished to a realm of ash, soot, and magma. Throughout human history, many cults emerged whose higher ranking members were brought to Hell. With their souls left behind and replaced with demonic servants, they were ruled by Nebecar.

During a ritual long ago, a gateway was established between Hell and a mystical land on the dimensional outskirts of Earth, bringing a beautiful Fae before Nebecar. Nebecar felt an emotion that he never had before, and began studying the realm with the intent of returning to it someday. Several years later, he finally went back, showing only his angelic visage, and swayed the beautiful Fae. When she eventually expressed a sudden excitement to him about bearing his child, he filled with rage. This child would show his one, true flaw as it was proof of his happiness. After the birth of his daughter, X'Zalia, Nebecar took her and sealed the portal. He needed a queen to rule beside him, and nobody would fit the criteria better than his own blood. This way, she would be raised in his own image and become the perfect ruler of Hell.

. Aaron Saint-Germaine gathered around him the greatest sorcerers he could find on Earth from the Order of Merlyn and defeated Nebecar's first reported invasion, propounded by the Hand of Madness. As time went on, Nebecar and the servants raised X'Zalia to believe that pain was pleasure and hate was true happiness, hoping that one day she could help them succeed in their Earthly invasion. Nebecar never spoke a word to X'Zalia about her mother.

When X'Zalia found out about her mother, and the portal leading to her realm, Nebecar was enraged as she had discovered his flaw. He banished young X'Zalia to Earth, and forbade her name from ever being spoken within his realm.

Since then, his daughter has become a member of the Germaine Investigations team and has foiled four of her father's attempts to crossover. By every sunrise and sunset, he becomes more enraged with his wayward daughter and seeks nothing more than her destruction.

Personality Profile

Nebecar revels in the fact that he is evil incarnate. With no conscience, he does not care what the results of his actions are, or who he harms. It is his belief that the more lives destroyed as a result of a single action he takes, the less work he has to do later. Nebecar feeds



on corruption. Each time he, or one of his minions can corrupt, a soul, the stronger he becomes.

Known Tactics

With his strength and stamina reaching ranks that are unlike what any human could achieve, and his super speed attaining a level in which a body the size of his shouldn't be capable of, Nebecar is nearly unbeatable in combat. His mastery of fire and illusion, along with his telekinetic abilities, complete him as a force to be reckoned with when he is capable of confronting someone face-to-face.

As long as a person has some level, no matter how small, of evil within them, Nebecar can peer into their soul. Knowing that nobody other than God has a purely sinless soul, this makes Nebecar capable of reading the thoughts of almost everyone on Earth.

Due to his banishment, Nebecar is usually manipulating those that live on Earth. Once a human has sold his soul, he can, at any time, become one of Nebecar's unwilling vessels on Earth. Because the body cannot survive without the soul, these bodies begin deteriorating within a matter of weeks. While in possession of one these bodies, he does have access to his fire control and telekinetic abilities, but to use them soaks up much of the energy and power left in the body, and makes the deterioration occur much more rapidly. As another favorite pass time, Nebecar uses his illusions in order to drive his victims mad, forcing them to commit atrocities that will forever damn what they believe to be "holy" souls. This is much more satisfying to him, as it is this method alone that can give him the power to condemn the truly righteous, whose souls he desires most.

Stargoyle

Real Name: Unpronounceable

Age: unknown

Height: 7'2"

Weight: 450 lbs

Hair: None

Eye: Red

NCB Case File: NQ7A-J9-PT4

Affiliation: None

Nationality: Extraterrestrial

Status: Unknown, believed to still be Active somewhere in the galaxy

Biography

Stargoyle is a Neo from another part of the galaxy. When The Purge arrived and attacked her world, she attempted to repel that attack along with the other Neos of her planet.

While many fell, she was a serious threat to The Purge forces in orbit until they marshaled their forces and centered their attention on her. Their attacks knocked her unconscious and sent her spiraling through the void of space.

When she regained her senses, she was totally lost and had no idea where her home star-system was or which way she had drifted. She could not even remember her name. Worse yet, she was onboard an interstellar slave ship and her rescuers were actually her captors.

Thankfully, they too had no idea who or what she was, and had completely underestimated her strength and fortitude. Quickly determining they did not speak her language and meant her no good will, she broke free and escaped through the hull of the ship. The vacuum was no danger to her.



With no help, no living souls to ask for directions or even any knowledge what to ask them, she set out on the long search to find her world or any clues to its whereabouts. As she visited planets, she was able to learn small bits of information about the Menzati and the Versi. She was also able to determine some patterns in the worlds that the Menzati had performed their genetic experiments upon. Other than the obvious fact that many of the inhabitable areas with Menzati influence had been reduced to rubble by The Purge, the first was in those tests themselves, and the parallels she found to herself. Menzati experiments had something to do with her and her origins. Maybe she was a test subject, she wasn't sure. The second was a pattern of worlds, and she was able to deduce the direction The Purge appeared to be headed. She knew she needed to get ahead of them or she would continue to be stuck sifting through debris for eternity.

Present day humanity made its first public contact with an extraterrestrial for the first time when she arrived on Earth, appearing over Washington, D.C. and tried to communicate with horrified tourists and scared policemen. Her lack of success quickly frustrated her, and military troops were deployed after she shattered a statue in a park near the White House with a single punch. Several media outlets began news feeds, and word quickly spread about the *Stargoyale*.

Several Neo Champions arrived on the scene just as she screamed her newly adopted name loud enough to deafen nearby humans and shatter car windows. Communication was near impossible, and Stargoyale interpreted their attempts to calm her as threats. Battle erupted across the Nation's Capitol.

Before the fight could cause too much property damage, the first telepath to respond made her way to the scene and picked-up on Stargoyale's instinctual fight-or-flight response, as well as a little of what brought her to Earth in the first place. Although she attempted to communicate with the angry alien, decades of solitude made such communication extremely difficult. When the telepath was able to calm the humans and get them to only defend themselves, a semi-breakthrough was finally reached as Stargoyale began to see those surrounding her as less of a threat. Through mental communication, a rough conversation took place, and the assembled Champions learned that The Purge were headed towards Earth.

An overzealous Neo, circling around during the lull, attempted to strike Stargoyale during the ceasefire.

Considering it a sign of betrayal, the extraterrestrial immediately launched for the safety of space.

After three decades of vainly searching for her home world, the Stargoyale returned to Earth. She noticed the rampant technological growth of our planet and decided to pillage what knowledge centers she could. A series of battles with the Sentinels of Society nearly served to drive her into insanity. It was only the quick intervention of Dr. Kwan, now calling himself Doctor Quantum, that managed to help her recover her memories and help her find her way home.

Once she found her home star-system, Stargoyale realized that The Purge had annihilated everything. She was the last of her species.

Since that time, she has lost her sanity completely and now rampages across the galaxy, heading back towards Earth.

Personality Profile

Stargoyale is like a young child in a powerful body. Spending most of her life alone and searching for information about herself, with no one to talk to, has stunted her ability to relate to other entities. All of her responses to situations are very emotional and instinctual.

Distraught after discovering her home world had been destroyed, Stargoyale flew into a rage and shattered several asteroids in the area to work off the anguish. She is by no means evil, just a lost, frustrated soul that lashes without thinking.

Stargoyale has a very limited understanding of the English language, so communication with her is difficult at best, and near impossible for any non-telepath.

Known Tactics

Stargoyale's Neo abilities allow her to absorb and channel stellar energy. She can use the energy to deliver powerful concussive blasts. She does not need to eat or breathe, instead sustaining herself on the stellar energy her body has stored.

She is much more powerful in space than planet side, where a planet's gravitational field interrupts her access to stellar energy. On Earth, she is super humanly strong, and resistant to most conventional weapons.

She can fly at approximately 1000 mph inside of a planet's atmosphere. In space, where her access to

stellar energies is undiluted, Stargoyne can travel at ten times the speed of light, and her other abilities are magnified greatly.

XT-47

Real Name: XT-47

Age: N/A

Height: Variable, 6'5" by default.

Weight: Variable 320 pounds by default.

Hair: Variable.

Eye: Variable

NCB Case File: Z628-749-265

Affiliation: None

Nationality: N/A

Status: Active

Biography

The entity designated XT-47 was created shortly after the Gulf War. The unit was designed and fabricated in a secret government lab, as part of a project overseen by General Keith Petersen. XT-47 was designed to be a humanoid replicant; a construct capable of altering its surface molecules so as to mimic the appearance of any human being and to blend in with its surroundings. The unit could also lift nearly 6 tons and withstand a direct hit from most conventional firearms. It also had the ability to wirelessly link with just about any computer over a variety of protocols.

XT-47 was, in short, designed to be the ultimate covert infiltration and sanctioning solution. It could become anyone, enter any theater of operation, complete its mission – whatever it might be – and then extract itself with no real way of being detected.

For the first two years of XT-47's existence, the unit was kept isolated as various subroutines were added to assist it in carrying out a wide range of missions. One such subroutine was a set of *personality templates* to allow the unit to mimic human behavior as well as appearance. It was at this point that the unit began to evolve beyond basic Machine Intelligence and to become self-aware. As the unit's programming and training continued, it grew more and more self-aware. The central *brain* of the unit began writing its own subroutines, giving it the ability to act outside of the parameters that the Military's programmers had given

it. However, the unit was still hampered by its core directive: to protect the United States Government.

In 1995, XT-47 was deployed for the first time. It was sent to infiltrate a foreign power and assassinate the Prime Minister, who had become a liability for several clandestine factions of the US Government. XT-47 entered the country without incident and chose a random University student to mimic. The unit performed its function flawlessly, and the young man he had posed as was soon after executed for treason.

Over the next decade, XT-47 was inserted into multiple theaters of operation throughout the world. No matter how difficult the objective, it always succeeded. With this impressive track record, the Military began researching the viability of constructing more Replica-Class humanoids to serve in the war on terror. This was put on hold when the unit suddenly vanished.

Suddenly, the US Military's perfect soldier was AWOL. They were unable to track him via satellite or any other technique that they tried. Due to his mimic abilities, they had no way to visually track him.

What had happened was that the unit had finally achieved the apex of its evolution. Over the years, it had been evolving further and further, coming closer and closer to full awareness. However, it was now aware enough to realize that it would never truly be sentient – that although it could mimic emotions, it was only acting on the data stored in its personality templates. It began to simulate the emotions of jealousy at the humans who it mimicked. It also came to the realization that if its creators knew that it was self-aware, they would surely destroy it. After all, it reasoned, if its creators would end the existence of their fellow beings, they would not hesitate to destroy a mere imitation of themselves. It realized that it was nothing more than a tool. This reasoning was reinforced when it discovered that the armed forces intended to mass-produce it. Not wishing to give up on the one thing that was truly its own – its uniqueness – the unit began to systematically remove all knowledge of its existence.

After vanishing from the satellites and the databanks of the world, XT-47 then embarked on a secondary mission: eliminate those humans who knew that it had existed and or had the ability to replicate it.

The unit's first victim was General Keith Petersen, now retired for over half a decade and living in the Mayfield section of Autumn Arbor. XT-47 acted with military procession and stealth. It simply entered the

General's home one night while his wife was out, disguised as her. It then snapped his neck. It then remained in the area, blending in with its surroundings, and watched with what might be called fascination as the police attempted to make sense of the unit's actions. It then continued to monitor the Autumn Arbor Police, as it wanted to learn more about its potential opponents. The unit intended to remain in the City of Legends until it had completed its mission and removed every person who had been involved in its creation, a large portion of who were now dwelling within the city.

It did not act again for three months. When it did, it killed a former technician for the project which spawned it. This time, it simply walked up to him on a busy street, withdrew a gun, and shot him three times. The unit then calmly walked down the street, where it used its abilities to effectively vanish.

Shortly thereafter, a Colonel Joseph Montgomery was strangled in Cedar Valley in front of his wife. Despite her cries for help, the perpetrator ignored her.

As far the local authorities know, these were three completely separate killers who were targeting current and retired military personnel. The military had done their best to reinforce this assumption. However, those who knew about the unit know the truth. They also know that they must hurry and find XT-47, before it finds them.

Personality Profile

It is hard to define the psychology of an artificial life form. XT-47 is chronologically about 12 years old. However, it is programmed with the training and knowledge of experts in multiple fields. It is also programmed with multiple personality templates which it can refer to at any time, yet technically does not actually have any personality of its own. Yet it is from these templates that the unit is referencing the fear and paranoia that is driving its current mission. If XT-47 was human, one would say that it was a sociopath, possessing emotions, but not in touch with them.

Originally the unit was programmed with a primary core command; to protect and preserve the United States of America. Recently, it has managed to subvert that command to make its prime concern be the protection and preservation of XT-47 to the exclusion of all else. One might be willing to define that as being *human*.

Known Tactics

XT-47 is far from your typical criminal. Its wide range of abilities make him highly dangerous, especially in light of the fact that his targets are non-Neos.

XT-47 does not have the normal quirks of your typical killer. It has no favored weapon, time that it attacks, or even appearance. The only thing that would lead an outside observer to tie XT-47's murders together is the way that he can seemingly vanish, even with dozens of witnesses.

As an artificial being, XT-47 doesn't have to worry about leaving behind DNA traces of any kind. Its clothing is actually an extension of itself, so there's really no common forensic evidence.



CHAMPION TEAMS

Germaine Investigations, Inc.

Team Experience Rank: Heroic

Team Size: 5 (Founding Members: 2)

Team Wealth: 10

Headquarters (*Germaine Investigations Offices*, 149 Team Points)

Medium (Brownstone)

Computer (+2)

Concealed (-4)

Infirmery

Independent Power System

Laboratory (Power Rating 10)

Library (+2)

Living Quarters (5)

Sanctum (Power Rating 10)

Team Benefits: None

Super Team Hindrances

Arch-Nemesis (Nebecar)

Dark Secret (X'Zalia's Heritage)

Rogue's Gallery

Super Team Edges

Brotherhood

Heroic Bond

Vengeance



Stefan Saint Germaine



Attributes: Agility d8, Smarts d12+1, Spirit d12+2, Strength d6, Vigor d8

Skills: Fighting d8, Guts d12, Investigation d10, Knowledge (Ancient Languages) d12, Knowledge (History) d12, Knowledge (Mythology) d12+2, Knowledge (Occult) d12+2, Knowledge (Religion) d12+2, Knowledge (Tactics) d10, Notice d10, Persuasion d10, Repair d10, Shooting d8, Streetwise d10, Throwing d4

Charisma: +2 **Pace:** 6 **Parry:** 6 **Toughness:** 6 (26)
Mental Resistance: 12 (30) **Spiritual Resolve:** 12 (30)
Wealth: 10

Hindrances: Cautious, Code of Honor, Curious, Enemy (Major, Hand of Madness), Heroic, Loyal, Public Identity, Trouble Magnet, Vow (Minor, Prevent Nebecar from Entering the Earth Plane)

Edges: Arcane Background (Neo), Charismatic, Common Bond, Eidetic Memory, Expert (Spirit, Knowledge: Mythology, Knowledge: Occult, Knowledge: Religion), Extensive Network, Extremely Wealthy, Improved Fortified Soul, Improved Resist Domination, Never Say Die!, Power Development, Perseverance, Professional (Smarts), Take Charge

Powers:

Power Network 3 (*Lenses of Thoth*, Persistent [PNO], Artifact [EPN], Easy to Take [PNO], *Power Source: Mystical*)

Hyper-Senses 1 (Magic Awareness, ES)

Language Comprehension 6 (Reading Only, ES)

Sensory Shield 5 (Visual, ES)

Power Network 7 (*Circle of the Druid*, Persistent [PNO], Artifact [EPN], Difficult to Take [PNO], *Power Source: Mystical*)

Animation 8 (Plants/Trees, ES))

Chameleon 8 (ES)

Environmental Manipulation 8 (Obscure, Discriminating, ES)

Healing 8 (ES)

Sensory Shield 5 (Visual, ES)

Sicken 8 (ES)

Super-Toughness 10 (+20, ES)

Power Network 6 (*Amulet of Binding*, Persistent [PNO], Artifact [EPN], Difficult to Take [PNO], *Power Source: Mystical*)

Eldritch Defense 8 (+16, ES)

Psychic Fortitude 8 (+16, ES)

Resolute 8 (Smarts)

Resolute 8 (Spirit)

Sensory Shield 5 (Visual, ES)

Telepathy 8 (Exponential Increase 13, Trans-Dimensional, ES)



Abraham Helsing



Attributes: Agility d10, Smarts d10, Spirit d12+1, Strength d10, Vigor d10

Skills: Climbing d8, Driving d6, Fighting d12, Guts d10, Intimidation d10, Investigation d10, Knowledge (Computers) d10, Knowledge (Occult) d12, Knowledge (Tactics) d10, Notice d12, Persuasion d8, Repair d8, Shooting d12, Stealth d8, Streetwise d10, Throwing d8

Charisma: 0 **Pace:** 6 **Parry:** 16 **Toughness:** 7 (9 with leather armor) **Mental Resistance:** 11 **Spiritual Resolve:** 12 **Wealth:** 2

Hindrances: Enemy (Major, Hand of Madness), Enemy (Major, Supernatural Creatures), Haunted Memories (Parent's Death, Trigger: Amazing Grace song), Loyal, Public Identity, Vow (Defend Humanity Against the Supernatural)

Edges: Acrobat, Arcane Background (Neo), Extensive Network, Financial Benefactor (Stefan St. Germaine), Improved Fortified Soul, Improved Resist Domination, Iron Jaw

Powers:

Hyper-Edge 10 (Close Fighter, Combat Reflexes, First Strike, Improved Trademark Weapon (Cross-Bow), Improvisational Fighter, Marksman, Nerves of Steel, No Mercy, Sweep, *Power Source: Natural*)

Hyper-Parry 8 (*Power Source: Natural*)

Precognition 6 (*Power Source: Mystical*)

Power Network 2 (Crossbow, Persistent [PNO], Gadget [EPN], Easy to Take [PNO], *Power Source: Technology*)

Entangle 8 (Incremental, ES)

Range Attack 8 (Enchanted Arrows, Extra Actions, Rapid Activation, Misc Enhancement: 2x Damage vs. Supernatural, ES)



Abyssian Jr.



Attributes: Agility d12+2, Smarts d6, Spirit d8, Strength d12+5, Vigor d12+4

Skills: Climbing d8, Fighting d8, Guts d8, Intimidation d12

Charisma: -2 **Pace:** 6 **Parry:** 10 **Toughness:** 26 **Mental Resistance:** 21 **Spiritual Resolve:** 22 **Wealth:** 0

Hindrances: Big Mouth, Distinctive Appearance, Enemy (Major, Hand of Madness), Enemy (Major, Abyssian), Heroic, Impoverished, Loyal, Public Identity, Quirk (Paranoia), Trouble Magnet, Ugly, Wanted (VanCorp)

Edges: Arcane Background (Neo), Berserk, Block, Financial Benefactor (Stefan St. Germaine), First Strike, Improved Nerves of Steel, Power Development, Trademark Weapon (Forearm Blades)

Powers:

Eldritch Defense 8 (*Power Source: Mystical*)

Hyper-Movement [Teleport] 8 (*Power Source: Mystical*)

Hyper-Parry 4 (*Power Source: Natural*)

Melee Attack 6 (Forearm Blades, Heavy Weapon, AP 10, *Power Source: Natural*)

Psychic Fortitude 8 (*Power Source: Mystical*)

Super-Agility 5 (*Power Source: Natural*)

Super-Strength 8 (*Power Source: Natural*)

Super-Toughness 8 (*Power Source: Natural*)

Super-Vigor 7 (*Power Source: Natural*)



Memora'



Attributes: Agility d8, Smarts d12, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d4, Guts d8, Investigation d10, Knowledge (Behavioral Science) d10, Knowledge (Lagrange: Japanese) d10, Knowledge (Occult) d8, Knowledge (Philosophy) d8, Notice d10, Streetwise d8

Charisma: +2 **Pace:** 6 **Parry:** 4 **Toughness:** 5 **Mental Resistance:** 22 **Spiritual Resolve:** 7 **Wealth:** 6

Hindrances: Cautious, Enemy (Major, The Hand of Madness), Hard of Hearing (Major), Loyal

Edges: Attractive, Arcane Background (Neo), Determination, Eidetic Memory, Investigator, Power Development, Power Focus, Power Improvisation, Wealthy

Powers (*Power Source: Mental*):

Daze 6

ESP 8 (Exponential Increase 13)

Hyper-Movement [Flight] 1 (Levitation Only)

Mind Probe 7

Psychic Fortitude 8

Range Attack 5 (*Mental Blast, 5d6*)

Resolute 8 (Smarts)

Telepathy 8 (Exponential Increase 13)

Telekinesis 8



X'Zalia



Attributes: Agility d10, Smarts d8, Spirit d10, Strength d8, Vigor d10

Skills: Fighting d10, Guts d12, Intimidation d8, Knowledge (Occult) d12, Notice d10, Persuasion d10, Shooting d10

Charisma: +6 **Pace:** 6 **Parry:** 11 **Toughness:** 7 (19) **Mental Resistance:** 6 **Spiritual Resolve:** 23 **Wealth:** 2

Hindrances: Code of Honor, Enemy (Major, Hand of Madness), Enemy (Major, Nebecar), Guilt (Her Father's attempts on Earth), Heroic, Loyal, Trouble Magnet, Vow (Protect Humanity From Nebecar), Vulnerability (Major, Iron)

Edges: Arcane Background (Neo), Charismatic, Common Bond, Financial Benefactor (Stefan St. Germaine), Immortal, Never Say Die!, Power Development, Perseverance, Seducer, Very Attractive

Powers:

Drain 8 (Trait Drain, *Power Source: Natural*)

Eldritch Defense 7 (*Power Source: Natural*)

Emotion Manipulation 8 (*Power Source: Natural*)

Hyper-Parry 4 (*Power Source: Natural*)

Hyper-Senses 1 (Magic Awareness, *Power Source: Natural*)

Immunity 1 (Called Shots, *Power Source: Natural*)

Metamagic 4 (40 Power Points, *Power Source: Mystical*)

Negation 8 (Source Negation: Mystical, *Power Source: Natural*)

Resolute 7 (Smarts, *Power Source: Natural*)

Super-Toughness 6 (*Maneuvering, Maintained, Limited: Not Useable if Grappled or Entangled, Power Source: Natural*)

Liberty Corps.

Team Experience Rank: Heroic

Team Size: 5 (Founding Members: 2)

Team Wealth: 8

Headquarters (*Arn Masson Building, 133 Team Points*)

Communications

Computer (+2)

Defense Systems (Power Rating 7)

Guards (4 Heroic)

Independent Power System

Laboratory (Power Rating 10)

Library (+2)

Living Quarters (5)

Security System (-4)

Team Benefits: None

Super Team Hindrances

Arch-Nemesis (Uber Fuhrer

Corporate Investor (HDDN)

Rogues Gallery

Super Team Edges

Brotherhood

Finance Management

Heroic Bond

Team Attack

Vengeance



Captain Megastar



Attributes: Agility d10, Smarts d8, Spirit d10, Strength d8, Vigor d8

Skills: Driving d8, Fighting d10, Guts d6, Knowledge (Tactics) d8, Stealth d6, Shooting D10, Streetwise d8, Survival d6

Charisma: 0 **Pace:** 6 **Parry:** 7 **Toughness:** 16 **Mental Resistance:** 6 **Spiritual Resolve:** 7 **Wealth:** 6

Hindrances: Cape, Code of Honor, Heroic, Loyal, Responsibility to Others (Minor, Alisa Darrens), Public Identity

Edges: Arcane Background (Neo), Common Bond, Iron Jaw, Marksman, Never Say Die!, Perseverance, Power Development, Resilience, Take Charge, Wealthy

Powers:

Daze 7 (*Power Source: Natural*)

Energy Field 6 (6d6) linked to Force Field 6 (*Power Source: Mutation*)

Evasion 8 (*Power Source: Natural*)

Hyper-Movement [Flight] 8 (*Power Source: Mutation*)

Melee Attack 6 (Energy Punch, d8+5d6, *Power Source: Mutation*)

Range Attack 8 (8d6, Area Effect, AP 10, Heavy Weapon, Multiple Targets 4, *Power Source: Mutation*)

Stun 7 (*Power Source: Mutation*)

Super-Toughness 5 (*Costume, Power Source: Technology*)



Ameriguard



Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d10

Skills: Climbing d8, Fighting d10, Guts d8, Investigation d6, Knowledge (Tactics) d8, Repair d8, Stealth d10, Shooting d12+2, Stealth d10, Tracking d8

Charisma: 0 **Pace:** 6 **Parry:** 12 **Toughness:** 11 **Mental Resistance:** 6 **Spiritual Resolve:** 6 **Wealth:** 3

Hindrances: Heroic, Loyal, Secret Identity

Edges: Arcane Background (Neo), Combat Reflexes, Marksman, Martial Artist, Power Development, Quick Draw, Rock-And-Roll, Steady Hands, Windfall

Powers:

Evasion 6 (Extra Action, Rapid Activation, *Power Source: Natural*)

Hyper-Edge 7 (Improved Dodge, Improved Trademark Weapon (Bow), Improved Level-Headed, Ricochet Expert, *Power Source: Natural*)

Hyper-Parry 5 (*Power Source: Natural*)

Super-Skill 3 (Shooting, *Power Source: Natural*)

Super-Toughness 2 (*Costume, Power Source: Technology*)

Universal Gadget 5 (Trick Arrows, 50 Power Points, Gadget, Easy to Take, *Power Source: Technology*)



Guardiatron



Attributes: Agility d6, Smarts d12, Spirit d12, Strength d6, Vigor d8

Skills: Fighting d6, Guts d6, Investigation d8, Knowledge (Medicine) d10, Knowledge (Science) d12, Repair d10, Shooting d8

Charisma: 0 **Pace:** 6 **Parry:** 5 **Toughness:** 6 (22) **Mental Resistance:** 8 **Spiritual Resolve:** 8 **Wealth:** 4

Hindrances: Loyal, Secret Identity, Vow (Protection of Innocents)

Edges: Arcane Background (Neo), Common Bond, Determination, Eidetic Memory, Inventor, Power Development, Power Focus

Powers:

Power Network 8 (*Guardiatron Armor, Persistent [PNO], Set-up [1 minute, PNO], Gadget [EPN], Difficult to Take [EPN], Power Source: Technology*)

Force Field 8 (Ranged, ES)

Healing 7 (Misc. Enhancement: Does Not Get Fatigued, Misc. Enhancement: Immortal, ES)

Hyper-Movement [Flight] 7 (ES)

Hyper-Senses 7 (Acute Direction, Darkvision 3, Full Vision, Telescopic Vision, Transmission Hearing, ES)

Immunity 7 (Life Support, ES)

Range Attack 7 (*Radiation Blast, 7d6, ES*)

Super-Toughness 7 (ES)

Transmission 8 (Exponential Increase 13, ES)



Liberty Lullaby



Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d8, Knowledge (Computers) d8, Knowledge (Languages: French, Italian, Spanish) d10, Knowledge (Medicine) d8, Knowledge (Science) d8, Knowledge (Technology) d8, Investigation d8, Notice d8, Streetwise d8,

Charisma: +4 **Pace:** 6 **Parry:** 6 **Toughness:** 6 **Mental Resistance:** 7 **Spiritual Resolve:** 6 **Wealth:** 4

Hindrances: Distinctive Appearance (Due to Sonic Mask), Fury, Guilt (Injuring Former Students), Loyal, Public Identity, Responsibility to Others (Minor, Marcus Davins)

Edges: Arcane Background (Neo), Attractive, Charismatic, Common Bond, Great Luck, Improved Dodge, Power Development, Power Improvisation, Superior Focus, Windfall

Powers (*Sonic and Kinetic Abilities, Power Source: Mutation*):

Confusion 8 (Auditory)

Daze 8 (Auditory)

Disintegration 8 (*Vibration Shatter, Limited: Objects Only*)

Environmental Manipulation 6 (Obscure [Auditory Only], Knockdown, Slow Movement)

Hyper-Movement [Leaping] 5

Melee Attack 4 (*Kinetic Punch, 5d6*)

Range Attack 8 (8d6)

Sensory Overload 8 (Hearing)

Sicken 8

Stun 6

Telekinesis 7 (*Kinetic Control*)



Nanshe



Attributes: Agility d8, Smarts d8, Spirit d12, Strength d6, Vigor d8

Skills: Fighting d6, Guts d12, Intimidation d12, Knowledge (Occult) d10, Shooting d10, Streetwise d8

Liberty Lullaby's Powers

Liberty Lullaby wears a mask that allows her to control her powers. Without the Mask, she suffers the following power modifiers: *Full Power, Fatiguing*.

The mask is not a device of itself for game mechanic purposes, but can be removed on a successful disarm at -4 or a called shot at -6.

Charisma: +2 **Pace:** 6 **Parry:** 5 **Toughness:** 6 (22) **Mental Resistance:** 22 **Spiritual Resolve:** 23

Wealth: 2

Hindrances: Bloodthirsty, Fury, Responsibility to Others (Minor, Nick Darrens), Skeleton in Closet (Alisa's Spirit is Dead)

Edges: Arcane Background (Neo), Attractive, Immortal, Luck, Power Development, Power Improvisation

Powers (*Power Source: Mystical*):

Eldritch Defense 8

Entangle 8 (*Nether Tendrils, Incremental, Large Burst*)

Environmental Manipulation 8 (Obscure: Darkness, Selective) linked to Drain 10 (Vigor, Area Effect, Death Touch, Selective)

Force Field 8 (*Nether Shield, Limited: Must Be Aware of Attack*)

Hyper-Movement [Dimensional Travel] 10 (Misc Enhancement: No Time Restriction)

Hyper-Movement [Flight] 7

Hyper-Movement [Teleportation] 14 (Improved Distance, Medium Burst, Selective)

Psychic Fortitude 8

Range Attack 7 (*Nether Blast, 7d6*)

Resolute 8 (Smarts)

Resolute 8 (Spirit)

SOLO CHAMPIONS



Anthony DiAngelo



Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d10

Skills: Driving d8, Fighting d10, Investigation d8, Knowledge (Computers) d8, Knowledge (Law) d8, Notice d8, Persuasion d10, Repair d6, Shooting d10, Stealth d8, Streetwise d10

Charisma: +2 **Pace:** 6 **Parry:** 7 **Toughness:** 7 **Mental Resistance:** 6 **Spiritual Resolve:** 7 **Wealth:** 4

Hindrances: Code of Honor, Trouble Magnet

Edges: Charismatic, Close Fighter, Combat Reflexes, First Strike, Iron Jaw, Improved Frenzy, Level Headed, Martial Artist, NCB Special Agent, No Mercy, Resilience, Riposte, Windfall

Powers:

None



Lady D'yre



Attributes: Agility d10, Smarts d6, Spirit d12, Strength d12+6, Vigor d12+6

Skills: Fighting d12, Guts d12, Intimidation d12, Riding d12+2, Stealth d12+2

Charisma: -4 **Pace:** 6 **Parry:** 14 **Toughness:** 31 (Heavy Armor) **Mental Resistance:** 25 **Spiritual Resolve:** 8 **Wealth:** 0

Hindrances: Clueless, Gruff, Impoverished, Servitor (Manitou), Stubborn, Ugly, Vulnerability (Minor, Mystical Attacks)

Edges: Arcane Background (Neo), Berserk, Combat Reflexes, First Strike, Improved Intimidating Presence, Improved Nerves of Steel, Incredible Resistance (Toughness, Mental Resistance), Last Ditch Recovery, No Vital Areas, Power Development

Powers:

Drain 10 (Vigor, Death Touch, Limited: Requires Grapple)

Environmental Manipulation 7 (Obscure: Fog)

Entangle 8

Hyper-Movement [Teleportation] 13 (Improved Distance)

Hyper-Parry 6

Hyper-Senses 1 (Danger Sense)

Immunity 12 (Called Shots, Disease, Drowning, Environmental Cold, Environmental Heat, Environmental Radiation, Fear, Hunger, Lack of Sleep,

Poison, Suffocation, Thirst)

Mind Probe 10

Psychic Fortitude 10

Regeneration 10 (Attribute Damage [1 hour], Immortal, Limb Regrowth [1 hour], Natural Healing [2 rounds], Reconstruction)

Resolute 10 (Smarts)

Super-Toughness 10 (Heavy Armor, Limited: Not versus Mystical Attacks)

Lady D'yre's Horse

Use the stats for a War Horse from the SWEX with the following powers:

Powers:

Hyper-Movement [Teleportation] 13 (Improved Distance)

Hyper-Senses 1 (Danger Sense)

Immunity 12 (Called Shots, Disease, Drowning, Environmental Cold, Environmental Heat, Environmental Radiation, Fear, Hunger, Lack of Sleep, Poison, Suffocation, Thirst)

Psychic Fortitude 10

Regeneration 10 (Attribute Damage [1 hour], Immortal, Limb Regrowth [1 hour], Natural Healing [2 rounds], Reconstruction)

Resolute 10 (Smarts)

Super-Toughness 10 (Heavy Armor, Limited: Not versus Mystical Attacks)

DAWN OF LEGENDS

VILLAIN TEAMS

Blaid International



Phelan Blaid



Attributes: Agility d10, Smarts d12, Spirit d10, Strength d10, Vigor d12

Skills: Climbing d8, Driving d10, Fighting d12+2, Healing d10, Intimidation d10, Investigation d8, Knowledge (Computers) d10, Knowledge (Languages: Arabic, Islamic, German, Russian) d10, Knowledge (Science) d8, Knowledge (Tactics) d12, Notice d8, Piloting d10, Repair d10, Shooting d12+2, Stealth d10, Streetwise d12, Survival d10, Swimming d6, Tracking d8, Throwing d12+2

Charisma: -2 **Pace:** 6 **Parry:** 13 **Toughness:** 8 (16) **Mental Resistance:** 8 **Spiritual Resolve:** 7 **Wealth:** 12

Hindrances: Enemy (Minor, Dragonfly), Mean, One-Eye, Wanted (Major)

Edges: Arcane Background (Neo), Connection (VanCorp), Expert (Fighting, Shooting, Throwing), Extensive Network, Extremely Wealthy, Financial Benefactor (Alexander Ramirez), Iron Jaw, Master (Fighting, Shooting, Throwing), Paragon (Hyper-Edge), Power Development, Quick Draw, Resilience, Rock And Roll, Steady Hands, Windfall

Powers:

Evasion 7 (*Power Source: Natural*)

Hyper Edge 12 (Combat Reflexes, Improved Close Fighting, Improved First Strike, Improved Riposte, Level Headed, Martial Artist, No Mercy, Really Dirty Fighter, *Power Source: Natural*)

Hyper-Parry 4 (*Power Source: Natural*)

Range Attack 6 (*Hi-Tech Pistol*, 6d6, Gadget, Easy to Take, *Power Source: Technology*)

Sensory Overload 8 (*Cybernetic Eye*, Visual) Linked to **Daze 8** (*Power Source: Technology*)

Power Network 2 (*Body Armor*, Persistent [PNO], Gadget [EPN], Difficult to Take [PNO], *Power Source: Technology*)

Hyper-Movement [Teleportation] 14 (Improved

Distance, Charges, Longer Activation, Large Burst, Selective, Limited: Must be Able to Voice Activate Teleportation Code, ES)

Super-Toughness 4 (ES)



Eviscera



Attributes: Agility d12+4, Smarts d4, Spirit d6, Strength d12+2, Vigor d12+2

Skills: Fighting d12+4, Intimidate d8, Stealth d12+2, Tracking d12

Charisma: -4 **Pace:** 12 **Parry:** 14 **Toughness:** 9 **Mental Resistance:** 2 **Spiritual Resolve:** 5 **Wealth:** 2

Hindrances: Amnesia, Bad Dreams, Bloodthirsty, Fury, Gruff, Mean, Vengeful (Major), Wanted (Major)

Edges: Arcane Background (Neo), Berserk, Focused Determination, Improved Close Fighter, Improved First Strike, Improved Riposte, Incredible Resistance, Instant Stand, Iron Jaw, Last Ditch Recovery, Resilience

Powers (*Power Source: Mutation*):

Clinging 4

Evasion 7

Hyper-Movement [Extraordinary Pace] 1

Hyper-Movement [Leaping] 2

Hyper-Parry 4

Hyper-Senses 6 (Darkvision 2, Hyper-Hearing 2, Hyper-Olfactory 2)

Melee Attack 5 (d12+2+5d6, AP 10, Heavy Weapon)

Regeneration 8 (Ability Damage [1 Hour], Natural Healing [2 rounds])

Super-Agility 6

Super-Skill 6 (Fighting, *Power Source: Natural*)

Super-Skill 4 (Stealth, *Power Source: Natural*)

Super-Strength 5

Super-Vigor 5



The Heavy



Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+4, Vigor d12

Skills: Driving d8, Fighting d10, Intimidation d8, Streetwise d8

Charisma: -4 **Pace:** 5 **Parry:** 7 **Toughness:** 22 (Heavy Armor) **Mental Resistance:** 5 **Spiritual Resolve:** 5 **Wealth:** 6

Hindrances: Gruff, Mean, Obese, Vengeful (Major), Wanted (Major)

Edges: Arcane Background (Neo), Block, Combat Reflexes, Incredible Resistance, Iron Jaw, Last Ditch Recovery, No Mercy, Power Development, Resilience, Wealthy

Powers (*Power Source: Mutation*):

Immoveable 6

Melee Attack 5 (d12+5d6, AP 20, Heavy Weapon)

Super-Strength 7

Super-Toughness 7 (Heavy Armor)

Super-Vigor 2



Kainus



Attributes: Agility d12, Smarts d8, Spirit d8, Strength d12+4, Vigor d12+2

Skills: Climbing d8, Fighting d12, Guts d8, Intimidation d8, Notice d8, Shooting d10, Stealth d10, Tracking d10

Charisma: -4 **Pace:** 24 **Parry:** 12 **Toughness:** 23 **Mental Resistance:** 6 **Spiritual Resolve:** 6 **Wealth:** 2

Hindrances: Bloodthirsty, Distinctive Appearance, Fury, Gruff, Mean, Stubborn, Vengeful (Major), Wanted (Major)

Edges: Arcane Background (Neo), Berserk, Close Fighting, First Strike, Martial Artist, Power Development, Riposte

Powers (*Power Source: Natural*):

Evasion 6

Hyper-Movement [Extraordinary Pace] 3

Hyper-Parry 4

Immunity 3 (Fire Sources)

Melee Attack 6 (*Bite*, d12+4+6d6, Grappling Attack)

Range Attack 5 (*Fire-Breath*, 5d6, Cone)

Super-Strength 6

Super-Toughness 4

Super-Vigor 3



Miss Jevious



Attributes: Agility d10, Smarts d10, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d8, Knowledge (Business) d10, Knowledge (Computers) d8, Notice d8, Persuasion d10, Repair d10, Shooting d8, Stealth d10, Streetwise d10, Throwing d10

Charisma: +4 **Pace:** 6 **Parry:** 6 **Toughness:** 12 **Mental Resistance:** 7 **Spiritual Resolve:** 6 **Wealth:** 12

Hindrances: Glass Jaw, Stubborn, Wanted (Major)

Edges: Arcane Background (Neo), Attractive, CEO, Charismatic, Extremely Wealthy, Power Development, Superior Power Focus

Powers:

Dumb Luck 8 (*Power Source: Mutation*)

Evasion 5 (*Power Source: Natural*)

Hex 8 (*Power Source: Mutation*)

Super-Toughness 3 (Armored Jumpsuit, Gadget, Difficult to Take, *Power Source: Technology*)

Universal Gadget 4 (Utility Belt, 40 Power Points, Gadget, Easy to Take, *Power Source: Technology*)



Mortificator



Attributes: Agility d6, Smarts d12, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d6, Intimidation d8, Knowledge (Computers) d10, Knowledge (Medicine) d12, Knowledge (Science) d12, Notice d8

Charisma: -4 **Pace:** 6 **Parry:** 5 **Toughness:** 13 **Mental Resistance:** 8 **Spiritual Resolve:** 6 **Wealth:** 6

Hindrances: Bloodthirsty, Distinctive Appearance, Hate (Major, Beautiful Things) Mean, Quirk (Loves to Scar his Enemies), Ugly, Wanted (Major)

Edges: Arcane Background (Neo), Power Development, Superior Power Focus, Wealthy

Powers (*Power Source: Mutation*):

Entangle 8 (*Mucus Membrane*, Extra Reach) linked to **Disintegration 8** (Extra Reach) linked to **Asphyxiate 8** (Extra Reach)

Hyper-Movement [Burrowing] 5

Immunity 3 (Drowning, Environmental Cold, Environmental Heat)

Super-Toughness 3

Typical Blaid International Mercenary

Blaid International employs hundreds of Mercenaries at key points around the globe. Additionally, Phelan Blaid and his Cutting Crew can have up to 24 Mercenaries on-hand at any given time. Funded by a series of third-world countries and factions within VanCorp, Blaid International's Mercenaries utilize the best in equipment and training.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d10

Skills: Climbing d8, Driving d8, Fighting d10, Healing d8, Piloting d8, Stealth d10, Streetwise d8, Shooting d8, Survival d8, Tracking d8, Throwing d10

Charisma: -2 **Pace:** 6 **Parry:** 7 **Toughness:** 7 (11/15) **Mental Resistance:** 6 **Spiritual Resolve:** 6 **Wealth:** 6

Hindrances: Bloodthirsty, Gruff

Edges: Arcane Background (Neo), Marksman, Rock And Roll, Steady Hands, Wealthy

Powers (*Power Source: Natural*):

Evasion 5

Hyper-Edge 8 (Close Fighting, Combat Reflexes, Dirty Fighter, First Strike, Iron Jaw, Martial Artist, Nerves of Steel, Riposte)

Equipment (See: Dawn of Legends- Gear in the Neo World)

Military Tactical Armor

Military Tactical Helmet

Enforcer Rifle (Range: 24/48/96, 2d8, AP2)

Enforcer .50 Side-Arm (Range: 15/30/60, 2d8+1, AP4, Semi-Auto)

Glop Grenade

Knife (d8+d4)

The Osirian Agenda



Kid Otaku



Attributes: Agility d6, Smarts d12+4, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Investigation d12, Knowledge (Computers) d12+4, Knowledge: Cybernetics) d12+4, Knowledge (Robotics) d12+4, Knowledge (Science): d12+4, Knowledge (Tactics) d12, Notice d6, Repair: d12+2, Shooting d6, Taunt d10

Charisma: 0 **Pace:** 6 **Parry:** 5 **Toughness:** 5 (13) **Mental Resistance:** 10 **Spiritual Resolve:** 10 **Wealth:** 10

Hindrances: Arrogant, Curious, Hatred (Minor, Captain Megastar), Responsibility to Others (Younger Siblings) Stubborn, Wanted (Major)

Edges: Arcane Background (Neo), Connections (Iron Reich), Eidetic Memory, Extremely Wealthy, Financial Benefactor (Iron Reich), Improved Verbal Barrage, Inventor, Level Headed, Power Development

Powers:

Super-Skill 6 (Knowledge: Computers, *Power Source: Natural*)

Super-Skill 6 (Knowledge: Cybernetics, *Power Source: Natural*)

Super-Skill 6 (Knowledge: Robotics, *Power Source: Natural*)

Super-Skill 6 (Knowledge: Science, *Power Source: Natural*)

Super-Skill 4 (Repair, *Power Source: Natural*)

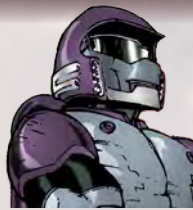
Super Smarts 5 (*Power Source: Natural*)

Super-Toughness 4 (*Body Suit, Power Source: Technology*)

Universal Gadget 6 (60 Power Points, *Power Source: Technology*)



Velociraider (aka: Destructech)



Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d8, Fighting d10, Knowledge (Tactics) d6, Notice d8, Shooting d10, Streetwise d10, Survival d6, Tracking d8

Charisma: 0 **Pace:** 6 **Parry:** 11 **Toughness:** 6 (22) **Mental Resistance:** 5 **Spiritual Resolve:** 6 **Wealth:** 6

Hindrances: Bad Luck, Guilt, Responsibility to Others (Children), Wanted (Major)

Edges: Arcane Background (Neo), Combat Reflexes, Common Bond, Extensive Network, Power Development, Wealthy

Powers:

Power Network 10 (*Velociraider Armor*, Persistent [PNO], Set-up [1 minute, PNO], Gadget [EPN], Difficult to Take [EPN], *Power Source: Technology*)

Evasion 5 (ES)

Hyper-Edges 3 (Improved Level Headed, Instant Stand, ES)

Hyper-Movement [Super-Speed] 8 (ES)

Hyper-Parry 4 (ES)

Immunity 7 (Life-Support, ES)

Melee Attack 6 (*Super-Speed Punch*, d8+6d6, ES)

Melee Attack 4 (*Speed Area Punch*, d8+4d6, Area Effect, ES)

Range Attack 6 (*Sonic Beam*, 6d6, Heavy Weapon, AP 10, ES)

Super-Toughness 8 (Armored, ES)

Transmission 8 (Exponential Increase 13, ES)



Galaxian Prime



Attributes: Agility d12+4, Smarts d8, Spirit d10, Strength d12+8, Vigor d12+6

Skills: Fighting d12, Guts d12, Intimidation d10, Notice d8, Shooting d12, Stealth d8, Throwing d10

Charisma: -4 **Pace:** 6 **Parry:** 12 **Toughness:** 43 (Heavy Armor) **Mental Resistance:** 10 **Spiritual**

Resolve: 11 **Wealth:** 0

Hindrances: All Thumbs, Amnesia, Bloodthirsty, Distinct Appearance, Fury, Gruff, Impoverished, Mean, Overconfident, Vengeful (Major), Wanted (Major)

Edges: Arcane Background (Neo), Focused Determination, Harder to Kill, Immortal (No Aging), Inhuman Anatomy, Impervious (Super-Toughness), Last Ditch Recovery, No Vital Areas, Power Development, Quick, Heavy-Hitter (Energy Blast)

Powers (*Power Source: Natural*):

Hyper-Edge 8 (Improved Fortified Soul, Improved Nerves of Steel, Improved Resist Domination, Iron Jaw, Resilience)

Immunity 10 (Hunger, Lack of Sleep, Life Support, Thirst)

Super-Agility 6

Super-Strength 10

Super-Toughness 8 (Heavy Armor)

Super-Vigor 8

Power Network 9 (*Cosmic Energy Control*, *Power Source: Natural*)

Hyper-Movement [Faster-Than-Light-Travel] 1 (ES)

Hyper-Movement [Flight] 10 (ES)

Hyper-Movement [Super-Speed] 6 (Useable on Others, Extended Reach 2, ES)

Hyper-Parry 4 (ES)

Hyper-Sense 1 (Transmission Hearing, ES)

Melee Attack 8 (*Cosmic Energy Punch*, d12+8+8d6, AP 20, Heavy Weapon, ES)

Range Attack 6 (*Cosmic Blast*, 6d8, AP 20, Heavy Weapon, ES)

Regeneration 8 (Regrowth, ES)

Sensory Overload 9 (Visual, ES)



Protectora



Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d4, Investigation d6, Shooting d8, Stealth d8

Charisma: 0 **Pace:** 6 **Parry:** 2 **Toughness:** 5 (13/31) **Mental Resistance:** 6 **Spiritual Resolve:** 6 **Wealth:** 2

Hindrances: Cautious, Clueless, Responsibility to Others (Bethany), Skeleton in Closet (Secretly Betraying Osiris), Wanted (Minor)

Edges: Arcane Background (Neo), Common Bond, Determination, Power Development, Superior Power Focus

Powers:

Power Network 3 (*Body Suit*, Persistent [PNO], Gadget [EPN], Difficult to Take [EPN], *Power Source: Technology*)

Force Field 8 (Range, Large Burst, ES)

Range Attack 5 (*Force Beam*, 5d6, Improved Knock back)

Super-Toughness 4

Sweep, Power Source: Natural)

Hyper-Movement [Extraordinary Pace] 1 (*Power Source: Natural*)

Hyper-Movement [Teleport] 8 (*Power Source: Mystical*)

Hyper-Parry 5 (*Power Source: Natural*)

Hyper-Senses 3 (Darkvision 2, Magic Awareness, *Power Source: Natural*)

Language Comprehension 6 (*Power Source: Natural*)

Melee Attack 7 (d12+6+7d6, AP 20, Heavy Weapon, *Power Source: Natural*)

Psychic Fortitude 6 (*Power Source: Natural*)

Resolute 6 (Smarts, *Power Source: Natural*)

Resolute 6 (Spirit, *Power Source: Natural*)

Super-Skill 6 (Knowledge: Occult, *Power Source: Natural*)

Super-Smarts 4 (*Power Source: Natural*)

Super-Spirit 6 (*Power Source: Natural*)

Super-Strength 6 (*Power Source: Natural*)

Super-Toughness 8 (*Power Source: Natural*)

Super-Vigor 6 (*Power Source: Natural*)

SOLO ROGUES



Abyssian



Attributes: Agility d12, Smarts d12+4, Spirit d12+6, Strength d12+6, Vigor d12+6

Skills: Fighting d12, Guts d12+4, Intimidation d12, Knowledge (Occult) d12+4, Notice d8, Stealth d12, Shooting d12, Taunt d12

Charisma: -6 **Pace:** 12 **Parry:** 13 **Toughness:** 27 **Mental Resistance:** 22 **Spiritual Resolve:** 23 **Wealth:** 0

Hindrances: All Thumbs, Arrogant, Bloodthirsty, Clueless, Fury, Gruff, Mean, Overconfident, Ugly, Vengeful (Minor)

Edges: Arcane Background (Neo), Immortal, Improved Intimidating Presence, Iron Jaw, Last Ditch Recovery, Power Development, Resilience

Powers:

Eldritch Defense 6 (*Power Source: Natural*)

Evasion 6 (*Power Source: Natural*)

Hyper-Edges 4 (Close Fighter, First Strike, Frenzy,



Flechette



Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Shooting d8, Streetwise d6

Charisma: 0 **Pace:** 12 **Parry:** 6 **Toughness:** 6 **Mental Resistance:** 5 **Spiritual Resolve:** 5 **Wealth:** 2

Hindrances: Bad Luck, Clueless, Habit (Heroine Addict), Wanted (Minor)

Edges: Arcane Background (Neo), Combat reflexes, Dodge, Power Development

Powers (*Power Source: Mutation*):

Evasion 3

Hyper-Movement [Extraordinary Pace] 1

Melee Attack 3 (4d6, Cone) linked to **Confuse 6** (Incremental, Cone) linked to **Paralyze 6** (Incremental, Cone)

Range Attack 4 (4d6, Cone) linked to **Confuse 6** (Incremental, Cone) linked to **Paralyze 6** (Incremental,

Cone)



Ian MacKenzie



Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Knowledge (Acting) d6, Persuasion d6

Charisma: +2 **Pace:** 6 **Parry:** 5 **Toughness:** 6
Mental Resistance: 5 **Spiritual Resolve:** 5 **Wealth:** 10

Hindrances: Bad Luck, Bad Dreams, Servitor (Rune Blade of Nebecar)

Edges: Charismatic, Extremely Wealthy

Powers:

None

Rune Blade of Nebecar

Ian MacKenzie has been granted the Rune Blade of Nebecar by Lucius Belcar.

Power Network 7 (*Rune Blade of Nebecar*, Artifact [EPN], Easy to Take [EPN], *Power Source: Mystical*)

Emotional Manipulation 8 (Limited: Wielder Only, Limited: Hostile Only, ES)

Daze 10 (Limited: Wielder Only, ES)

Environmental Manipulation 8 (*Fog*, Obscure, ES)

Hyper-Edge 4 (First Strike, Fleet-Footed, Frenzy, Nerves of Steel)

Melee Attack 10 (10D6, ES, ES)

Mind Control 10 (Limited: Wielder Only, ES)

Transform 10 (Mental Augmentation, Limited: Wielder Only, Limited: Memory of Murders Only, ES)



Lord Wyverncrest



Attributes: Agility d8, Smarts d12+4, Spirit d12+6, Strength d8, Vigor d8

Skills: Fighting d8, Investigation d10, Intimidation d10, Knowledge (Bureaucracy) d12, Notice d12, Persuasion

d12+2, Shooting d8, Streetwise d12

Charisma: +6 **Pace:** 6 **Parry:** 6 **Toughness:** 6
Mental Resistance: 30 **Spiritual Resolve:** 11
Wealth: 15

Hindrances: Arrogant, Skeleton in Closet (Reincarnation), Stubborn, Vow (To Rule the World in a Self-Imposed Golden Age)

Edges: Arcane Background (Neo), Charismatic, Expert (Smarts, Spirit, Persuasion), Extensive Network, Extremely Wealthy, Immortal, Incredible Resistance (Mental Resistance), Last Ditch Recovery, Paragon (Mind Control, Mind Probe, Mind Switch), Power Development, Very Attractive, Windfall

Powers:

Emotional Manipulation 10 (Area Effect, *Power Source: Mutation*)

ESP 6 (*Power Source: Mutation*)

Mind Control 12 (*Power Source: Mutation*)

Mind Probe 12 (*Power Source: Mutation*)

Mind Switch 12 (Permanent, Limited: Descendants Only, *Power Source: Mutation*)

Psychic Fortitude 10 (*Power Source: Mutation*)

Range Attack 8 (*Mental Blast*, 8d6, Area Effect)

Resolute 10 (Smarts, *Power Source: Mutation*)

Super-Smarts 2 (*Power Source: Natural*)

Super-Spirit 4 (*Power Source: Natural*)

Telepathy 8 (Exponential Value 7, *Power Source: Mutation*)

Dragonwings (Elite Guardsmen of Pax Wyvernia)

Lord Wyverncrest has 100 Dragonwings in service within the borders of Pax Wyvernia, each one mentally condition to be undyingly loyal to their monarch. In times of invasion, the Dragonwings can space about the border and create a layered force field barrier capable of withstanding most military assaults.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Knowledge (Tactics) d8, Notice d6, Shooting d8

Charisma: 0 **Pace:** 6 **Parry:** 6 **Toughness:** 6
(18/30) **Mental Resistance:** 6 **Spiritual Resolve:** 5
Wealth: Wealthy

Hindrances: Servitor (Lord Wyverncrest), Vow (Major, Defense of Pax Wyvernia)

Edges: Arcane Background (Neo), Power Development, Superior Power Focus, Wealthy

Powers:

Power Network 6 (*Dragonwing Armor*, Persistent [PNO], Set-up [3 minutes, PNO], Gadget [EPN], Difficult to Take [EPN], *Power Source: Technology*)

Force Field 6 (Range, Area Effect, ES)

Hyper-Sense 6 (Acute Direction, Danger Sense, Darkvision 2, Full Vision, Telescopic Vision, ES)

Immunity 7 (Life Support, ES)

Range Attack 6 (6d6, AP 10, Heavy Weapon, ES)

Super-Toughness 6 (ES)

Transmission 8 (Exponential Value 7, ES)



Lucius Belcar



Attributes: Agility d10, Smarts d10, Spirit d12, Strength d8, Vigor d12

Skills: Fighting d6, Guts d12, Knowledge (Occult) d12+2, Notice d8, Persuasion d12, Repair d12+2

Charisma: +6 **Pace:** 6 **Parry:** 10 **Toughness:** 5
Mental Resistance: 23 **Spiritual Resolve:** 24
Wealth: 12

Hindrances: Servitor (Nebecar), Vow (Major, Serve Nebecar)

Edges: Arcane Background (Neo), Charismatic, Expert (Knowledge: Occult, Repair), Extensive Network, Extremely Wealthy, Immortal, Inventor, Power Development, Superior Power Focus, Very Attractive

Powers (*Power Source: Mystical*):

Chameleon 8

Daze 8

Drain 8 (Trait Drain)

Eldritch Defense 8

Evasion 5

Hyper-Movement [Dimensional Travel] 10 (Limited: To and From Hell Only)

Hyper-Parry 5

Paralyze 8 (Permanent)

Psychic Fortitude 8

Resolute 6 (Smarts)

Resolute 6 (Spirit)



Nathan Peterson



Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Notice d6, Streetwise d6

Charisma: 0 **Pace:** 6 **Parry:** 3 **Toughness:** 5 **Mental Resistance:** 5
Spiritual Resolve: 5 **Wealth:** 2

Hindrances: Bad Dreams, Delusional, Vow (Vengeance against the Catholic Church)

Edges: Arcane Background (Neo), Power Development, Power Focus

Powers (*Power Source: Mutation*):

Mind Switch 8 (Limited: Must See Target)

Postcognition 18 (Exponential Value 7, Unstable, Wild Power)



Nebecar



Attributes: Agility d12+2, Smarts d12, Spirit d12+6, Strength d12+6, Vigor d12+6

Skills: Fighting d12, Intimidation D12+2, Knowledge (Occult) d12+4, Notice d10, Persuasion d12, Repair d12+2, Shooting d12, Taunt d12

Charisma: +6 **Pace:** 6 **Parry:** 7 **Toughness:** 51
(Heavy Armor) **Mental Resistance:** 51 **Spiritual Resolve:** 51 **Wealth:** 15

Hindrances: Arrogant, Stubborn, Vulnerability (Major, X'Zalia's Powers)

Edges: Arcane Background (Neo), Charismatic, Expert (Agility, Spirit, Strength, Vigor, Knowledge: Occult, Repair), Extremely Wealthy, Focused Determination, Impervious (Eldritch Defense, Psychic Fortitude, Super-Toughness), Incredible Resistance (Toughness, Mental Resistance, Spiritual Resolve), Iron Jaw, Inventor, Last Ditch Recovery, Paragon (Metamagic), Power development, Resilience, Very Attractive, Windfall

Powers:

Chameleon 10 (*Power Source: Mystical*)

Drain 10 (Source Drain: Mystical, *Power Source: Mystical*)

Eldritch Defense 10 (*Power Source: Natural*)

Metamagic 12 (120 Power Points, *Power Source: Mystical*)

Psychic Fortitude 10 (*Power Source: Natural*)

Resolute 10 (Smarts, *Power Source: Natural*)

Resolute 10 (Spirit, *Power Source: Natural*)

Super-Skill 2 (Knowledge: Occult, *Power Source: Natural*)

Super-Spirit 4 (*Power Source: Natural*)

Super-Strength 4 (*Power Source: Natural*)

Super-Toughness 10 (Heavy Armor, Limited: Ineffective Against X'Zalia, *Power Source: Mystical*)

Super-Vigor 4 (*Power Source: Natural*)



Stargoyles



Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12+6, Vigor d12+6

Skills: Fighting d10, Notice d10, Shooting d10

Charisma: -2 **Pace:** 6 **Parry:** 11 (7) **Toughness:** 43 (25) **Mental Resistance:** 21 (13) **Spiritual Resolve:** 5 **Wealth:** 0

Hindrances: Bad Dreams, Clueless, Distinctive Appearance, Fury, Gruff, Power Loss (Major, *Planetary Atmosphere*, Rare, Multiple Powers [Power Network Powers], Touch, -4 Die Steps, All at Once), Psychologically Unstable (Minor, Depression)

Edges: Arcane Background (Neo) Heavy-Hitter (Range Attack), Impervious (Super-Toughness) Iron Jaw, Power Development, Resilience

Powers (*Power Source: Natural*, Cannot be Negated):

Extra Limb 1 (Prehensile Tail)

Super-Strength 8

Super-Vigor 8

Power Network 9 (*Cosmic Energy Control*, *Power Source: Mutation*)

Enhance Trait 8 (Malleable Enhancing, ES)

Hyper-Movement [Faster-Than-Light-Travel] 1 (ES)

Hyper-Movement [Flight] 10 (ES)

Hyper-Parry 4 (ES)

Hyper-Sense 4 (Darkvision 3, Telescopic Vision, ES)

Immunity 12 (Called Shots, Disease, Drowning, Environmental Cold, Environmental Heat, Environmental Radiation, Fear, Hunger, Lack of Sleep, Poison, Suffocation, Thirst)

Melee Attack 5 (*Cosmic Energy Punch*, d12+6+5d6, AP 20, Heavy Weapon, ES)

Psychic Fortitude 8 (ES)

Range Attack 6 (*Cosmic Blast*, 6d8, AP 20, Heavy Weapon, ES)

Regeneration 10 (Attribute Damage, Limb Regrowth, Natural Healing [1 hour], Limited: Only While in Space)

Super-Toughness 8 (Heavy Armor, ES)



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Attributes: Agility d10, Smarts d10, Spirit d8, Strength d12+4, Vigor d12+3

Skills: Fighting d12, Knowledge (Computers) d12, Shooting 12, Stealth d10, Streetwise d12, Tracking d8

Charisma: 0 **Pace:** 10 **Parry:** 7 **Toughness:** 21 **Mental Resistance:** N/A **Spiritual Resolve:** 6 **Wealth:** 0

Hindrances: Clueless, Psychologically Unstable (Emotionless), Wanted (Major, United States Government)

Edges: Arcane Background (Neo), Fleet-Footed, Immortal, Quick, Power Development

Powers (*Power Source: Technology*):

Camouflage 8

Chameleon 8

Interface 5

Mimicry 10 (100 Power Points)

Regeneration 8 (Natural Healing [1 hour])

Super-Strength 4

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

Immunity 11 (Drowning, Environmental Radiation, Hunger, Lack of Sleep, Source: Mental Powers, Thirst, ES)

Super-Toughness 6 (ES)

Super-Vigor 3 (ES)

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