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AUTUMN ARBOR



CAMPAIGN SETTING

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AUTUMN ARBOR CAMPAIGN SETTING

TABLE OF CONTENTS

FOREWORD	viii
-----------------------	-------------

INTRODUCTION	9
---------------------------	----------

USING AUTUMN ARBOR	9
---------------------------------	----------

Creating An Autumn Arbor Campaign.....	9
---	----------

Your Heroes...The Legends Of Autumn Arbor.....	9
--	---

The Heroes Have Always Been There	9
---	---

The Heroes Make Their Debut	10
-----------------------------------	----

Hero Exchange	10
---------------------	----

Eras And Styles Of Autumn Arbor Campaigns ...	10
--	-----------

The Golden Age	
----------------	--

(1930-1959)	10
-------------------	----

The Silver Age	
----------------	--

(1960-1979).....	10
------------------	----

The Heroes Return	
-------------------	--

(1980-1992)	11
-------------------	----

The End Of The Millennium	
---------------------------	--

(1993-1999)	11
-------------------	----

Dawning Of The Twenty-First Century	
-------------------------------------	--

(2000-Present).....	11
---------------------	----

Chapter 1:

The History of Autumn Arbor	12
--	-----------

In The Beginning... ..	12
-------------------------------	-----------

The Founding Of Autumn Arbor	
-------------------------------------	--

(1632-1729).....	13
-------------------------	-----------

Autumn Arbor Continues To Grow	
---------------------------------------	--

(1730-1899).....	14
-------------------------	-----------

A New Century Dawns	
----------------------------	--

(1900-1929).....	15
-------------------------	-----------

The Golden Age	
-----------------------	--

(1930-1959).....	15
-------------------------	-----------

The Silver Age	
-----------------------	--

(1960-1979).....	17
-------------------------	-----------

The Heroes Return	
--------------------------	--

(1980-1992).....	18
-------------------------	-----------

The End Of The Millennium	
----------------------------------	--

(1993-1999).....	19
-------------------------	-----------

Dawning Of The Twenty-First Century	
--	--

(2000-Present).....	20
----------------------------	-----------

Map of Autumn Arbor.	22
----------------------------------	-----------

Chapter 2:

A Guide To Autumn Arbor	27
--------------------------------------	-----------

Getting Around Autumn Arbor	27
--	-----------

Mass Transit System	27
---------------------------	----

Subway/Sewer Tunnels	27
----------------------------	----

Railroads.....	27
----------------	----

Ferry System.....	27
-------------------	----

Taxis	27
-------------	----

Bridges and Highways	27
----------------------------	----

Vital Statistics — Autumn Arbor.....	27
--------------------------------------	----

A Glance at Autumn Arbor's

Local Chains	29
---------------------------	-----------

Aahnix Electronics	29
--------------------------	----

A-Plus Stop	29
-------------------	----

Crystals	29
----------------	----

Food Garden.....	29
------------------	----

Jamison Department store	29
--------------------------------	----

Pop Records	29
-------------------	----

The Toy Chest	29
---------------------	----

Underground Reptilian	
-----------------------	--

Records and Comics	29
--------------------------	----

Bars, Clubs and Restaurants	29
--	-----------

The Basement	29
--------------------	----

Divine Drive-In	29
-----------------------	----

Kountry Citchen	29
-----------------------	----

The Hole	29
----------------	----

Sports	29
---------------------	-----------

Arbor Aces.	29
------------------	----

Arbor Arrows	29
--------------------	----

Arbor Razors.....	29
-------------------	----

Downtown	30
-----------------------	-----------

Arbor Grand Hotel	30
-------------------------	----

Arbor Historical Museum	31
-------------------------------	----

Arbor Square	31
--------------------	----

Arbor Tribune	31
---------------------	----

Barludi International	31
-----------------------------	----

Federal Building.....	31
-----------------------	----

First Arbor Arena	31
-------------------------	----

NCB Offices (Federal Building)	31
--------------------------------------	----

Sentinels of Society Building.....	32
------------------------------------	----

Global Media Corp	32
-------------------------	----

Golden Age Café.....	32
----------------------	----

Memorial Hospital	32
-------------------------	----

Sentinels of Society Building.....	32
------------------------------------	----

St. Dominic Church	32
--------------------------	----

Stelleron Park.....	32
---------------------	----

VanCorp	33
---------------	----

VanCorp Neo Training Complex.....	34
-----------------------------------	----

Cedar Valley	34	The Daring Building	42
Wyverncrest Embassy	34	Greater Arbor Medical Center	42
Arbor Globe	34	Hyde Park	42
Arbor National Aquarium	35	Quantum Mechanics	43
Autumn Arbor School for the Arts	35	Surrounding Locations	43
Douglas Myers University	35	Centennial Island Theme Park	43
Genetic Overwrite Development	35	MacKenzie Air Force Base	43
Germaine Investigations, Inc.	35	Solitaire Island Federal Prison	43
The Metropolitan Opera House	36	Chapter 3: City Government and	
Oak Hills General Hospital	36	Law Enforcement	45
Ramsden Museum of the Arts	36	Mayor's Office	45
Ramirez Enterprises	36	Mayor Edward Foley	45
Sentinels Mall	36	City Council	45
Sidekicks	36	Benjamin Sraylin	
St. Ann Church	37	(Cedar Valley)	46
Terenza Enterprises	37	Bernard Goldstein	
Beauman Straights	37	(Beauman Straights)	46
Liberty Heights	37	Jeremy Hadelburg	
The Barludi Foundation for		(Downtown)	46
Abused Women and Children	37	Blane Barludi	
Drake Motel	37	(Ballensville)	46
Iron Horse Tavern	37	William Cutler	
Liberty Park	37	(Liberty Heights)	46
Silver Eagle Public High School	38	Joshua Baglan	
St. Patrick Church	38	(Cathedral Heights)	46
Ballensville	38	Chyral Owatta	
Master Xin's		(Ravenswood)	46
Self-Defense and Discipline	38	Judy Carlow	
The Raven	38	(Canterbury)	46
Cathedral Heights	38	Roger Dentrel	
Archdiocese	38	(Mayfield Square)	46
Cathedral Mall	38	Issac Portson	
Cloister Medical Center	38	(Hydesville)	46
DiAngelo Residence	39	City Commissions	47
Mount Legend	39	Employment	47
St. Agnes Cemetery	39	Robert Finnegan,	
St. Mary's Park	39	Employment Commissioner	47
St. Michael Cathedral	39	John "The Bat" Battingham,	
Ravenswood	39	Head of the Humanity Labor Union	47
Beltane Park	39	Finance	47
Native American Burial Grounds	40	William Waverly,	
Running Bull Tavern	40	Finance Commissioner	47
Canterbury	40	Health	47
Lords of Canterbury	40	Margaret Helmsley,	
Lucius Belcar's Estate	40	Health Commissioner	47
Ramirez Estates	40	Housing	48
Mayfield Square	40	Jason Dempsey,	
Bell, Book, and Candle	40	Housing Commissioner	48
Colonial Park	41	City Departments	48
Legends	41	Police Department	48
Para-N-Normal Bookstore	41	Scientific Investigations Division	49
St. Benedict Parish	41	Police Commissioner	
Hydesville	41	Michael Franco	49
Arbor National Zoo	41	Jeremy Anson,	
Autumn University	41	Corrupt Police Officer	49
Daring Building	42		

Fire Department	50
Gary Forester, Fire Chief	50
Chief Medical Examiner's Office	50
Mundo Kay, Chief Medical Examiner	50
Public Works	51
Kyle Lewis, Public Works Director	51
Law Enforcement Agencies	51
Office of the District Attorney	51
Joseph Vandome, District Attorney	52
Defenders Office	52
Neo Crime Bureau	52
Containment Operations Personnel	52
Douglas Harris, Autumn Arbor Field Office Director	53
Sentinels of Society	53
The Daring Dynasty	53
Neo Urban Renewal League	53
Neo Laws	53
Academy Of Extraordinary Studies (A.O.E.S.)	54
Chapter 4:	
Autumn Arbor Underworld	55
General Crime in Autumn Arbor	55
Organized Crime in Autumn Arbor	55
Jonathan Barludi	55
Bone-Spur	56
James Terenza	57
Bernard Garibaldi, IV	57
Street Gangs in Autumn Arbor	58
The Vignette Gang	58
Doodle	58
Anna Mae	59
Toon	59
Smudge	59
Sketch	60
Etch	60
Mimes with Attitude (M.W.A.)	60
Slap Stick	61
Funny Bone	61
April Fool	62
Mad Capper	62
The Masqueraders	62
The Riggers	63
The Awakened	63
Brother Exodus	63
Liberty Legion	64

Neo One	64
Street Drugs	65
JUIZ	65
DEVOLVENOL	65
VISCOSIDRINE	65
PSIONTISONE	65
AMAZADRIN	65

Chapter 5:	
Magic and the Supernatural	67
Mysticism in Autumn Arbor	67
Mystic Organizations and Cults	67
Hand of Madness	67
Melchior the Magi	68
Soldier Demon	68
Infiltrator Demon	69
Overseer Demon	69
Order of Merlyn	69
Archmage Merlyn	69
Order of the Whispering Wind	70
Master Xiang	70
The Night-Risers	71
Maximillian Van Volkoff	71
Mystical Artifacts and Relics	72
RING OF ASMODAI	72
CLOAK OF THE FAE	72
HEART OF NEBECAR	72
EYE OF MERLYN	73
VOICE OF THE SIREN	73
RUNE BLADE OF NEBECAR	73
BLOOD OF ANGRA MAINYU	73
MERCY OF AHURA MAZDA	74

Chapter 6:	
Other Locations	75
Overview	75
Mars Outpost	75
Menzati Technomancers	75
The Hybreed Society	75
Lady Lynxanna	76
Tiger-Eye	77
Cat's Paw	77
Cybertooth	77
Geodonia	78
Geo'kin	78
Pax Wyvernian	79
The Dragon Wing	79
Champion Teams	80
Daring Dynasty	80

Chapter 7	80
Champions and Rogues	80
Major Daring	81
Biography	81
Personality Profile	83
Costume and Appearance	83
Known Tactics	83
Daring Man	83
Biography	83
Personality Profile	85
Costume and Appearance	85
Known Tactics	85
Diane Daring	85
Biography	85
Doc Daring	87
Biography	87
Kid Daring	88
Biography	88
Personality Profile	89
Costume and Appearance	89
Rolling Thunder	89
Biography	89
Personality Profile	90
Costume and Appearance	91
Known Tactics	91
Silver Sai	91
Biography	91
Known Tactics	92
Germaine Investigations, Inc.	92
Stefan Saint Germaine	92
Biography	92
Personality Profile	95
Costume and Appearance	95
Abraham Helsing	95
Biography	95
Abyssian Jr.	97
Biography	97
Personality Profile	98
Costume and Appearance	98
Known Tactics	98
Memorá	98
Biography	98
Personality Profile	100
Costume and Appearance	100
Known Tactics	100
X'Zalia	100
Biography	100
Personality Profile	101
Costume and Appearance	101
Sentinels of Society	102
Citizen Stranger	103
Biography	103
Personality Profile	103

Costume and Appearance	103
Known Tactics	104
Dragonfly	104
Biography	104
Personality Profile	105
Costume and Appearance	106
Known Tactics	106
Everest	106
Biography	106
Costume and Appearance	108
Personality Profile	108
Known Tactics	108
Mach-1	109
Biography	109
Personality Profile	109
Costume and Appearance	109
Known Tactics	110
Mega-Gnat	110
Biography	110
Personality Profile	110
Costume and Appearance	111
Known Tactics	111
Mech-Daddy	111
Biography	111
Personality Profile	113
Costume and Appearance	113
Known Tactics	113
Neutrino Jade	113
Biography	113
Personality Profile	114
Costume and Appearance	114
Known Tactics	114
Shadow Fox II	115
Biography	115
Silverbelle	116
Biography	116
Costume and Appearance	118
Sure-Shot	118
Biography	118
Personality Profile	119
Costume and Appearance	119
Known Tactics	119
Solo Champions	119
Gillian	119
Personality Profile	121
Costume and Appearance	121
Known Tactics	122
Icarus	122
Biography	122
Lady D'yre	123
Biography	123
Personality Profile	126
Costume and Appearance	126
Known Tactics	126

Robert MacIntyre	126
Background	126
Personality Profile	128
Costume and Appearance	128
Known Tactics	128
Stellaron	128
Biography	128
Personality Profile	130
Costume and Appearance	130
Known Tactics	130
Vanguardian	130
Biography	130
Personality Profile	132
Costume and Appearance	132
Known Tactics	132
Rogue Teams	133
Blaid International	133
Phelan Blaid	134
Biography	134
Personality Profile	135
Costume and Appearance	135
Known Tactics	135
Eviscera	135
Biography	135
Personality Profile	136
Known Tactics	136
The Heavy	136
Biography	136
Personality Profile	137
Costume and Appearance	137
Known Tactics	137
Kainus	137
Biography	137
Personality Profile	138
Costume and Appearance	138
Known Tactics	138
Miss Jevious	138
Biography	138
Personality Profile	139
Costume and Appearance	139
Known Tactics	139
Mortificator	139
Biography	139
Personality Profile	139
Costume and Appearance	140
Known Tactics	140
Gun-Runners	140
Fire-Arm	141
Biography	141
Personality Profile	141
Costume and Appearance	141
Known Tactics	142

Full Metal Jacket	142
Biography	142
Personality Profile	143
Costume and Appearance	143
Known Tactics	143
Maiden America	143
Biography	143
Personality Profile	144
Costume and Appearance	144
Known Tactics	144
Silo	144
Biography	144
Personality Profile	145
Costume and Appearance	145
Known Tactics	146
Solo Rogues	146
Abyssian	146
Biography	146
Personality Profile	147
Costume and Appearance	147
Known Tactics	147
Arkainon	148
Biography	148
Personality Profile	149
Costume and Appearance	149
Known Tactics	149
Incindari	149
Biography	149
Personality Profile	150
Costume and Appearance	150
Known Tactics	150
Jessica Baker	150
Biography	150
Personality Profile	152
Costume and Appearance	152
Known Tactics	152
Carionette	152
Biography	152
Personality Profile	153
Costume and Appearance	154
Known Tactics	154
Flechette	154
Biography	154
Personality Profile	155
Costume and Appearance	155
Known Tactics	155
Iron Reich	156
Biography	156
Personality Profile	157
Costume and Appearance	157
Known Tactics	157
Lord Wyverncrest	158
Biography	158
Personality Profile	159
Costume and Appearance	159

Known Tactics	159
Lucius Belcar	160
Biography	160
Personality Profile	161
Costume and Appearance	161
Known Tactics	161
Ian MacKenzie	161
Biography	161
Personality Profile	163
Costume and Appearance	163
Known Tactics	163
Nebecar	163
Biography	163
Personality Profile	164
Costume and Appearance	164
Known Tactics	164
Nathan Peterson	165
Biography	165
Personality Profile	167
Costume and Appearance	167
Known Tactics	167
Ramirez	168
Biography	168
Personality Profile	169
Costume and Appearance	169
Known Tactics	169
Spring-Heeled Jack	169
Biography	169
Personality Profile	171
Costume and Appearance	171
Known Tactics	171
Stargoyle	172
Biography	172
Personality Profile	173
Costume and Appearance	173
Known Tactics	173
The Anarchitect	173
Biography	173
Personality Profile	175
Costume and Appearance	176
Known Tactics	176
Servos	176
Ultimus	176
Biography	176
Personality Profile	177
Known Tactics	178
Wraith	178
Biography	178
Personality Profile	180
Costume and Appearance	180
Known Tactics	180

Xombehemoth	180
Biography	180
Personality Profile	181
Costume and Appearance	181
Known Tactics	182
XT-47	182
Biography	182
Personality Profile	184
Costume and Appearance	184
Known Tactics	184

Appendix:

Gamemastering Autumn Arbor 185

What is a Neo?..... 185

The Neo Laws	186
--------------------	-----

General Setting 186

Atlantean Vampires	186
Beltane Park	187
Celestial Tear	187
City Council	187
Genetic Overwrite Development	188
The Mob War	188
Pax Wyvernian	189
Power Nullification Science	189
The Purge	190
Solitaire Island Federal Prison	190
Subway and Sewer System	190
VanCorp	190

Champions and Rogues 190

Alexander Ramirez	190
Arkainon and Incindari	191
Citizen Stranger	191
Gillian and the Ragdoll	191
Iron Reich	191
Jessica Baker	192
Lady D'yre	192
Maiden America	192
Mega-Gnat	193
Nathan Peterson	193
Spring-Heeled Jack	194
Stelleron	194
The Anarchitect	194
Ultimus	194
Vanguardian	195
Xombehemoth	195
XT-47	195

More Ideas! 196

Afterword 198

FOREWORD

Several years ago I came up with a concept for a novel I'd wanted to write. The concept was simple: what if a world-famous super-hero was also a husband and a father? Okay, nothing different there. But what if that super-hero was living a secret, double life from his family? What if they didn't know he was actually *that* same super-hero? Right again, nothing there that hasn't been done before. But what if his identity was blown wide open and made public...and not just in a way that could be swept under the rug when the story was done... but in a way that the entire world would suddenly know who he really was. What if it was done in a way that would forever affect not only his life, but the lives of every super-powered being!

But how would the event of his identity being made public affect everyone else in the super-powered community?

Well, it is a sad yet true fact in this country that those men and women that serve as politicians, police officers, fire fighters, military personnel, and the like have a difficult, if not impossible, time of gaining custody of their children in most divorce proceedings. The courts have used terms like "dangers of the job", or "the time requirements of the job" So, what would happen if, when this Hero's secret identity was blown open, it ended-up with his wife filing for divorce and custody of their children? Maybe she felt betrayed by so many years of lies. Maybe she felt such a life was too dangerous to raise a family. The reasons weren't important, yet. What was important was that the Family Courts felt just as strongly, if not stronger, against awarding child custody to a super-hero as they would the police officers, fire fighters, and military personnel.

Now we were cooking!

And what if, after the Hero lost the custody proceedings, the super-powered community took offense? What if they petitioned? Held a strike? Lobbied? Or if some just plain-out took more violent options against a judicial system that they felt betrayed and failed them after all they did not only for the city and state . . . but for the entire world! After all, weren't they just deemed by the courts to be unfit to care for their own children because they risked their lives day-in and day-out to protect humanity?

Now we had all the makings of a great story. But guess what I didn't have? The characters.

That was when I turned to my long-time creative partner, and even longer-term friend, Michael Kuhn, and gave him the run-down. I asked him to create a series of characters to populate this story, including the protagonist...the premier hero of a setting I called: Autumn Arbor. Also known as: The City of Legends.

Mike went off and came back with Vanguardian, VanCorp, Alexander Ramirez, Tori DiAngelo, Vincent DiAngelo, and the rest of the cast.

But then something unforeseen happened. More characters starting creeping into Mike's imagination. Before we knew it we had the entire Sentinels of Society... the premier super-hero group of the setting. We had the Daring Dynasty, Blaid International, The Anarchitect, and many more.

Then we had a history for Autumn Arbor stretching all the way back to the 1600's. From there, a greater history unfolded that reached back thousands of years and into the far reaches of space.

To make a long story short, within the span of about 6 months we had a cast of characters in the hundreds, notebooks upon notebooks of story ideas, and volumes of history and locations (both on Earth and beyond). We had an entire universe!

Mike and I had numerous creative meetings during that time, and we decided that a novel series wouldn't do the characters justice. Autumn Arbor needed to be visual. It needed to be full-color.

It needed to be revealed through the right channels...it needed to be a comic book universe!

What you hold in your hands is the culmination of almost 2 years of creative effort. It is a book that would never have been possible without the talents of true professionals.

Guys... we couldn't have done it without you!

— LEE F. SZCZEPANIK, JR.
Baltimore, Maryland

INTRODUCTION USING AUTUMN ARBOR

The *Autumn Arbor Campaign Setting* is the first in a series of products that brings the fantastic *City of Legends* to life, designed to give players and gamemasters everything they need to begin adventuring in the most famous super-powered city in the world. In Autumn Arbor, characters don't just become heroes, they become Legends!

Autumn Arbor is an East Coast city that has become world renowned as having the most dense super-powered (called Neo by the public) population in America. Unfortunately, this has also lead to the city becoming a prime target for would-be alien conquerors, Neo villains bent on making a name for themselves or removing a long-term nuisance, and more traditional elements like Organized Crime, street gangs, and corrupt politicians.

The purpose of this book is to provide a general guide to Autumn Arbor, to give players and gamemasters enough information on the locations, neighborhoods, points of interest, movers-and-shakers, and Neo community of the City of Legends; while at the same time leaving plenty of room for you to create your own locales, characters, and stories.

Gamemasters and players can use Autumn Arbor as presented here: as a city that is part of a greater world of Neos as created by Arbor Productions, or are free to take any parts that appeal to them, or alter any piece of the setting's history, to fit their own campaign.

The Autumn Arbor Campaign Setting is a ready-made resource filled with enough personalities, locations, plots, subplots, and major events to fill any campaign with an endless source of conflict, triumph, and adventure!

CREATING AN AUTUMN ARBOR CAMPAIGN

To help get you started, below are a few of the possibilities gamemasters and players can use to introduce their own heroes into the ongoing saga of The City of Legends.

Your Heroes...

The Legends Of Autumn Arbor

So, with Autumn Arbor already having such a deep history and high concentration of Neos, how do you include your own, existing characters into the tapestry of the City of Legends? Easy! You do what we do here at Arbor Productions: you create a niche using any of the three concepts below.

The Heroes Have Always Been There

This concept has the heroes as always existing in the City of Legends. They might be part of an established team like the Daring Dynasty or the Sentinels of Society, either in a full-time or reservist role. Or perhaps they prefer to work alone like Lady D'yre.



The players and gamemaster should work together before introducing the character into an Autumn Arbor campaign to determine exactly how long the character has been operating publicly. Is he fairly new, having just appeared within the past few years; or is he a veteran, maybe having been around since the Golden or Silver Ages? How popular is he with the citizens of Autumn Arbor? How about with the rest of the Neo community? When type of Rogue's Gallery has the hero amassed over the course of his career?

Gamemasters are encouraged to create special flashback scenes for such characters during the course of a story-arc to help flesh out the character's back story, accomplishments, and defeats for the entire group to enjoy.

The Heroes Make Their Debut

With this option, the character is about to make the first attempts at being a real super-hero in the City of Legends. The gamemaster has numerous options available here, a few of which we will cover.

Perhaps one of the established teams has suffered a series of member injuries recently, or perhaps the team is just spread too thin. One time-honored option is to have the team run a "membership drive" to recruit new heroes, and the player characters are there to try-out. From there, they could be made into "junior" or "probationary" members until the veteran members feel they are ready for a full-time gig.

Another option is to have the player-characters simply make their own debut in Autumn Arbor. Perhaps they stop a major crime by being in the right place at the right time, or maybe they help defeat a major villain by assisting the veteran heroes already at the scene.

With the Autumn Arbor setting having strict laws against Neos under the age of 18 using their powers in a public forum, particularly law enforcement, the gamemaster could even introduce characters that aren't quite the legal age yet, in which case various subplots could be introduced that have them getting into trouble with the elder heroes in the city, local law enforcement, or even federal enforcement of the Neo Laws such as the Neo Crime Bureau.

Hero Exchange

With this option, the player-characters are actually already established Neos, but from a city other than Autumn Arbor or a country other than the United States.

A good way to use this option is to have one or more of Autumn Arbor's more powerful (or popular) heroes suddenly taken out of the picture. Perhaps the Sentinels of Society are occupied somewhere overseas when a major crisis hits the city. In this case, the player-characters arrive in Autumn Arbor to help hold things together during a sudden crisis. They could be called in by local or Federal authorities to lend a hand. Or they might have heard about it on the news and decided to come to the City of Legends knowing that with one or more of the major heroes out of the picture, many villains would see it as an opportune time to make their move. Better yet, maybe one of the other heroes still active in the city has a contact in the player-group, and asks for the help.

ERAS AND STYLES OF AUTUMN ARBOR CAMPAIGNS

Autumn Arbor stories are divided into "eras" meant to represent the various changes and obstacles the City of Legends has had to face. Below are a few examples of those eras, and how to fit them into your campaign.

The Golden Age (1930-1959)

The Golden Age is when the Neos really begin revealing themselves to the public, especially towards the end of World War 2.

During this era, the public is still in relative awe at the sudden number of Neos appearing on the radio, in the newspapers, and in the skies over their cities. The Germans are a major threat, and regularly explore avenues into the occult and alien technology that yield more successful results than the rest of the world is comfortable with.

This is the time when the heroes that would eventually form the original Sentinels of Society first appear before the public and on the battlefield.

Following the war, more Neos continue to emerge and there is a sudden boom in the discovery of lost or alien technology, especially following the Roswell incident.

However, by the 1950's the government begins creating firm laws to govern and control the existence of Neos, particularly in the public and law enforcement forums.

Stories told during this era tend to be very patriotic, whether dealing with the height of World War 2 or the height of the Cold War. Basic four-color action and hero-villain-slugfests are found here, and Golden Age stories should lay the seeds for the generations yet to come.

The Silver Age (1960-1979)

The Silver Age for Autumn Arbor sees the first dark period in the setting's Neo history. Following the laws enacted in the 1950's to better govern Neos, the Federal Government continues its attempts to either have all Neos under its firm control, or to see them outlawed.

As man finally reaches the stars and the first astronauts set foot upon the moon, humanity is poised to decide its own future and not have it molded for them by men and women with extraordinary powers.

Towards the end of the Nixon Administration, the use of powers in public, especially law enforcement, is outlawed. Neos take the brunt of the blame for Vietnam, and the resulting backlash forces the disbandment of the Sentinels of Society.

Though not welcome by government, many Neos still continue to fight crime and battle super-powered threats, albeit from the shadows and through careful hit-and-run crusades.

Meanwhile, the government initiates several programs, from the formation of highly trained paramilitary units to the creation of robots specifically designed to apprehend Neo criminals, to fill the void left by the now defunct Neo crime fighting community.

For most of the everyday citizens, it is finally a time to take the future into their own hands.

Stories set in Autumn Arbor's Silver Age tend to be slightly darker than the Golden Age. Neo heroes are not openly welcomed by the public or the government, and the formation of Neo teams is against the law. Hero-villain-battles are still extremely common, but the hero will more than likely not find himself any better off than the villain as far as the law is concerned.

The Heroes Return (1980-1992)

It isn't until the 1980's roll around that things finally change. Although the first half of the decade is nothing more than a carry over from the 1970's, the emergence of The Anarchitect and his Xombehemoth prove to be the turning point.

Created out of the DNA of fallen heroes and able to harness their vast array of powers, Xombehemoth proves all but unstoppable as it attacks Washington D.C. Only the arrival of heroes such as Beetleman, F-5, Cloudburst, Citizen Stranger, and others turns out to be enough to finally defeat the beast.

The Reagan Administration recognizes the heroes for their rapid response, despite the possible repercussions they could have suffered, and the laws enacted by the Nixon Administration are lifted. As a result, the Sentinels of Society are officially re-formed! Autumn Arbor once again becomes a City of Legends as Neos return to the public light...with much rejoicing by the people.

Stories told during Autumn Arbor's Classic Era tend to be high-action peppered through with a lot of character drama. Heroes regularly battle side-by-side, while at the same time being romantically involved behind closed doors. Alien invaders and wayward Gods attack Earth nearly every month, and supernatural threats are a regular occurrence.

The End Of The Millennium (1993-1999)

A majority of the 1990's is an era most people in Autumn Arbor would rather forget. The constant battles, invasions, and threats of the past decade finally take their toll. The city enters a severe financial depression as businesses are unable to constantly rebuild and VanCorp begins buying real estate at an alarming rate, expanding its already considerable hold over the city. Many heroes popular since the first defeat of the Xombehemoth are finally feeling the wear and tear, and start reconsidering their heroic careers. Some heroes decide a tougher stance is needed if crime is ever going to be stemmed, and overstep the law (and their authority) as it is no longer a matter of arresting the perpetrators, but of stopping their criminal careers...permanently.

By the end of the decade, the sudden arrival of The Purge finally reunites the heroes together under a common cause. Although much of Autumn Arbor is destroyed or heavily damaged, and many heroes die, the ultimate defeat of the invaders once again reunites the heroes and gives them a renewed sense of vigor and purpose.

Stories told during this era of Autumn Arbor tend to be dark and foreboding. Hero-villain-battles tend to be fatal more times than not, and the entire city seems to be shrouded under a massive shadow. Romantic and social relationships are strained, city government and law enforcement is corrupt on

many levels, and the supernatural is even more prevalent.

Dawning Of The Twenty-First Century (2000-Present)

Following the defeat of The Purge and the rebuilding of Autumn Arbor, the city enters into a modern Golden Age. Though the media is still critical of the Neo community if it will get them ratings, and VanCorp now secretly controls a majority of the city, the election of Mayor Foley into City Hall finally sees an end to much of the corruption of the last decade. The City of Legends now seems to benefit from a new sense of unity, not only amongst the people of Autumn Arbor, but also within the Neo community...though underlying tensions still sometimes exist.

Stories told during this era represent a true emergence from the dark times of the past decade. A place where the Neos of yesterday battle side-by-side with the Neos of today. Heroes and villains do battle with a dazzling array of powers, and cosmic or supernatural threats loom just over the horizon.



CHAPTER 1

THE HISTORY OF AUTUMN ARBOR

Our warriors on Earth are the most powerful we've created, their abilities affected by unique aspects of that world. The final stand against The Purge will soon take place, and we must learn from our mistakes. We must fight along side Earth's Neos, not dominate them. To do that, we must understand them.

—Everet, Menzati Trainer

IN THE BEGINNING...

Near the end of the Cretaceous Period, a massive meteorite impacted the Earth and drove itself dozens of miles into the surface, while still leaving a large chunk of itself exposed. Called the Celestial Spire in a variety of ancient tomes due its odd shape and structure, the mysterious properties of this meteorite unleashed a wave of energy across the world, forming the first Ley-Lines.

With the dinosaurs gone, Earth was primed for the coming of mankind. Amongst the first was a mystic in the Stone Tribe, whose interaction with the Celestial Spire granted him vast control over the energies of Earth and made him ever-living. Thousands of years later, he would become known as the immortal: Arkainon.

As Earth continued to follow its own course, however, a greater, more ancient story was continuing to unfold in another part of our galaxy.

The humanoid Versi, the oldest known race in the galaxy, had long since reached the pinnacle of their evolution and were seemingly locked at a genetic, as well as technological, stand still. With nothing to drive them, their society steadily declined until, through genetic selection and extermination, they took the final leap from telepaths into a true hive-mind. Suddenly, they saw the universe as a great living system, and took it upon themselves to learn the secrets of its creation.

The Versi created a great device at what they calculated to be the center of the galaxy. A device that would part the flow of time and allow them to see the secrets of all that ever was and would ever be. Unfortunately, the fabric of the universe could not withstand the ripping of the time barrier, and suddenly the end and the beginning were merged into one. The universe attempted to fold in upon itself even at the time of its creation, expanding and collapsing in a moment, and threatening the existence of reality. Mysteriously, only the Versi seemed to be holding it back, somehow now positioned in the center

of a great, cosmic scale and existing both within all of time and outside of it. It was at that moment that they realized the folly of what they had done, and also realized that should any other species attempt to further disrupt the flow of time, the balance would be tipped and reality would shatter.

Viewing themselves to be its protector, they determined to keep other races from making the same mistakes. They were not bent on dominating other worlds, but to simply



keep the natives from revisiting the cataclysmic devastation that they had once brought down upon the galaxy. Their methods usually took the path of discouragement, and in fact they allowed very few races to escape their ban on the development of too advanced technology and interstellar travel.

One such race, the Menzati, had carved their own Empire despite the best attempts of the Versi. An advanced civilization that understood the music of the spheres and harmonic vibrations, they established societies throughout the galaxy. After a war against the Versi that spanned hundreds of star systems, called The Purge Campaign, the Menzati were on the verge of complete genocide.

Needing an edge against their enemies, the Menzati searched the quadrant for species whose genetic material provided a strong enough foundation for manipulation into the ultimate army with which to finally end the war. Upon discovering likely candidates, they quickly established scientific facilities upon the chosen worlds and used their advanced knowledge to alter and twist the genetic code of the natives, imbuing them with abilities far and above the normal citizens of their world.

The first Neos (as they became known on Earth, much later) were created.

The Versi became aware of the Menzati plan and moved the fleet to put a stop to it.

Meanwhile, on Earth, Arkainon continued to amass his power over the eons, harnessing the Cosmic Spire to master the energies of Earth and create an entire race of followers, with which he founded the island nation of Atlantis.

Atlantis flourished for more than 20,000 years and developed contact with the Menzati at odd intervals. For their part, the Menzati recognized in Earth the possibility of engineering the post powerful Neos to date, never before having ever seen a world where extraordinary beings were created without their intervention. The Menzati negotiated a treaty with Arkainon that would allow them to establish a facility within the city in exchange for allowing him, and his followers, access to the technology.

For the next several hundred years, the Menzati perfected the Neos of Earth while Arkainon studied and mastered the sciences.

Finally, the Versi tracked the Menzati to Earth and attempted to obliterate the production facility and the Neo population.

Although, in the end, Atlantis was destroyed and most the Menzati and Neo population on Earth was killed, the Versi were pushed from our star system.

Arkainon was believed to have perished with the sinking of Atlantis but, unknown to even the Menzati, he had escaped through a rip in the barrier between dimensions. For the next several millennia, he would move from one dimension to another, extending his power and creating an unprecedented Empire of dark-sorceries and strange magic. It would not be until the 20th century that Arkainon would once again set

his sights upon Earth.

Meanwhile, realizing they might finally be able to end The Purge Campaign, the Menzati attempted to mobilize the Neo populations across the galaxy into a cohesive force. Unfortunately, the amazing gifts bestowed upon the Neos from the other star systems fostered within them a sense of superiority that extended towards their creators as well. They refused to be commanded by alien masters they viewed as inferior. That dissension between the Neos and the Menzati has allowed The Purge Campaign to continue to this day.

As a result, the Menzati have kept their existence hidden from the Neos of modern day Earth, choosing instead to maintain an outpost beneath the surface of Mars from which they can observe Earth's developing Neo Force and await the inevitable return of the main Versi fleet, when they hope to fight side-by-side with the Neos in what they view as the final battle for the future of the galaxy...

THE FOUNDING OF AUTUMN ARBOR (1632-1729)

The City of Legends wasn't always the sprawling metropolis we know today. Like all things of greatness, it grew from humble beginnings.

In 1632 the Calvert family obtained a charter from King Charles I for land north of the Potomac River in what came to be known as Maryland. By 1634, the first settlers came to Maryland and formed St. Mary's near where the Potomac River flows into the Chesapeake Bay.

Although founded as a refuge for Catholics who were facing increased persecution in England, the Calverts were also interested in business and in creating profitable estates within the new settlement. As a result, they also encourage Protestant immigration.

The royal charter granted by Charles I gave the Calvert family a mixture of feudal and modern elements. Although they had the power to create estates, they could only make laws with the consent of the property holders. In short order, they found that in order to attract settlers and make a profit from their holdings, they had to offer people farms and not just estates. As the number of farms grew, the owners demanded a voice in the affairs of the colony. And so, Maryland's first legislature met in 1635.

In 1636, Jeremiah Arbor, on the run from authorities in England, arrived in St. Mary's.

Unlike the other settlers in the colony, Jeremiah was neither Catholic nor Protestant. Suffering from visions into the future, and hearing voices which he categorized as the "ramblings of the dead", he was tried and convicted of Witchcraft in England, but fled before his execution could be carried out with, according to eye witnesses, the assistance of demons.

For the most part, Jeremiah kept to himself. He became a farm owner and married a local woman named Abby. In 1638, they gave birth to their daughter, Autumn.

Unfortunately, although Jeremiah chose to remain quiet and not draw attention to himself, the higher powers

Chapter 1: The History of Autumn Arbor

with which he had been gifted had other plans.

Jeremiah's visions of a massive, nearly divine and alien city being destroyed by what he took as demons, its people enslaved, became more and more frequent. Unable to sleep or work, and becoming increasingly exhausted, Jeremiah took it upon himself to warn the people of St. Mary's of demons coming to claim them. The rest of the townsfolk accused him of being in league with the devil, and a violent uprising ensued. Every time the people attempted to execute Jeremiah, a series of strange events would prevent his demise. In one instance, the tree upon which he was to be hanged suddenly toppled over. In another incident, as a fire raged around him, he remained unharmed.

Concerned over the state of the colony, and unsure what to do concerning Jeremiah, the Calvert family granted him a section of land in what would eventually become known as Dorchester County.

As Jeremiah prepared to move his family from St. Mary's, the townsfolk took it upon themselves to end his "evil" one last time.

Setting his house ablaze as he and his family slept, Jeremiah was once again left unharmed by unseen forces. Abby and Autumn were not so lucky, and in the winter of 1640 they were burned to death.

Jeremiah fled from St. Mary's and crossed the Chesapeake Bay, settling upon its eastern shore. Starving, freezing, and near death he was found and nursed by Native Americans belonging to the Algonquian tribe. Jeremiah lived with them through the winter, partaking in their rituals and learning various meditative techniques. By the early spring, he had learned to control his visions.

As spring dawned, the Native Americans helped build the first settlement of Autumn Arbor, so named after his daughter. As gratitude for their assistance, Jeremiah granted them land within his sub-charter, an act that did not sit well with the British Government.

Over the next 90 years, thanks to better farming techniques, richer soil, and the Native Americans' skill at fur trapping, Autumn Arbor attracted more settlers and businessmen and continued to grow and prosper.

Jeremiah would pass away in his sleep in the summer of 1665, at the age of 55 years old.

AUTUMN ARBOR CONTINUES TO GROW (1730-1899)

Between 1730 and 1760 Autumn Arbor continued its steady growth as both a financial center of the times and as an increasing colony. By 1760, it had grown to encompass over a dozen county seats and had become the foundation for the metropolis it is today. By 1770, the population of Autumn Arbor had swelled to 10,000 people, not counting slaves, and had become a major port along the middle east coast, putting it into direct competition with the newly formed Baltimore.

Captain Wyverncrest, a disposed British Magistrate of a small Mediterranean colony, and a powerful psionic, began terrorizing the seas and disrupting trade between Africa and the Americas. After years fighting the British

Navy, Wyverncrest returned to his home island and created a closed society: Pax Wyvernia. He learned to swap his mind with his prodigy, effectively becoming immortal; and forced his subjects under a telepathic haze, keeping them content and peaceful.

The events leading up to the Revolutionary War saw a time of sweeping change in Autumn Arbor.

In 1765, the passing of the Quartering Act, which would force the colonies to house British troops and supply them with food, was met with a violent response as the citizens of Autumn Arbor rallied and forced all British troops from the town limits.

Violence between the British and the colonies grew, with Autumn Arbor continuing to play a key role.

When the Revolutionary War finally erupted in 1775, Autumn Arbor became the sight of the first ever public Neos in the form of the mystery men: Naval Jack, Liberty's Son, the Colonial, and the supernatural guardian called the Manitou by the Native Americans of Autumn Arbor.

Even as the Manitou appeared over the County of Ravenswood, which had been built on the outskirts of a Native American Burial Mound, and prevented British Troops from crossing the area to attack Autumn Arbor from the East, General Washington heard rumors of certain soldiers that appeared to have unexplainable phenomenon surrounding them.

Randolph Blaid, a mercenary and commander of the unit known as Blaid International, was contracted to help eliminate British Troops along the Chesapeake.

Following the Revolutionary War, Autumn Arbor saw a sudden increase in population and business unlike anything of the past 143 years.

When the Second War for Independence took place in 1812, Autumn Arbor once again proved a key strategic point as it helped weaken the advance of British Troops on their way to Baltimore after the burning of Washington D.C.

Following the War of 1812, Autumn Arbor officially incorporated and opened Autumn University. The Arbor Ledger printed its first newspaper in 1850, and shipping companies continued opening businesses throughout the city, in effect increasing the economic tensions between Autumn Arbor and Baltimore.

When the Civil War broke out, President Lincoln used a secret force of Neos for surgical missions against the Confederacy; while the Confederacy hired the services of Blaid International, then under the command of Christoff Blaid. Unfortunately, Lincoln also became more and more uncomfortable with the concept of more-than-human agents. When the war was over, Lincoln ordered his Neo agents to disband. Three days later, the President was shot by John Wilkes Booth.

By the end of the 19th century, Autumn Arbor was rated as the 4th largest city in America.

But its greatest and most renowned asset, being known as the City of Legends due to its incredible Neo population, was yet to come.

A NEW CENTURY DAWNS (1900-1929)

With the dawning of the 20th century, the world was speeding towards a series of events and catastrophes that would culminate in the wide-scale emergence of super-powered beings.

When the United States entered into World War I on April 17, 1917, a small band of American super-powers, unofficially dubbed the Freedom Faction, were dispatched to key locations across Europe to assist Blaid International in special, surgical strikes. Although both sides in the Great War used super-powered operatives, a majority of their deployment was done through clandestine operations. Those individuals reported with extraordinary abilities were generally discarded by a public not yet ready to accept an emerging new power into their everyday lives.

Back in the United States, a different, but no less lethal, threat was emerging.

For centuries untold, the mythical Order of Merlyn had been the predominant society of sorcerers around the world. A society dedicated to the balanced and positive uses of magic, they were opposed only by the Hand of Madness: a secret cabal of Dark Sorcerers whose founders were personal students of none other than Arkainon, thousands of years ago. As the United States was involved in World War I, the inner-circle of the Hand of Madness made a vital discovery in the sands of the Middle East: an ancient, pulsating gem-like artifact believed to possess the ability to channel a gateway through the dimensional barriers. They had unearthed the Heart of Nebecar, so named for the entity worshipped by the Hand of Madness as the supreme being of all Dark Arts.

Upon returning to Autumn Arbor, already understood by sorcerers to be a nexus of mystical energies, the cabal immediately began preparations to open a portal to release Nebecar upon the Earth. Fortunately, a young sorcerer in the Order of Merlyn, charged with investigating and reporting upon supernatural occurrences within Autumn Arbor, learned of the cabal's plans. Taking his findings to the Order's High Council, Aaron Saint-Germaine was granted the authority to assemble the Order's most powerful sorcerers and confront the cabal before Nebecar could be unleashed.

Following several hours of intense, mystical battles kept carefully away from the eyes of Autumn Arbor's mundane citizens, Aaron and his sorcerers defeated the Hand of Madness and recovered the Heart of Nebecar.

With the Hand of Madness now active in Autumn Arbor, Aaron was granted command over the Autumn Arbor branch of the Order of Merlyn.

THE GOLDEN AGE (1930-1959)

Although minor Mystery Men and Masked Vigilantes began appearing in Autumn Arbor during the 1920's, the first, true generation of costumed heroes would not be introduced until the emergence of the greatest threat to the world in the 20th century: Hitler's rise to Power.

After spending the past several millennia traveling throughout the dimensions and building an Empire unheard

of even in the most ancient arcane records, Arkainon finally returned to Earth with plans of adding his home world to his ever expanding power base. Unfortunately, Arkainon discovered a world that had advanced far beyond anything he remembered. Earth was no longer a world ruled by the supernatural and arcane, but had become a place of cold technology and hard science. Arkainon spent the first decade of his return acclimating himself to the changes that had taken place, and learning of the extraordinary beings that were operating around the world from behind masks and within the shadows. Recognizing them as descendants of the Menzati's experiments, Arkainon knew that he would need powerful allies if he was to conquer Earth and bring it under his Imperial Banner.

Arkainon's searching finally lead him to Europe, where he discovered the German President's plans for world conquest. Seeing within Hitler a means of achieving his own goals, Arkainon appeared before the Nazi Party Leader and easily convinced him of his power. Accepting Arkainon as his clandestine advisor in the ensuing war, Hitler immediately followed his advice and ordered the construction of the Iron Reich: an experimental regime that would merge Germany's advanced technological theories with Arkainon's vast arcane knowledge.

It didn't take long for the United States to discover Hitler's plans for the Iron Reich project. Despite not yet being openly involved in the war, the President nonetheless refused to allow such a possible threat to go unanswered. As a result, Project: Equalizer was created. A secret government initiative focusing on the locating and training of extraordinary beings for military service.

Meanwhile, as the United States refused direct involvement in the war, Japanese forces would change America's stance, and forever alter the future of the conflict, by attacking Pearl Harbor.

With spies reporting that Blaid International had been employed by Axis forces, and the completion of the first regiment of Iron Reich storm troopers, Project: Equalizer was immediately deployed to the European Theater. The ensuing confrontation between members of Project: Equalizer and the Iron Reich decimated a small town, resulting in the deaths of all civilians.

With further destruction eminent, the Allied powers proposed the pulling of Project: Equalizer from the front-lines provided the Axis forces recalled their Iron Reich regiments. Both sides publicly agreed to the ban, but continued to use both forces in black ops strikes against the other. The resolution, though, did at least keep the extraordinary beings from combating each other in the main theaters, greatly reducing the destruction such conflicts would have perpetrated.

As the war continued across the European Theater, Japan unleashed hidden kamikaze agents at key areas across the United States. Though the destruction was costly, even greater damage was averted due to the actions of Shadowfox, Americannon, The Bolt, Citizen Stranger, and Mr. Malleable. Seen by the public as the first gathering of extraordinary beings into a cohesive unit, the media nearly

Chapter 1: The History of Autumn Arbor

immediately dubbed these gifted individuals as Neos: the new face of humanity. Called before the President for their valiant efforts on behalf of their country, they were officially sanctioned and charged with keeping the country safe from threats that fell beyond the ability of standard law enforcement and emergency response units. The Sentinels of Society were born.

Meanwhile, as a direct result of the attacks on American soil, the United States ordered the placement of all Japanese-Americans into specially constructed interment camps.

No sooner had the United States begun enacting extreme measures to protect its people, the country suddenly made its first open contact with an extraterrestrial being that the media immediately dubbed Stargoyle.

Awakening in deep space aboard a slaving vessel with no real memory of who she was, Stargoyle later combed the galaxy in search of the answers to her origins and her

home world. Drawn to various planets where the Menzati had conducted their genetic experiments, she soon learned that she was the product of genetic engineering. Over the course of the next few standard decades, Stargoyle was able to piece together enough information on the Versi, Menzati, and The Purge Campaign to realize the outer planet known as Earth was a focal point of Versi attention; and a world ripe with the products of the Menzati's science.

Arriving on Earth, Stargoyle made her presence known over Washington D.C. when she demanded an audience with Earth's leader. The Sentinels of Society were immediately dispatched, and a fierce battle ensued. Although the Sentinels were unsuccessful in capturing the extraterrestrial, they did manage to receive a vague warning before she once again returned to the stars: Be careful of your creators, for they watch you everlasting and await their time to return.

Eventually, thanks to both the military and Neo forces



across the globe, Germany was defeated and Arkainon fled. Within the first year following the end of the war, Lord Wyverncrest revealed his society to the world as a model for all to follow. The Sentinels of Society discovered that Lord Wyverncrest was mentally dominating his subjects into submission and exposed him to the United Nations council, who immediately barred Wyverncrest and Pax Wyvernia from receiving membership. Unfortunately, since Pax Wyvernia was an independent nation, the United States Government ordered the Sentinels to return to America, leaving Wyverncrest in power.

A year later, an alien spacecraft crash landed outside of Roswell, New Mexico. Although the government claimed it was a weather balloon, wreckage from the craft was transported to various military bases across the country, including MacKenzie Air Force Base in Autumn Arbor.

At MacKenzie Air Force Base, civilian scientists—Maxwell Kwan and Marcus Ramirez—were assigned with investigating the strange propulsion crystal recovered from the craft. When Marcus learned that Kwan was a Neo with minor electrical discharge abilities, he had him removed from the project. Unknown to Marcus, a piece of the crystal had already merged itself with Kwan's body.

That same year, the HUAC began its systematic investigations into organized labor, Federal Government, Hollywood...and the growing Neo population, particularly those whose costumed appearances had become so popular during the war.

The Sentinels of Society leader, Shadowfox, was one of the first to be called before the HUAC. Realizing that the inquest was nothing more than a modern day witch hunt, he openly expressed his contempt for the panel and immediately teleported away. As a result, the HUAC threatened to have the Sentinels' government sanctioning removed if they did not turn Shadowfox over for questioning. As could be expected, the Sentinels refused to turn one of their own over to an organization they firmly believed was acting far beyond the protocols of national security. The Sentinels of Society's government sanctioning was promptly revoked.

As a result of the HUAC hearings, strict new laws were enacted to police the activities of Neos in the United States, including mandatory registration of all citizens with extraordinary abilities. To help monitor, investigate, and (when necessary) contain Neo criminals and unregistered individuals, the Federal Government created a new law enforcement division: The Neo Crime Bureau.

THE SILVER AGE (1960-1979)

The dawning of the next decade saw sweeping changes spread throughout the Neo community.

Marcus Ramirez had spent the past 13 years working for the Federal Government at MacKenzie Air Force Base, studying the propulsion crystal discovered in the ship at Roswell. What Marcus didn't realize was that an immortal being was watching him, interested in what the government was learning from the alien technology. That immortal was the Atlantean

known as Icarus.

Icarus was born during the height of the Atlantean civilization, and was one of the few to escape The Purge's destruction of the once advanced society. For millennia he watched humanity, noting the rise and fall of their societies, their wars, their triumphs, and their scientific evolution. With the sudden public rise in the Neo population, and the arrival of Stargoye, Icarus knew it was only a matter of time before The Purge returned to Earth.

Introducing himself in secret to Marcus Ramirez, the Atlantean immortal told him of the creation of Neos and the true purpose of the crystal: matter to energy conversion and teleportation. Assisting Marcus in stealing the crystal from MacKenzie Air Force Base, Icarus then helped him found Vanguard, Ltd., a technological research and development firm focusing on government issued defense contracts. With Marcus' connections and Icarus' vast scientific knowledge, Vanguard, Ltd. grew rapidly and became a top government defense firm. For Marcus, it was the independent wealth and power of which he had always dreamed. For Icarus, it gave him access to people and information in the world's governments that were previously beyond his reach, and allowed him to better prepare for the inevitable return of The Purge.

Ironically, the beginning of the 1960's would see a change in another individual associated with the Roswell crash, as well.

Since being removed from the Roswell Project by Marcus Ramirez, Maxwell Kwan's physiological make-up had been undergoing a series of steady changes due to the merge of a portion of the crystal with his body. As a result, Kwan's normally low-levels of electrical control and generation had been increasing exponentially, expanding beyond his body's ability to contain. Designing a special containment suit for his growing abilities, Kwan changed his name to Doctor Quantum and registered with the Federal Government.

Dr. Quantum would remain out of the public eye, however, choosing to instead seek investors for the founding of Quantum Mechanics: an advanced scientific research and development firm dedicated to the application of applied technology and Neo biological research. When Stargoye once again returned to Earth, this time appearing as a bit insane due to her solitude and travels, Dr. Quantum finally made his existence known. Following several confrontations between the Sentinel of Society and Stargoye, Dr. Quantum arrived on the scene as an ambassador of sorts. With the crystal having eroded its way into his brain, Dr. Quantum was able to push deep into Stargoye's psyche and unlock her previously repressed memories. Once again in full control of her mental capacities, Stargoye left Earth on her way back to her home world.

Dr. Quantum subsequently accepted an offer to join the Sentinels of Society. Over the next several years, the exploits of the Sentinels—from stopping emerging Neo criminals to averting natural disasters—would earn them a whirlwind of public support. With faith in the team at an all time high, a special Museum of Neo Champions was built in downtown Autumn Arbor, with a homage to the

Sentinels as the premier display.

But just as all good things must come to an end, so too would the phenomenal popularity of Earth's extraordinary champions.

With the United States' involvement in the Vietnam War, public disposition reached an all time low. Not only were sons being drafted and sent off to die, but many Neos were also recruited and deployed to assist in the war. Unfortunately, due to a lack of proper training in guerilla warfare and poor leadership qualities in the commanders, both the military soldiers and Neo troops suffered high casualty rates. What hurt morale even more was the fact that the Sentinels of Society refused to participate in the war, instead remaining in the United States and using their popularity and media connections to openly protest the conflict.

In the wake of the Vietnam War and the emerging Watergate scandal, the President shifted focus to the Neo crime fighters, and the Sentinels in particular, as scapegoats to take the public's attention away from his own downward spiraling career. Before resigning from office, the President successfully enacted measures to outlaw any Neo crime fighting efforts. As a result, the Sentinels were prohibited from acting on American soil, and they moved overseas. Within the year, the Sentinels of Society European chapter was formed.

With Neo crime fighters outlawed, and the Sentinels no longer in the country, the United States entered into a dark period of criminal Neo activity.

No single criminal exemplifies the era of Neo Outlawing quite like The Anarchitect.

Dr. Lionel Fleming was a promising young scientist for Quantum Mechanics, and a personal protégé of Dr. Quantum. Assigned with designing and constructing a series of robots for Neo Law Enforcement, Lionel saw his hard work go up in smoke. Promising the government a faster and less costly production rate, Vanguard, Ltd. managed to pull the contract away from Quantum Mechanics, effectively bankrupting Lionel- who had invested so much of his own finances into finally seeing his designs come to fruition.

Lionel disappeared. Within the next year, the government unveiled the Americannon Project, so named for the World War II hero and founding member of the Sentinels. A series of robotic law enforcement soldiers capable of bringing down even the most powerful Neo.

When The Anarchitect first appeared in Autumn Arbor during the late 1970's, using robotic servants and soldiers to wreak havoc throughout the city, the Americannons proved ineffective against him. After all, he had been their principle designer, and although Vanguard, Ltd. did alter his designs slightly, in their focus on rapid and cheap production they failed to eliminate any of the design flaws.

With the Americannons unable to stop Anarchitect, many new costumed Neo Champions emerged from the shadows. Unfortunately, these new heroes were not as trained or experienced as their predecessors, and The Anarchitect's forces made short work of them.

It looked as if Anarchitect was about to bring Autumn Arbor

to its knees when a team of champions emerged. A family of super-powered adventurers that had just returned to the United States from the Himalayas.

Lead by Major Daring, the Daring family defeated Anarchitect in what has gone down in history as one of the most epic battles ever to take place in Autumn Arbor. Following the defeat of The Anarchitect, a press-agent coined the name "The Daring Dynasty". A name that has stuck with them ever since. Despite their efforts on behalf of the City of Legends, however, the Federal Government immediately activated the Neo Crime Bureau to apprehend them, claiming publicly that The Daring Dynasty orchestrated the attack on Autumn Arbor as a means of forcing the removal of Neo Sanctions.

The Daring Dynasty teleported out of the area using their advanced technology, but it would not be the last time they would appear when the city was in danger.

THE HEROES RETURN (1980-1992)

The 1980's would be the decade historians refer to as the "Return of the Heroes", as a series of events took place that saw the government restriction on Neo Champions finally lifted, and Autumn Arbor once again returned to its namesake as The City of Legends.

Vanguard, Ltd. expanded its investments beyond the scope of government contracts when it began research and development into Nanotechnology, Neo Biology, and human cloning. Marcus, more heady with his power and wealth than ever before, broke all ties with Icarus and officially changed the corporate name to VanCorp.

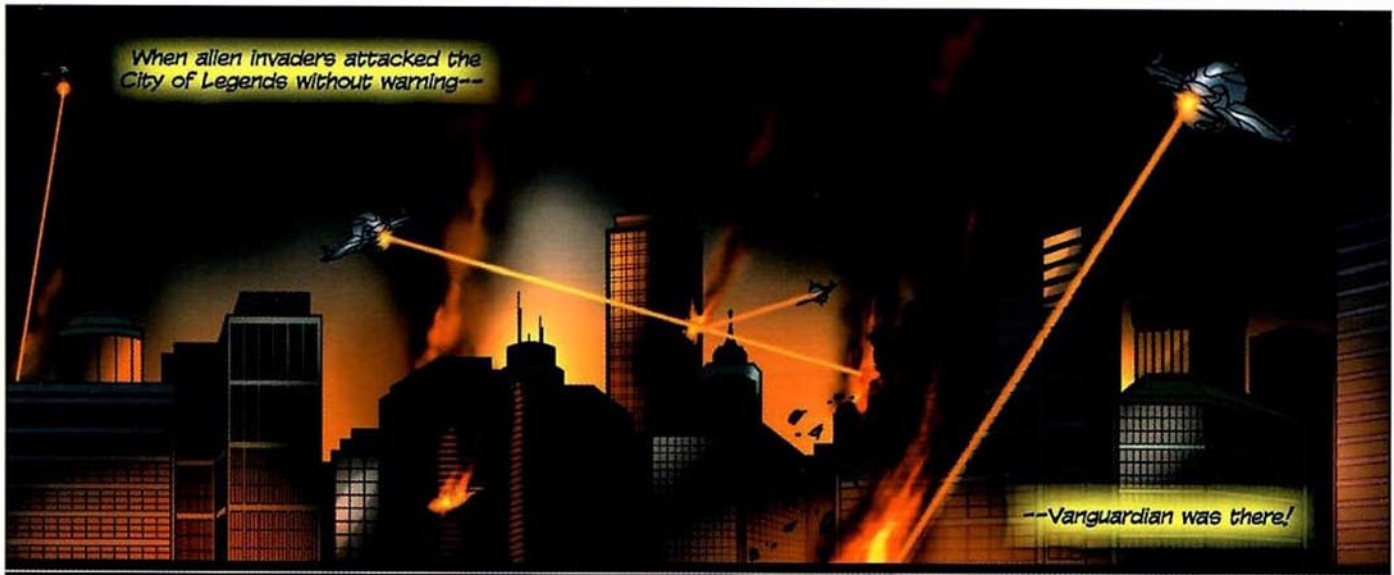
Meanwhile, Saint-Germaine Investigation, Inc. was paramount in diverting an invasion attempt by Nebecar, thanks to assistance from the Demon Lord's own daughter, X'Zalia.

The Anarchitect once again returned to threaten Autumn Arbor. After savagely murdering Major Daring's long time companion, Charles Running Bear (aka Kodiak), Anarchitect resurrected him into a creation he called The Xombehemoth: a malleable organism that could absorb and harness the abilities and powers of slain Neos. The Xombehemoth would continue to attack The Daring Dynasty repeatedly over the next few years, bent on absorbing their energies.

The most notable moment in Anarchitect's and Xombehemoth's vendetta war against The Daring Dynasty, however, would also be the impetus that would once again change the flow of human history.

While addressing Congress on Neo rights, Major Daring was suddenly attacked when Xombehemoth was mysteriously teleported into Washington D.C. Anarchitect, more than prepared for The Daring Dynasty, erected a teleportation dampening field around the area, preventing the rest of the family from arriving to assist.

Aware of the escalating situation, Shadowfox contacted the President, offering the services of the Sentinels of Society in saving Washington D.C. For the first time in almost two decades, The Sentinels once again set foot on United States soil.



Together with Major Daring, they defeated Xombehe-moth. As a result, the President and Congress lifted the sanctions on Neo activity in the United States. Although Neo Champions were once again allowed to operate legally on American soil, and were not required to register simply for being extraordinary, new laws were created that required them to be commissioned as law Enforcement Agents on the local, state, federal, or international levels. Vigilantism would not be tolerated. Any Neo seeking to use his or her abilities in a public forum- labor, entertainment, et cetera- would also be required to register with the Federal Government. Neos under the age of 18 were also prohibited from using their powers in public due to child safety concerns.

With Xombehe-moth defeated, The Anarchitect decided it was best to remain in hiding for a while. With the Neo Champions once again able to operate within Autumn Arbor, Anarchitect began recruiting and augmenting inner-city gang members with cybernetics. These outfitted and enhanced criminals would prove to be a constant threat.

A year later, the energy-being known as Stelleron suddenly appeared over Autumn Arbor, assisting the Sentinels of Society against their latest threat. Over the next several years, he would become the most powerful Neo Champions on Earth, continuing to assist in disaster areas and combating villains around the globe. Although the Sentinels offered him full-time membership into their ranks on numerous occasions, Stelleron never officially joined them.

Alexander Ramirez, the only son of Marcus Ramirez, and Phelan Blaid, heir to the Blaid International mercenary unit, met and began what would become a very long and prosperous business relationship. Over the next decade, Alexander and Blaid manipulated various world businesses and governments into their private pockets, making them the two most influential and dangerous people on Earth.

THE END OF THE MILLENNIUM (1993-1999)

With the end of the 21st century drawing near, Autumn Arbor would bear witness to the birth of what was to become the most popular Neo Champion across the globe. Unfortunately, the city would also become the target of the greatest catastrophe to ever take place on American soil.

With the increasing Neo Champion population, and its growing popularity with the citizens, VanCorp decided it would be wise to cash in and create their own, corporate-owned Champion that could be marketed through the media and franchises. Vanguardian made his debut.

Equipped with a suit of armor whose central control device was discovered at the Roswell crash nearly 50 years ago, Vanguardian's armor produced an energy shield upon his left arm that was capable of absorbing ambient energy, as well as energy-based attacks, and channeling that energy into offensive blasts, flight, and increased strength. Thanks to VanCorp's marketing frenzy, Vanguardian quickly grew into a household name and became a key element in apprehending criminals and averting disaster around the world.

Meanwhile, away from the public eye, Saint-Germaine Investigations, Inc. battled Abyssian in Mayfield Square when the demon attempted to gain the Heart of Nebecar from the vault beneath Para -N- Normal bookstore. The demon's son, Abyssian Jr., betrayed his father and joined Investigative firm.

Quantum Mechanics suffered a series of law suits resulting from radiation experimentation. The most publicized case being Audrey Johansson, later known as the Sentinels of Society reservist: Neutrino Jade. A young girl who was in a coma for 4 years and awakened only to find that she has been turned into a living weapon.

The Purged finally arrived and targeted Autumn Arbor due to its intense concentration of Neo activity. Over 22% of the city was destroyed and dozens of Neos were killed, including all but one member of the Sentinels of Society. The battle was only ended when Stelleron sacrificed himself in order to augment Vanguardian's energy shield. Using Stelleron's absorbed energy, Vanguardian was able

Chapter 1: The History of Autumn Arbor

to absorb and redirect an orbital bombardment aimed at the center of Autumn Arbor, sending it back into space and destroying The Purge's flagship. The fleet became scattered.

Dragonfly, the sole surviving member of the current Sentinels of Society, became the Commander-in-Chief. Needing funding to rebuild the team, he accepted VanCorp as a private investor in the world-famous peace-keeping force. The Sentinels held their first recruitment drive in over 10 years, recruiting such members as Shadowfox II, Mach-1, Neutrino Jade, Sure-Shot, as well as veteran Neos like Mech-Daddy and a returned Citizen Stranger.

Autumn Arbor was declared a National Disaster Area and entered into a severe recession. The reconstruction was hampered by a seemingly endless assault of self-styled intergalactic conquerors, led to Earth by The Purge and expecting easy pickings, not to mention the usual would-be world-beaters.

DAWNING OF THE TWENTY-FIRST CENTURY (2000-PRESENT)

With the arrival of the 22nd century, Autumn Arbor entered into a modern Golden Age. Its Neo Champions were more popular than ever around the world, and a city that had been a National Disaster Area just a few years before was once again a gleaming beacon for the future of humanity. VanCorp became the second largest em-

ployer in the city, with satellite offices around the world. Although would-be-conquerors and Neo criminal organizations continued to operate within the City of Legends, the Neo Champions that called the city home fought a never-ending battle for truth and justice. More and more Neos continued to register their abilities with the Federal Government, and the city's various agencies became ripe with Neo employees.

Autumn Arbor was once again the heart of America, and the place to be for Neos hoping to fight the good fight and make a name for themselves.



TIMELINE

Oct 31, 1924: Aaron Saint-Germaine and members of the Order of Merlyn stop The Hand of Madness from unleashing Hell on Earth..

March 11, 1940: The United States initiates Project: Equalizer.

January 12, 1942: A confrontation between Project: Equalizer (Sgt. Strike, American Anthem, and Mr. Liberty amongst others), and the Iron Reich destroys a small European village, killing all civilians.

January 19, 1942 through February 4, 1942: Japan unleashes Kamikaze sleeper agents upon American soil.

January 21, 1942: Shadowfox, Americannon, The Bolt, Citizen Stranger, and Mr. Malleable unite to stop the Kamikaze agents.

August 15, 1942: Brian Hadelburg, and his son Jeremy, are in Egypt on an archeological dig when Brian Hadelburg is killed by German soldiers. Jeremy discovers a strange talisman, which activates and its magical powers imbue Jeremy with control over the Earth element.

November 17, 1942: Marion O'Reilly, a Neo woman working with the USO, discovers another Neo working as a Nazi spy. Marion exposes the spy and gains international renown.

November 10, 1945: Shadowfox, Americannon, The Bolt, Citizen Stranger, and Mr. Malleable are officially sanctioned and given the name: Sentinels of Society.

May, 20, 1947: Lord Wyverncrest reveals Pax Wyvernria to the world.

July 4, 1947: An alien vessel crashes in Roswell, New Mexico after suffering heavy battle damage in Earth's orbit.

June 8, 1948: Marion O'Reilly joins the Sentinels of Society and takes the name: Silverbelle.

August 27, 1949: The HUAC begins investigating the Sentinels of Society. Shadowfox refuses to cooperate, and the Sentinels lose their government sanction.

April 21, 1950: Horus and Jeremy join the Sentinels of Society. Jeremy becomes known as Everest.

October 1, 1951: The Neo Crime Bureau is officially formed.

February 2, 1963: Marcus Ramirez forms Vanguard, Ltd.

June 15, 1969: Selene Arnold is born to Shadowfox and Spydra: a Japanese Neo Spy.

July, 29, 1974: The Sentinels of Society are officially banned from United States soil by Washington D.C. Silverbelle and Everest retire from Neo Champion life, with Everest attending law school. Citizen Stranger disappears and will not be seen again for over 20 years.

August 14, 1975: The Anarchitect debuts and is defeated by during the first public appearance of The Daring Dynasty.

March 20, 1981: Vanguard, Ltd. legally becomes known as VanCorp, and significantly expands its operations.

Nov 23, 1982: The Anarchitect returns to Autumn Arbor and unleashes his latest creation: Xombehemoth.

July 3, 1985: When the Xombehemoth attacks Major Daring while he's addressing congress, the Sentinels of Society return to the United States for the first time in over a decade. The President officially lifts the ban on Neo Champions, and the Neo Law Enforcement laws are enacted.

September 1, 1985: The Sentinels Building is constructed, and the Sentinels of Society name Autumn Arbor as their official base of operations.

March 18, 1986: Stelleron debuts.

October 12, 1986: Mech-Daddy debuts as a crime fighter in the Liberty Heights district.

May 16, 1991: Ramirez Enterprises is founded.

July 4, 1993: Vanguardian debuts in Autumn Arbor.

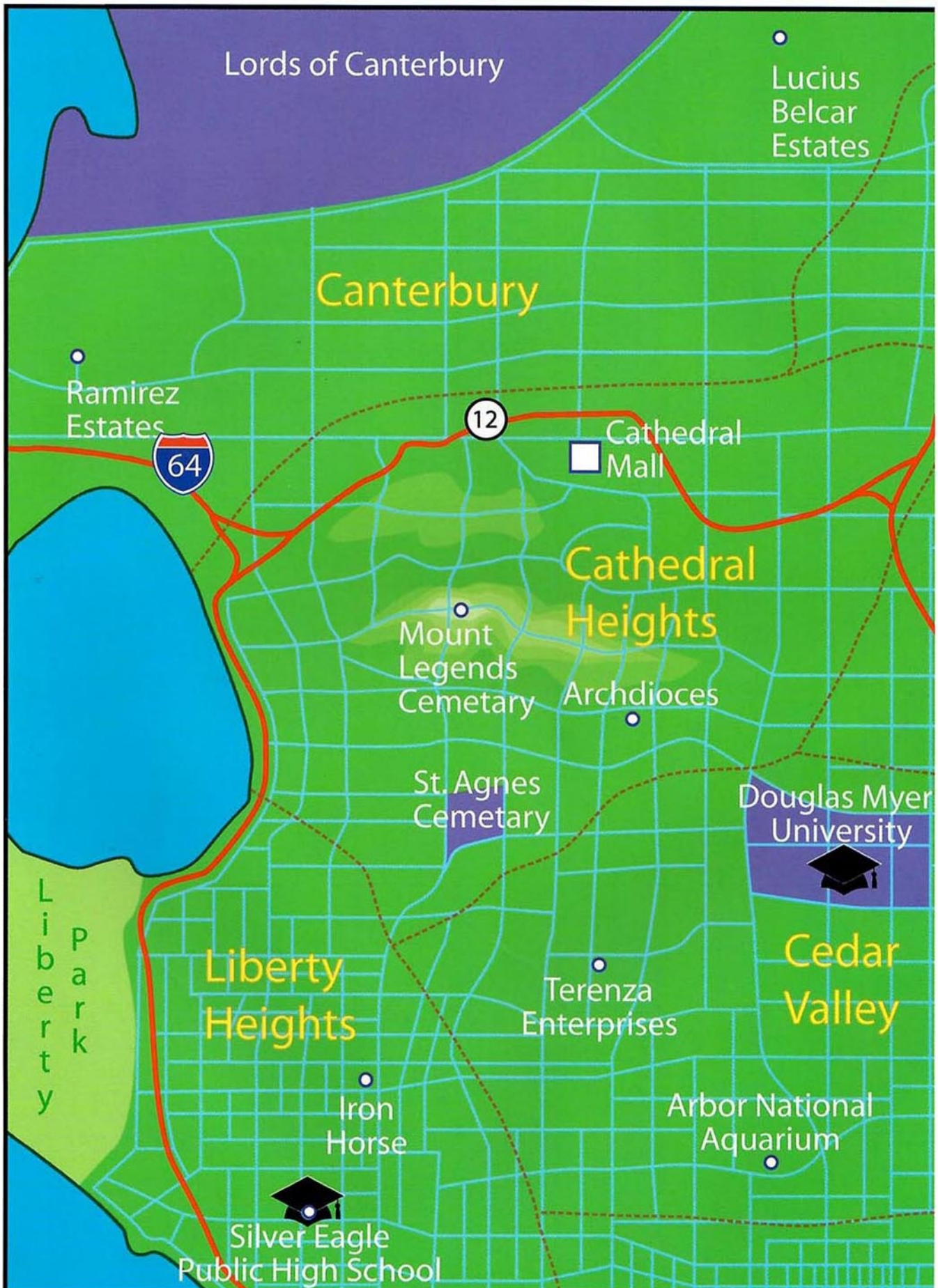
November 13, 1998: The Purge attack Earth, leveling 22% of Autumn Arbor and killing dozens of Neo Champions, including all but one member of the Sentinels of Society.

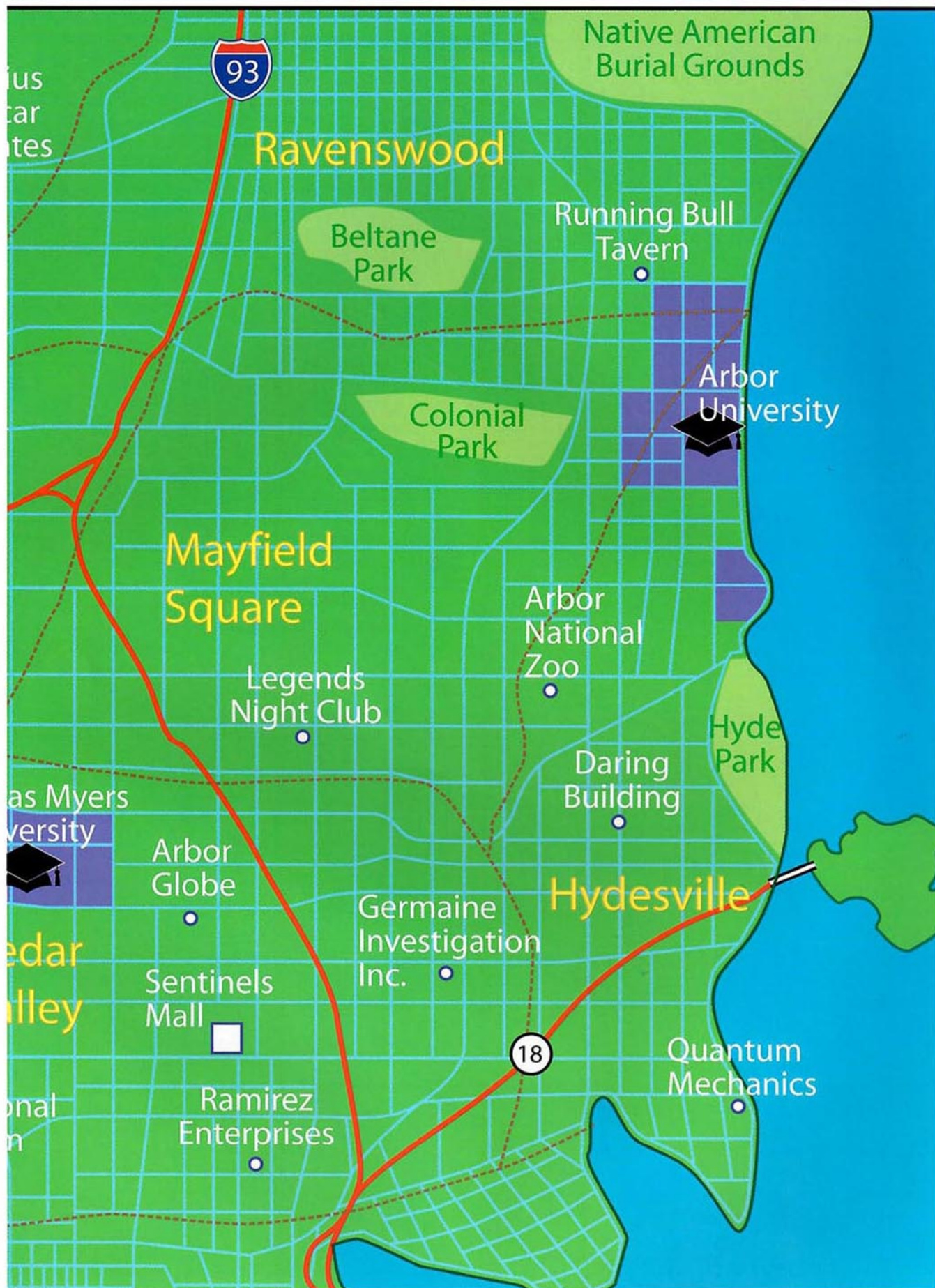
November 8, 2000: Jeremy Hadelburg is elected to the Autumn Arbor City Council.

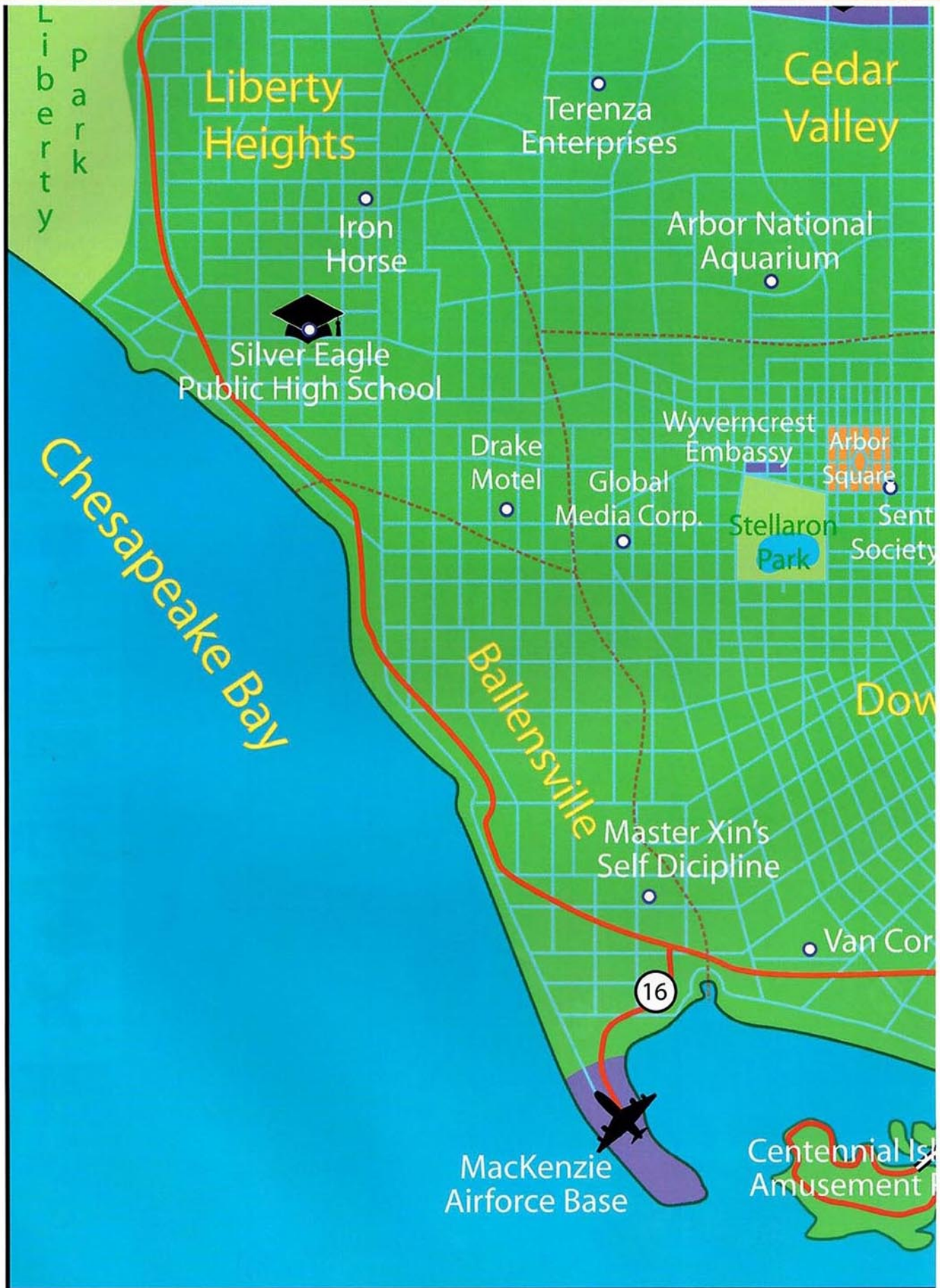
MAP OF AUTUMN ARBOR.

(LARGER TILES ON FOLLOWING PAGES)











CHAPTER 2

A GUIDE TO AUTUMN ARBOR

Men, Women, things, species, creatures that contain within themselves vast and enormous power. Unfortunately, with such power also came a sense of vanity. The Neos refused to be ruled by their alien masters...and rebelled.

- Unknown Alien Computer- Translated by VanCorp

Autumn Arbor covers approximately 91 square miles on the lower Eastern Shore of Maryland, and is home to over 1,000,000 people. Known world-wide as the City of Legends, Autumn Arbor is also home to the highest population of Neos in any one city; making it a major tourist attraction as well as a national center for business, financial, entertainment, educational, and media concerns.

GETTING AROUND AUTUMN ARBOR

Mass Transit System

The Mass Transit System provides transportation for several thousand people throughout Autumn Arbor with a nearly flawless schedule for buses traveling throughout the city. Prices haven't increased for over 3 years; day passes are still 3 dollars, and one way trips are \$1.65.

The Mass Transit Trains were placed on sky rails during the 1999 city wide rebuild. The sky rails allow the streets to be less clustered and the trains to run on a more precise schedule. Sky rails have also improved the distance that trains can travel during a trip.

Subway/Sewer Tunnels

There are several abandoned tunnels that suffered from severe damage during the Purge Invasion, although the main tunnels were reinforced extremely well and suffered little to no damage. Those tunnels are still in use today. When the new subway tunnels were built, a larger drainage system and twice the reinforcement was added. Along with adding larger drainage systems in the subway line, larger gates were added into the sewage system. Meanwhile, within the abandoned tunnels live many gang members, escaped experiments of G.O.D. and other outcast Neos.

Railroads

Only 2 railway lines pass through Autumn Arbor that still provide service, providing on average 28 stops a week to pick up goods and ship them to other nearby cities and states.

Ferry System

There are 15 ferries that travel back and forth between the islands and Autumn Arbor. Each of the ferries have a special purpose. Park Carriers contain 3 levels and can carry about 150 people, transporting them to and from Centennial Island Theme Park. The Charter ferries, which generally do not make stops, give a short tour of the is-

lands, serve as back-up transportation for Park Carriers, and as emergency evacuation boats.

The smaller armored ferries are for Prison transport. These boats are specially designed to neutralize and contain Neos, while the slightly larger Visitor Transporters allow visitors to get to the prison safely.

Taxis

Taxis services are massive when in Downtown, Autumn Arbor. Most residents of the City refuse to drive in the area due to the overflow of travelers and lack of sufficient parking areas. There are 5 different companies competing in the Downtown area.

Outside of the Downtown area about 6 other cab companies operate. The cabs generally stay within a specific district or zone. Very few cabbies will take fares that lead them into Ravenswood.

Bridges and Highways

The various bridges and highways have all been reinforced to help prevent damage that may result during

Vital Statistics — Autumn Arbor

Size:	91 Sq Miles
Climate:	Temperate
Population:	1,847,582
Work Force:	710,245
Racial Background	
Caucasian:	51%
African American:	37%
Latino American:	7.9%
Native American:	3.6%
Other:	0.5%
Religious Background	
Protestant:	22.6%
Catholic:	60.9%
Jewish:	2.7%
Muslim:	4.5%
Buddhist:	1.8%
Wiccan:	3.4%
Other:	4.1%



any Neo battles. Centennial Island has a special highway and 2 bridges that lead from Autumn Arbor. Each bridge is 2 lanes wide, with one used as an exit and the other an entrance bridge. The other 2 major highways lead in, out, and around Autumn Arbor. The highways are 3 lanes in each direction.

A GLANCE AT AUTUMN ARBOR'S LOCAL CHAINS

Aahnix Electronics

The newly remodeled store now carries the top-of-the-line electronics. Several VanCorp agents make visits to the various locations to make sure nothing slips into the public that was meant to remain under wraps.

A-Plus Stop

A-Plus is a chain of convenience stores open 24 hours a day. The stores carry the most essential snacking needs such as chips, sodas, and candy. About half the stores have their own gas pumps, in which they try to undersell the competition.

Crystals

Crystals is one of the more popular department stores within Autumn Arbor. Mostly catering to the middle and upper class communities, Crystals is located in the Downtown area as well as having a smaller store located within Cedar Valley.

Food Garden

Garden is a major chain of supermarkets, with approximately 24 stores throughout Autumn Arbor. Within the market you will find a Pharmacy, an extension of the local bank, an in-store bakery and deli, and can conveniently pay bills and buy stamps at the customer service desk.

Jamison Department store

This department store tends to cater to low and middle income families of Autumn Arbor, and is known for its constant sales and price decreases.

Pop Records

Pop Records is a small, very well known music shop. The store employs 5 people, where each and every one of them is known by the expanding customer base. Pop Records is popular with the younger generation, thanks to the provided discount rates for new and used dvds and cds.

The Toy Chest

The Toy Chest is a local chain that makes you want to be a kid all over again. Products range from toddlers to adults. During the Holiday season, when you need to buy gifts for the kids but you can't leave them home, the store provides a center where they can play and socialize with one another.

Underground Reptilian Records and Comics

This quaint little shop carries comics, cds, role-playing games, videos games, and collectables. Though the store

is normally over flowing with customers, Underground Reptilian Records and Comics provides a policy to treat all customers with the utmost respect.

BARS, CLUBS AND RESTAURANTS

The Basement

The Basement is a place where teenagers can hangout, party, and have fun. This 16 to 20 club doesn't allow alcohol on the premises. Generally the teens of the community populate the club, as most parents trust the owners and know that they opened the business to keep their children off the streets. The spaciousness of the club is remarkable, holding 2 large dance floors, a small café seating area, a large stage for concerts, and several wall bench seating areas. Throughout the club there are no closed rooms for the teens to go in, and the lighting is done to make sure there are no dark corners to hide in.

Divine Drive-In

This is a restaurant that simulates the old time drive-in fast food diners. Dine at your car or within the restaurant. Divine Drive-Ins can be found throughout the city; some districts even have several locations.

Kountry Citchen

Kountry Citchen is rated as the best all you can eat buffet place, with approximately 5 locations throughout the city. Prices are: Kids 12 and Under are \$3.75 (Lunch) and \$4.25 (Dinner), while adults are \$6.25 (Lunch) and \$8.00 (Dinner).

The Hole

The Hole is the perfect name for this rundown bar. Very few lights or bathroom fixtures work. Known as the place where the scum conduct their business, the Autumn Arbor Police Department makes monthly raids on the bar.

SPORTS

Arbor Aces

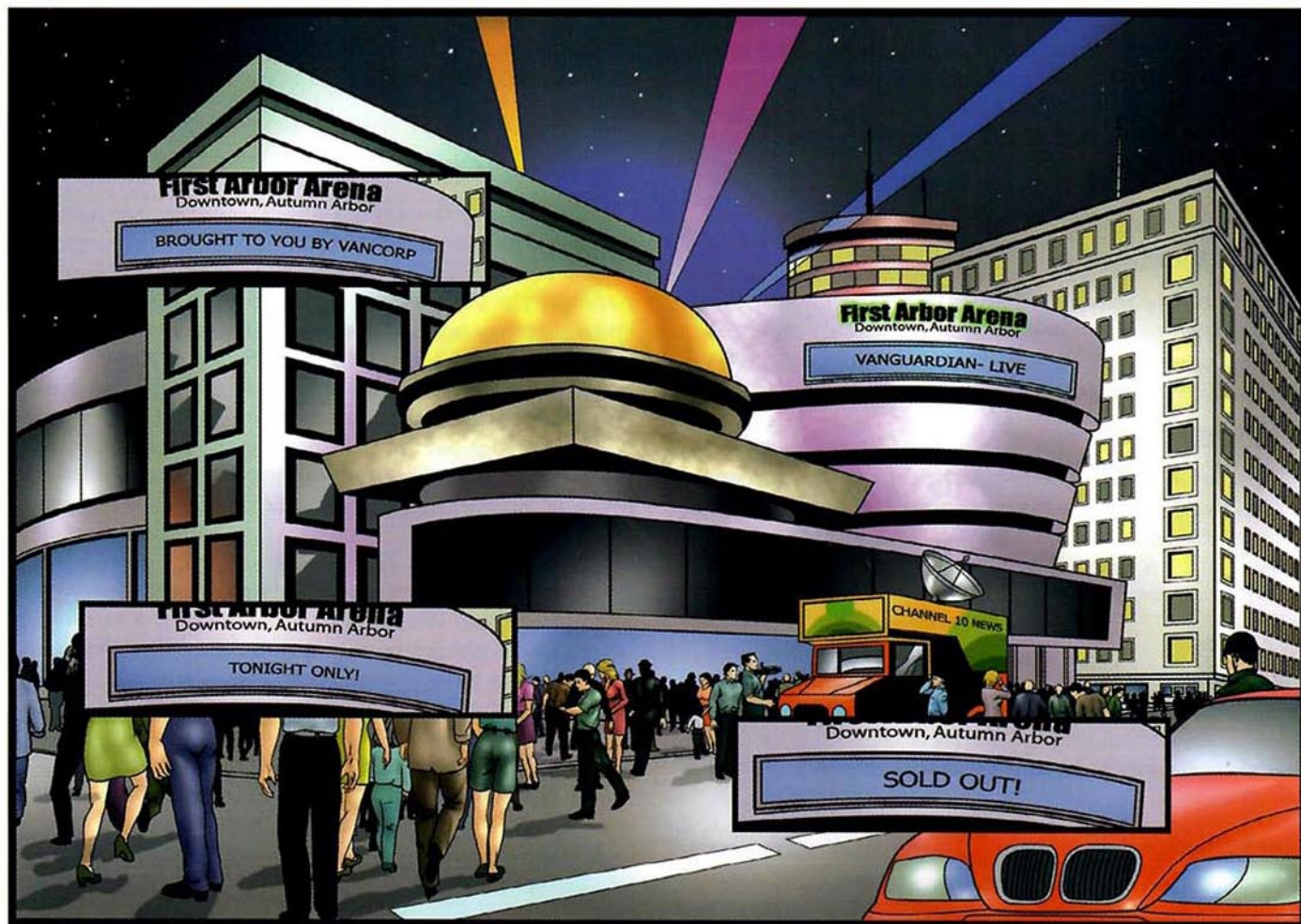
Arbor Aces is one of the top National League Baseball Teams. Currently fighting to hold on to the 4th spot in the league, the Aces continue to train hard and recruit new members annually. The Team colors are Black and Red.

Arbor Arrows

The premier hockey team of Autumn Arbor is the Arbor Arrows, who have won over 20 championships. Their uniforms are blue with the large double white arrows that overlap in the center of the chest.

Arbor Razors

The Razors are not the best team in the league, but have made major progress in the past year. Although new to Autumn Arbor, replacing the sold Arbor Argonauts, the team has been part of the NFL since 2002. The team colors are Black and Green.



DOWNTOWN

The heart of Autumn Arbor is the Downtown area. Easily the most important district in the city, it's the place where the movers-and-shakers handle their business and where the most important decisions that affect the greater metropolitan area are made.

A testament to the most advanced and cutting-edge architectural designs and building techniques, Downtown is a glistening array of wide, glass skyscrapers, and plazas. Home to the major corporations that maintain offices in the city, visitors and residents will find such conglomerates as Global Media Corp, VanCorp, Barludi Industries, and the headquarters for the world-famous Sentinels of Society.

In the center of Downtown is the area known as Arbor Square, which contains both the District and Circuit Court Houses, Central Police Precinct, City Hall, the Federal Building, and the Wyverncrest Embassy. Although Autumn Arbor originally considered it a great political coup when they convinced Lord Wyverncrest to place his embassy within the City of Legends as opposed to New York, Washington D.C., or Baltimore, city officials have had plenty of opportunity to rethink that assessment over the years as enemies of Wyverncrest have had little problem with attacking the embassy, thus significantly damaging the surrounding era.

Thirty-foot statues stand eternal vigilance around Arbor Square, one on each of the four sides, as a testament to the brave Champions that gave their lives to save the city from the Purge Invasion. Telika can be found on the northern side, with Beetleman on the southern face, F-5 on the eastern side, and Bolt facing the west.

Other statues of Champions that have fallen during the long legacy of the City of Legends are spaced throughout the Downtown area, but none are as large or prominent as those around Arbor Square.

Getting around Downtown can be somewhat of a hassle at times. Although the city maintains a state-of-the-art subway system that links regularly with normal mass transportation, traffic is still congested. Parking can also be a problem, despite the dozen or so parking garages throughout the district, as well as the various underground, private parking facilities maintained by the various corporations.

In spite of all that, though, Downtown remains the heart of the City of Legends. The place where most the tourists gather in hopes of catching a glimpse of the beings that make the city world famous.

Arbor Grand Hotel

This large luxurious hotel is in the midst of it all. Conveniently located in the heart of Downtown, the 510 room

Arbor Grand Hotel provides the ideal setting for vacationers and business travelers. Arbor Grand is the perfect venue for meetings and events, as it is home to 16 meeting rooms and can host groups of up to 1000.

Rates:

Sunday – Thursday Generally \$190.00

Friday – Saturday (and all holidays) \$175.00

Arbor Historical Museum

Founded over 175 years ago, this museum hosts the world's second largest American silver collection in addition to thousands of portraits, maps, prints and decorative arts items. With 7.4 million books on the premises, this is a great place to do research on any aspect of Maryland's history. The Museum focuses on showcasing more of the art that portrays the historical events of Autumn Arbor and the surrounding cities.

A wing was added in late 1998 for the newer history of the Neos. This wing contains photographs, laws, paintings, and news articles of the spectacular Champions of Autumn Arbor.

Arbor Square

Arbor Square is also known as the political hub of the City of Legends. During the city-wide rebuild in 1999, Arbor Square became a monument to Champions and the main site for the political offices. Located on the Southeastern corner, City Hall is the center of all the political hustle. The court house locations were moved to the northeast corner; with the stairways of these large, white prestige buildings marked with statues of lions that sit atop neo-classical pillars.

Originally, in 1927, the Police Precinct was built on the western edge of Downtown; as the precinct expanded, however, a larger building was obtained on the southeastern side of Downtown. During The Purge Invasion, the building was leveled. Keeping with the plans of the city-wide rebuild, the new Central Police Precinct is located on the western side of Arbor Square.

Arbor Tribune

The Arbor Tribune is the daily newspaper printed in the tabloid format, where the main focus is Autumn Arbor's society and crime. The Tribune is run by Harold Everstien, who is more worried about making a story interesting than informing people of the truth.

Most people dismiss the paper as purely superficial fluff; the only aspect that is taken seriously is the business reviews. Several writers have been denied positions at other media-based companies due to their time at the Arbor Tribune because of their frugal stories.

Barludi International

Formed in 1981 by Jonathan Barludi and Michelle Terenza, Barludi Shipping started as a small shipping company operating out of the Terenza controlled Beauman Straights.

By 1985 it had expanded into illegal arms trafficking, and within its first decade had siphoned off over 35% of the Terenza territory in Autumn Arbor, becoming a multi-million dollar industry. Eventually, the company name was changed from Barludi Shipping to Barludi International to suit its other investments, such as Real Estate and legal imports/exports.

Throughout the 1990's, Barludi International contributed millions of dollars to Autumn Arbor, including for restoration in 1999, city expansion and renovation, and in the opening of several Barludi Foundation centers for abused women and children. The newly renovated corporate offices are located in the 47 story Barludi International Building, which is protected by Barludi's private security firm, mafia enforcers, and state-of-the-art technology.

NCB Offices (Federal Building)

Size:	Gargantuan
Toughness:	20
Features:	Communications, Computer, Defense System, Fire Prevention System, Garage, Gym, Hangar, Holding Cells, Laboratory, Library, Power(Nullify [specific power descriptor]), Power System, Security System, Workshop.
Total Equipment Points:	21

Federal Building

Until 1998, the Federal Building was located in Cedar Valley. During the city-wide rebuild, a 25 story skyscraper was erected to serve as the new location for the Federal Agencies. Several undercover Neo agents, an advanced electronic security system, and a high powered force field projector donated by the Daring Dynasty, protect the building. The top 3 floors are Alpha-Level security clearance Neo Crime Bureau offices, while the subbasement contains 4 levels of Alpha-Level Security Neo Crime Bureau research labs and temporary Neo incarceration holding facilities. The incarceration facilities are vital holding areas for criminals with super-powers awaiting transportation to the Solitaire Island Federal Prison.

First Arbor Arena

Like most of Autumn Arbor, the reconstruction on the First Arbor Arena began in 1999. The reconstruction took approximately 3 years to finish, and contains many new changes from the original Autumn Arbor Civics Center thanks to the expanding visitors list. The First Arbor Arena is currently host to over 1,000,000 guests annually, and has 13,000 permanent seats. Temporary seating is used on the floor and/or the stage area for various event configurations. In general, concert and meeting capacities range from 13,000 to 15,000; while other shows and sporting event capacities range from 12,000 to 16,000 guests.

Chapter 2: A Guide to Autumn Arbor

The first Arbor Arena was uniquely built to allow it to be curtained down to a 6,000 person capacity with a portable house stage center.

Global Media Corp

Global Media Corp, a subsidiary of VanCorp and the nation's media giant headed by Mitchell Hawrath, has main offices located within the 35 story GMC Tower, known for the its rooftop spinning globe with lightning strikes. Smaller offices are scattered throughout Cedar Valley, Hydesville, and Mayfield Square. The Corp owns over 35 television, cable, and radio stations nationwide, as well as the Centennial Island Theme Park.

In Autumn Arbor, Global Media Corp owns the following stations:

Television: WJAA Channel 7, WAAT Channel 4, WJXT Channel 14, WAAR Channel 5 and WNEC Channel 2

Radio: WJRZ 97.6 (rock), WGCR 92.4 (jazz), WORR 105.3 (pop), WAAR 101.1 (news), WLAX 106.7 (country) WALT 99.4 (alternative) and WNDC 103.7 (easy listening)

Golden Age Café

The Golden Age Café is a newer attraction to the tourist hub of Autumn Arbor. First opened in 2003 by Joshua Harris, the Golden Age Café was designed as a 1960s feel with an interior theme honoring the lost Champions of Autumn Arbor. All employees are required to dress in costumes representing the Champions that have fallen over the ages. A second level was opened in 2005 to honor the present day Champions, a way to thank them for all that they do on behalf of the city. When a present day Champion falls, their costume replicas are sent to the first floor for induction along with a small memorial ceremony in their honor. Joshua Harris saw opportunity to attract more customers when the Champion known as Silverbelle applied for a job. Knowing she would be more than just an employee in a costume, Joshua placed Silverbelle at the front door to greet all of the customers and seat them in either the Memorial or Honor Champion areas.

Memorial Hospital

Memorial Hospital is the top research development hospital in the city, and was the first medical building opened to the public back in 1916. Since 1978, Memorial Hospital is the only known public hospital that can provide care for Neos as well as the normal public. Many of the top students from Douglas Myers University take resident within the halls of Memorial Hospital, hoping for a chance to help the many heroes of Autumn Arbor.

Sentinels of Society Building

The original Sentinels building was 4 blocks from the original Federal Building in Cedar Valley. As with many other building throughout Autumn Arbor, the Sentinel building suffered major damages during The Purge Invasion. Under VanCorp's funding, the new 32 story Sentinels of Society Building, with a private and highly secure

Sentinels of Society Building

Size:	Gargantuan
Toughness:	15
Features:	Combat Simulator, Communications, Computer, Dock, Fire Prevention System, Garage, Gym, Hangar, Infirmary, Laboratory, Library, Living Space, Power System, Security System, Workshop.
Total Equipment Points:	21

parking garage, was constructed in Downtown. Though most of the building is rented out as office space for the high-end corporations, the Sentinels of Society maintain the top 12 floors, accessible only through special elevators located in the subbasement and behind the security desk on the main floor and requiring extremely advanced security protocols. Floor 19 remains empty and serves as a force field reinforced buffer between the general population and the Sentinels, which only the special elevators can pass through.

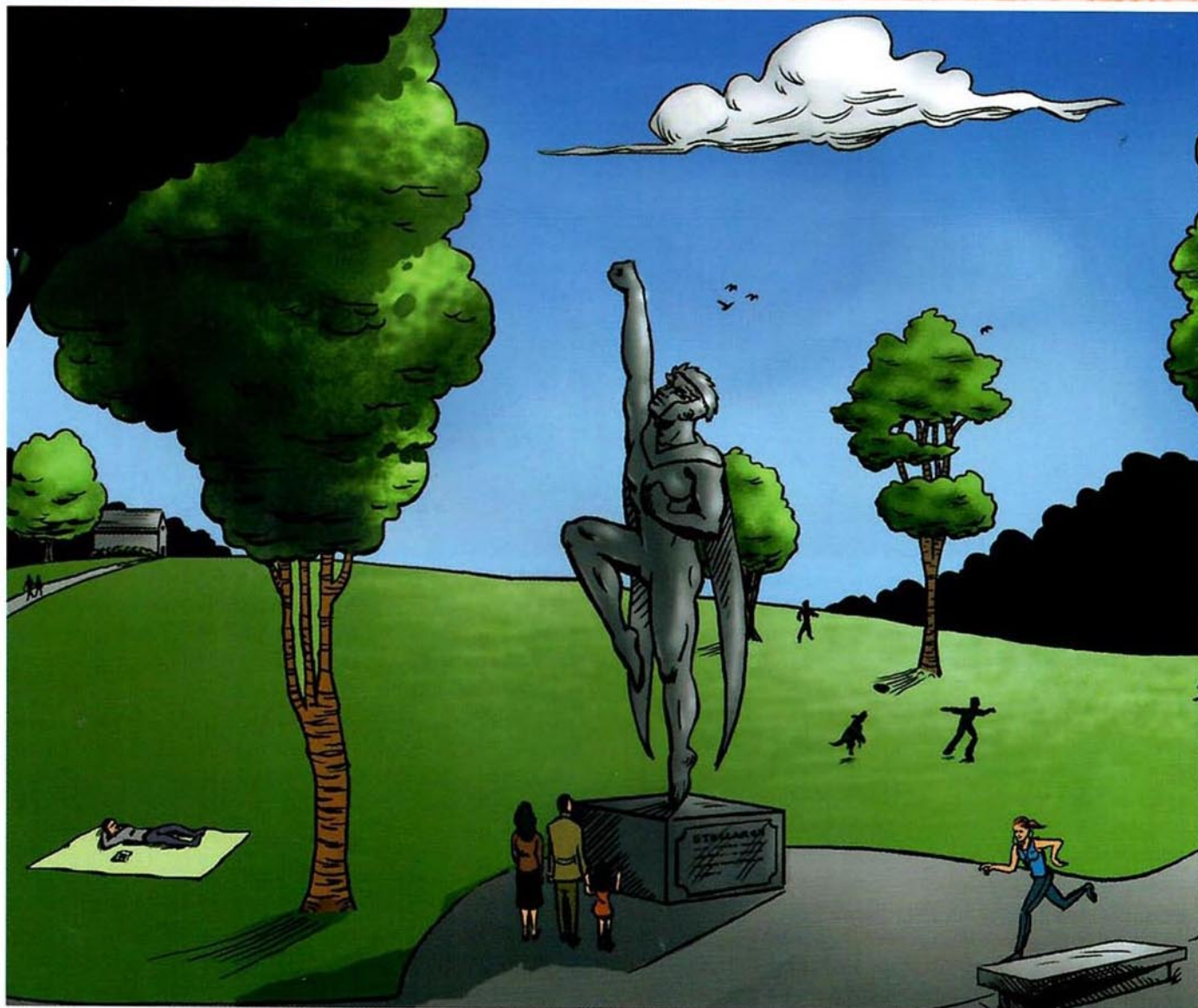
Within the top 12 floors of the Skyscraper the Sentinels of Society maintain complete living quarters, state-of-the-art laboratories several generations above anything the public would be familiar with, and complete holographic and virtual reality training facilities. Sophisticated computer arrays link with every major database around the globe. The special areas built in the subbasement are designed for maintaining water vehicles with access to the Chesapeake Bay, and an aircraft runway that emerges just south of the Autumn Arbor city limits.

St. Dominic Church

St. Dominic Church is one of the largest and most prominent churches within the city limits. The Cathedral is built in the Gothic architectural styles, similar to those in Europe. The mason cut stone exterior shows off the large stained glass windows that depict saints and other religious figures. Many of the more important figures of Autumn Arbor attend Sunday mass at this church, and additional Mass is held every Wednesday and Friday night.

Stelleron Park

Built in the aftermath of The Purge Invasion, Stelleron Park is a small grassy area in Downtown that marks and commemorates where Stelleron sacrificed his life. Various benches and picnic tables are spaced throughout the area, which is a regular spot for a peaceful spring or summer lunch. In the center of the park, at the exact spot of Stelleron's sacrifice, a 30 foot statue has been erected. Within the base of the statue rests his sarcophagus, which contains his cape. A plaque reads...



Here lies the only thing left of the courageous hero Stelleron.

Stelleron sacrificed himself, allowing his energy-based form to enhance the shield of another brave hero, thus allowing Vanguardian to survive and deflect the energy attack from the Purge's flagship saving Autumn Arbor.

Such a great hero will be missed.

VanCorp

In 1962 Marcus Ramirez, with the help of Icarus, formed a company called Vanguard Ltd., which focused on government defense contracts. In 1965 the corporation gained the Americannon contract when Marcus had it taken from Quantum Mechanics, which served as the largest deal the corporation had seen. By the 1970's it had become the number one government contract firm in the country, and

entered the International Arms Market.

By the 1980's Vanguard Ltd. began researching Nanotechnology, Neo biology, and Cloning. When the research began showing results, Marcus broke away from Icarus, changing the corporate name to VanCorp.

By the 1990's VanCorp owned over 40 subsidiaries world-wide, and employed over 1 million people around the world.

In 1993 the release of their greatest public success to date, Vanguardian, saw company assets sky-rocket in value. Secretly using Vanguardian to further their plans for expansion throughout the City of Legends, the company regularly employed villains to attack Autumn Arbor and destroy property, then bought the real estate under cost and redeveloped it.

After The Purge Invasion, VanCorp rebuilt their offices as a 86 story "V" shaped building of glass and steel. The building is protected by state-of-the-art electronic and mystical defenses, and is patrolled by the most highly trained, and often ex-covert military of the Vanguard Se-



curity Agency.

By 2000, VanCorp was the financial backer of a majority of commissioned Neos. By 2001, VanCorp owned approximately 42% of the land within Autumn Arbor.

VanCorp Neo Training Complex

The VanCorp Neo Training Complex was first constructed during the city-wide rebuild. The sky scrapper is 30 stories high, with the main floor open to the public as a tourist center complete with a small Neo museum, I-Max theater, and a gift shop.

The remaining 29 floors operate as a government sanctioned training school for Neos, teaching them not only to control and cope with their extraordinary abilities, but also a full state-certified curriculum. The school is home to about 100 hand picked students and is run by Headmaster Bruce Thompson, a Neo with a full range of elemental control abilities. Though there are a few teachers who have no special abilities, the school generally recruits other Neos to make it easier for the students. Cloudburst, a former member of the Sentinels of Society, accepted a position at the Complex shortly after retiring in 2004.

CEDAR VALLEY

Wyverncrest Embassy

The Wyverncrest Embassy was first built in 1976 by Maximillian Wyverncrest IV, giving Autumn Arbor a huge political coup. This five story building covers 2 city blocks and contains complete living and visiting quarters for foreign diplomats. The Wyverncrest Embassy is equipped with the latest state-of-the-art security measures provided by VanCorp, along with the best magical defenses provided by Germaine Investigations, Inc..

Cedar Valley is a scaled-down version of the hustle and bustle found in the central district, offering its share of major corporations, with the addition of museums, universities, and upscale corporate housing without quite as

much congestion as Downtown.

Once the business and political center of the city- housing the court houses, City Hall, and many more corporations- Cedar Valley took the brunt of the damage during The Purge Invasion.

As the massive alien ships appeared in the skies over Autumn Arbor, Stelleron and the Sentinels of Society rallied the city's defenders to action. Despite their best efforts, though, the City of Legends was nearly destroyed. A Purge atmospheric combat craft rammed into the side of the massive VanCorp building, bringing it to the ground in what has been called the precursor to the tactics used by terrorists on September 11, 2001. The original Global Media Corp building was nearly brought to the ground when Beetleman's armor overloaded due to the energy weapons of The Purge, and he was sent spiraling into the lower floors, where he exploded. City Hall was annihilated by orbital bombardment.

Following the defeat of The Purge, The City Council voted to move into the Downtown area, a decision brought about by VanCorp's announcement that their new corporate building would be built there, thus significantly shifting the financial focus of the city.

Since that time, Cedar Valley has become a sort of overflow to the Downtown area, with the addition of corporate condominium complexes in place of many of the corporate businesses.

Still, with its abundance of museums and theaters left all but untouched by the invasion, not to mention the Arbor National Aquarium, Cedar Valley is a thriving district with a bright future.

Arbor Globe

The Arbor Globe's history, like the Baltimore Sun, is among the longest and most distinguished in American journalism. Founded by Chester Brigham, and originally known as Arbor Ledger back in 1850, Brigham believed

in the concept of a news source that was devoted to its readers.

The first three years of printing were the hardest on this small and upcoming company, with the paper published out of an inadequate building that was barely big enough for the equipment required for printing. The first edition consisted of 4 pages which expressed the issues of land growth, outlaws, and the government. From 1854 until the early part of 1858, the company moved into a larger building which was nearing its capacity due to the rate of growth in advertising and circulation.

Near the completion of a 2 story building in the southern part of Autumn Arbor, Henry Eldwin bought the real estate and decided it would be the new home for the Arbor Ledger. During the move, one machine stayed in the old building to allow the Arbor Ledger to still be printed while in transition. Finally, in October of 1859, the first edition printed from the new location, with Eldwin writing the front page article about the raid on the federal arsenal down in Harper's Ferry, Va. The first Sunday edition hit the streets in April 21st 1861, bringing news about the bombardment and surrender of Fort Sumter. Early 1862 saw the first illustrations hit the pages of the Arbor Ledger.

By September 1882, sixty-seven of Edison's bulbs lit the Arbor Ledger building. Before regular use of color in the daily paper, the Arbor Ledger purchased color presses in 1891.

In 1938, during the midst of WWII, the Arbor Ledger became known as the Arbor Globe, under the direction of Clyde Eldwin.

The Arbor Globe is currently headed by Regina Hamilton, a descendant of the founder, Chester Brigham. Ms. Hamilton believes that the readers should be informed honestly about the issues, whether or not the story is action packed.

Arbor National Aquarium

Built in the early 1990's, the Arbor National Aquarium grew to become a popular tourist attraction. The Arbor National Aquarium seeks to stimulate interest in, and develop knowledge about, aquatic environments by blending naturalistic exhibit elements with the most modern interpretive techniques.

An expansion built in 1996 allowed for a more interactive learning center for students of the local schools to participate in, making the aquarium a major learning tool. Exciting individual opportunities abound with scholarships, internships, summer work opportunities, summer camps, and scout programs.

Admission prices range from \$7-\$18, the dolphin and seal shows factor into the actual price of admission.

Autumn Arbor School for the Arts

The Autumn Arbor School for the Arts is a national leader in preparing students for industry careers. The school provides qualified students with intensive training in one of four arts disciplines: the visual arts, music,

theatre, or dance. Several of the students have been featured in national concert halls and museums, others have performed in front of millions.

The school grounds cover a 2 block radius, which includes a small outdoor stage, an auditorium for plays and recitals, several dance and music studios, and classrooms. Due to limited space, the school only accepts 250 students a year.

Douglas Myers University

The Douglas Myers University first opened in 1898 as a university dedicated to advancing human knowledge through research and scholarship.

Douglas Myers, a former student of Johns Hopkins University, agreed with the philosophy of his *alma mater* that teaching and research are separate endeavors dependent upon each other. The realization of that philosophy helped revolutionize the research university system as it exists today.

Douglas Myers University is one of the best Schools of Medicine anywhere in the world. In 1962, the University received special Federal Government funding to open the Neo Biological Research Facility in Autumn Arbor, the first of its kind in the country, and over the past 40 years has become the leader in medical research and treatment of Neos world-wide.

In all, the university has five academic divisions. The Paris Stracuzzi School of Arts and Sciences, the Raymond Greenberg School of Neo Studies, and the schools of Medicine, Public Health, and Nursing.

Douglas Myers also has campuses in Baltimore, New York, and Tampa; as well as facilities in Germany, China, France, and Italy.

Genetic Overwrite Development

Genetic Overwrite Development, otherwise known as G.O.D, was started in 1968 by James Terenza. G.O.D.'s main focus is in cloning and genetic engineering using alien (Atlantean) technology utilized by the Germans during the height of WWII, first spearheaded by German Scientists that once worked with James' father. By the 1980's, the mapping of Neo DNA strands began, unlocking the secrets to their abilities.

Well hidden behind walls of dummy corporations and front businesses, Genetic Overwrite Development is also protected by both engineered Neo Security as well as mystical defenses.

Germaine Investigations, Inc.

Germaine Investigations was formed as a cover for paranormal investigations by Stefan Saint-Germaine, with the help of the Order of Merlyn.

In the mid 1980s, agents from the company investigated and diverted an attempted dimensional invasion by Nebecar. Although the Demon Lord nearly defeated the team and entered the Earthly dimension, a woman from the shadows, known as X'Zalia, turned the tide. With her

reputation known throughout the city, X'Zalia was quickly offered a position within the firm.

Stefan Saint-Germaine currently heads a team of the most gifted psychics and mystics. The firm has thus far stopped four invasion attempts from Nebecar, all the while continuing to seek out and employ talented mystics and psychics. Germaine Investigations, Inc. operates out of a corner brownstone on the western border of the district. Although the offices contain no severe electronic security measures, they are intensely protected by a variety of mystical and psychic defenses.

The Metropolitan Opera House

The Metropolitan Opera house was originally built in 1881, and within eight years an immense fire destroyed everything. The restoration repairs from the fire took 5 years to complete. During WWII, the Opera House was converted into a dance hall and was expected to remain that way; but in 1995, Allen J. Perdy acquired the lease and once again filled the Hall with music. Since then, The Opera House has displayed 165 of the most talented musicians.

Oak Hills General Hospital

Before The Purge Invasion, Oak Hills General Hospital was the leading medical facility in Autumn Arbor. Following the sudden movement of the city's business center from Cedar Valley to Downtown, though, the hospital soon found itself overshadowed by the state-of-art and newly erected Memorial Hospital.

One of the focal hospitals outside of the Downtown area for Neo treatment, Oak Hills General still receives a wide array of graduates from the Douglas Myers University. The hospital has 487 acute beds and 47 newborn bassinets.

Ramsden Museum of the Arts

In 1836, Walter Ramsden began collecting art work from the local talent of every place he traveled. In 1849, when he finally settled in Autumn Arbor, Ramsden decided he wanted a house large enough for his collection; which already consisted of over 200 pieces of artwork.

After receiving word in 1857 that his mother was ill, Ramsden traveled back to England. While in England, he purchased several more pieces of art, along with the inherited pieces from his mother's personal collection. Once returning home in 1861, Ramsden had a hall built, adjacent to his house, for his painting collection.

After the hall was complete, Ramsden threw a Grand Ball to display his collection. For several months following the Ball, people would come just to admire the magnificent paintings. Walter Ramsden died in August of 1872 after a mysterious illness. Having no family in which to leave the land, the city took ownership.

From there, the city evaluated the amount of art that was located within Hall and decided to connect the house and hall to create a large art Gallery, later to be known as the Ramsden Museum of Arts.

Ramirez Enterprises

Ramirez Enterprises was formed in 1991 as a subsidiary of VanCorp, by 19 a year old Alexander Ramirez. Alexander's life was saved the year before by Icarus, who saw in the young man a way to gain back what Marcus Ramirez had stolen from him. The 27 story, modern designed building is guarded by state-of-the-art security measures and a top of the line Neo security team.

Ramirez Enterprises employs approximately 2500 people and deals primarily in the manufacturing of computers and SOTA electronics. Behind the scenes, this subsidiary has large investments in designer drugs and weapons.

Sentinels Mall

Sentinels Mall was constructed during the city-wide rebuild, after VanCorp purchased land far below average market value due to their ability to manipulate the insurance companies and Federal Government to not pay premiums to the former owners. The mall encompasses over 11 square blocks, which includes the original site of the Sentinels Building, and contains over 200 stores. Parking is extremely difficult, despite the extensive parking lot and the four 5-story parking garages.

All of the major chain stores can be found within the mall, and the food court boasts 3 levels with over 40 dining choices. The food court is illuminated during the day by various skylights, and holographic projectors work at night to create the illusion of eating beneath a star-filled sky with a full-moon. Mall management maintains a positive working relationship with the Sentinels of Society and Daring Dynasty, who often make public appearances at the mall to sign autographs and mingle with the people they have sworn to protect. As a result, the mall has also been known to become the site of various Neo battles, and has suffered its share of damage over the course of its 4 years of business.

Sidekicks

This 18 and older nightclub features sidekicks as the main attraction. Most of the drinks are named after Champion sidekicks even if their career goes beyond the sidekick status to a full-fledged Champion. Traditionally, the club throws an honorary celebration on the first Friday night after a Neo has been announced as a sidekick.

The club has both indoor and outdoor dance areas, 3 bars posted throughout the establishment, and one strictly non-alcoholic bar posted in the center. Everyone entering the club who is under 21 receives a stamp, if an underage person is caught trying to order alcohol they are banned until their 21st birthday.

Hours: Thursday-Saturday, 8pm-2am

Admission is \$15 until 9pm, \$25 after 9pm, drinks are free

St. Ann Church

St. Ann Church was built in the late 1970's. The community strives to help the church in every way possible to provide a safe environment for the children. In 1987, the congregation pulled together and cleaned the empty lot next to the church. The large playground built in the empty lot makes the church appear to be more of a children's center.

Terenza Enterprises

Terenza Enterprises was formed 1938 by Alfonso Terenza as a legitimate business to cover the illegal operations of the Terenza Mafia Family, beginning as an Investment Firm and quickly expanding into real estate holdings by 1941. The real estate purchased by Terenza Enterprises was used as secret German research facilities, allowing them to operate on American soil. At the end of the war, Terenza Enterprises began using the scientists to design and manufacture a vast array of designer drugs, meanwhile continuing its front as one of the most successful and fastest growing Investment Firms on the East Coast.

Today, Terenza Enterprises is the umbrella corporation for various investments throughout the information technology, financial investment, media, and pharmaceutical industries. They employ over 35,000 workers and maintain offices in Autumn Arbor, New York, Tampa, and Houston. Current CEO is James "Jimmy" Terenza, a suspected underworld kingpin. The Autumn Arbor office is the main headquarters and is located on the top 6 floors of the Mason Building, guarded by top of the line security measures.

BEAUMAN STRAIGHTS

Beauman Straights is one of the busiest international ports within the U.S. The port serves more than 50 ocean carriers, with over 1,900 annual port visits. Other characteristics of the Ports are the advanced modern storage facilities and special bulk facilities for steel, pulp, paper, ore, and coal. Seven public, and 10 private, terminals handle the port's traffic.

Although Beauman Straights is one of the busiest places within the city during the day, the nightlife at the ports has dwindled. Something unidentified has been lurking within the area. Several people believe it to be a werewolf due to the occasional howling during nights of a full moon. Bodies have been found mutilated and decapitated several days after the mysterious noises have been heard. Despite that, however, few people refuse to believe that something unnatural lurks within the ports, and tend to believe that this may be the dumping grounds for the notorious criminals.

LIBERTY HEIGHTS

Within Liberty Heights, the streets are lined with row homes and corner stores. Liquor stores started dominating the neighborhood in the early 1990's as the district became more and more over-crowded. Many of the local corner stores are now owned by foreigners, typically of

Asian decent. The crime rate has increased dramatically since the late 1980's, as more and more broken homes and low-income families began populating the area

The Barludi Foundation for Abused Women and Children

In 1996, Michelle and Jonathan Barludi opened a non-profit outreach center located within Liberty Heights, constructed within an old apartment complex, and maintaining over 150 apartments for women and children needing to get away from a domestic abuse situation. The center is open about its on-premise Neo security force, which discourages enraged husbands from coming to the center in search of those seeking asylum. The Foundation is well supported by the city government, and provides basic self-defense training through an association with Master Xin's School for Self-Defense and Discipline. In the past two years, smaller centers have been opened in Cedar Valley, Hydesville, and Cathedral Heights.

Drake Motel

The Drake motel is known for its intense prostitution and drug distribution rings; and is owned and operated by a psychic based Neo, who uses his mind manipulation to keep the motel from being shut down. Several of the current prostitutes that work out of the motel can't remember when or why they started, some believe that their minds and memories have been altered. The notorious Drake Motel is to blame for approximately 25% of the districts homicide rate.

Iron Horse Tavern

Established in 1986 as a "Biker Bar", the Iron Horse Tavern has seen a decline in its clientele since The Purge Invasion and the devastation the surrounding community had suffered. The tavern has been a regular location for illegal drug and arms trafficking, as well as finding networks and prostitutes. It is not uncommon for fights to breakout between patrons as a starting point for getting work from the movers and shakers of the Autumn Arbor Underworld, as each of the mafia families have low level people positioned within the place. Though the FBI has been investigating them for over 2 years, thus far authorities have been unable to make any concrete connections between the Tavern and significant underworld figures.

Liberty Park

Liberty Park is 800 acres of water bodies, woodland, trails, lawns, and various sculptures and works of art. Founded in 1855, it was the second landscaped public park in the United States. On even the sunniest of day, the park is masked in shadows. Eighty-percent of the art work that is scattered throughout the park has been donated by various artists, sculptors, and museums throughout history.

Liberty Park is known for the high crime rate; the AAPD, as well as the Vanguard Security Agency, regularly patrol the grounds. Two well known gangs have a prominent

presence within the park. The Masqueraders gang uses it as a drug distribution and murder location, while The Awakened regularly use the cover of the park as a location for mystical rituals.

Silver Eagle Public High School

Silver Eagle Public High School was named after one of the first known Champions in Autumn Arbor. Despite the over-crowding of classrooms, and the school being located in one of the worse neighborhoods, there is still a high ratio of students with an above average success rate. Generally, 40 students are assigned to one teacher. Metal Detectors line the inside of the doorways, and police roam the halls trying to prevent violence.

St. Patrick Church

The typical brick building was built in 1905 and used as a toy maker's workshop. In 1947, it was renovated and used as a small church, and can hold about 200 people at the maximum. The small congregation holds about 6 to 10 fund raising events a year, but still struggles regularly with financial depression.

BALLENSVILLE

A majority of the pollution that is within Autumn Arbor comes from the factories located in Ballensville. Towards the north, where the low income housing is located, the neighborhood is peppered with abandoned and run down row homes. An abundance of factories, many of whose original construction dates back to the turn of the 20th century, dominate a majority of the district.

Master Xin's Self-Defense and Discipline

Master Xin's Self-Defense and Discipline was founded by Master Tao Xin in 1983, a Chinese immigrant and a member exclusive Order of the Whispering Wind, as well as an expert in the Martial Arts discipline of Xon.

Xon, created over 1500 years ago by the Order of the Whispering Wind, trains its practitioners to move at super-human speeds, perform super-human feats of strength, change one's appearance as well as blend seamlessly into the surrounding environment, and dodge high velocity projectiles, including bullets.

Master Xin teaches students how to develop their Chi, leading to advanced martial arts techniques that involve the physical aspects of Xon, but the abilities of limited shape-shifting and blending are reserved only for those who are initiated into the Order of the Whispering Wind.

Master Xin also serves as an unofficial trainer at the VanCorp Neo Training Complex, and has provided self-defense instruction to both the Autumn Arbor Police Department and the women staying at the Barludi Foundation. In these cases, such training is in basic martial arts only, and not the advanced Xon techniques.

The Raven

The Raven is a club unlike any other in the city. Opened nightly, with the busiest nights being Thursday, Friday and Saturday, the drinks are believed to contain at least one drop of human blood.

This rumor may not be far from the truth, however, as the owner is a vampire known as Maximillian Van Volkoff. Although Maximillian regularly mingles within the general area of the club, he can usually be found with others of his own kind on the specially constructed sub-level club; where dark rituals, blood letting feasts, and pain enduring shows occur.

CATHEDRAL HEIGHTS

Driven by their faith, the residents within Cathedral Heights live conservative lives based upon the views and teachings of the Roman Catholic Church, due to the fact that the Archdiocese serves as the center-piece to the district.

The neighborhood is dominated by churches and quaint row homes, with streets and gutters regularly cleaned by the neighborhood association.

Archdiocese

Catholicism was brought to Maryland in 1634 when Jesuit Father Andrew White celebrated the first Mass held in the original 13 colonies, on the shores of St. Clement's Island. Founded as a haven for Catholics and a place for religious toleration, Maryland was the site of the Religious Act of 1649: the first legislation and representative body ever enacted for religious freedom.

Although Autumn Arbor was originally part of the Archdiocese of Baltimore, the City of Autumn Arbor was named a separate Archdiocese in 1869. Christopher Cardinal Blackwell leads the Autumn Arbor Archdiocese, which includes more than 26,000 Catholics.

Cathedral Mall

The Cathedral Mall is a strip-mall which contains 47 individual stores, 3 Department stores, 8 restaurants, and a movie theater. The mall receives a lot of business, and unlike the more luxurious closed-in malls, each of the stores have their own hours of operation. The movie theater can show up to 8 movies at once, and each theater can seat up to 75 people.

Cloister Medical Center

First started in 1870 as a Catholic-run public hospital, Cloister Medical Center has been swept by some major changes in the past few decades. After refusing to treat Neo patients in the 1960s and 1970s, Cloister Medical found itself in and out of Federal Court throughout the two decades. When the Archdiocese suffered major financial trouble by the end of the 1980's, Cloister Medical was bought out by Humanitarian Medical, a subsidiary of VanCorp. Since that time, Cloister Medical's technology has been upgraded, and the hospital now supports a very advanced computer network and triage unit. Still a small hospital with only 289 acute beds and 23 newborn bas-

sinets, the medical center has expanded to include Neo patients since the invasion of The Purge.

DiAngelo Residence

The DiAngelo Residence is located approximately 4 blocks from St. Michaels Cathedral. This blue, single family home has 4 bedrooms, 1.5 baths, and a fully finished basement. The residents are Tori, Dominick, George, and Vincent DiAngelo. Both children- George, 7 years old and Vincent, 5 years old- have their own rooms. In the yard is a large wooden play set, which includes a tower slide, swings, gymnastic rings, and monkey bars.

Mount Legend

Situated atop a large hill within the heart of Cathedral Heights, Mount Legend Cemetery is exclusively for the Neo Champions of Autumn Arbor.

In the early 1990s, massive amounts of break-ins and unauthorized exhumations called for an increase in security. Large Iron gates, along with several members from the VanCorp security agency, protect the cemetery and all those who rest there. Times are specifically set to allow the public to visit their Champions, though family members are allowed to visit at anytime. Family members of Champions who rest within the cemetery receive an identification card, which allows them to enter after the gates are closed to the public.

Hours of Operations:

Monday – Friday 10 a.m.-6 p.m.

St. Agnes Cemetery

St. Agnes Cemetery is for the non-Neos of Autumn Arbor. The grounds are open around the clock for people to visit their lost loved-ones. The police are known to check the grounds every hour from 10pm until 6am to deter vandals.

St. Mary's Park

St. Mary's Park is over 16 acres of land, and is known for being the home of the oldest Church in Autumn Arbor. Blessed Sacrament Church is located in the heart of St. Mary's Park, and still boasts over 150 parishioners. The church is shaded by thick trees, and contains various statues and plaques to saints and angels. Many believe the park is the safest place in Autumn Arbor. Throughout the park are several picnic areas, walking paths, and playgrounds. St. Mary's Park and Blessed Sacrament Church are maintained by the Archdiocese.

St. Michael Cathedral

Founded in 1889, St Michaels Cathedral is the second oldest existing church in Autumn Arbor. Constructed with the Romanesque architectural style, St. Michaels is a sprawling structure that occupies just over a full city block; complete with cloisters, Sunday School facilities, and lush green courtyards. A small cemetery extends from the eastern side of the cathedral, but no graves have been placed since 1974. The church can seat well over 300

parishioners, and holds mass on Wednesday and Friday nights, as well as 3 times on Saturday and Sunday. Currently, St. Michaels is overseen by Bishop Jacob Tomasz, a vampire over 700 years old that was a priest during the 14th century. Bishop Tomasz also has an extremely high influence on the vampire community of Autumn Arbor.

RAVENSWOOD

It is believed that half of the district of Ravenswood is built on the edge of the Indian Burial Grounds that sets off to the east of the district, and is protected by the Native American entity known as The Manitou. The elders of the Ravenswood believe that the Manitou has mighty powers that keep them safe. These elders have long since suspected one or more parallel universes, resulting in the doorways that allow spiritual entities to travel into our dimension.

Many other citizens of Autumn Arbor tend to stray away from this particular district more than others, due the well-known hauntings that have occurred. When anything strange happens in the lives of those who live outside of the district, first blame tends to fall on the shoulders of Ravenswood's residents, as many outsiders claim those individuals have dabbled in one too many things that should be left alone.

Ravenswood contains both row homes and single homes, many of which were constructed in the early 20th century. There is an almost palpable aura of mystical energy throughout the district which, although the citizens have come to barely notice, tends to put visitors on edge.

Beltane Park

Autumn Arbor's first large municipal park, Beltane Park is commonly known for its shady lawns, rolling hills, picturesque water features, and majestic forest. Listed on the National Register of Historic Places, the park has a history that began over 2 centuries ago when the Algonquian Indians ceded land that included the park's area in their holdings. It is believed that the park was a desired place for American Indians because of its access to multiple springs.

Beltane Park is primarily used for strolling, driving, riding, and ball games. Its numerous water features included natural springs, streams, and lakes that also functioned as drinking water reservoirs for the citizens of Autumn Arbor until 1962. Beltane Lake began construction in 1893 and remains one of the largest earthen dammed lake in the country.

In the past several decades, the park has become something of an enigma. Lady D'yre began appearing within the park and its environs in the middle 1970's, and various experts in the field of mysticism have claimed a strong flow of energy cutting through the area. In the past 15 years, Beltane Park has become the site for various rituals performed by the Hand of Madness, as well as the street gang known as The Awakened. It is not uncommon for the bodies of mutilated women to be found in the park near dawn. Although police have been unable to arrest

Chapter 2: A Guide to Autumn Arbor

any suspects in the murders over the past 10 years, the Media has already dubbed the killer: Spring-Heeled Jack; based on eye-witness reports of a man in a top-hat and cloak seen running through the park in great strides, leaping trees without effort, and disappearing into the thick shadows that cloak the park at night.

Native American Burial Grounds

The Native American Burial Ground dates back to the 17th century, and extends along the eastern edge of Ravenswood. Considered by many experts as a locus of mystical energies, it is protected by the Native American spirit known as the Manitou.

From the War for Independence to The Purge Invasion, the Manitou has appeared in times of crisis to protect Ravenswood and the Burial Grounds from harm and desecration. On the few times that the grounds have been desecrated, the Manitou has relentlessly hunted down and punished the transgressors. What sort of punishment this entails is unknown, as the culprits are never seen again. Some believe that their spirits have been merged either with the Manitou itself, where they will add to his ability to guard Ravenswood, or that they have somehow been merged with sections of the district.

Running Bull Tavern

The Running Bull Tavern is run by an old Indian Shaman, who believes his remedies are the only cure for illnesses. Within the tavern the wooden beams of the ceiling and walls can be seen as if it were a log cabin. The tables are made of old time wagon wheels and large wooden beer barrels. In the very back of the tavern is a little shop hidden by a large wall covering, where the shaman sells his remedies and herbal supplies. Only those trusted by the shaman know about his hidden sanctuary of remedies.

CANTERBURY

Canterbury is known for its extraordinary mansions and exclusive clubs. Unlike other districts throughout Autumn Arbor, Canterbury doesn't have streets lined with houses or a high community base. Most of the housing in Canterbury is reserved for the highly extravagant residents of Autumn Arbor, the ones who can afford to live life to the fullest.

The most prominent mansion is owned by Lucas Belcar, which consists of a total of 42 rooms and 38 acres of gardens, stables, and a quaint guesthouse. At the edge of the Belcar's estate is the grounds for the Lords of Canterbury, one of the most exclusive clubs within Autumn Arbor.

A majority of the mansions are typically small compared to the Belcar Estate, and usually consist of an average of 20 rooms and 17 to 20 acres of land. The first mansion built dates back to the early 1800's.

Lords of Canterbury

Lords of Canterbury is a highly exclusive club for the

wealthy, open day and night for its members. Activities available are privileges of going to the day-spa for rest and relaxation, going to the stables to take a peaceful ride through the woods, having lunch with friends, or just hanging around catching up. A membership is required to even enter the gates without an appointment.

Lucius Belcar's Estate

Originally built in 1905 as a hospital, the grounds soon went up for sale in 1914 when funding was no longer available. Shortly before the building was to be razed, a man by the name of Franklin Centura, a previous named used by Belcar, bought it at twice the property value.

Beneath the large estate, numerous tunnels twist and turn. Within these tunnels, Lucius conducts his Dark Magic experiments and creates the works of art that can be found in his personal museum.

The large estate ends at the edge of the grounds for the club Lords of Canterbury.

Ramirez Estates

Marcus Ramirez purchased an estate in 1967 from the Justine family, which contained a 30 room mansion and 17 acres of land. The property was actually part of a larger estate back in 1952, but the main house burned down and was never rebuilt. The original owners moved in to the secondary house and sold the land piece by piece.

MAYFIELD SQUARE

Maintaining a sense of community is important to the residents of Mayfield Square. They have an active neighborhood association, plus an area patrol. Chamberlain Street, a major thoroughfare lined with a variety of shops and businesses, marks the neighborhood's southern border. All of the architectural revivals, many of which were professionally designed, are present in this exclusive neighborhood in their highest form, including Colonial, Georgian, Dutch, Tudor, and Spanish. The brick, tree-lined streets add a special ambience to this locally designated historic district.

Mayfield Square is the first district within Autumn Arbor to be designated by local ordinance as an area of historical significance. The ordinance establishing the Historical Preservation Commission was adopted by the City Council of Autumn Arbor in March of 1967. The earliest home was built in 1898, but most of the area was built between 1900 and 1936.

Bell, Book, and Candle

Bell, Book, and Candle is full of want-to-be potions and cures, books with simple rhymes thought to be spells, figurines, candles with labels of what they can do, and good-luck charms. The store also contains a computer that supposedly tells you what your aura looks like and if it is good or evil.

The store is run by 2 women who have always been fascinated with the witchcraft of the big screen. One of the

women dresses in Renaissance grab, a long velvet gown with white peasant shirt. The other woman dresses completely in black. Every now and then, Germaine Investigations, Inc. conducts an undercover investigation to make sure no real potions or spell books pass through the shop and fall into the wrong hands.

Colonial Park

Colonial Park is one of the oldest parks in Autumn Arbor, having first been named in 1749. On Liberty Ridge, where a massive statue of a militia soldier now stands, Autumn Arbor rallied on September 12, 1814 to protect the city from the threat of a British invasion. From this vantage point the glow from the fire at the Capitol and the White House could be seen as the opposition marched through the nation's capital. As the British marched on Autumn Arbor, soldiers on Liberty Ridge met them with 220 cannons and 35,000 troops and sent them into a retreat back to their ships. With its historic significance and fine view, this area became a popular place for citizens to promenade and picnic.

Spanning over 42 acres of land, Colonial park is a very peaceful place in the heart of Mayfield Square. It possesses 3 ponds, one of which rents paddle boats from March through October, an indoor skating rink, various baseball diamonds and other sports fields, a gift shop and ice-cream parlor, and over a dozen hiking and biking trails. Colonial Park is unlike any park because it has so many facets. It possesses a rich history spanning 200 years, spotlighting major historical events. It has relaxing surroundings and facilities for exercise and community gatherings. The park offers great diversity while preserving architectural and historical themes.

Legends

Legends is a typical 21 and over nightclub, though some nights you may find some of the city's Champions hanging out and catching up on old times.

Legends has 2 floors. On the first floor is a dance floor and bar, while the second floor is more of a club house with a bar, pool tables, slot machines, karaoke, and a small dance floor.

Para-N-Normal Bookstore

The Para-N-normal bookstore first opened its doors in 1993, and quickly became the most popular Wiccan shop in Autumn Arbor. The bookstore contains a variety of books on Wicca of all disciplines, as well as a various array of Tarot Cards, Stone, Runes, Crystals, Wands, Chalices, Altars, Apparel, and other assorted tools.

The owner, Desire O'Toole, a third rank witch that often works as a freelance investigator for Germaine Investigations, Inc., lives in apartment that occupies the upper two floors of the building above the shop. Both the apartment and the shop are protected by various defensive spells and astral guardians.

In a sub-basement of the shop stands a vault which contains a vast array of potent, and often dangerous,

artifacts.

St. Benedict Parish

A large pristine chapel with colorful stained-glass windows. St. Benedict Parish has about 280 parishioners. Many children attend the famous bible school, and the doors are always open for confession.

HYDESVILLE

Founded by Isaac Hyde in 1796, Hydesville became an official part of Autumn Arbor during the city's incorporation following the war of 1812, serving as the home for Autumn University and the original location of the Arbor Ledger.

By the early 1900's, businesses were flocking to Hydesville and the district quickly grew into the scientific and technological research hub of the city. The depression of the early 20th century, unfortunately, saw the decline and departure of many of the corporations that had built the district during the previous decades, but even that didn't slow Hydesville down. Becoming a focal point for the Mafia's illegal operations during the height of prohibition, Hydesville continued to grow as the various crime lords funneled money into the future development of the district.

By the 1960's, Hydesville became the home of Quantum Mechanics, the world's leading design firm for cybernetics and advanced Nanotechnology applications.

By the late 1970's, the Daring Building was opened, and the Arbor National Zoo was founded.

Today, Hydesville is the educational and technological development hub of Autumn Arbor, with sprawling campuses and high-rise buildings, all spaced throughout a district known for its wide parks and thoroughfares.

Arbor National Zoo

The Arbor National Zoo is home to several endangered animals. The Zoo encourages natural interaction between predator and prey in recreated habitats, though the animals are still fed a specific diet to help them live longer. Though animals are allowed to interact as if being in a natural habitat, a close eye is kept on pregnant animals. Surprisingly, very few accidents have occurred between animals, and only one death has resulted.

At the heart of the Zoo is the Animal Nursery where visitors get to see the newborns who were abandoned, or that were born with medical difficulties. The most popular section in the Zoo for children is the *Walk in Our World* activity area, where the Neo known as Beatrice Summers uses her wonderful talent, talking with animals, to share their feelings with the children.

Autumn University

The premier school of Autumn Arbor, Autumn University, founded in 1836, is largest public research university in the city; attracting high-achieving students to its undergraduate and graduate programs in the liberal arts and sciences, engineering, and Neo Studies.

The College of Arts & Sciences and the College of Engineering degree programs include 26 majors, 31 minors,

26 areas of concentration, 14 pre-professional and allied health programs, and 9 certificate programs. The College of Neo Studies degree programs include 13 majors, 14 minors, 10 areas of concentration, 8 pre-professional and allied health programs, and 6 certificate programs.

Autumn University occupies 57 acres of land with nine major buildings, seven tennis courts, athletic fields and several acres of woodland. Its 10,103 undergraduates and 2,781 graduate students come from 46 states and 81 foreign countries. There are over 178,000 Autumn University alumni worldwide.

The campus itself has undergone several renovations over the past 170 years, and now features ultra modern landscaping and state-of-the art technology in all of its buildings and dormitories. The computer network is considered to be one of the best in the city, second only to the network maintained at the various VanCorp offices.

Autumn University is most noted for its Neo Studies program, which involves medical training second only to the Douglas Myers University, psychological profiling and study of those with extraordinary abilities, and its political avocation of Neo rights. Its science programs are considered some of the best in the country, and graduates of Autumn University have gone on to assume prominent roles at such corporations as VanCorp, Quantum Mechanics, and the Daring Building.

Likewise, its business programs have produced some of the most successful movers and shakers in Autumn Arbor's business and financial districts.

The Daring Building

The 5 story building, occupying 2 city blocks and situated within a walled courtyard partitioning it off from the rest of the street, was originally constructed in 1978 and has been constantly updated over the years.

While the 8 foot wall surrounding it appears to be made of stone, micro-circuitry within the stone creates a weaved force field capable of withstanding small rockets. The concrete and mirrored glass building is reinforced with a secondary force field. The two overlap when full defenses are initiated. Speakers at the gate are voice activated to the central mainframe, which logs and schedules all visitors. The Daring Building is overseen by a vast array of Human Replica Robots, A.I. indistinguishable from normal humans, created by the family and overseen by the Butler HRR: Isaac.

The ground floor of the building is the public reception area. It includes a waiting area, a museum dedicated to the adventures of the Daring Dynasty complete with holographic replicas of their discovered treasures, a gift shop, and the offices for Daring Dynamics. The second floor contains the working area, including general laboratories, a board room, Library, Infirmary, Gym, and Computer center linked with all world-wide databases. The third floor contains the various living quarters, the recreation room, an indoor pool and spa, and a smaller library. The mechanics garage is located on the fourth floor, while the fifth floor is

Daring Building

Size:	Gargantuan
Toughness:	15
Features:	Combat Simulator, Communications, Computer, Dock, Fire Prevention System, Garage, Gym, Hangar, Infirmary, Laboratory, Library, Living Space, Power (Teleport [accurate portal]), Power System, Security System, Workshop.
Total Equipment Points:	22

the Hangar Bay, complete with a working lift to and from the fourth floor, and a lift that raises the vehicles through the opening roof for VTOL take-off and landing.

There are 2 subbasements located in the building, which are highly important to the Daring Dynasty. Subbasement One contains the more advanced laboratories, including a transdimensional gateway and virtual-reality training facilities, as well as the actual trophy room for the Daring Dynasty. There is also holding cells for dangerous individuals until they can be turned over to the proper authorities or returned to their home dimension/planet. Subbasement Two contains redundant Power Supply and back-ups, as well as back-up computer mainframes.

Greater Arbor Medical Center

For more than 50 years Greater Arbor Medical Center has served the healthcare needs of the greater Autumn Arbor area.

The all private room hospital includes 188 acute care beds, 41 sub-acute care beds, and 17 psychiatric care beds. Smaller 30-bed units and single occupancy rooms; the elimination of nursing stations; the placement of supplies, medications and charts in close proximity to patients; and the use of a highly sophisticated communication system, enhance the level of responsiveness and the quality of care for patients and their families.

In addition to its vast array of medical services, Greater Arbor has also recently opened a new wing dedicated to the research and treatment of Neos.

Hyde Park

By 1951 Autumn Arbor's water engineers had created Hyde Park from over 120 acres of farm and woodland at the city's southern edge, as the first step toward a modern reservoir system. Previously, Autumn Arbor's water supply had been governed by Beltane Park, but by 1962 the state-of-the-art water filtration system of Hyde Park replaced the aging technology. Today, thanks to upgrades following the destruction during The Purge Invasion, Hyde Park boasts the most advanced water filtration system in the United States. In addition to the reservoir, Hyde Park also houses several bike and jogging trails, two small lakes with various water fowl and wildlife, and various areas for

families to picnic.

Quantum Mechanics

Dr. Maxwell Kwan, former assistant to Marcus Ramirez on the Roswell Crash technology at MacKenzie Air Force Base, started Quantum Mechanics in 1955. Alfonso Terenza was Kwan's main financial investor, hoping to gain access to the technology for his Russian and German allies. Quantum focuses on the fields of genetics, physics, and robotics; primarily in mutations, matter-to-energy transference and energy control, and special robotic exoskeletons and prosthesis for the disabled.

In the 1990's, Quantum Mechanics suffered a series of law suits resulting from radiation experimentation. One case became very well publicized since Audrey Johanson's life was turned completely upside down. Audrey is now known as Neutrino Jade, reservist for the Sentinels of Society, due to the severity of the radiation exposure.

SURROUNDING LOCATIONS

Centennial Island Theme Park

Having celebrated its 20th anniversary in 2006, Centennial Island Theme park is Autumn Arbor's second largest tourist attraction, ranking in directly behind the Neo population, itself. Situated on Centennial Island south of the City of Legends, the theme park is owned by Global Media Corp., a subsidiary of VanCorp.

First built after the reinstatement of Neo Law Enforcement Agents, to profit from their sudden explosion in popularity, Centennial Island's main focus is attractions themed around the various Neo Champions and Rogues that have called the City of Legends home. From the 180 foot coaster with a top speed of 65 miles per hours called the Mach-1; to the coaster that also contains a fully holographic haunted house display called the D'yre; to the zero-gravity air-launch attraction themed after Vanguardian; and even the children's discovery center called Anarchitect's Laboratory, the park contains rides ranging from the thrill seeking to family entertainment. On scheduled dates during the summer months, barring being needed to stop a crisis elsewhere, members of the Sentinels of Society and Vanguardian appear at the park to interact with the attendees and sign autographs. Although such visits could potentially place the attendees in danger of being caught in a Rogue attack, NCB C.O.P.s spaced throughout the park during such visits add a level of security that has, thus far, deterred any attempted threats.

The theme park boasts over 40 rides, a Water Park, and hourly live shows. Seasonal and group discounts are available.

MacKenzie Air Force Base

Established in 1943, MacKenzie Air Force base has served the Nation's Capitol for over 60 years and remains as one of the top military air fields on the east coast.

In addition to military training and housing, MacKenzie Air Force Base also serves as one of the government's top

research facilities, with all scientific and research laboratories occupying a reinforced, 10 story, underground facility. Originally constructed in 1946 for the study of advanced technology recovered from the Germans at the end of World War 2, the facility was also one of the primary, and heavily guarded, facilities that investigated the various components recovered from the Roswell, New Mexico crash site.

Although the assassination of President John F. Kennedy saw Andrews Air Force Base used as the primary site, the importance of MacKenzie Air Force Base has never diminished over the years.

Currently the home to the 169th Airlift Wing and over 45 other organizations, with over 15,000 personnel living and working at the facility, MacKenzie Air Force Base remains one of the nation's top military installations.

Solitaire Island Federal Prison

The nation's most advanced penitentiary for Neo Rogues, Solitaire Island Federal Prison is located south of Autumn Arbor and is only approachable by aircraft or boat.

The bulk of Solitaire Island is divided into two separate prisons. The first is the specially designed area that houses those Rogues whose powers derive from some internal sources of power, for example those born with their abilities or in some way mutated to possess them. The other part of the island is dedicated to the incarceration of those Rogues whose powers were derived from external power sources, for example technological or mystic devices, and who are basically powerless without them.

The powered wing of the prison is where the island truly gets its name, as the prisoners are kept in solitary confinement within cells specifically designed to nullify the individual's Neo Powers. These cells range from reinforced steel and concrete for the super strong criminals, to force field containment pens, to magically warded cells, to self contained environments specifically designed to neutralize the powers of their respective occupants. All of the cells have advanced monitoring equipment, which will release countermeasures to subdue the occupant in the event that they try to use their powers. Knockout gas dispensers and electroshock surfaces are standard, with customized restraining devices for more unique Rogues.

Another unique aspect of Solitaire Island, and one that has caused numerous debates on Capitol Hill in regards to the moral implications of its use, is Null Therapy. Thus far, the only merit that has stopped lawmakers from ruling Null Therapy as Unconstitutional is the simple fact that recipients are volunteers, and no prisoner can be forced to participate in the program.

The Null Therapy program was designed as a means for convicted Rogues to have their sentences reduced in exchange for a chance to learn to adapt to a life without their extraordinary abilities; or to adapt to using their abilities in law abiding ways, for those whose powers are permanent.

Chapter 2: A Guide to Autumn Arbor

Null Therapy treatments can range from a combination of drugs designed to neutralize powers, to high-tech containment harnesses. Each treatment is specifically tailored to the individual Neo. Most Null Therapy treatments are temporary, requiring a daily maintenance of drugs, although there have been some cases where permanent nullification has been deemed necessary when such measures can be attained, though they are very rare.

The goal is that, by the time the individual has completed the Null Therapy Program, they will feel a greater level of comfort with living their daily lives without relying heavily upon their Neo abilities.



CHAPTER 3

CITY GOVERNMENT AND LAW ENFORCEMENT

Autumn Arbor has always been the heart of America and the forerunner in the integration of Neos into society. As Mayor of the world renowned City of Legends, it is my goal to continue the city's rich legacy, and expand it into new territory throughout the coming century.

- Mayor Edward Foley, Autumn Arbor

Maintaining the day-to-day operations of a city known for its extraordinary Neo population is not an easy task. Whereas every city faces the daily difficulties of maintaining adequate facilities, operating within a budget, and maintaining the necessary services for its citizens, Autumn Arbor also finds itself in the position of balancing operations to maintain a cohesive existence between its normal citizens and the Neo population.

With the city being a regular target of Neo criminal masterminds, alien invaders, and organized crime, the government of Autumn Arbor has found itself leading the way in bringing governmental resources to bear to protect its citizens and make the City of Legends a safe and prosperous place to live.

MAYOR'S OFFICE

The Mayor of Autumn Arbor has always been in a precarious situation, catering to both the normal, everyday citizens and the intense Neo population. Prior to The Purge Invasion of 1999, the Mayor's Office had been known for a strong stance against Neo Champions within the city limits, despite being forced to allow them to operate in Autumn Arbor due to Federal mandates.

Following the Invasion, however, and the election of Mayor Edward Foley, the world renowned City of Legends has finally started to live up to its namesake, becoming a beacon of the future for solidified and friendly relations between Neos and normal people.

Mayor Edward Foley

Prior to The Purge invasion, Autumn Arbor's Mayor, William Tanumn, had maintained a firm platform against Neo Champions within the city limits. Despite the nickname of The City of Legends, Mayor Tanumn was immensely popular with the people of the city, but all that was to change following the near total destruction of Autumn Arbor.

Edward Foley was raised in a blue-collar family in the Mayfield Square district of the city. Although he attended the public schooling system through high school, his grades had always been exceptional, and he graduated from Autumn University with a 3.5 average.

Following college, Foley attended Law School in Pennsylvania before returning to Autumn Arbor to begin his career in the District Attorneys Office. Through an exceptional career, he received the highest conviction rate of anyone in the Office in the past 25 years.

After 12 years as a District Attorney, Foley was elected

Mayor Foley

PL: 7					Total Points: 45
STR	DEX	CON	INT	WIS	CHA
10	10	11	14	14	17
+0	+0	+0	+2	+2	+3
Toughness		Fortitude		Reflex	Will
+0		+0		+0	+2

Combat: Attack: +1, Damage: +0 (Unarmed), Defense: +1 (+0 Flat-footed), Initiative: +0

Skills: Bluff 9 (+12), Diplomacy 7 (+10), Gather Information 6 (+9), Investigate 9 (+11), Knowledge (Behavioral Sciences) 6 (+8), Knowledge (Business) 9 (+11), Knowledge (Civics) 10 (+12), Knowledge (Current Events) 10 (+12), Knowledge (Streetwise) 8 (+10), Profession (Politician) 12 (+14), Sense Motive 6 (+8)

Feats: Connected, Well-Informed

to the City Council, where he served as the Councilman for Cedar Valley. Always a strong advocate for Neo Rights, he rapidly built a career against anti-Neo opponents by playing Devil's Advocate and using his natural charisma to gain increasing public support. After witnessing first-hand Stelleron's sacrifice during The Purge Invasion, Councilman Foley risked his life assisting rescue workers and Neo Champions in finding survivors trapped beneath the miles of rubble throughout the city.

In 2000, he won the Mayoral election in a very close race against William Tanumn, whose anti-Neo stance was beginning to alienate supporters in the face of the Invasion.

Mayor Foley is in his early forties, with thick black hair and piercing blue eyes. Usually very easy going and quick with a joke, he can be very curt and abrupt when pressed on an issue. A father of three children and devoted husband, Foley also has a nephew enrolled at AOES, so he knows the difficulties in raising a Neo child, even if it is second hand.

CITY COUNCIL

The Autumn Arbor City Council is the law-making body of the City of Legends, working equally with the Mayor, and consisting of 10 members from the city's 10 districts. The Council is responsible for monitoring the operation and performance of city agencies, making land use decisions, and having sole responsibility for approving the city's budget.

Benjamin Sraylin (Cedar Valley)

Benjamin Sraylin believes that the Neos of the city should be controlled, not given control. He maintains a firm stance that Neos are the major reason behind The Purge Invasion and the damage the city suffered, and that had Neos been under tighter government control, their super-powers would have been better utilized. While in direct contrast to Mayor Foley's Pro-Neo stance, Sraylin nonetheless has many supporters throughout the city's government, and has already dropped hints of wanting a shot at the Mayor's seat in the near future.

Bernard Goldstein (Beauman Straights)

Councilman Goldstein is a man of strong values that has suffered a series of personal tragedies in recent years. After losing his son and daughter-in-law during The Purge Invasion, he recently lost his wife to breast cancer. Lately, he has been overwhelmed with numerous propositions from both of the major crime families, since he directly influences the present and future of Autumn Arbor's port district. Although the Councilman has refused to cooperate with them thus far, some of the Crime Families' more recent offerings of wealth have started to chip away at his defenses since his wife's death.

Jeremy Hadelburg (Downtown)

Councilman Hadelburg is perhaps the most controversial member of the City Council. Openly supported by Mayor Foley for the position in 2000, Hadelburg had been a councilman in Chicago since the late 1980's, where he was elected in a landslide vote due to the rise in Neo popularity following the reestablishment of the Sentinels of Society. Unfortunately, his natural charisma, and his reputation as a Lady's Man, has made him an easy target for his enemies. During his first year in Autumn Arbor, he was forced to defend himself against allegations of Cocaine addiction when the Terenza Crime Family decided he was too much of a threat to their growing hold over certain other Council members. Since that time, Jeremy's public image has been precarious at best, as a majority of the public seems unwilling to completely believe his innocence. With Jeremy up for re-election, recent sex allegations against him involving the wife and minor daughter of his electoral opponent have further diminished his public image. As a result, his lawyer has suggested he rejoin the Sentinels of Society in an attempt to regain the public's support. A piece of advice Jeremy has taken to heart, albeit begrudgingly.

Blane Barludi (Ballensville)

Councilman Barludi is the younger, second-cousin of famed Mafia boss and entrepreneur, Jonathan Barludi. Although the ties go no deeper than last name, the fact that there are any connections between him and Jonathan is a fact that the Councilman works hard to make others forget. He has taken a strong stance against Organized Crime in Autumn Arbor, and has even gone as far as to push for stricter laws against prostitution and gambling.

William Cutler (Liberty Heights)

Councilman Cutler's district is perhaps the most infamous in Autumn Arbor due to its low-income population and high crime rate. With the street gangs running rampant, and welfare recipients at an all-time high, Cutler has been fighting for more funding for the Neo Urban Renewal League for several years now, realizing that the best and most efficient way to improve Liberty Heights is through the Neo labor union. Unfortunately, this has brought him no end of opposition from Councilmen Sraylin and Portson, both of whom have managed to slow his efforts in favor of the more traditional, and non-Neo, labor organizations.

Joshua Baglan (Cathedral Heights)

Raised in a strong Roman Catholic family, Joshua Baglan's term as City Councilman has been greatly influenced by the Archdiocese. While he believes the Neos are good for the city, he quietly chaffs at the near idol-worship the citizens and many of his constituents place upon them as if they were gods. Still, Councilman Baglan has made a lot of progress for Autumn Arbor by helping the Archdiocese get funding from the city to repair many churches, and was tantamount in the reconstruction of the Downtown area.

Chyral Owatta (Ravenswood)

Relatively new to the City Council, Chyral Owatta was raised as a Native American in the city's Ravenswood district. Only in her first term, she has been focusing more on getting Ravenswood some much needed urban renewal, while at the same time working hard to see that the Native American sanctity of the district is left untouched. Some of the other Councilmen think she is the wrong person for the job, especially with her strong beliefs in the more supernatural and mythical legends of the district.

Judy Carlow (Canterbury)

Judy Carlow is most likely the most dangerous of all the City Councilmen. A resident of the Canterbury district, she has been under the influence of Lucius Belcar for the past 5 years. As a result, many of the changes she has brought to Autumn Arbor have been to the twisted benefit of the Earth-bound demon. Many of the other councilmen and city politicians are careful to oppose her views, as those that move against her always wind up disappearing. Though her constituents suspect Organized Crime, the truth is far more dangerous.

Roger Dentrel (Mayfield Square)

Councilman Dentrel is a strong advocate of Neos and everyday people working together for a brighter future. A strong supporter of Mayor Foley, he has had to move against Councilmen Sraylin and Portson on numerous occasions.

Issac Portson (Hydesville)

Councilman Portson's campaign promises tend to be the exact opposite of what he delivers. He promises support of Neos rights, while secretly attempting to wrest control of multiple city facilities that deal with Neos. Unfortunately this is his third term, so his hooks are pretty

well set into a majority of city government. Issac is known, however, for hosting various charity events for the Neo Champions. What many do not realize is that he uses such events to get to know better the Champions of Autumn Arbor, and learn their vital weaknesses.

CITY COMMISSIONS

The various City Agencies responsible for the day-to-day operations and maintenance of Autumn Arbor are a wide and varied listing. Each Agency is overseen by a special Commissioner, who answers directly to the City Council and the Mayor's Office.

Employment

The Mayor's Office of Employment Development is responsible for coordinating and developing Autumn Arbor's work force. It works with employers by placing job-seeking candidates into vacant positions, and serves the city's population with a state of the art job placement assistance program. The MOED is also responsible for regulating Neo employees in the work force, and in assuring that all employment candidates have registered with the necessary Federal Agencies.

Robert Finnegan, Employment Commissioner

The City's Employment Commissioner is an old fashioned man working hard to keep the rising tensions between the various labor unions and Neos from escalating into an all out war. Lately, this struggle has taken the form of delaying the various Neo laborers throughout the city from uniting under a union of their own. With the regular labor unions of the opinion that Neo laborers have been "stealing" their jobs, Finnegan knows full well that the emergence of a united Neo work force would only result in disaster.

A fair man, however, he is in complete favor of Neos in the work force, and maintains a firm stance on protecting Neo employment rights.

Robert Finnegan is a man of African-American descent, in his early 50's, with a thick beard and a bald head. He regularly finds himself at odds with the Humanity Labor Union.

John "The Bat" Battingham, Head of the Humanity Labor Union

The head of the Humanity Labor Union, Autumn Arbor's largest and most influential labor union, John Battingham is strongly against Neos in the work force, believing that the "super-powered freaks" are taking jobs away from the people who built the city and made it into the success it is today.

A vehement opponent of both Robert Finnegan and Jason Dempsey, Battingham is known for his public opinion of the recently formed Neo Urban Renewal League: a new city-wide organization that utilizes registered Neos for the demolition and reconstruction of city-owned property. He blames the N.U.R.L for the amount of low income families that have begun overflowing the Ballensville and Liberty

Heights areas.

A bear of a man, standing at 6'6" and weighing 350 pounds, John is always seen carrying his signature baseball bat. Although he has yet to assault anyone with it, the sight of the bat in the hands of a man his size is usually enough to get the point across.

Finance

The Department of Finance is responsible for the fiscal integrity of Autumn Arbor. Overseen by the Finance Commissioner, William Waverly, the Department is responsible for: billing and collection of all funds owed the city; investment and management of the city's surplus cash and funds; allocation of funds and expenditures; disbursement of funds for services and goods rendered to the city; accounting for all funds; debt management; and procuring supplies, services and equipment for city agencies.

William Waverly, Finance Commissioner

Autumn Arbor's Finance Commissioner is secretly an unregistered Neo with telepathic powers. Over the past 5 years, he has used those powers to maintain his position in the city's finance department, and to carefully siphon money from the city's fiscal budget and into his off-shore bank accounts.

Appearing to be in his early 40s, William always has a quick joke and a kind word. His attire is always of high quality and design.

Health

The Autumn Arbor Health Department (AAHD) is responsible for protecting and promoting the health of the city's citizens. Through various divisions and organizations, the AAHD strives to meet the various public health needs of the city, ranging from services, programs, and initiatives to Neo health risks due to the use of harmful abilities.

Margaret Helmsley, Health Commissioner

Before obtaining her position as Autumn Arbor's Health Commissioner, Margaret Helmsley's only son passed away as the result of a car accident. Unfortunately, her son could have been saved by a Neo on the scene, had the city's laws not prevented him from administering care via his abilities due to not being a licensed medical professional.

Since that day, Margaret has dedicated her life to lobbying for Neo rights. She was a strong supporter of a new bill that would allow Neos with healing abilities to administer care to individuals in immediate life or death situations, as well as to individuals that traditional medicine could not assist.

The new bill having failed to pass on two occasions, Margaret turned her attentions to running for office in the city's Health Department. A position she won thanks to the open support of Mayor Foley.



Margaret Helmsley is in her mid-thirties, with a very motherly, down-to-Earth appearance. She is a strong advocate of Neo Rights, and is regularly pleading for more Neos with Life Saving abilities to step forward and assume positions in the Health Care Professions.

Housing

The Autumn Arbor Housing Authority (AAHA) provides affordable housing, in a safe and secure environment, for low to moderate income residents throughout the city. The AAHA also oversees the remodeling of the city's aging homes, and the development of new, more modernized apartment complexes. While continuing that effort, the AAHA also works to enhance the quality of life for the city's residents through social services programs that give them opportunities to participate in community, educational and recreational programs, as well as job readiness and training classes.

Jason Dempsey, Housing Commissioner

Jason Dempsey represents another city employee that understands the necessity of a balance in the work force between Neos and everyday people. He has been trying to get the city to contract the N.U.R.L. to assist in the demolition and remodeling of the lower income housing in the Ballensville and Liberty Heights districts for well over a year. Unfortunately, his attempts have been caught-up in red tape thanks to the multitude of anti-Neo figures in power, like Councilmen Sraylin and Portson, and the Humanity Labor Union.

Still, Jason Dempsey is not a man afraid to take a few risks, and he has purposefully contracted various non-Neo construction companies that have either caused injury or required too much money to effectively make the changes that the areas need. His beliefs are that if the politicians and labor unions can be shown that Neo enhanced labor is cheaper and more effective, he can relieve some of the rising tensions throughout the city's various employment sectors.

CITY DEPARTMENTS

The City Departments of Autumn Arbor consists of several agencies whose sole responsibility is keeping the citizens of the city safe. With over 30,000 employees on combined staff, the Police Department, Fire Department, Chief Medical Examiners Office, and Public Works Department are the true heart and soul of the City of Legends.

Police Department

While every city has its share of crime versus an over-worked Police Force, Autumn Arbor's Police Department possesses an even more stress-induced environment. In addition to the more typical murders, burglaries, assaults, and organized crime cases, the City of Legends is also home to the most dense Neo population in the United States, and therefore a center of super-based crime and corruption.

The first recorded police encounter with a Neo was in response to a domestic disturbance call, and resulted in the death of 15 officers and 7 civilians. Although con-

flicts between Neos and the Police Department resulted in numerous line-of-duty injuries and deaths prior to the establishment of the Neo Crime Bureau, since the NCB's inception, local Police Officer deaths have been reduced by 63%.

The Autumn Arbor Police Department, as it stands today, is rapidly becoming the national standard in local law enforcement.

Scientific Investigations Division

The Forensic arm of the Police Department, the S.I.D. is comprised of the top Forensic Scientists. Overseen by Sergeant Robert MacIntyre, also a doctor and leading world expert on Neo Genetics, the S.I.D. is outfitted with state of the art crime scene analysis equipment, capable of analyzing and determining the usage and origin of Neo abilities.

Police Commissioner Michael Franco

When it comes down to protecting the streets of Autumn Arbor, no man is more dedicated to the job than Michael Franco.

Appointed to his position by Mayor Foley immediately after the 2000 election, Michael Franco has wasted no time in bringing the Autumn Arbor Police Department into the 21st century. Thanks to his firm speeches before both the Mayor and City Council, Franco has seen a significant upgrade to the Police Department's equipment and technology, making it more efficient in assisting the NCB in investigating Neo-based crimes throughout the city. He requested and was granted additional funding for the Police Department's Scientific Investigations Division, and personally promoted world renowned Neo-Geneticist, Dr. Robert MacIntyre, also an AAPD Detective, to the head of the Division.

Franco also believes that Neos should be used more prominently in law enforcement, and not just only in the special commissions they can hold, but within the Police Department itself. As a result, and despite grumbling from various members of the City Council, Franco has hired nearly a half-dozen Neos into the Police Force in the past year.



Unfortunately, Franco has also had to content with numerous corrupt police officers in his department as of late. The most notable being Jeremy Anson, whose family's political ties have made it nearly impossible to arrest or remove from the job.

Jeremy Anson, Corrupt Police Officer

Jeremy Anson was the privileged black sheep son of a Forensic Scientist and the CEO of one of the most respected private crime labs in the country. Despite being born into a family that worked side by side with law enforcement, Jeremy seemed destined for a career causing crime rather than solving it. His parents repeatedly used their money and influence to prevent him from being charged, including an incident when he was 16 years old. Jeremy and three accomplices robbed a convenience store of over \$500. Despite Jeremy being caught on camera, his parents managed to have all charges dropped. Instead, his accomplices were charged and his involvement was suppressed, leaving his record spotless.

This was the last straw for his father, who made it clear that his patience was at an end. The next time Jeremy was involved in a crime, he would be on his own. All this did was convince Jeremy that he needed to be better at not getting caught. He became a master at getting what he wanted. At age 21, to his parent's delight, Jeremy enrolled in the Autumn Arbor Police Academy. Somewhere along the line, he came to believe in the police force. He went on to graduate at the top of his class.

Jeremy was initially paired with a veteran, Sergeant Dan Brown, and spent 18 months as his partner. He then made his mark by turning evidence over to Internal

Jeremy Anson

PL: 4 Total Points: 52

STR	DEX	CON	INT	WIS	CHA
13	11	13	11	12	12
+1	+0	+1	+0	+1	+1
Toughness		Fortitude		Reflex	
+1/+4		+1		+0	
				Will	
				+1	

Combat: Attack: +3, Damage: +1 (Unarmed) +3 (Pistol), +2 (Tonfa), Defense: +3 (+1 Flat-footed), Initiative: +0

Skills: Bluff 7 (+8), Drive 5 (+5), Gather Information 9 (+10), Intimidate 7 (+8), Investigate 9 (+9), Knowledge (Civics) 8 (+8), Search 9 (+9), Sense Motive 8 (+9), Stealth 6 (+6)

Feats: Accurate Attack, Connected, Defensive Attack, Equipment 3, Improved Grab, Improved Pin, Improved Trip, Startle, Stunning Attack

Equipment: Concealable Vest (+3 Toughness), Pistol (+3 Damage), Handcuffs

Affairs showing that his senior officer and partner had been taking payoffs from local drug dealers. After this, his career was mostly uneventful for several years, until reports from concerned citizens, and in some cases suspects, began coming in. Two cases ended up as lawsuits against the Department. In the first, Jeremy allegedly responded to a domestic dispute. After handcuffing the suspect, he allegedly proceeded to smash the man's head into a doorframe and then pushed him down a flight of steps. The second charge alleged that he had beaten a suspected child molester so badly that he required hospitalization. In both cases, Jeremy insisted that the suspects had resisted arrest and attempted to attack him. Eventually, the cases were quietly and mysteriously dropped. However, word had spread: don't mess with the cop in car 0957.

Jeremy's brutality against suspects began to escalate, culminating in the shooting death of known drug-dealer, Carl Monico. The unregistered handgun that fired the bullet had the victim's own fingerprints on it, as well as those of Officer Anson. Jeremy was taken before Internal Affairs. He claimed that the gun was Carl Monico's, and that he was attempting to wrest it from Carl's hand when it went off, shooting him at point-blank range. Forensic evidence was inconclusive; powder burns on Jeremy and the entry angle of the weapon were consistent with Jeremy's story, but it was also possible that Jeremy could have surprised Carl Monico and gotten in close. In light of his past help to I.A., the investigation was closed and Jeremy was able to return to active duty.

What I.A. didn't know was that the gun was, in fact, Jeremy's. He had obtained an unregistered gun for the express purpose of killing Carl Monico, who he was to blame for the death of several children. After the shooting, Jeremy planted the gun on the victim, firing it in his hands so that the evidence would match his story.

Three months after he was cleared, Jeremy was summoned into a closed-door meeting. There, a collection of some of Autumn Arbor's most prominent city officials congratulated him on his acquittal and praised him for the job he had been doing. In case it wasn't clear exactly what job was meant, one judge bluntly stated "You keep up the good work and let us take care of the rest." Jeremy now had the sanctioning to do what he wanted to do—clean the streets of Autumn Arbor.

Feeling untouchable, Jeremy Anson is acting as a one-man judicial system. Criminals may be able to beat the system, but when they see car 0957, they know they're done for.

Fire Department

The Autumn Arbor Fire Department consists of more than 14,400 Fire Fighters. In addition, the Department includes 3,200 Emergency Medical Technicians and Paramedics assigned to Emergency Medical Service (EMS), as well as 1510 civilian employees.

Gary Forester, Fire Chief

Chief Forester was a firefighter with over 20 years of experience, and over a dozen commendations, when the alien race known as The Purge suddenly attacked Autumn Arbor. With dozens of Neo Champions killed, and thousands trapped beneath the rubble of over 22% of the city, Gary Forester was a man that would not stop. For the next 10 days, he worked around the clock in rescue mission after rescue mission, stopping only long enough to eat or grab three to four hours sleep.

Within two months of the initial invasion, Forester was appointed as the new Fire Chief for Autumn Arbor, a job he takes with extreme seriousness. In a city where super-powered beings could begin fighting in the skies at any moment, the people of Autumn Arbor are pleased to know that there is a man like Chief Forester directing the rescue and relief efforts.

Chief Medical Examiner's Office

The Chief Medical Examiner's Office investigates cases of persons who die in Autumn Arbor from criminal violence; by casualty or by suicide; suddenly, when in apparent good health; when unattended by a physician; in a correctional facility; or in any suspicious or unusual manner.

Mundo Kay, Chief Medical Examiner

Mundo Kay was a young child in the projects when he made a fateful decision. He wanted to become more. His father worked as a restaurant cook, and his mother worked for a catering company. They were a caring family, but he wanted to help his father earn enough money to fix the roof or replace the cracked dishes his mother brought home from work to serve dinner on. He didn't know quite how to achieve it, but he wanted more.

Mundo went to public schools, sharing each teacher with 35 or more kids. He focused himself and graduated top of his class from high school, earning a scholarship to college for his efforts. College was more of a challenge. He struggled to maintain a 4.0 average, though his scholarship only required him to maintain 3.0 in all his classes. To make end's meet while finishing college, Mundo worked as a staff nurse at a local nursing home. It also gave him a hands-on experience to go alongside the lectures and books on anatomy and physiology.

While some of his classmates planned breaks from class, or vacations after graduation, Mundo got his B.A. degree and headed straight into medical school. His parents were thrilled by their son's hard-earned good fortune. He knew he had gotten his chance, and gave it his all.

At the age of 25, Mundo graduated from medical school and collected his Ph.D. Along the way, forensics in all its aspects had caught his interest, from forensic medicine or psychology to the very science of it all. Once again, he dove into schoolwork, learning all he could about law and investigative techniques.

Instead of a residency, he signed on for a part-time job

Mundo Kay

PL: 5			Total Points: 35		
STR	DEX	CON	INT	WIS	CHA
10	10	10	16	14	12
+0	+0	+0	+3	+2	+1
Toughness		Fortitude		Reflex	
+0		+0		+0	
				Will	
				+5	

Combat: Attack: +0, Damage: +0 (Unarmed), Defense: +0 (+0 Flat-footed), Initiative: +0

Skills: Computers 6 (+9), Investigate 8 (+11), Knowledge (Behavioral Sciences) 10 (+13), Knowledge (Civics) 8 (+11), Knowledge (Life Sciences) 10 (+13), Knowledge (Physical Sciences) 10 (+13), Medicine 9 (+11), Profession (Doctor) 9 (+11), Sense Motive 2 (+4)

Feats: Connected, Skill Mastery (Knowledge-Behavioral Sciences, Knowledge-Life Sciences, Knowledge-Physical Sciences, Medicine)

with the local Coroner's Office. The first night he stepped foot in the morgue, Mundo nearly fainted due to the smell of a recent body found in a nearby lake. His coworkers quickly helped him acclimate to the unusual aspects of the job and its macabre sense of routine. Mundo came to take a detached view of the more curious deaths, looking at them as grisly puzzles that needed to be solved. He proved to have a knack for it, and over the years Mundo has helped to explain the most difficult incidents leading up to the deaths of the deceased that crossed the coroner's examination table.

It took another seven years before all his forensic studies were complete. And at age 32, he applied for the Chief Examiner's position but was denied. All of his coworkers respected him and his opinions, but there were not many of those positions available. One woman in his office caught his eye, Janice Granes. Their relationship was strictly professional for years, but he eventually got to know her better and considered her a friend.

At the age of 48 he was finally granted the position of Chief Medical Examiner. Having accomplished that goal, he asked Janice to go out with him. No one in the office was greatly surprised, as by this time even the cleaning lady had commented on how nice of a couple they looked when working late nights on important cases.

During his 6th year as Chief Medical Examiner, he witnessed something that nearly broke even his own legendary stoicism. There, resting on his steel table, was Janice's body. It had been found mutilated in the woods. Mundo had a rough time working on this particular case, and even though he knew it would be better to call in

another examiner, he couldn't bear to allow someone else to handle her corpse.

Since that day, the staff of the Coroner's Office has noticed a quieter, more grim doctor than the Mundo Kay they used to know. His smile appears less frequently than before, and the shine in his eyes when speaking of Janice has been replaced by a faint tear. His dedication to his work had gotten him many things that no one could take away from him, but he couldn't keep the one thing he learned to value even more.

Public Works

The Department of Public Works provides public services for Autumn Arbor by guaranteeing a clean and safe environment as well as sustaining a high quality of life.

The Department is divided into three bureaus: General Services, Solid Waste, and Water and Wastewater.

The Department sees to it that facilities and equipment for city agencies are maintained, that high quality water is available to Autumn Arbor, and that residential refuse is collected and public areas are kept clean.

Kyle Lewis, Public Works Director

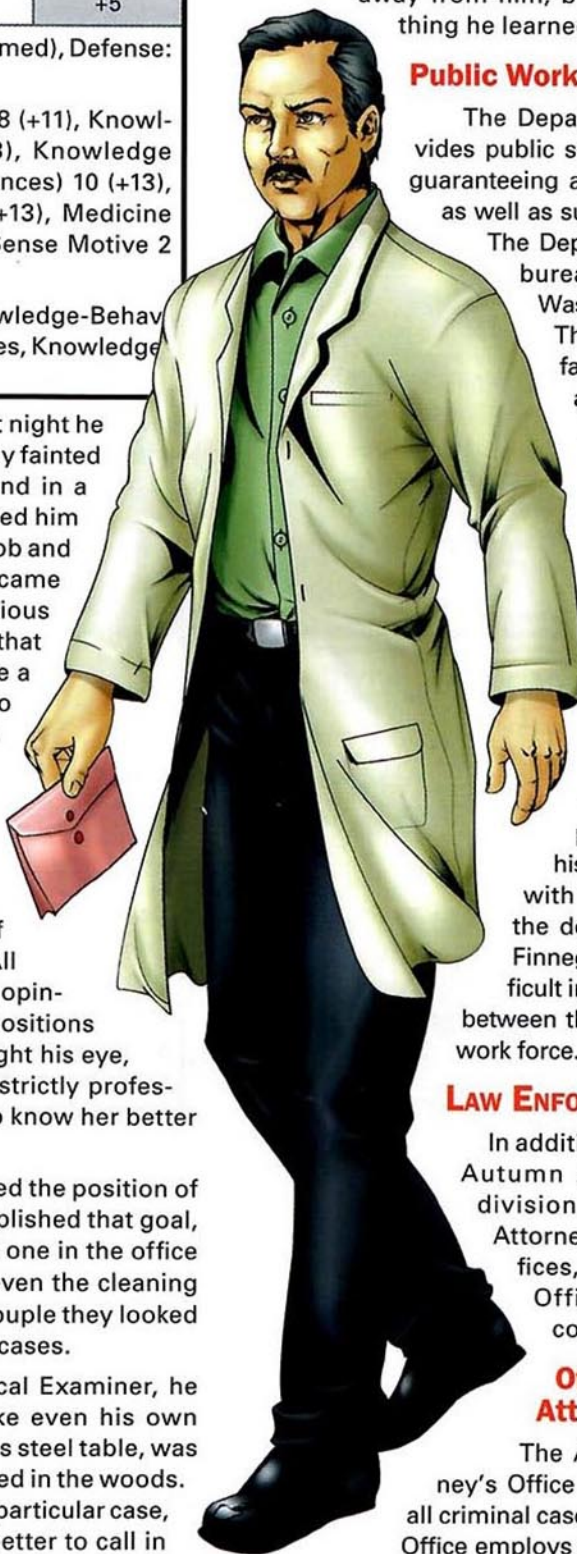
Kyle Lewis has supported use of Neos in everything from rebuilding projects and urban renewal, to waste management. His pro-Neo stance, combined with his habits of regularly hiring Neos with the necessary abilities into the department, has made Robert Finnegan's job that much more difficult in maintaining a sense of peace between the Labor Unions and the Neo work force.

LAW ENFORCEMENT AGENCIES

In addition to the Police Department, Autumn Arbor's law enforcement division also includes the District Attorney's and Public Defender's Offices, the Neo Crime Bureau Field Offices, and various specially commissioned Neo Agencies.

Office of the District Attorney

The Autumn Arbor District Attorney's Office investigates and prosecutes all criminal cases within the city's limits. The Office employs close to 600 Assistant District



Attorneys and approximately 850 support staff, making it one of the largest law firms in the nation.

Joseph Vandome, District Attorney

District Attorney Vandome is seen by many as a hard-nosed politician dedicated to the future of the City of Legends. He has a strict no tolerance stance, and sees the job of the District Attorneys Office as that of enforcing the law and keeping Autumn Arbor safe, not of getting convictions like notches in a belt. In the 12 years he has been in office,

Joseph Vandome					
PL: 7			Total Points: 42		
STR	DEX	CON	INT	WIS	CHA
10	10	10	14	12	16
+0	+0	+0	+2	+1	+3
Toughness		Fortitude		Reflex	
+0		+2		+0	
				Will	
				+7	
Combat: Attack: +0, Damage: +0 (Unarmed), Defense: +0 (+0 Flat-footed), Initiative: +0					
Skills: Bluff 9 (+12), Diplomacy 7 (+10), Gather Information 7 (+10), Investigate 6 (+8), Knowledge (Civics) 12 (+14), Knowledge (Current Events) 11 (+13), Knowledge (Streetwise) 12 (+14), Profession (Lawyer) 9 (+10), Sense Motive 7 (+8)					
Feats: Connected, Well-Informed					

his stance on Neo crime fighters is a simple one: if a Neo is not Commissioned to fight crime or use their powers, they will be prosecuted. No exceptions. Furthermore, having no family outside of his deceased wife, he feels no pressure to fall under the bribes or threats from the Organized Crime Families, and regularly works in conjunction with the Federal Bureau of Investigation and the Neo Crime Bureau to bring the top families to justice.

Vandome appears to be in his mid-fifties, with thick gray hair and a few wrinkles around his eyes. With a sharp nose and firm expression, his image as a man of no nonsense is constantly conveyed.

Defenders Office

The Public Defenders Office provides the highest level of representation possible to each client, to preserve the rights of the client, and to advocate for positive change within the justice system. Although the PDO does not typically represent Neo clients, as such crimes fall under Federal jurisdiction, all of its attorneys are still well educated in Federal Neo Laws and Rights.

Neo Crime Bureau

Formed in 1951 as a direct result of the HUAC hearings on Neo civility, the Neo Crime Bureau is the Federal Law Enforcement Agency assigned with the investigation of all Neo related crimes.

With Neo based crimes falling under Federal jurisdiction,

the NCB works in close conjunction with local and state authorities in the apprehension and arrest of Neo criminals, ranging from individuals to entire organizations. To assist local law enforcement, NCB offices are established in all major cities, and each local police precinct maintains a NCB Liaison Officer on its staff. In the case of a Neo crime, the NCB Liaison Officer contacts the local field office, and a specially outfitted unit of Containment Operations Personnel (better known as C.O.P.s.) are dispatched to the scene. C.O.P.s are outfitted with the latest technology and battle-armors, capable of neutralizing most Neo abilities and of withstanding a direct hit from the equivalent of a military tank.

Containment Operations Personnel

Highly trained and specially equipped operatives within the Neo Crime Bureau, the C.O.P.s are dispatched to locations where Neo criminals are either resisting arrest, or beyond the capabilities of more traditional law enforcement units.

Donned in their state of the art battle-armor, and equipped with a vast array of offensive capabilities ranging from energy weapons to Neo Power Dampeners, C.O.P.s are the last and best line of defense in a world populated by extraordinary beings.

C.O.P.S					
PL: 8			Total Points: 149		
STR	DEX	CON	INT	WIS	CHA
27/12	10	14	12	13	12
+8/+1	+0	+2	+1	+1	+1
Toughness		Fortitude		Reflex	
+10/+2		+2		+3	
				Will	
				+8	
Combat: Attack: +6, Damage: +8 (Unarmed) +6 (Blast), Defense: +5 (+2 Flat-footed), Initiative: +0					
Skills: Computers 5 (+6), Concentration 6 (+7), Disable Device 7 (+8), Drive 8 (+8), Gather Information 6 (+7), Investigation 9 (+10), Knowledge (Civics) 10 (+11), Knowledge (Life Sciences) 8 (+9), Pilot 8 (+8), Sense Motive 9 (+10), Stealth 8 (+8)					
Feats: Assessment, Benefit (Security Clearance), Equipment 5, Favored Opponent (Super-powered Beings), Critical Strike, Move by Action, Stunning Attack					
Powers: Device 18 (Armor, hard to lose)					
Armor: Blast 6, Enhanced Strength 15, Immunity 11 (Critical Hits, Life Support), Nullify 8 (Sustained, Nullifying Field), Protection 8, Super Senses 9 (Communication Link [Radio C.O.P.s], Dark Vision, Directional Sense, Distance Sense, Infravision, Radio)					
Equipment: 25 points for GMs Discretion.					

Douglas Harris, Autumn Arbor Field Office Director

Appointed to his position by the NCB Director, Douglas Harris is assigned with coordinating and dispatching the NCB operatives within Autumn Arbor.

A well educated man with a deep understanding of Neo powers and tactics following over 20 years in the field as a special agent, Field Director Harris has been responsible for the significant expansion the Autumn Arbor Field Office has seen since The Purge Invasion, increasing from 100 operatives to 210 active agents.

Highly respected throughout the Autumn Arbor City Government and Law Enforcement communities, Field Director Harris maintains close working relationships with Mayor Foley, District Attorney Vandome, Police Commissioner Franco, and the Sentinels of Society.

Sentinels of Society

The Sentinels of Society are the most prominent, and oldest, Neo team in the world, having first been officially sanctioned and formed during World War 2. In recent decades, the Sentinels has opened divisions around the globe, most notably in Europe, as a means of better mobilizing their forces in response to emergencies. (For more on the Sentinels of Society, see: Chapter Seven.)

The Daring Dynasty

Called "First Neo Family of Autumn Arbor" by the media, The Daring Dynasty is a unique team of family and friends dedicated to the exploration of Earth's deepest secrets and protecting the world from extraordinary threats. After first debuting publicly in the 1970's, the Daring Dynasty has since gained world recognition and respect, and regularly works alongside the Sentinels of Society. (For more on the Daring Dynasty, see: Chapter Seven.)

Neo Urban Renewal League

First formed in the aftermath of The Purge Invasion, the N.U.R.L. is a city-wide task force whose duty is to use their powers to repair the city after mass destruction from other Neos or natural disasters. Composed of Neos with such abilities as telekinesis, Earth control, Super-Strength, Super-speed, et cetera, the N.U.R.L. uses its extraordinary gifts to make repairs and clean-up debris in a fraction of the time

it would take more traditional unions and organizations. Although they are licensed to only attend to sites where Neo battles or natural disasters have struck, Public Works Commissioner Kyle Lewis works closely with them to secure other work contracts.

Neo Laws

Although the Federal Ban on Neo Champions was lifted following Xombehemoth's attack on Washington D.C. in 1985, Federal lawmakers did feel it necessary to create a new set of laws governing the usage of extraordinary abilities; not only in the everyday workplace, but also in law enforcement.

While the laws are extensive, below are a few of the more commonly known. Neo Laws clearly lay down guidelines for the usage of extraordinary abilities in the United States, and are strictly enforced by the Neo Crime Bureau.

- All Neos are required to register with the Federal Government if they intend to use their abilities in public.
- No Neo under the age of 18 may use their powers in public.
- No Neo may use their abilities in the workplace without their employer's consent and coworkers' knowledge of such abilities.
- All Neo-related crimes are Federal Violations, to be enforced by the Neo Crime Bureau.
- It is illegal to hire an unregistered Neo if the job involves the use of Neo abilities. However, employers are not liable for employing a non-disclosed Neo if they can prove that they did not know of the extraordinary abilities prior to usage.
- All Neos who operate in a law enforcement capacity must be commissioned as law enforcement agents on the Local, State, Federal, or International level. All commissioned Neo Law Enforcement Agents are bound by the same restrictions and guidelines as traditional law enforcement, as dictated by their commission.
- Due to their extraordinary abilities- whether natural, mystical, or technological in nature- all



Neo Law Enforcement Agents must carry their own insurance policy to cover any damages to property or person (personal or other) sustained in the line of duty, when their commissioning agency does not provide said insurance.

Academy Of Extraordinary Studies (A.O.E.S.)

When the Federal ban on Neo Champions was finally lifted, and the revised Neo Law enforcement laws were enacted, a proposition to establish centers where Neos could be trained in the responsible use of their abilities was established. With funding supplied by many different sources, ranging from Federal Grants, private companies like VanCorp and Quantum Mechanics, and donations from private citizens, the schools would be able to teach young Neos all the standard courses offered in regular schools, but in a safe and highly monitored atmosphere, so as to protect themselves and others from accidental power displays.

Although the first campus was founded in Autumn Arbor in 1986, by 1995 additional campuses were built around the country. The faculties are comprised of both Neo and normal teachers, to further show that everyday man and Neos can live and prosper side by side. The Autumn Arbor branch of A.E.O.S. is also overseen by Headmaster Sgt. Gauntlet, a cybernetic Drill Sergeant who had distinguished himself in the Army's Neo training program.

The campuses are all designed along similar lines. Faculty and teaching facilities are located in the above ground buildings, and are specially designed to withstand direct assaults from all but cosmic level Neo abilities. Below ground are found the medical research facilities, state of the art Neo training facilities, and the most advanced medical facilities found anywhere in the world.

Besides the standard education ranging from grade school through college level courses, A.O.E.S. offers training in the use of powers for careers outside of crime fighting.

The Practical Power Application courses teach enhanced individuals how to use their powers to pursue careers that their unique abilities would be best suited for, covering applied power usage for over 200 possible careers.

Additionally, the schools also offer courses in Neo Crime fighting. These advanced courses are offered to any Neo with the desire to use their powers to protect their fellow man, as long as they have passed their PPA courses and shown an acceptable amount of control over their abilities. Special guest teachers are often brought in to assist with these courses, such as members of the Sentinels of Society and Daring Dynasty.

Upon graduation from A.O.E.S., all students receive their Neo Registration License, which designates how they are legally able to use their powers. Licenses range from simply being registered as a Neo, to job placement licenses (such as for a telekinetic Neo being sanctioned to work in construction) to official crime fighting commissions.

While it is not mandatory for people with Neo abilities to attend A.O.E.S, most do at least long enough to receive their registration and license to use their powers in self defense. This is usually a one week course in the responsible use and control of Neo abilities. This license is the equivalent of registering a firearm.

Many graduates also apply for teaching positions at the school, wishing to pass on their knowledge to others.



CHAPTER 4

AUTUMN ARBOR UNDERWORLD

Now, Terenza and Garibaldi are trying to move into my business. They're using Neos to muscle in on my operations. They're too blinded by their own ambition to see what it is they're really opening themselves up to. I need someone close to me that I can trust, Tony. Someone to watch my back. An everyday guy, just like me.

— Jonathan Barludi

GENERAL CRIME IN AUTUMN ARBOR

Although Autumn Arbor is home to a variety of Organized Crime Families, street gangs, and Neo masterminds, like all American cities it also has its share of the more traditional crimes: murder, assault, robbery, burglary, drug distribution, et cetera. Despite the number of Neo Champions, however, and what the city's government would like many to believe, Autumn Arbor possesses one of the highest crime rates among American cities. Whether this is due to law enforcement's constant focus on the more extraordinary crimes and criminals, or the average thug's macho desire to get one over on the Neos, is irrelevant. What remains fact is that the citizens of Autumn Arbor are not as safe as the city's government would lead the country to believe.

ORGANIZED CRIME IN AUTUMN ARBOR

Although crime has always existed in Autumn Arbor throughout the centuries, the criminal underworld did not emerge as a unified society within its own right until the early 1920's, when the Federal Government passed a series of laws that enacted Prohibition.

Thanks to the Prohibition Act and the prime business bootleg alcohol became, the Mafia solidified its hold on Autumn Arbor. While the various gangs fought an all out war for control of the city's black market network, basically eliminating themselves as well as their competition, Franklin Terenza, an up and coming member of the Terenza crime family, supplied alcohol at speakeasies across the city. With the Terenza Family quickly becoming one of the wealthiest and most influential crime families, the Garibaldi Crime Family started moving in on Terenza's territory: high-jacking shipments, making assassination attempts against key Terenza members, and even physically threatening the citizens into coming to the Garibaldi speakeasies instead of those operated by the Terenzas. The resulting Mob War had a profound effect on Autumn Arbor, spilling over into the streets and costing dozens of innocent lives. With Mafia power growing simultaneously across the United States, the F.B.I. found itself outgunned and undermanned. By the time they could contain the escalating brutality threatening to tear Autumn Arbor apart, 35 people were already dead and the Terenza Family had emerged as the top crime family in the city's underworld.

Even with the occasional emergence of the Mystery Men and Masked Vigilantes that began appearing in Autumn Arbor during Prohibition, the sheer magnitude of

the Mafia's growing wealth and power made a substantial victory over Organized Crime impossible for law enforcement. Unable to cope with the growing criminal powers, the Federal Government finally ended Prohibition in the early 1930's, but it was already too little too late. The crime families had solidified their power and resources, and were viewed as heroes by many everyday people.

Since that time, Organized Crime in Autumn Arbor has become a fact of everyday life, having extended its influence into the deepest corners of city government and throughout the corporate business world.

Jonathan Barludi

Born to Patrick Barludi, a *capo* in the Terenza crime family, and Carol, Jonathan grew-up in a family deeply dedicated to the underworld development of Autumn Arbor. Unfortunately, Jonathan also watched his parents fight on nearly a nightly basis, and when he was 10 years old, Patrick and Carol filed for divorce. Although Jonathan had wanted to live with his mother,



and had even stated so to the Family Courts, Patrick's money and deep political connections were too much for Carol to overcome. By the time Jonathan was 12 years old, he was under the full custodial control of his father.

Jonathan knew early on in his life that a career in the Terenza family was not for him. He had no desire to be someone else's lackey, to have wizened old Italian men telling him what to do, where to go, and how to live.

For the next 15 years, Jonathan grew-up in the Terenza family with his father, learning the business and using the money he made to put himself through college, eventually earning his MBA. Just after college, Jonathan met the beautiful Michelle Terenza, the niece of James Terenza.

Jonathan Barludi					
PL: 9			Total Points: 89		
STR	DEX	CON	INT	WIS	CHA
13	12	14	17	14	16
+1	+1	+2	+3	+2	+3
Toughness		Fortitude		Reflex	
+2		+2		+1	
Will					
+7					
Combat: Attack: +4, Damage: +1 (Unarmed), Defense: +3 (+1 Flat-footed), Initiative: +1					
Skills: Bluff 8 (+11), Computers 6 (+9), Diplomacy 8 (+11), Disable Device 9 (+12), Drive 5 (+6), Gather Information 8 (+11), Intimidate 9 (+12), Knowledge (Business) 13 (+16), Knowledge (Civics) 13 (+16), Knowledge (Current Events) 12 (+15), Knowledge (Streetwise) 14 (+17), Knowledge (Tactics) 14 (+17), Languages 3 (German, Italian, Russian), Profession (C.E.O.) 10 (+12), Sense Motive 4 (+6)					
Feats: Connected, Contacts, Master Plan, Minions 6, Well-Informed					

When his father was killed, leaving behind a rather large inheritance to his son, Jonathan used the money and his own business training, coupled with Michelle's keen business sense and International Shipping contracts, to form Barludi International and carve a huge chunk of legitimate and illegal territory from the Terenza Family. In turn, making himself one of the top three families on the East Coast.

Jonathan and Michelle, now the *de facto* heads of the growing Barludi Crime Family, entered into a bitter and heated underworld and corporate level war with the Terenza crime family. James Terenza was not pleased with his niece's betrayal of the family, and vowed to bring Jonathan down even if it took his dying breath.

Soon after Jonathan and Michelle were legally married, the two gave birth to their first child: Rachel Barludi. A few years later, they gave birth to their second child: Lucas. However, soon after Lucas' birth, Michelle's heart started deteriorating. Jonathan hired some of the best doctors in the country, but despite two surgeries Michelle was forced to be fitted with a pace-maker.

With his legitimate business extremely profitable, his investments in various illegal operations taking up his time, and his concern for his wife and the raising of his two children on his mind, Jonathan took a drastic step.

Learning that the Garibaldi and Terenza families were hiring various Neos to act as enforcers and bodyguards, Jonathan hired Bone-Spur to oversee his operations. Barludi, however, was deathly afraid of having Neos in his organization. He knew with their power levels, it was impossible to control them and, like a cancer, it would be a matter of time before they spread and destroyed everything he built from the inside. Unfortunately, with a war on the near horizon against the Terenza and Garibaldi families, and with their ranks filled with Neo soldiers, Barludi also knew he had little choice.

Jonathan Barludi is in his late 40's, with thick black hair that's turned gray at the temples. He always dresses in the finest suits, and never wears the same tie twice. A shrewd businessman and the top crime lord along the east coast, Barludi International is second only to VanCorp in scope and power.

But with the Neo fought Mafia War on the horizon, the future is in serious doubt not only for Barludi and his empire, but the safety of Autumn Arbor as well.

Bone-Spur

Not much is known about Bone-Spur (aka Patrick Moretti) except that he was a decorated soldier during the Gulf War. After the war, the Federal Government made a clandestine deal with G.O.D. (Genetic Overwrite Development), which specialized in genetic engineering and advanced cloning via Nanotechnology applications, to create the ultimate soldiers. Patrick Moretti was one of a dozen to volunteer for the experiment, and the only to have survived.

Unknown to the Federal Government at the time, G.O.D. was one of the fronts for the Terenza crime family.

Moretti, now known as Bone-Spur, disappeared off the radar and later resurfaced as an enforcer within the Terenza Crime Family. Later, he offered his services to Jonathan Barludi, claiming he had discovered the Terenza family was actually behind making him the *monster* he had become, and wanted nothing more than to bring them down.

In reality, Bone-Spur was sent to Barludi to infiltrate the organization for the Terenza Crime Family, long desiring vengeance for Jonathan and Michelle's betrayal.

Unknown to the Terenza family, Bone-Spur has secretly begun recruiting his own Neo unit with which he plans to usurp personal control of Barludi's Empire once Jonathan is eliminated.

Bone-Spur can manipulate the bone grafting on his skin to form a crude body armor that is resistant to both impact and ballistic damage. Furthermore, the grafting can be extended into spikes that can serve as melee weapons, or be fired from his body at a clocked speed of over 96 mph. The spikes will regenerate within 24 hours.



Bone Spur

PL: 8

Total Points: 93

STR	DEX	CON	INT	WIS	CHA
14	12	14	10	11	12
+2	+1	+2	+0	+0	+1
Toughness	Fortitude	Reflex	Will		
+10	+6	+5	+4		

Combat: Attack: +8, Damage: +10 (Unarmed) +8 (Blast), Defense: +6 (+3 Flat-footed), Initiative: +1

Skills: Bluff 5 (+6), Disable Device 7 (+7), Craft (Chemical) 5 (+5), Craft (Mechanical) 5 (+5), Gather Information 7 (+8), Intimidate 10 (+11), Notice 6 (+6), Sense Motive 5 (+5), Survival 6 (+6)

Feats: All Out Attack, Chokehold, Diehard, Fearsome Presence, Improved Critical (Strike), Power Attack, Ranged Pin (Blast), Rage

Powers: Strike 8 (Mighty, Alternate Powers Blast 8 [Fades requires 24 hour recharge]), Protection 8

James Terenza

James Terenza was the first son of Alfonso Terenza, the head of the Terenza crime family with underworld ties throughout Italy, Germany, and Russia.

Raised almost as royalty within the Autumn Arbor underworld, James started working for The Family at the age of 13, serving as a runner and look-out for The Family's operations around the city.

By the time he was 18 years old, James' dedication to learning the family business, combined with his shrewd and analytical mind, saw him enter into the corporate world as an executive at Terenza Enterprises. Over the next several years, James maintained current operations and expanded investments throughout Autumn Arbor, including implementing designer drug development laboratories owned by the family and operated by German scientists his father brought to America at the end of WW2.

When James was 23 years old, after his father was arrested and convicted on a series of Tax Evasion charges James became the head of The Family. Since that time he has taken the Terenza family and its legitimate businesses and turned them into multi-billion dollar holdings.

Over the years, the Terenza family has had its share of difficulties. After narrowly avoiding Federal Investigation

**James Terenza**

PL: 8

Total Points: 66

STR	DEX	CON	INT	WIS	CHA
14	12	14	12	14	12
+2	+1	+2	+1	+2	+1
Toughness	Fortitude	Reflex	Will		
+2	+3	+5	+6		

Combat: Attack: +2, Damage: +0 (Unarmed), Defense: +0 (+0 Flat-Footed), Initiative: +0

Skills: Bluff 9 (+10), Diplomacy 8 (+9), Drive 4 (+4), Gather Information 6 (+7), Intimidate 5 (+6), Knowledge (Business) 13 (+14), Knowledge (Civics) 7 (+8), Knowledge (Current Events) 6 (+7), Knowledge (History) 9 (+10), Knowledge (Physical Sciences) 12 (+13), Knowledge (Life Sciences) 10 (+11), Knowledge (Streetwise) 10 (+11), Languages 3 (German, Italian, Russian), Sense Motive 6 (+8)

Feats: Connected, Minions 6, Well-Informed

and prosecution in the 1980's, James watched his own niece turn her back on the family and marry Jonathan Barludi, whom she then spear-headed into siphoning off millions of dollars in Terenza corporate and underworld business. Since then, the Terenza family has been reduced to the number two spot amongst the east coast crime families, and James has initiated a bitter war with Barludi that could result in the end of both their empires. Despite the war, James is grooming his only son, Sonny Terenza, to one day assume his position as the head of the family.

Currently, 64 years old with pure white hair, James Terenza is a tall man with very broad shoulders. With the exception of formal gatherings, he tends to dress relaxed and comfortable. As the head of the second largest crime family, James is considered a mastermind even amongst Neo criminals. He is a shrewd businessman who never forgets a slight against him and his family...and forgives them even more rarely.

Bernard Garibaldi, IV

The great-grandson of Bernard Garibaldi, Sr., the founding father of the American Garibaldi Crime Family, Bernard IV is an imposing man of 6'6" and 320 pounds of muscle.

Having grown-up learning the business from his father, Bernard was always a bit of a gifted child for mayhem and crime. By the age of 16 he



Bernard Garibaldi, IV					
PL: 3			Total Points: 47		
STR	DEX	CON	INT	WIS	CHA
12	10	12	14	13	13
+1	+0	+1	+2	+1	+1
Toughness		Fortitude		Reflex	
+1		+1		+0	
Will					
Combat: Attack: +3, Damage: +1 (Unarmed), Defense: +1 (+0 Flat-footed), Initiative: +0					
Skills: Bluff 5 (+6), Diplomacy 6 (+7), Disable Device 6 (+8), Gather Information 5 (+6), Intimidate 5 (+6), Knowledge (Business) 7 (+9), Knowledge (Civics) 8 (+10), Knowledge (Streetwise) 7 (+9), Notice 7 (+8), Sense Motive 5 (+6), Stealth 3 (+3)					
Feats: Connected, Minions 5					

had assumed control of the Torez Gang, and controlled drug-trafficking throughout Autumn Arbor.

After his father's untimely death at the hands of Terenza soldiers, Bernard dissolved the Torez Gang and assumed control of the Garibaldi Family's underworld and legitimate business empire. Unfortunately, the Garibaldi family has never been able to surpass the Terenza family as far as control over Autumn Arbor is concerned. And with the emergence of the Barludi Crime Family in the past 20 years, and Terenza's decline in power, the Garibaldi Family seems forever destined to live off the scraps of the top two families.

Recently, Bernard has begun outfitting the Family with Neo soldiers, planning an upcoming war to eliminate the rival families and assume control of the City of Legends.

STREET GANGS IN AUTUMN ARBOR

While the Organized Crime Families control the inner-most workings of the City of Legends, various gangs and factions vie for control of the street level underworld. Ranging from normal teenagers banding together for mayhem, to cybernetic thugs, to mystical or Neo powered groups, the gangs of Autumn Arbor are a serious threat to the safety of the city, and a regular target of both the traditional and Neo law enforcement agencies.

The Vignette Gang

The Inklings were the top Saturday Morning Cartoon throughout the 1980's. Unfortunately, as the 1990's dawned, and the regular viewing audience aged and demanded more thought provoking or action oriented television programming, the Inklings failed to capture a new wave of viewers. Ratings dropped steadily until, two seasons later, the show was cancelled.

Furious over the loss of his most beloved creations, Kenneth Umbridge, a Neo with the ability to turn regular drawings into fully living creatures, disappeared from Hollywood. Within the year, he resurfaced as The Anartist, having been inspired by the rebellious actions of The Anarchitect against the Daring Dynasty. Using his unique

Neo abilities, he brought his Inklings to life, giving them a new chance within The City of Legends where ratings and an aging audience could never again bring about their demise. Although the new Inklings were relatively harmless, the Anartist paraded them throughout Autumn Arbor, running live shows throughout the city.

Unfortunately for the Anartist, newspapers around the country easily picked-up on the inspiration behind his name and began running articles and comic strips comparing him to The Anarchitect, often times merging the two into a humorous amalgam. Finally infuriated with what the new upstart Neo criminal was doing to his public image, The Anarchitect dedicated several months of resources to hunting down the Anartist. Upon capturing him, The Anarchitect installed cybernetic implants into the Anartist's cranium, forcing him to use his telepathic control over the Inklings to commit a series of heists. The Anartist, not being able to deal with the way his beloved creations were being used, suffered a brain aneurysm and died. The Inklings continued to exist, though, now freed from the thrall of their creator and with a will of their own. All they wanted was to return to their former position as a beloved children's cartoon show. Rebuffed by their old production company because of the image the group had gained while under the control of their manipulated creator, and after months of trying unsuccessfully to get a new deal with other studios, they became infuriated with no longer being the idols of millions of children. Renaming themselves the *Vignette Gang*, they decided to instead be what everyone perceived them as: an underworld force to be reckoned with.

If they couldn't be famous and adored, then they would be infamous and feared.

The Vignette Gang is currently one of the most feared gangs in the Autumn Arbor underworld, using their unique abilities to commit extortion, theft, and blackmail. Having clashed with both the Daring Dynasty and the Sentinels of Society on several occasions, the cartoony abilities of the gang always provide them an avenue of escape.

Doodle

The leader of the gang, Doodle is ridiculously well-proportioned. With very broad shoulders, a thin waist, large chin, and dashing smile, he possesses a natural charisma impossible in normal world individuals. Easily the most dangerous member of the gang in combat, Doodle can become a tornado of swirling ink that shape-changes various parts of his anatomy. The most common uses of his powers is changing his legs into giant springs for rapid travel, and altering his arms to become high-end plasma cannons.



Doodle

PL: 6

Total Points: 136

STR	DEX	CON	INT	WIS	CHA
12	16	20	16	14	27
+1	+3	+5	+3	+2	+8
Toughness		Fortitude		Reflex	
+5		+5		+6	
				Will	
				+2	

Combat: Attack: +6, Damage: +1 (Unarmed), Defense: +5 (+2 Flat-footed), Initiative: +3

Skills: Bluff 6 (+14), Concentration 5 (+7), Diplomacy 4 (+12), Gather Information 6 (+14), Perform (Acting) 8 (+10), Sense Motive 7 (+9)

Feats: Attractive, Diehard, Fascinate (Bluff), Fearless, Inspire, Leadership, Master Plan, Seize Initiative, Taunt

Powers: Shapeshifting 6

Anna Mae

The gratuitous female character of the team, Anna Mae appears to have been created in the stroke and style of Anime. Wearing short, tight fitting shorts and a flannel shirt tied just beneath her

breasts, she looks like a Japanese version of a typical, American country girl. With the ability to animate objects around her, Anna Mae regularly supplies the distractions the team needs to carry out its plans.

Anna Mae

PL: 6

Total Points: 99

STR	DEX	CON	INT	WIS	CHA
10	20	12	12	12	18
+0	+5	+1	+1	+1	+4
Toughness		Fortitude		Will	
+1/+4		+5		+4	

Combat: Attack: +5, Damage: +0 (Unarmed), Defense: +8 (+4 Flat-footed), Initiative: +5

Skills: Acrobatics 8 (+13), Escape Artist 6 (+11), Gather Information 6 (+10), Perform (Acting) 8 (+12), Sleight of Hand 4 (+9)

Feats: Acrobatic Bluff, Attractive, Defensive Roll 3, Diehard, Evasion 2, Instant Up

Powers: Animate Objects 5 (Horde, up to 2 at once)

Toon

Possessing an exaggerated body with short legs and a massive torso and arms, Toon acts as the muscle of the group. With a deep, rumbling voice and strength on par with some of Autumn Arbor's strongest Neos, Toon is not a Vignette member to cross lightly, as his ability to effortlessly punch through solid steel makes his point-of-view on matters very difficult

to argue against.

Toon

PL: 14

Total Points: 135

STR	DEX	CON	INT	WIS	CHA
48	12	16	10	10	11
+19	+1	+3	+0	+0	+0
Toughness		Fortitude		Reflex	
+13		+12		+9	
(+10 Impervious)					

Combat: Attack: +6, Damage: +19 (Unarmed), Defense: +4 (+2 Flat-footed), Initiative: +1

Skills: Intimidate 8 (+8), Perform (Acting) 8 (+8)

Feats: Chokehold, Diehard, Fearless, Improved Grab, Improved Grapple, Improved Pin, Power Attack, Rage, Weapon Break

Powers: Protection 10 (Impervious, Reflective: melee attacks), Super Strength 4

Smudge

With the ability to open teleportation gateways, Smudge acts as the team's getaway. Short and rather dumpy, he has small eyes, full lips, and a bulbous nose.



Smudge					
PL: 6			Total Points: 77		
STR	DEX	CON	INT	WIS	CHA
12	13	20	11	11	12
+1	+1	+5	+0	+0	+1
Toughness		Fortitude		Reflex	
+5		+5		+5	
Will		Reflex		Will	
+5		+5		+7	
Combat: Attack: +5, Damage: +1 (Unarmed), Defense: +7 (+3 Flat-footed), Initiative: +9					
Skills: Disable Device 6 (+6), Escape Artist 6 (+7), Notice 4 (+4), Perform (Acting) 8 (+9), Search 4 (+4), Stealth 4 (+5)					
Feats: Diehard, Improved Initiative 2					
Powers: Teleport 4 (Accurate, Limited Portal only, long ranged)					

Sketch



The team's infiltrator and spy, Sketch has the ability to assume the shape and likeness of any living being he comes into contact with. Normally of average height, with blurry, shifting lines comprising his "inked" outline, Sketch regularly uses his abilities to scope out the Vignette Gang's next target.

Sketch					
PL: 5			Total Points: 77		
STR	DEX	CON	INT	WIS	CHA
10	14	20	14	16	12
+0	+2	+5	+2	+3	+1
Toughness		Fortitude		Reflex	Will
+5		+5		+5	+5
Combat: Attack: +4, Damage: +0 (Unarmed), Defense: +6 (+3 Flat-footed), Initiative +2					
Skills: Bluff 6 (+7), Concentration 8 (+11), Disguise 10 (+11) [When Morphed add 20], Gather Information 6 (+7), Notice 6 (+9), Perform (Acting) 8 (+9), Search 4 (+6), Stealth 4 (+6)					
Feats: Assessment, Diehard, Hide in Plain Sight, Sneak Attack, Well-Informed					
Powers: Morph 4 (Humanoid)					

Etch

Tall and thin, with arms that end in razor sharp blades, Etch is easily the most viscous member of the

gang. Appearing as a black and white, three-dimensional drawing, Etch is all hard angles. Taking particular glee in using his blades to carve into anyone that opposes the gang, he is also obsessed with leaving an engraved "etching" at the crime scenes, so all know the Vignette Gang had been there.



Etch					
PL: 9			Total Points: 78		
STR	DEX	CON	INT	WIS	CHA
14	12	20	10	11	8
+2	+1	+5	+0	+0	-1
Toughness		Fortitude		Reflex	Will
+5		+5		+8	+3
Combat: Attack: +8, Damage: +10 (Unarmed), Defense: +6 (+3 Flat-footed), Initiative +1					
Skills: Intimidate 12 (+11), Perform (Acting) 8 (+7)					
Feats: All out Attack, Diehard, Elusive Target, Improved Critical 2 (Strike), Improved Sunder, Move by Action, Takedown Attack 2, Power Attack, Weapon Break					
Powers: Strike 8 (Mighty)					

Mimes with Attitude (M.W.A.)

The Mimes with Attitudes (M.W.A.) are more of a law enforcement annoyance than anything else. Formed in the middle 1990's by Slap Stick, the M.W.A. is a gang of Neos dedicated to a life as petty thieves and practical pranksters, while also working diligently producing their own, underground, Rap Music Label.

Though most of their pranks are directed at simply embarrassing the victim, they have no remorse for anyone that may be injured, whether it is the target of their jest or an innocent bystander. As long as they can savor the thrill of the prank, and have plenty of time to leave behind their spray-painted MWA tag, the M.W.A. is generally harmless.

While the gang is considered to be generally teetering on the brink of insanity, one member in particular, Funny Bone, is considered by many (including his fellow members) to have long ago crossed that particular line.

The gang is known for their stylized, mime face paint and outlandish clown costumes; except for Funny Bone, since he has no skin to apply the makeup.



Slap Stick

The leader of the M.W.A., Slap Stick takes his name from his signature jester's cane with its clown-like puppet head mounted onto the handle. The cane is actually a semi-sentient demonic creation of Arkainon's infernal familiar, Incindari. In his quest to instigate chaos and discord, the imp created the wand to further

his ends. Incindari gifted the magic wand to a faltering, mentally unstable stage comedian, who was more than happy to use the newfound power to enact sadistic pranks. He gathered together a group of like-minded individuals and the M.W.A. was born. The demonic rod allows Slap Stick to telekinetically manipulate objects from a distance; fly; and deliver a force blast, striking with the force of a battering ram. The head of the wand cackles manically as Slap Stick and the M.W.A. express their depraved sense of humor.

Slap Stick

PL: 4 Total Points: 57

STR	DEX	CON	INT	WIS	CHA
12	12	10	10	11	13
+1	+1	+0	+0	+0	+1
Toughness	Fortitude	Reflex	Will		
+0	+3	+6	+5		

Combat: Attack: +3, Damage +1 (Unarmed) +5 (Slapstick), Defense: +3 (+1 Flat-footed), Initiative: +1

Skills: Bluff 4 (+5), Concentration 6 (+6), Disable Devices 3 (+3), Escape Artist 5 (+6), Intimidate 2 (+3), Knowledge (Art) 8 (+8), Perform (Comedy) 6 (+7), Sleight of Hand 6 (+6)

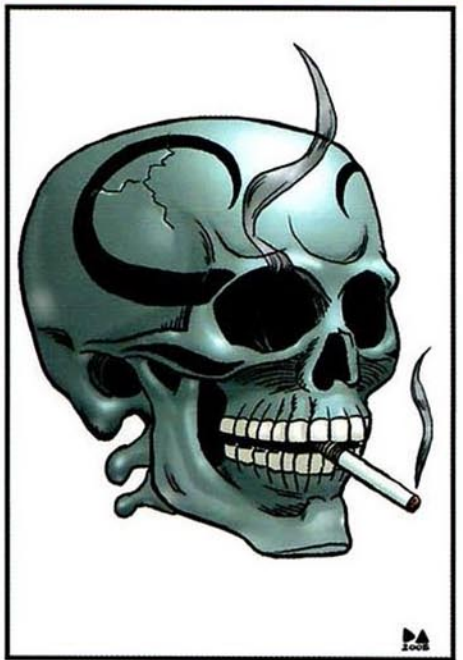
Feats: Distract (Bluff), Taunt

Powers: Devices 4 (Slapstick, Easy to Lose)

Slapstick: Boost 10 (Self Only, Kinetic Control, Alternate Powers: Boost 6 [Personal, Flight], Boost 10 [Personal, Telekinesis]), Strike 4 (Mighty)

Funny Bone

Years ago, before the dreaded Neo known as Voodoo Guru was betrayed and killed by Anarchitect during the original creation of the Xombeheemoth, Funny Bone was one of his rare, Neo victims that was brutally murdered and resurrected from the dead.



Now nothing more than

a living skeleton kept alive by the lingering magic of Voodoo Guru and his own Neo morphing abilities, Funny Bone's sense of humor has become the definition of grotesque. Able to separate and transform his skeletal body in to a variety of forms, Funny Bone can also control each individual segment, such as removing and tossing his skull to bite adversaries, or releasing a skeletal hand to scurry across the floor to retrieve an item. More often, though, he pulls two ribs from his torso and wields them as deadly daggers capable of slicing through flesh.

Due to his ability to regenerate and reconstruct himself, Funny Bone is nearly impossible to keep out of commission for any serious length of time.

Funny Bone

PL: 5 Total Points: 89

STR	DEX	CON	INT	WIS	CHA
14	10	--	10	11	6
+2	+0	--	+0	+0	-2
Toughness	Fortitude	Reflex	Will		
+6	--	+5	+4		

Combat: Attack: +4, Damage: +4 (Unarmed) +6 (Strike), Defense: +2 (+1 Flat-footed), Initiative: +0

Skills: Escape Artist 6 (+6), Intimidate 8 (+6), Knowledge (Art) 4 (+4), Perform (Comedy) 3 (+1), Stealth 3 (+3)

Feats: Evasion 2, Fearless, Fearsome Presence, Instant Stand, Sneak Attack

Powers: Anatomic Separation 5 (Variable Split), Immunity 30 (Fortitude), Protection 6, Regeneration 9 (Recovery Bonus +0, Resurrection: 1 Hour, Not vs. Cremated), Strike 4 (Mighty)

April Fool

The only female in the gang, April Fool is extremely attractive despite the gang's signature jester appearance. With the ability to telepathically control anyone she can make contact with, April Fool is regularly used for crowd control and to help the M.W.A. put their victims into embarrassing situations.



April Fool					
PL: 6			Total Points: 61		
STR	DEX	CON	INT	WIS	CHA
10	14	11	11	11	15
+0	+2	+0	+0	+0	+2
Toughness		Fortitude		Reflex	
+0		+2		+6	
				Will	
				+8	
Combat: Attack: +2, Damage: +0 (Unarmed), Defense: +4 (+2 Flat-footed), Initiative: +2					
Skills: Acrobatics 5 (+7), Bluff 6 (+8), Concentration 5 (+5), Escape Artist 4 (+6), Knowledge (Art) 6 (+6), Perform (Acting) 6 (+8)					
Feats: Taunt					
Powers: Mind Control 6 (Conscious, Subtle, Sense Dependant: Sight, Alternate Powers: Mind Control 4 [Burst, Conscious, Subtle, Sense Dependent: Sight])					



Mad Capper

Of African-American descent, Mad Capper can fire a barrage of force bolts from his finger tips equal to the impact of a small caliber hand gun. Known for mimicking a gun with his hand, his signature "Bang! Bang!" is always yelled just before he fires.

Mad Capper					
PL: 5			Total Points: 46		
STR	DEX	CON	INT	WIS	CHA
13	11	12	10	11	12
+1	+0	+1	+0	+0	+1
Toughness		Fortitude		Reflex	Will
+1		+1		+2	+2
Combat: Attack: +4, Damage: +1 (Unarmed) +6 (Blast), Defense: +2 (+1 Flat-footed), Initiative: +0					
Skills: Disable Devices 5 (+5), Knowledge (Art) 6 (+6), Intimidate 6 (+7), Perform (Comedy) 7 (+8)					
Feats: All Out Attack, Power Attack					
Powers: Blast 6 (Split Attack)					

The Masqueraders

A widespread and well connected gang that will hire itself out to anyone willing to meet their price, the Masqueraders have chapters in most major cities across the United States.

In Autumn Arbor, where the gang originally formed, they are one of the oldest active gangs, and have been a constant problem for both traditional and Neo law enforcement over the years.

Known for their obsessive worship of Neos, Masqueraders across the United States typically style their gang colors after popular Neos, wearing cheap imitations of their favorite Neo's outfit.

Masqueraders (Typical Member)					
PL: 3/Minion Rank 3			Total Points: 36		
STR	DEX	CON	INT	WIS	CHA
12	11	13	11	12	12
+1	+0	+1	+0	+1	+1
Toughness		Fortitude		Reflex	
+1		+1		+0	
				Will	
				+1	
Combat: Attack: +4, Damage: +1 (Unarmed), Defense: +4 (+2 Flat-footed), Initiative: +0					
Skills: Bluff 5 (+6), Computers 3 (+3), Disable Device 4 (+4), Drive 4 (+4), Gather Information 4 (+5), Knowledge (Streetwise) 5 (+5), Notice 4 (+5), Stealth 3 (+3)					
Feats: Teamwork					

During the 1990's, the Masqueraders raided a top-secret VanCorp laboratory and recovered an unstable experimental drug known as *Amazadrin*. Developed by VanCorp as part of a Government Contract, Amazadrin gave its user a sense of wild euphoria and, in some cases, seemed to stimulate and activate a random Neo gene, giving the user an unpredictable power for a limited time.

Unfortunately for VanCorp, not only did the Masquer-

aders steal the prototype of the drug, but also managed to hack into the corporate databases and steal the research and development files. Within a year, the Masqueraders had established hidden labs around the city, and began producing additional units of Amazadrin for sale.

Since that time, before undertaking a job the gang takes a dose of Amazadrin and, upon discovering what random power is invoked, raid their costume depot and throw together outfits resembling any known Neo that also possesses their new power. The outfits consist of anything from spray painted sweatshirts, to store bought Halloween costumes, to actual scraps of a Neo Champion's costume. The rest of the members then adorn themselves with the leftovers, many appearing as an amalgam of different Neos.

Membership in the Masqueraders consists predominately of normal people, with a few Neos. Usually, any Neo members are low powered.

It is also not uncommon during one of their operations to see a Vanguardian, a Dragonfly, a Daring Man (sometimes one of them even being in drag) parody, calling themselves such ridiculous names as "Van-goof-ian," "Dung Beetle," and "Daring Dude."

In the past, when a member exhibited a power that closely mimicked a popular Neo's power, the Masqueraders put together a very realistic outfit and embarked on a plot to disgrace the Neo and frame him for their crimes, just for a laugh.

Recently, they have been forced into a blood war against the Liberty Legion.

The Riggers (Typical Member)					
PL: 4/Minion Rank 5				Total Points: 66	
STR	DEX	CON	INT	WIS	CHA
13	12	14	13	11	10
+1	+1	+2	+1	+0	+0
Toughness		Fortitude		Reflex	
+2		+2		+1	
Will		Reflex		Will	
+2		+2		+1	
Combat: Attack: +5, Damage: +1 (Unarmed), Defense: +3 (+1 Flat-footed), Initiative +1					
Skills: Computers 5 (+6), Craft (Electronic) 6 (+7), Craft (Mechanical) 6 (+7), Disable Device 5 (+6), Gather Information 4 (+4), Intimidate 7 (+7), Knowledge (Technology) 7 (+8)					
Feats: Critical Strike, Favorite Opponent (Awakened)					
Power Pool: 25 points for GM to separate between skills, feats, and powers as needed. (Represents Cybernetic Enhancements)					

The Riggers

When The Anarchitect began cybernetically augmenting many of Autumn Arbor's street gangs following his defeat in Washington D.C., his primary group of volunteers were from a street gang that had been operating for many

years, The Riggers.

Now composed entirely of cybernetically enhanced members, the *new* Riggers have terrorized Autumn Arbor for nearly 15 years, continuously replenishing their members with homeless and runaways upon whom they have experimented new implant procedures.

Known for their viciousness in combat, The Riggers have controlled Liberty Heights off and on for over 2 decades. Currently trying to expand, they are involved in a bloody turf war against The Awakened.

The Awakened

A street gang known for its Dark Magic and twisted Blood Rituals, The Awakened are the predominant gang in the Ravenswood district (though they also have an extensive presence in Liberty Park, as well), where the mystical energies that flow through Autumn Arbor seem to be strongest.

Lead by the ghost of a sorcerer known only as Brother Exodus, a former Archmage in the Hand of Madness cult, The Awakened members are all versed in the art of mystic rituals and spellcasting.

The Awakened (Typical Member)					
PL: 5/Minion Rank 5				Total Points: 69	
STR	DEX	CON	INT	WIS	CHA
11	12	12	13	16	14
+0	+1	+1	+1	+3	+2
Toughness		Fortitude		Reflex	
+1		+5		+1	
Will					
+7					
Combat: Attack: +5, Damage: +0 (Unarmed), Defense: +4 (+2 Flat-footed), Initiative: +1					
Skills: Concentration 6 (+9), Craft (Artistic) 5 (+6), Craft (Structural) 5 (+6), Knowledge (Arcane Lore) 6 (+7), Languages 3 (Choose 3 Ancient Languages), Notice 4 (+7), Search 4 (+5), Sense Motive 3 (+6)					
Feats: Artificer, Ritualist					
Powers: Magic 5 (Choose 5 Power Feats)					

Often conducting their rituals in the shadows of Beltane Park, many citizens of Autumn Arbor believe The Awakened are somehow responsible for the existence of Spring-Heeled Jack. What they don't realize, however, is that deep beneath Autumn Arbor exists a trans-dimensional school founded by Brother Exodus, and dedicated to the training and education of young sorcerers in the Dark Magical Arts.

Due to The Riggers attempting to gain territory in Ravenswood, Brother Exodus and The Awakened have been forced into a violent territorial feud.

Brother Exodus

Once a member of The Hand of Madness during the 19th century, Brother Exodus was killed in the 120th Arcane War between the Hand of Madness and the Order of Merlyn. Now existing totally as an apparition, he has created



The Awakened as a means of training young individuals with innate mystical ability to harness their power, eventually promoting them to ranks with The Hand of Madness.

A foul tempered individual, Brother Exodus forgives no failure and drives his subordinates to the brink of exhaustion and madness. With his ability to both invoke fear

and drain the life essence from living creatures, even the Neo Champions of Autumn Arbor are cautious when confronting him.

Brother Exodus

PL: 10						Total Points: 148
STR	DEX	CON	INT	WIS	CHA	
--	12	--	15	19	12	
--	+1	--	+2	+4	+1	
Toughness		Fortitude		Reflex		Will
+0		+0		+1		+4

Combat: Attack: +8, Damage: (See Powers for Damage), Defense: +6 (+3 Flat-footed), Initiative: +1

Skills: Bluff 8 (+9), Concentration 7 (+11), Intimidation 7 (+8), Knowledge (Arcane Lore) 10 (+12), Knowledge (History) 10 (+12), Knowledge (Theology & Philosophy) 9 (+11), Language 4 (Choose 4 Ancient Languages), Notice 6 (+10), Sense Motive 7 (+11)

Feats: Fearless, Fearsome Presence, Hide in Plain Sight, Minions 5, Ritualist, Well-Informed

Powers: Immunity 30 (Fortitude), Insubstantial 4 (Incorporeal, Innate, Permanent), Magic 6 (Nullify [Magic, One at a Time, Effects Corporeal], Alternate Powers: Fog of Forgetfulness 12, Mystic Bindings 6 (Affects Corporeal), Mind Control 12, Possessions 6), Supersenses 1 (Magic Awareness), Teleportation 3 (Requires Shadows)

Liberty Legion

The most recent edition to the Autumn Arbor underworld, the Liberty Legion is a gang whose entire membership is composed of Neos. Operating under the banner of the self-styled protectors of Liberty Heights, their brand

Liberty Legion (Typical Member)

PL: 6/Minion Rank 6						Total Points: 84
STR	DEX	CON	INT	WIS	CHA	
12	13	12	15	14	14	
+1	+1	+1	+2	+2	+2	
Toughness		Fortitude		Reflex		Will
+1		+2		+5		+4

Combat: Attack: +5, Damage: +1 (Unarmed), Defense: +3 (+1 Flat-footed), Initiative: +1

Skills: Computers 4 (+6), Concentration 6 (+8), Gather Information 6 (+8), Knowledge (Neos) 6 (+8), Sense Motive 6 (+8)

Feats: Beginner's Luck, Fearless, Set-up, Teamwork

Power Pool: 30 points for GM to separate between skills, feats, and powers as needed. [Represents Neo Abilities.]

of protection leaves much to be desired by the citizens of the district.

Lead by a Neo by the name of Neo One, who claims he can trace his bloodline back to the very first Neo to ever appear on Earth, he considers the Liberty Legion to be almost a noble caste and allows only those Neos into its ranks who are the offspring of Neo parents. For Neo One, no Neo born of human parents, or even one human parent, is good enough.

Under Neo One's charismatic leadership, the Liberty Legion seeks to show the rest of Autumn Arbor, and then the world, that natural born, *pure-blood* Neos are the future of the world. As a result, they regularly kidnap and imprison, assault, and murder those not of *true-blood*. It is their belief that they are protecting the Neo race from the human pollution.

Lately, they have become involved in a bitter war with the Masqueraders, determined to destroy the "Wanna-Be Neos" at all costs.

Neo One



Born in Pax Wyvernia, Neo One and his parents moved to Autumn Arbor over 14 years ago. Upon first arriving in the City of Legends, Neo One watched with intense fascination as Neo Champions soared through the skies and fought crime on the streets. Wanting nothing more than to one day join them, he finally got his wish when his Neo abilities eventually activated.

Neo One					
PL: 8			Total Points: 145		
STR	DEX	CON	INT	WIS	CHA
10	11	12	14	14	16
+0	+0	+1	+2	+2	+3
Toughness		Fortitude		Reflex	
+1		+6		+6	
				Will	
				+8	
Combat: Attack: +6, Damage: +0 (Unarmed), Defense: +6 (+3 Flat-footed), Initiative: +0					
Skills: Bluff 6 (+9), Concentration 6 (+8), Diplomacy 6 (+9), Gather Information 7 (+10), Sense Motive 7 (+9)					
Feats: Assessment, Beginner's Luck, Leadership, Master Plan, Minions 6, Seize Initiative					
Powers: Transfer 8 (All Powers)					

Following his birth as a Neo, Neo One's parents imparted on him the secret agenda and traditions of Pax Wyvernica: that Neos were the supreme race on Earth and would one day replace humanity as the only humanoid race. Nearly brainwashed into believing his own superiority, Neo One finally formed the Liberty Legion as his private army to cleanse the City of Legends of anyone not of pure Neo blood.

With the ability to absorb and harness Neo abilities through touch, Neo One has proven to be a serious foe of Autumn Arbor's Neo Champions.

STREET DRUGS

Over the past several decades, a variety of synthetic narcotics have made their way onto the streets of Autumn Arbor. Usually designed by one of the various corporations for use in genetic engineering, the most popular of the street drugs were considered failures by the manufacturers and have, since then, found their way into the distribution market through a variety of methods.

Such narcotics are typically lethal to the user, and extremely rare.

JUIZ

Narcotic

A powerful narcotic created by G.O.D., Juiz grants its users **Super-Speed 5** and **Enhanced Constitution 10**. The effects last for 1 hour, at which time the user must make a Fortitude Save (DC 20) or become exhausted.

DEVOLVENOL

Narcotic

Originally designed by the scientists at the Cuban Genetics Facility, Devolvenol grants anyone who takes it **Enhancement Strength 20** and **Enhanced Constitution 20**, but the user suffers from **Drain Intelligence 10** and **Drain Wisdom 10** (minimum values of 1). The effects last for 1 day, at which time the user must make a Fortitude Save (DC 15) or shift their condition to dying.

VISCOSIDRINE

Narcotic

Another manufacturing brain-child of G.O.D., Viscosidine grants anyone who ingests it with **Elongation 4** and **Protection 4** (Impervious). The effects last for 5 hours, at which time the user must make a Fortitude Save (DC 20) or be reduced to ability scores of Strength 1 and Dexterity 1, for 1 day; effectively becoming a massive blob as their body rejects the changes that were done to it. Should the first Fortitude Save fail, the user must make another Fortitude Save (DC 15) at the end of the day or suffer from a dying condition as their body succumbs to the stress induced upon it due to the narcotic's primary and secondary effects.

PSIONTISONE

Narcotic

Created in VanCorp labs, Psiontisone was originally designed to give VanCorp Security a limited form of telepathic ability, for use in interrogation and personal security. Unfortunately, the narcotic was considered a failure when it boosted what is believed to be the human mind's natural, if evolutionary, ability to detect brain waves and thought patterns to such a degree the user could not control what they received, in essence overloading their synapses.

Psiontisone grants the user **Telepathy 6** with both the Uncontrollable flaw and Full Power drawback. While under the influence of the narcotic, the user must make a Will Save (DC 15) each round to take any action except moving at normal speed. The effects last for 1 hour, at which time the user must make a Fortitude Save (DC 15) or suffer a condition change to dying due to brain aneurysms.

AMAZADRIN

Narcotic

Originally Manufactured by VanCorp, and stolen and manufactured for street distribution by the Masqueraders, Amazadrin is a popular narcotic amongst the street gang and throughout Liberty Heights.

Users are put into a euphoric state as though under the influence of the Hope emotion as per Emotion Control. Additionally, there is a 50% chance the user will gain a temporary super-power as though granted **Boost 10**, which fades at 1 point per hour. Those granted a power must make a Fortitude Save (DC 15) or become exhausted once the power fades completely.

CALENDAR OF IMPORTANT UNDERWORLD EVENTS

JANUARY 16, 1919: The 18th Amendment, authorizing Prohibition, goes into effect.

MARCH 11, 1920: The Garibaldi Family begins their attempts to take over the growing Terenza Family's territory. War begins between the two families.

AUGUST 18, 1920: Franklin Terenza becomes head of the family when Donald Terenza is killed by Garibaldi soldiers.

JUNE 12, 1921: War between the two families intensifies when Terenza soldiers assassinate Anthony Garibaldi, head of the Family.

JUNE 13, 1921 through DECEMBER 18, 1929: The Terenza and Garibaldi Families continue to war throughout Autumn Arbor. Although Mystery Men and Masked Vigilantes attempt to end the conflict, the increasing Mafia power due to Prohibition makes a substantial victory impossible. The F.B.I. sends Agents into Autumn Arbor, but it is already too late to stop the Terenza Family from gaining control over the city's government.

FEBRUARY 20, 1933: The 21st Amendment is passed, ending Prohibition in the United States.

FEBRUARY 14, 1934: Franklin Terenza is killed by Federal Agents, making his son, Alfonso Terenza, the new head of the family at the age of 21.

JULY 4, 1934: Alfonso Terenza solidifies his hold over the Family when he kills the masked vigilante known as The Shadow Walker.

MAY 11, 1939 through OCTOBER 12, 1944: Using various ties throughout Germany, Russia, and Italy, Alfonso Terenza sets-up a series of dummy organizations and companies. Using Germany organizations as a front, Alfonso begins developing advanced technology for the Nazis. Although the Germans are unaware that the real mastermind behind the organizations is an Italian, Alfonso becomes wealthy assisting the Germans in such projects as The Iron Reich. Terenza Enterprises is formed.

SEPTEMBER 11, 1954: James Terenza starts working for The Family as a "runner". Patrick Barludi becomes a capo in the Terenza Family.

NOVEMBER 28, 1959: James Terenza started working as an executive in Terenza Enterprises, maintaining and expanding various Terenza "investments" throughout Autumn Arbor, including designer drug development laboratories owned by the family and operated by Nazi scientists his father brought to America at the end of World War 2.

APRIL 2, 1964: James becomes head of the Terenza Family when Alfonso is indicted and convicted of various charges by Federal Authorities.

DECEMBER 11, 1972: Jonathan Barludi begins working for the Terenza Family at the age of 16.

APRIL 19, 1984: Jonathan and Michelle Barludi break away from the Terenza crime family, overtaking a large portion of their resources and territory nearly overnight and forming Barludi Shipping.

OCTOBER 31, 1986: The Awakened first appear in Autumn Arbor.

MAY 16, 1991: The first chapter of The Masqueraders forms in Autumn Arbor.

JANUARY 3, 1992: Barludi Shipping becomes Barludi International. The Barludi Family becomes the top crime family on the east coast.

APRIL 11, 1994: Masqueraders raid a VanCorp lab and steal the prototype for Amazadrin. Within the year, they begin mass production of the drug for street sale.

JULY 5, 2003: The Liberty Legion forms in Autumn Arbor.

MAY 4, 2003 through OCTOBER 30, 2003: The Terenza Crime Family hires Neo personnel to serve as enforcers. They are all registered Neos, officially serving the Family in other areas. In response, the Barludi and Garibaldi families follow suit. One of Terenza's soldiers, a man named Bone-Spur, defects to the Barludi camp. Within three months, he is the lead Barludi enforcer and Jonathan's right hand. Unknown to Barludi, Bone-Spur is a Terenza spy.

CHAPTER 5

MAGIC AND THE SUPERNATURAL

The gods want this place. My father wants this place. Vampires think they own the place. And everybody and their kid sister wants to be a Witch or Warlock. This city has more issues than I do! So, tell me again, Stefan, why we even bother?

– X'Zalia, Saint-Germaine Investigations, Inc.

MYSTICISM IN AUTUMN ARBOR

Millennia ago, a vast meteorite struck the Earth and wiped out the dominant race on the planet: the dinosaurs. However, deep within the center of the meteorite was a spiral rock composed of various unique energies dating back to the original creation of the universe. Eventually dubbed the Celestial Spiral by mystics around the world, this massive artifact struck the Earth upon a small island somewhere in the Mediterranean. Although it embedded itself deep into the Earth, more than a mile was still left protruding from the surface. The island would one day become the nation of Atlantis, the most technologically and magically advanced civilization to ever exist.

As the Celestial Spiral's energies combined with those of Earth, great lines of mystical power were created around the world. This web would eventually become known as Ley Lines, and would be the primary source of mystical power for those able to harness its ebb and flow.

The Spiral also shattered several outer layers upon impact, scattering pieces of itself into shards around the world. While each shard is a vessel of extraordinary power, only a few have yet to be discovered, such as the Tear harnessed by the Daring Dynasty, and the Heart of Nebecar sought by the Hand of Madness.

Although Atlantis was eventually submerged by The Purge, and with it the Celestial Spiral, the Ley Lines of Earth continued to prosper. Over the millennia, many men and women would be born with the ability to tap into the various lines of energy and shape that energy into powerful spells and rituals.

Still others would be born with the ability to tap the natural energy found within all living things thanks to the Spiral's effect upon our world, the energy known as Chi. While the sorcerers of Earth were able to weave powerful external spells to achieve their goals, the Masters of Chi would instead use their abilities to shape their own bodies into great vessels of power, thus becoming capable of feats many would consider super-human.

Scholars have many theories as to why Autumn Arbor has become a focus point for the mystic Ley Lines, and an incredible nexus of arcane power. Some believe it is because of this nexus that so many Neos are subconsciously drawn to the City of Legends like moths to a flame. Others believe that anyone born in Autumn Arbor naturally possesses the ability to tap into the planet's mystic forces, and requires only the proper guidance and training to be able to do so.

Whatever the truth, no one can deny that the City of Legends is indeed deserving of its namesake, for nowhere on Earth is there a stronger concentration of super-human and mystic phenomenon.

MYSTIC ORGANIZATIONS AND CULTS

Just as Autumn Arbor is filled with a variety of Neo Champions, Organized Crime personalities, and unique street criminals, so too is it the home to several organizations of Earth's mystic community. As a focal point of arcane energies, the City of Legends regularly finds itself as the chosen battleground between the forces of good and evil, and remains a hotbed of supernatural activity.

Hand of Madness

Hand of Madness					
PL: 10			Total Points: 171		
STR	DEX	CON	INT	WIS	CHA
12	14	12	15	18	18
+1	+2	+1	+2	+4	+4
Toughness		Fortitude		Reflex	
+1		+5		+2	
				Will	
				+10	
Combat: Attack: +9, Damage: +1 (Unarmed), Defense: +8 (+4 Flat-footed), Initiative: +2					
Skills: Bluff 6 (+10), Computers 5 (+7), Concentration 7 (+11), Craft (Artistic) 6 (+8), Craft (Structural) 6 (+8), Diplomacy 3 (+7), Gather Information 6 (+10), Intimidate 7 (+11), Knowledge (Arcane Lore) 8 (+10), Knowledge (History) 6 (+8), Knowledge (Life Sciences) 7 (+9), Knowledge (Physical Sciences) 7 (+9), Knowledge Theology & Philosophy) 6 (+8), Medicine 6 (+10), Search 5 (+7), Sense Motive 5 (+9), Stealth 4 (+6)					
Feats: Artificer, Connected, Fearless, Hide in Plain Sight, Jack of all Trades, Ritualist, Well-Informed					
Powers: Astral Form 6, Magic 10 (Fog of Forgetfulness, Dynamic, Dynamic Alternate Powers: Light of Truth 10, Mystic Blast 10, Mystic Bindings 10 , Alternate Power: Comprehend 2 [Languages]) [Choose 4 other Dynamic Alternate Powers]					

Founded during the Dark Ages by a trinity of sorcerers who claimed to have been descendants of original students of Arkainon, the Hand of Madness is a secret, yet extremely powerful, cult of Dark Sorcerers and darker magic.

Dedicated to the bridging of our world with Nebecar's

Melchior

PL: 16 Total Points: 298

STR	DEX	CON	INT	WIS	CHA
15	15	16	18	16	16
+2	+2	+3	+4	+3	+3
Toughness		Fortitude		Reflex	
+10/+2		+10		+8	

Combat: Attack: +15, Damage: +2 (Unarmed), Defense: +13 (+6 Flat-footed), Initiative: +2

Skills: Bluff 9 (+12), Concentration 12 (+15), Craft (Artistic) 10 (+14), Craft (Structural) 10 (+14), Diplomacy 8 (+11), Disguise 5 (+8), Gather Information 7 (+10), Intimidate 9 (+12), Knowledge (Arcane Lore) 12 (+16), Knowledge (Art) 11 (+15), Knowledge (Behavioral Sciences) 12 (+16), Knowledge (Current Events) 12 (+16), Knowledge (History) 10 (+14), Knowledge (Life Sciences) 8 (+12), Knowledge (Physical Sciences) 8 (+12), Knowledge (Tactics) 12 (+16), Knowledge (Theology & Philosophy) 13 (+17), Medicine 9 (+12), Sense Motive 11 (+14), Stealth 8 (+10)

Feats: Animal Empathy, Artificer, Assessment, Contacts, Distract(Intimidate), Fearless, Fearsome Presence, Leadership, Master Plan, Ritualist, Seize Initiative, Ultimate Skill- Knowledge (Arcane Lore), Well-Informed

Powers: Astral Form 8 (Dimensional), Comprehend 2 (Languages), Immunity 15 (Aging, All environmental Conditions, Critical Hits, Disease, Interaction skills, Poison), Magic 16 (Mystic Blast, Dynamic, Dynamic Alternate Powers: Duplication 10 (Progression 2, Horde), Emotion Control 16, Element Control 14 (All Elements), Fog of Forgetfulness 16, Gravity Control 16, Light of Truth 16, Luck 5, Mystic Bindings 16, Mystic Passage 15 (Dimensional), Suffocate 16, Summon 10 (Progression 2, Horde), Telekinesis 10 (Damaging), Weather Control 2 (Precipitation)

realm of Hell, the Hand of Madness has spent untold centuries gathering ancient artifacts from hidden recesses around the world. Fortunately for Earth, all of their attempts of thus far been halted by agents of the Order of Merlyn.

Lead by former Order of Merlyn member Melchior the Magi, however, the Hand of Madness remains very active in Autumn Arbor, which seems to be a nexus of mystical energies. Even more so, they have centered themselves within the confines of Beltane Park in the Ravenswood district, which in turn seems to be a focal point for the energies that course like a river through the City of Legends.

With their dedication to the dark arts and their connection to Brother Exodus and The Awakened, it would seem the Hand of Madness is never short of fresh blood and new recruits. Given enough time, something they are forever abundant with, it is inevitable that the cult will eventually succeed in freeing Nebecar... and bringing Armageddon



to our world.

Melchior the Magi

Melchior's true origins are as lost in the annals of time as his counterpart in the Order of Merlyn. Many believe that he is one of the three, original wise-men that came to visit Yeshua of Nazareth at the time of his birth. Others believe he is simply an immortal Magi from ancient times that assumed

the name to hide his true beginnings.

Regardless of his origins, one thing that is certain is that he is the greatest betrayer the Order of Merlyn has ever known. After earning his place within the High Council, Melchior was seduced by the temptations of Nebecar and betrayed his brothers to become the Grand Master of the Hand of Madness. With his knowledge of the innermost workings of the Order of Merlyn, coupled with his extensive knowledge of the Dark Arts, Melchior has proven himself to be the most dangerous opponent the Order has ever faced, and makes the Cult's eventual victory a certainty to many.

Soldier Demon

The brute force and muscle of the demons of Hell, Soldier Demons regularly serve as guards and enforcers

Soldier Demon

PL: 15/Minion Rank 9 Total Points: 124

STR	DEX	CON	INT	WIS	CHA
30	14	--	10	10	12
+10	+2	--	+0	+0	+1
Toughness		Fortitude	Reflex		Will
+15/+0(magic		--	+2		+10
(Impervious)					

Combat: Attack: +8, Damage: +10 (Unarmed) +20 (Strike), Defense: +4 (+2 Flat-footed), Initiative: +2

Skills: Intimidate 12 (+13)

Feats: Critical Strike, Fearless, Fearsome Presence, Rage

Powers: Immunity 32 (Critical Hits, Fortitude), Protection 15 (Impervious, Not vs. Magic), Strike 10 (Mighty, Penetrating), Super Senses 3 (Danger Sense, Magic Awareness, Tracking)

Drawbacks: Vulnerable vs. Magic -4 (common, major)

within the nine circles, and as shock troops for incursions into other dimensions. Inhumanly strong and fast, a Soldier Demon is immune to all mortal weapons and can only be contained, banished, or destroyed through magic and spellbound weaponry.

Infiltrator Demon

While not as strong or fast as the soldiers, Infiltrator Demons are the spies and manipulators of Hell. Able to assume human form and blend into society, many of them have already worked their way deep into government. Though stronger than any human could possibly be, and immune to mortal weapons, an Infiltrator Demon is the most susceptible to magic.

Infiltrator Demon					
PL: 8/Minion Rank 10			Total Points: 151		
STR	DEX	CON	INT	WIS	CHA
26	12	--	18	16	18
+8	+1	--	+4	+3	+4
Toughness		Fortitude		Reflex	
+15/+0(magic)		--		+1	
(Impervious)					
Combat: Attack: +6, Damage: +8 (Unarmed), Defense: +5 (+2 Flat-footed), Initiative: +1					
Skills: Bluff 9 (+13), Computers 6 (+10), Concentration 9 (+12), Diplomacy 9 (+13), Gather Information 9 (+13), Intimidate 10 (+14)), Sense Motive 8 (+11)					
Feats: Distract (Intimidate), Fascinate (Bluff), Fearless, Fearsome Presence, Rage					
Powers: Comprehend 2 (Languages), Immunity 32 (Critical Hits, Fortitude), Morph 8 (Humanoids, +40 to Disguise checks), Protection 15 (Impervious, Not vs. Magic), Super Senses 2 (Danger Sense, Magic Awareness)					

Overseer Demon

The Generals in Hell, Overseer Demons are sent to Earth to act as emissaries and commanders to those demons in the field. Extremely tough and resilient, an Overseer Demon is not something even the Order of Merlyn tackles lightly, as they are well versed in the mystic arts and extremely well trained in forms of combat.

Order of Merlyn

Formed during the Dark Ages as a counter-balance to the developing Hand of Madness, the Order of Merlyn was founded by the Archmage and Prophet, Merlyn Ambrosius. Although little is known of the true history of Merlyn, what is known is that he assembled around him the greatest sorcerers and seers of his era as a means to combat the ever growing influence of the followers of Nebecar. Despite the Order's early success against the growing cult, their battles would not end there, and would continue throughout the centuries and into the present day.

Overseer Demon

PL: 12/Minion Rank 17			Total Points: 241		
STR	DEX	CON	INT	WIS	CHA
30	16	--	16	18	18
+10	+3	--	+3	+4	+4
Toughness		Fortitude		Reflex	
+15		--		+3	
				+15	
Combat: Attack: +10, Damage: +10 (Unarmed) +8 (Strike), Defense: +7 (+3 Flat-footed), Initiative: +11					
Skills: Concentration 8 (+12), Craft (Artistic) 12 (+15), Craft (Structural) 12 (+15), Intimidate 10 (+14), Knowledge (Arcane Lore) 12 (+15), Sense Motive 8 (+12), Stealth 10 (+13)					
Feats: All out Attack, Artificer, Assessment, Elusive Target, Fearless, Fearsome Presence, Hide in Plain Sight, Improved Block, Improved Initiative 2, Improved Sunder, Leadership, Rage 2, Startle, Weapon Break					
Powers: Comprehend 2 (Languages), Immunity 32 (Critical Hits, Fortitude), Magic 12 (Dynamic, Choose 7 Dynamic Alternate Powers), Protection 15 (Impervious), Strike 8 (Penetrating), Super Senses 3 (Danger Sense, Magic Awareness, Tracking)					

Now focused with great degree in Autumn Arbor, the Order of Merlyn continues to safeguard humanity against the Hand of Madness and all other supernatural threats. Still composed of the era's greatest sorcerers, the Order is divided into a Hierarchy of three castes. The highest caste, known as the High Council, consists of 12 appointed individuals who preside over the decision making and judicial body of the Order. The middle caste, known as the Magi, consists of those Sorcerers and Sorceresses that have completed their training and been accepted as full members of the Order. It is the duty of the Magi to patrol our world and combat the forces that would seek to cause it harm. The final caste, called the Journeymen, consists of those that are currently being trained in the mystic arts and still developing their power. Each Journeyman, once they complete their Apprentice testing, is paired with a Magi. At that point, the Journeyman/Magi are a constant pair, until such time as the Magi deems the Journeyman is ready for his or her final test, which would elevate them to the status of a full member of the Order.



Archmage Merlyn

The individual known as Merlyn Ambrosius is an enigma, even to his own Order.

Chapter 5: Magic and The Supernatural

While rumors abound, no one but Merlyn knows the true origins of his presence on Earth, and he isn't talking. Some scholars believe that Merlyn is the offspring of a confessor's daughter and a demon from ancient times, and thus has always had a natural capacity for manipulating Earth's mystical energies. Others believe he is an orphan who was taken under the tutelage of a powerful sorcerer and taught the mystic arts. Still others believe that he came to our world from the Fae Realms, and has a close tie to the myth of Oberon.

Whatever the truth, none can deny that Merlyn has been the single, most influential Magi in human history; and if not for his founding of the Order, our world would have long since been plunged into darkness.

Merlyn					
PL: 18			Total Points: 274		
STR	DEX	CON	INT	WIS	CHA
16	16	17	19	18	14
+3	+3	+3	+4	+4	+2
Toughness		Fortitude		Reflex	
+3		+12		+14	
				Will	
				+21	
Combat: Attack: +17 (Unarmed) +19 (Ranged), Damage: +3 (Unarmed) [see powers for ranged damage], Defense: +13 (+6 Flat-footed), Initiative: +3					
Skills: Bluff 6 (+8), Concentration 14 (+18), Craft (Artistic) 9 (+13), Craft (Structural) 9 (+13), Diplomacy 9 (+11), Gather Information 12 (+14), Knowledge (Arcane Lore) 18 (+22), Knowledge (Behavioral Sciences) 15 (+19), Knowledge (Earth Sciences) 15 (+19), Knowledge (Life Sciences) 12 (+16), Knowledge (Physical Sciences) 16 (+20), Knowledge (Theology & Philosophy) 16 (+20), Medicine 13 (+17), Sleight of Hand 12 (+15)					
Feats: Ambidexterity, Artificer, Assessment, Attack Focus (Ranged), Contacts, Critical Strike, Move by Action, Luck 4, Ritualist, Second Chance (Mind Reading), Seize Initiative, Set-up					
Powers: Animate Object 11, Comprehend 2 (Languages), Magic 17 (Light of Truth, Dynamic, Dynamic Alternate Powers: Concealment 10, Fog of Forgetfulness 17, Healing 16, Illusions 8 [All Senses], Mystic Blast 17, Mystic Bindings 17, Power Control 17, Telekinesis 17, Transform 5 [Can change one thing into anything else]), Mind Shield 8					

Order of the Whispering Wind

Founded in 500 A.D. in Japan, the Order of the Whispering Wind was a secret order of mystics who developed the art of nonuse (The Art of Stealth) as a religious practice. Over the next century, the art was further perfected as the mystics became increasingly harassed by Japan's Central Government. This perfected art, which combined the art of nonuse with advanced combat training, became secretly known as the art of Xon. In the 8th century, as the wealthy families began controlling more

Order of Merlyn					
PL: 10			Total Points: 181		
STR	DEX	CON	INT	WIS	CHA
13	15	12	15	18	19
+1	+2	+1	+2	+4	+4
Toughness		Fortitude		Will	
+1		+5		+10	
Combat: Attack: +9, Damage: +1 (Unarmed), Defense: +8 (+4 Flat-footed), Initiative: +2					
Skills: Bluff 5 (+9), Computers 6 (+8), Concentration 7 (+11), Craft (Artistic) 6 (+8), Craft (Structural) 6 (+8), Diplomacy 3 (+7), Gather Information 6 (+10), Intimidate 7 (+11), Knowledge (Arcane Lore) 8 (+10), Knowledge (History) 6 (+8), Knowledge (Life Sciences) 7 (+9), Knowledge (Physical Sciences) 7 (+9), Knowledge Theology & Philosophy) 6 (+8), Medicine 6 (+10), Search 5 (+7), Sense Motive 5 (+9), Stealth 4 (+6)					
Feats: Artificer, Connected, Fearless, Hide in Plain Sight, Jack of all Trades, Ritualist, Well-Informed					
Powers: Astral Form 6, Comprehend 2 (Languages, Animals), Magic 10 (Light of Truth, Dynamic, Dynamic Alternate Powers: Fog of Forgetfulness 10 , Mystic Blast 10 , Mystic Bindings 10) [Choose 4 other Dynamic Alternate Powers]					

and more of the country, and as a result regularly fought political wars amongst each other, the employment of spies and assassins became necessary. With the practitioners of Xon in high demand, a new breed of warrior was created within the Order. The ninja was born.

Throughout the centuries, the Order of the Whispering Wind has trained individuals from all over the world, including numerous Champions, members of Blaid International, and various special forces military personnel.

The Order is currently represented in Autumn Arbor by Master Xin, who has taught self-defense to the Autumn Arbor Police Department, VanCorp's own Neo Training Complex, and females at various women's shelters. However, the secret art of Xon, which includes mystic training in blending into one's environment, limited shape-changing for disguise, super-speed, and enhanced strength through the use of Chi, remains exclusive to true members of the Order.

Master Xiang

The current Master of the Order of the Whispering Wind, Master Xiang is considered one of the most lethal and potent fighters in the world. A reclusive individual usually remaining at his private dojo high in the Himalayas, Master Xiang has traveled to Autumn Arbor twice in the past few years. His first visit to the City of Legends was immediately following The Purge Invasion, where he assisted Master Xin in protecting the citizens from the criminals seeking to exploit the distracted law enforcement. The second time was when Master Xin sought permission to al-

Master Xiang

PL: 11						Total Points: 276					
STR	DEX	CON	INT	WIS	CHA						
14	18	16	14	16	12						
+2	+4	+3	+2	+3	+1						
Toughness		Fortitude		Reflex		Will					
+8/+3		+10		+15		+8					

Combat: Attack: +14, Damage: +2 (Unarmed), Defense: +14 (+7 Flat-footed), Initiative: +8

Skills: Acrobatics 6 (+10), Climb 7 (+9), Concentration 10 (+13), Disable Devices 6 (+8), Disguise 6 (+7) [When Morphed add 20], Escape Artist 8 (+12), Gather Information 10 (+11), Handle Animal 5 (+6), Intimidate 9 (+10), Knowledge (Life Sciences) 12 (+14), Knowledge (Theology & Philosophy) 12 (+14), Language 1 (Chinese), Medicine 7 (+10), Notice 6 (+9), Ride 3 (+7), Search 9 (+11), Sense Motive 6 (+9), Sleight of Hand 9 (+13), Stealth 8 (+12)

Feats: Acrobatic Bluff, Accurate Attack, All out Attack, Ambidexterity, Blind Fight, Chokehold, Contacts, Critical Strike, Defensive Roll 5, Diehard, Elusive Target, Fearless, Improved Block, Improved Critical, Improved Defense, Improved Disarm, Improved Grab, Improved Grapple, Improved Initiative, Improved Pin, Improved Sunder, Improved Throw, Improved Trip, Instant up, Power Attack, Prone Fighting, Quick Draw, Redirect, Seize Initiative, Startle, Stunning Attack, Takedown Attack 2, Taunt, Uncanny Dodge 4 (Auditory, Olfactory, Tactile, Visual)

Powers: Boost 10 (Strength, Alternate Powers: Boost 1 [Speed], Boost 7 [Leaping]), Deflect 14 (Action: Free, Automatic, Slow/ Fast Ranged), Morph 4 (Humanoid)



low Raven Akura into the Order of the Whispering Wind, which Master Xiang granted, thus allowing Akura to begin training in the art of Xon.

Master Xiang is a small man, standing just over 5'2" with long gray hair and a manchu. His presence, however, bellies his size. Many a group have attempted to assault Master Xiang thinking him easy prey, but one look into his face, and the Chi

contained within his eyes, has caused even the toughest man to seek other prey.

Order of The Whispering Wind

PL: 8/Minion Rank 9						Total Points: 135					
STR	DEX	CON	INT	WIS	CHA						
12	15	14	14	15	12						
+1	+2	+2	+2	+2	+1						
Toughness		Fortitude		Reflex		Will					
+5/+2		+7		+10		+2					

Combat: Attack: +11, Damage: +1 (Unarmed), Defense: +11 (+5 Flat-footed), Initiative: +2

Skills: Acrobatics 4 (+6), Climb 3 (+4), Concentration 6 (+8), Disable Device 4 (+6), Disguise 3 (+4) [when Morphed add 10], Escape Artist 6 (+8), Gather Information 8 (+9), Language 1 (Chinese), Notice 6 (+8), Sense Motive 5 (+7), Sleight of Hand 6 (+8)

Feats: Accurate Attack, All out Attack, Ambidexterity, Chokehold, Contacts, Critical Strike, Defensive Roll 3, Elusive Target, Equipment 6, Improved Block, Improved Critical, Improved Disarm, Improved Grab, Improved Grapple, Improved Initiative, Improved Pin, Improved Sunder, Improved Trip, Instant up, Power Attack, Startle, Stunning Attack, Taunt, Uncanny Dodge (Auditory)

Powers: Boost 6 (Strength, Alternate Powers: Boost 1 [Speed], Boost 5 [Leaping]), Morph 2 (Humanoid)

The Night-Risers

Less of a gang or a cult and more of a political body to govern the actions and behavior of Vampires throughout the City of Legends, the Night-Risers are not generally known to the public at large.

Founded over 100 years ago to maintain a balance to keep the Vampire's activities in Autumn Arbor in-line, the Night-Riser maintain their own court system, disciplinary system, and overseer division to sustain the general secrecy of their existence.

The Night-Riser organization also maintains property throughout Autumn Arbor, including The Raven nightclub, which it designates as safe feeding grounds maintained through careful moderation.



Maximillian Van Volkoff

Originally from Russia, Maximillian came to America during the latter half of the 19th century to escape the witch hunts being conducted against his kind. The founding father of the Night-Risers, Maximillian formed the organization to better control the Vampires throughout Autumn Arbor and prevent an unnecessary war with the Order of

Maximillian Van Volkoff

PL: 6

Total Points: 183

STR	DEX	CON	INT	WIS	CHA
20	18	20	16	14	16
+5	+4	+5	+3	+2	+3
Toughness	Fortitude	Reflex	Will		
+5	+10	+10	+10		

Combat: Attack: +7 (+9 Melee), Damage: +5 (Unarmed), Defense: +7 (+3 Flat-footed), Initiative: +16

Skills: Bluff 10 (+13), Concentration 10 (+12), Diplomacy 8 (+11), Gather Information 9 (+12), Intimidate 10 (+13), Knowledge (Business) 8 (+11), Knowledge (Current Events) 8 (+11), Knowledge (History) 10 (+13), Notice 9 (+11), Search 8 (+11), Sense Motive 10 (+12)

Feats: Attack Focus (Melee) 2, Elusive Target, Evasion 2, Fascinate (Bluff), Fearless, Improved Grab, Improved Grapple, Improved Initiative 3, Rage, Redirect, Uncanny Dodge (Visual, Auditory) 2

Powers: Astral Form 6, Emotion Control 5 (Calm), Immunity 5 (Aging, Critical Hits, Disease, Poison, Source: Blood), Mind Reading 5 (Only while using Vampiric Drain), Regeneration 6 (Source: Blood, No Resurrection, Bruised/Unconscious 1/round, Injured/Staggered 1/minute, Disabled 1/hour), Vampiric Drain 5 (Drain Constitution 5 [Blood Drain] linked to Boost 5, [Strength, Slow Fade: 1 point per hour])

Drawbacks: Weakness (Dependent upon Blood: Very Common, Moderate, -4)

Merlyn. Though Maximillian maintains contacts within the Order, including Stefan Saint-Germaine, he is well aware that should the Vampires ever begin to reign out of control, the Magi of the Order would dedicate the necessary resources to destroying them without remorse.

Maximillian is responsible for the acquisition of dedicated feed-grounds, like The Raven nightclub, throughout Autumn Arbor, and struggles valiantly to maintain a careful balance between survival and secrecy.

MYSTICAL ARTIFACTS AND RELICS

Items of Power from the lost Atlantean Age, Relics of Temptation from dark realms, Weapons of Light from benevolent Gods, mystical artifacts exist throughout the world in various forms. In Autumn Arbor, the Order of Merlyn and Germaine Investigations, Inc. struggle valiantly to keep them away from those that would seek to unleash destructive forces upon the world. Meanwhile, sects like the Hand of Madness seek their power as a way of unleashing their demonic masters to walk the Earth.

Although the list of Mystical Artifacts and Relics that exist is extensive, below are a few of the more well known, and respected, items.

These artifacts and relics represent potent items of power and are suggested to be handled as plot devices

in regards to players. Point costs are listed for usage by NPCs as a normal part of their arsenal

RING OF ASMODAI

Artifact

Asmodai is believed to be the chief of all demons whose mission it is to bring hatred and evil desires to the world. The artifact known as the Ring of Asmodai is believed to have first surfaced in Persia sometime around 400 BCE, where it was first used by the Magi Jureha, believed by many to be one of the direct forefathers of the worship of Nebecar and the eventual emergence of the Hand of Madness during the Dark Ages.

An Item of Power with the ability to weaken men and cause pure anger to overwhelm them, the ring has been lost for the past 300 years, and is currently sought by both

Ring of Asmodai

Device 30 (hard to lose)

Animate Objects 10 (progression x2, horde), Comprehend 4 (languages), Confuse 10, Drain Constitution 10, Emotion Control 10 (hate only), Hellfire Control 12, Nauseate 8, Protection 10, Regeneration 6, Strike 10 (Mighty).

Total Points: 120

the Order of Merlyn and the Hand of Madness.

CLOAK OF THE FAE

Artifact

Believed to have once belonged to Toril, a Ljósálfar from the realm of Álfheim, and the mother of the Half-Demon/Half-Fae known as X'Zalia, the Cloak of Fae is said to have been worn by the warrior maiden as she battled the Dökkálfar over the ages.

Upon Toril's seduction by Nebecar, it is said that she was cast out of Álfheim for her transgression and has spent the millennia wandering the Earth, perhaps even maintaining close vigilance upon her only offspring.

The Cloak of the Fae has only surfaced intermidently over the ages, the last time being used by Merlyn, himself, during the Dark Ages. Although many believe the Cloak is currently locked safely within the vaults beneath the Sanctum of the Order of Merlyn, the Archmage maintains that he has not seen the cloak since being freed from his imprisonment at the hands Nimue, and has no inkling as

Cloak of The Fae

Device 14 (hard to lose)

Evasion 2, Improved Initiative 1, Dimensional Pocket 3, Flight 5, Immunity 9 (life support), Mind Shield 7, Obscure 5 (fog; visual, selective), Protection 10, Sensory Shield 5 (all senses).

Total Points: 56

to its current whereabouts.

HEART OF NEBECAR

Artifact

Perhaps the most well known relic of the Dark Arts

throughout history, the Heart of Nebecar is believed by many to be a myth. Such a misconception is perhaps a fortunate thing, for those within the Hand of Madness and the Order of Merlyn are all too well aware of its true power.

Believed to have been found during Babylonian times, the Heart of Nebecar is a nexus between Earth and Hell, and the only portal capable of releasing Nebecar and the other Fallen Angels from their eternal prison.

A multi-faceted gem about the size of an adult human hand, that is extremely cold to the touch, beneath its surface are pulsating shades of purple and black that appear to be alive and shifting. Anyone touching the Heart must make a Will Save (DC 20) or becomes effected as though under the influence of the Confuse power.

Using the Heart of Nebecar requires no less than 12 Magi (PL 14 or greater) and takes approximately 7 hours of intense concentration. Once during the striking of each hour, a person of pure innocence (usually an infant or young child) must be sacrificed, their heart combined with that of the gem. As each new heart is added, the energy surrounding the gem will increase and expand, eventually unleashing a gateway to link Hell with our world.

EYE OF MERLYN

Artifact

Another artifact associated with the Archmage, the Eye of Merlyn is a sphere of fog-shot glass with the ability to see far away places and specific individuals, and even assume control of their person, in addition to granting the user glimpses into possible futures. Rumored to have been used by Merlyn in ancient times, the Archmage vehemently refuses any accusations into his power stemming from such an artifact, even in part. Merlyn strictly rejects any association with the relic, and even a joking mention of it in his presence is usually met with an angry stare and the

Eye of Merlyn

Device 14 (hard to lose)

ESP 9 (Visual, Hearing), **Telepathy 9**, **Mind Switch 10**, **Super-Senses 4** (precognition)

Total Points: 56

offending individual spending the next week as an animal of some sort.

VOICE OF THE SIREN

Artifact

When Orpheus accompanied Jason and the Argonauts in their quest to Colchis, although mythology discusses how he used his Lyre to drown out the Sirens' deadly song and prevent the Argonauts from succumbing to their influence, what it failed to mention was Orpheus' capture of their magnificent sound within a small gem he carried upon his person, so that he might possess their power as his own. Later, the death of his wife, Eurydice, on their wedding day as she danced with the Naiads was believed to have been the nymphs extracting their revenge against Orpheus.

The Voice of the Siren is a small, blue gem encased

in an amulet and suspended from a chain. When touched against the skin, the wielder can cast forth the enchanting songs of the Sirens, forcing mortals to succumb to their desires.

Voice of The Siren

Device 15 (hard to lose)

Emotion Control 15, **Mind Control 15** (Conscious, Subtle)

Drawbacks: Power loss (Emotion Control, Mind Control if unable to speak -1 point)

Total Points: 60

While using the relic, the wielder is immune to the effect of the songs.

RUNE BLADE OF NEBECAR

Artifact

Created by Lucius Belcar as a means of securing souls for his master, Nebecar, the Rune Blade is perhaps one of the most dangerous items of Power still at large in the world today.

The Rune Blade of Nebecar is a sharply curved weapon that, when freely accepted and wielded by a mortal, invades the mind and emotions, sending him into a bloodlust that provides Nebecar with a fresh and steady supply of souls.

Unfortunately, the bloodlust of the Blade also eventually overwhelms its wielder, causing a final tribute to a master he never knew: his own soul.

Rune Blade of Nebecar

Device 19 (hard to lose)

Emotion Control 20 (Hate Only, Mind Blank, Touch), **Fatigue 10** (Sleep, Host Only), **Mind Control 20** (Mental Link, Touch), **Obscure 10** (visual, Fog), **Strike 12** (Penetrating), **Super-Movement 2** (Trackless)

Total Points: 98

Lucius retrieves the knife on each occasion, and waits patiently for his next deal to present itself.

BLOOD OF ANGRA MAINYU

Tome

Angra Mainyu, or Arhiman as he is also known, is the primary source of evil and believed to be an aspect of the true god, Ahura Mazda, in Zoroastrianism. The Blood of Angra Mainyu is said to be an ancient tome, written by the Spirit of Evil itself, with the very life force of the Amesha Spentas (Holy Immortals), and cast amongst mankind during the beginning of time.

A grimoire of unspeakable power, possession of the Blood of Angra Mainyu is one of the ultimate goals of the Hand of Madness, for it is believed that the incantations and knowledge contained within are the key to life, death, and divinity.

GMs using the Blood of Angra Mainyu in their stories should take caution to give the Champions a chance to in-

tervene on any incantation being cast. It is recommended that when assigning ranks to the various spells and incantations, GMs use the rule for Magic Rituals (See M&M, page 131) as a limitation to their casting.

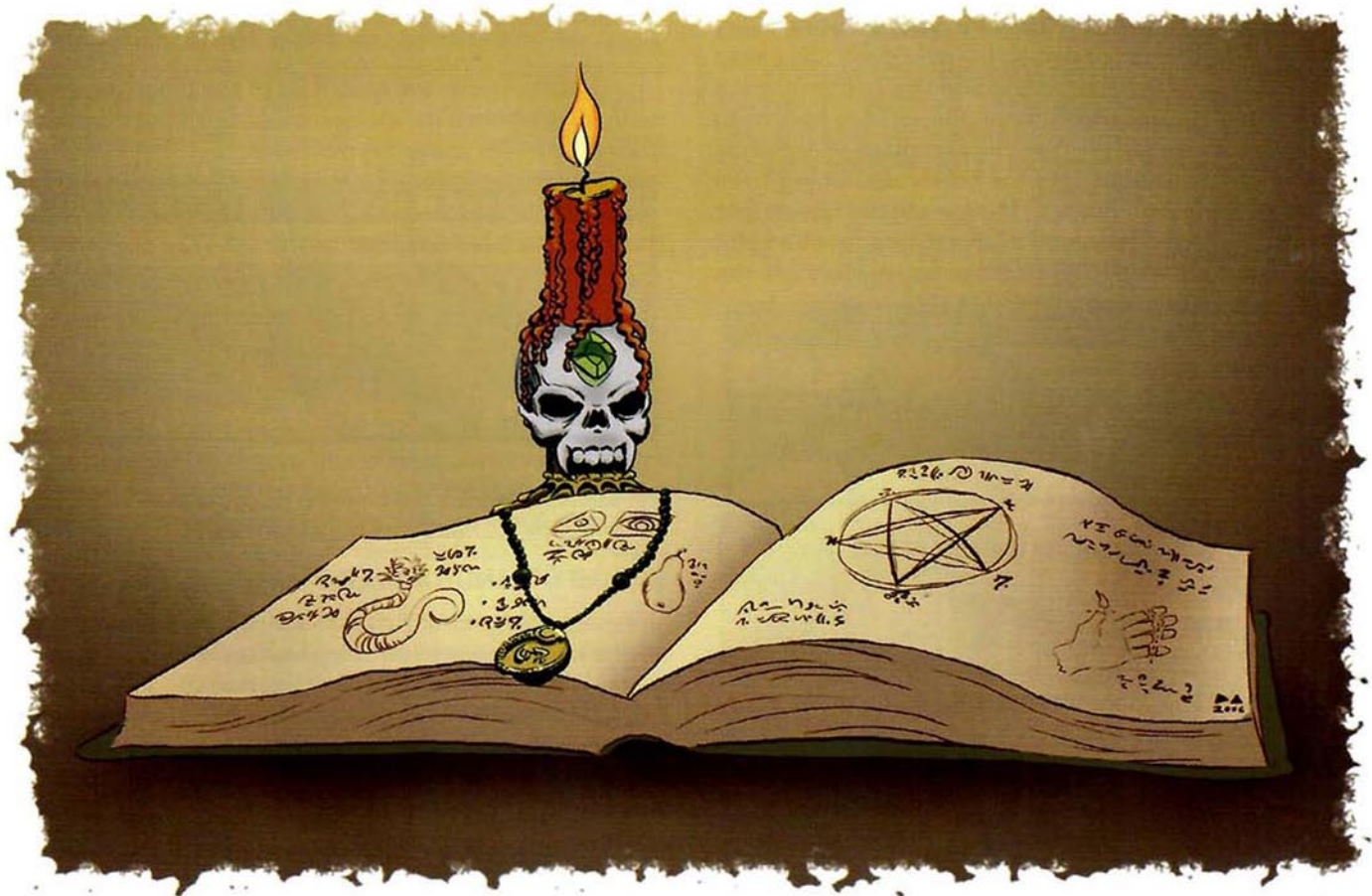
MERCY OF AHURA MAZDA

Tome

Believed to have been written by Ahura Mazda, the true god of Zoroastrianism, as a counterbalance to the creation of Angra Mainyu's tome, the Mercy of Ahura Mazda is a grimoire of great power whose sole purpose is to defend mankind against the power of the Blood of Angra Mainyu.

Kept in a heavily secured vault beneath the Sanctum of the Order of Merlyn, the Mercy of Ahura Mazda has not yet been viewed by the Magi of the Order, for it is believed that to view the pages without the presence of the dark energies of its sister tome would consume the viewer's soul.

As with the Blood of Angra Mainyu, GMs should use the Magic Ritual rules (See M&M, page 131) for the casting of incantations from the Mercy of Ahura Mazda.



CHAPTER 6

OTHER LOCATIONS

Autumn Arbor may be called the City of Legends, but its legacy is shallow and without merit. The society I have built over the centuries is the true visage of perfection, and a model for all the world to follow. Behold, citizens of the world, I give you Pax Wyvernica! A truly advanced human society, and the only utopia mankind will ever know!

– Lord Wyverncrest, Pax Wyvernica

OVERVIEW

While Autumn Arbor may be the focal point of Neo, criminal, and supernatural activity in the United States, it is far from the only location on Earth with extraordinary people. Much of Earth's history has been influenced by the Menzati and their original genetic experiments on the Atlantean people. As a result, a number of societies, both secret and publicly known, exist around the world...and beyond.

MARS OUTPOST

Located deep beneath the surface of Mars and established over 8,000 years ago, the Mars Outpost is the current Menzati base of operations in our Solar System as they await the arrival of the primary Purge battle fleet.

The outpost itself is a study in organic technology and architecture. Gigantic blue trees, their leaves spiky and unlike anything found on Earth, give off a steady supply of oxygen, which is contained by the immense force dome that contains the entire underground installation. Throughout the honey-combed series of natural caverns, great Menzati airships arrive and depart, making their way to and from the surface of Mars and other Menzati strongholds across the galaxy. While a variety of structures fill the main cavern that serves as the heart of the installation, in the center stands an immense citadel—appearing as if carved directly from coral and twelve stories high—where the Menzati central command is located.

Although the Menzati forces did not appear on Earth during The Purge Invasion, the Menzati knew full well that the armada that nearly laid waste to the City of Legends was but an advance scouting fleet. The Menzati chose to remain hidden and watch anxiously, hoping the Neos of Earth could repel the attack designed to test their strength. For when the true battle fleet arrives at Earth, the Menzati hope to then reveal themselves and take The Purge by surprise.

Menzati Technomancers

The Technomancers are the Menzati scientist responsible for the creation of super-beings around the galaxy. Completely encased in life-sustaining armor, the Menzati scientists view genetics almost as an art form, in many ways similar to the mystic martial artists and Zen Buddhist of Earth.

THE HYBREED SOCIETY

The Hybreed Society is an isolated remnant of an early attempt by the Menzati to create a race of super-beings on Earth, representing one of the first genetic experiments to take place within Atlantis. Created as a blend of human and animal genetics, the Hybreed are also gifted with Neo-like abilities and incredibly long life-spans.

Ruled by Lady Lynxanna, a human-feline hybrid with the ability to generate and control cold and ice, the Hybreed society has seen many feuds and plots hatched over the millennia. None, however, have been as catastrophic for the society as the one perpetrated by Lynxanna's own brother, Kainus.

Kainus, a human-timber wolf hybrid with fire generation ability, was the military commander of the Hybreed Security Force, protecting the borders of their society hidden deep within the Himalayas. Unfortunately, Kainus was not satisfied with the state of the Hybreeds, and felt that instead of remaining in hiding like a society of outcasts, should instead reveal themselves to the world and take their place as the rulers over the lesser, human race. Although Lady Lynxanna did not share Kainus' sense of grandeur, the military commander

nonetheless managed to sway several in power to his side, including many members of his own security force. For the first time in Hybreed history, the throne was in danger from within as Kainus orchestrated a revolt to remove his sister from power. Kainus' forces were defeated by those Hybreed loyal to Lynxanna, and with the Hybreed law not condoning capital punishment, Kainus was exiled to the



Chapter 6: Other Locations

human lands, never again to return to the society of his own kind.

Kainus' traveled to the kingdom of Geodonia, the domain of the Molten People, yet another failed Menzati experiment and enemies of the Hybreeds for generations. Kainus spent several months amongst them, convincing King Magnor of a false Hybreed plot to invade Geodonia and overthrow the throne, adding the underground civilization to their own empire. Trusting Kainus' council, King Magnor lead his armies to the surface and invaded the Hybreeds before they could prepare their armies. In what has gone down as the most bloody war in Hybreed history, the entire society was destroyed when the Geodonians caused a massive volcanic eruption that buried the once thriving kingdom.

Lynxanna, though, survived. Gathering the other survivors to her, she lead them to the Amazon Basin to reestablish their society alongside the humans. While she always agreed with her brother that the Hybreed should reveal themselves to their human cousins, she always supported a coexistence with them, not a conquering war.

After establishing a new kingdom for her people, Lynxanna turned the throne over to her son, Prince Mako, and set off to explore the world of man.

Lynxanna eventually made her way to America, and to the city of Autumn Arbor, where the constant reports of Neos had piqued her interest. While in Autumn Arbor, Kainus, who had been secretly following her for months, openly attacked her. Thanks to the timely arrival of the Sentinels of Society, Kainus was defeated and fled the City of Legends. Meanwhile, upon learning her origins, the Sentinels of Society invited her into their ranks to help teach her more about the world outside of the Hybreed Society and the Neos of Autumn Arbor. Lady Lynxanna readily accepted.

Kainus, however, was not to be so easily beaten. Eventually allying himself with Blaid International (who had a long-standing hatred of the Sentinels of Society), he returned to America to extract his final vengeance upon his sister.

Having the element of surprise and kidnapping her from the Sentinels building while she was on monitoring duty for one of their missions, Kainus and Blaid International sold her to a black market genetic research company located deep within Cuba. When the Sentinels returned and found her gone, they naturally assumed she had returned to her homeland. It would not be until several years later that the truth would finally surface.

While a prisoner in Cuba, Lady Lynxanna was abused and tortured endlessly as the scientists struggled to discover her genetic code. After two years, the scientists finally cracked the last of the code, and proceeded to experiment further on human victims.

Lady Lynxanna eventually seized her moment to escape, and was finally discovered by the Sentinels of Society via their satellite surveillance. After nursing the near-dead Hybreed back to health, the Sentinels learned what had

transpired since her departure and lead an immediate raid upon the Cuban facility.

As result of the Sentinels' valiant efforts, several mutated test subjects were freed, who eventually went on to form The Pride, and now act as the emissaries between the Hybreed Society and the rest of the world.

Lady Lynxanna returned to her kingdom shortly after the Cuban raid and once again assumed her throne. Meanwhile, The Pride continue to extend her overtures to leaders around the world, and Lynxanna herself remains close friends with the Sentinels of Society.

Lady Lynxanna

PL: 10

Total Points: 193

STR	DEX	CON	INT	WIS	CHA
18	24	14	14	15	18
+4	+7	+2	+2	+2	+4
Toughness	Fortitude	Reflex	Will		
+7/+10	+6	+7	+7		

Combat: Attack: +8, Damage: +4 (Unarmed) +8 (Blast), Defense: +10 (+3 Flatfooted), Initiative: +7

Skills: Acrobatics 8 (+15), Climb 7 (+11), Computers 5 (+7), Concentration 8 (+10), Diplomacy 4 (+8), Gather Information 8 (+12), Handle Animal 4 (+8), Intimidate 5 (+9), Knowledge (Earth Sciences) 8 (+10), Language 1 (English), Notice 5 (+7), Search 6 (+8), Sense Motive 6 (+8), Survival 6 (+8)

Feats: Animal Empathy, Assessment, Defensive Roll 3, Dodge Focus 3, Elusive Target, Fearless, Hide in Plain Sight, Move by Action, Rage, Sneak Attack, Takedown Attack 2, Track, Uncanny Dodge (Auditory)

Powers: Blast 8, Cold Control 4, Friction Control 8 (Decrease), Immunity 10 (Cold), Protection 5, Super Senses 6 (Danger Sense, Dark Vision, Distance Sense, Scent, Ultra Hearing)

Lady Lynxanna

The Queen of the Hybreed Society, Lady Lynxanna can appear to be firm and cold at times due to her responsibility to her people. Due to her time in both the Sentinels of Society and as a victim in Cuba, she has seen both extremes of human nature first hand. Although she remains close friends with the Sentinels, and is attempting to develop diplomatic relations



with various world leaders, Lady Lynxanna does not easily welcome outsiders into her kingdom, and does not hesitate to issue protective orders to The Pride.

Tiger-Eye

Tiger-Eye was once a scientist in the Cuban installation. Cursed with a conflict of conscience at the brutality of the genetic experiments, he helped Lady Lynxanna escape and paid for it with his very humanity. Arrested and imprisoned by the facility guards, he was used as a test subject for the human-animal genetic project. Changed into a human-feline hybrid with golden-brown fur and standing over 6'3" tall, he was renamed Tiger-Eye by his captives.

Freed by the Sentinels of Society, he now serves The Pride. Gifted with enhanced strength and agility, Tiger-Eye also uses his scientific knowledge to maintain Cybertooth's mechanical components.



Tiger Eye

PL: 5 Total Points: 95

STR	DEX	CON	INT	WIS	CHA
11/21	11/21	12	18	12	13
+5	+5	+1	+4	+1	+1
Toughness	Fortitude	Reflex	Will		
+1/+3	+5	+5	+3		

Combat: Attack: +5, Damage: +5 (Unarmed), Defense: +3 (+1 Flat-footed), Initiative: +0

Skills: Acrobatics 6 (+11), Computers 8 (+12), Disable Device 6 (+10), Gather Information 5 (+6), Investigate 7 (+11), Knowledge (Behavioral Sciences) 10 (+14), Knowledge (Life Sciences) 10 (+14), Knowledge (Physical Sciences) 10 (+14), Knowledge (Technology) 10 (+14), Medicine 8 (+9)

Feats: Defensive Roll 2, Dodge Focus 2, Evasion, Inventor, Improvise Tool, Jack of all Trades, Rage, Skill Mastery (Knowledge: Behavioral Sciences, Knowledge: Life Sciences, Knowledge: Physical Sciences, Knowledge: Technology)

Powers: Enhanced Dexterity 10, Enhanced Strength 10, Super Senses 6 (Danger Sense, Dark Vision, Distance Sense, Scent, Ultra Hearing)

Since joining the Hybreed Society, Tiger-Eye has been deeply involved in a relationship with Lady Lynxanna. The two of them have since become the proud parents of triplet cubs, which currently attend the A.O.E.S. facility in Autumn Arbor under the watchful eyes of the Sentinels.

Cat's Paw

Another of the victims of the Hybrid project, Cat's Paw has never revealed her past life to her teammates in The Pride. Changed into a human-feline hybrid with enhanced agility, strength, and speed, Cat's Paw currently serves The Pride as their forward reconnaissance and infiltrator.



Cat's Paw

PL: 7 Total Points: 133

STR	DEX	CON	INT	WIS	CHA
14/26	16/28	12	10	13	17
+8	+9	+1	+0	+1	+3
Toughness	Fortitude	Reflex	Will		
+1/+3	+6	+9	+5		

Combat: Attack: +6, Damage: +8 (Unarmed), Defense: +6 (+3 Flat-footed), Initiative: +25

Skills: Acrobatics 8 (+17), Climb 6 (+14), Escape Artist 5 (+14), Handle Animal 4 (+7), Intimidate 5 (+8), Sense Motive 6 (+7), Stealth 8 (+17), Survival 10 (+11)

Feats: Animal Empathy, Assessment, Defensive Attack, Defensive Roll 2, Elusive Target, Evasion 2, Hide in Plain Sight, Instant Up, Move by Action, Sneak Attack, Takedown Attack 2, Track

Powers: Enhanced Dexterity 12, Enhanced Strength 12, Super Senses 6 (Danger Sense, Dark Vision, Distance Sense, Scent, Ultra Hearing), Super Speed 4 (Rapid Attack)

Cybertooth

The man that was to become Cybertooth was perhaps the most tortured and abused of the hybrid test subjects. Transformed into a human-panther hybrid, Cybertooth constantly rebelled against his captors,



nearly escaping on several occasions. Punished for his attempts, much of Cybertooth's mutated body was

maimed and destroyed as a lesson to the other prisoners. Cybernetically repaired and enhanced by the Sentinels of Society following his rescue, Cybertooth now possesses mechanical legs and arms, further increasing his already altered strength and agility.

Despite the hardships he had to endure, however, Cybertooth remains the heart of the team, always one with a quick joke and a witty sense of humor.

GEODONIA

The Menzati conducted several genetic experiments on the Atlanteans before finally establishing the genetic code that would bestow super-human abilities on their subjects without causing undue physical mutations. Amongst what the Menzati consider failures were the race that humans would come to call vampires, the Hybreed, and the Geodonians.

Created through a process that transformed the human body into a combination of magma and rock, the race that would eventually call themselves Geodonians were unable to adapt to the, what was to them, frigid temperatures of the surface world. Escaping their Menzati overseers, the Geodonians were naturally drawn beneath the Earth's surface, down deep near the molten core, where the natural heat could sustain them.

Building a society of their own, the Geodonians existed for thousands of years before Lady Lynxanna's Exploratory Force discovered them and attempted to open diplomatic relations. Fearing the strange beings that appeared within their borders, and with the horror stories of the Menzati and the surface world having been passed down through the untold generations, the Geodonians attacked the Hybreed explorers, killing many and following the survivors back to the surface.

Discovering the hidden society of their believed invaders, the Geodonians began minor assaults against them, determined to destroy them before they could attack in force.

For generations the occasional skirmishes between the Hybreeds and the Geodonians were fought, with the Geodonians retreating time and time again due to their vulnerability to surface temperatures.

Although the arrival of Kainus', and his claims that Lynxanna wanted to finally invade Geodonia despite his protests, finally inspired the Magma People to attack with all their might, the Geodonians yet remain far beneath the surface and away from mankind.

With their ability to control Earth and Fire, should the Geodonians ever discover a means of surviving for a length of time upon the surface, the nations of the Earth could suddenly find themselves engulfed in a war against an enemy that can employ the full power of nature against them.

Geo'kin

Artificial life forms created by the Geodonians' ability to control the Earth, the Geo'kin are gigantic rock golems that patrol and protect the kingdom's borders. Sustained

Cybertooth

PL: 7

Total Points: 126

STR	DEX	CON	INT	WIS	CHA
25/10	16	13	18	15	10
+7	+3	+1	+4	+2	+0
Toughness		Fortitude		Will	
+1		+1		+2	

Combat: Attack: +7, Damage: +7/+0 (unarmed), Defense: +7 (+3 Flat-footed), Initiative: +11

Skills: Acrobatics 4 (+7), Climb 4 (+11), Concentration 8 (+10), Intimidate 12 (+12), Investigate 5 (+9), Knowledge (Technology) 6 (+10), Notice 6 (+8), Survival 7 (+9)

Feats: Assessment, Diehard, Fearless, Fearsome Presence, Improved Grapple, Improved Initiative 2, Improved Pin, Leadership, Master Plan, Move by Action, Power Attack, Takedown Attack 2, Weapon Break

Powers: Enhanced Dexterity 15, Enhanced Strength 15, Leaping 6, Speed 3, Super Strength 3, Super Senses 6 (Danger Sense, Dark Vision, Distance Sense, Scent, Ultra Hearing)

Geo'kin					
PL: 6/Minion Rank 6				Total Points: 84	
STR	DEX	CON	INT	WIS	CHA
34	10	--	--	10	--
+12	+0	--	--	+0	--
Toughness		Fortitude		Reflex	
+10		--		+0	
(Impervious)					
Combat: Attack: +1 [Includes -1 due to size]. Damage: +12 (Unarmed) +6(Blast), Defense: +1 [Includes -1 due to size](+0 Flat-Footed), Initiative:+0					
Feats: Accurate Attack, Power Attack					
Powers: Blast 6 (Lava, Penetrating), Growth 4 (Permanent), Immunity 30 (Fortitude), Protection 10 (Impervious)					

only by the Neo abilities of the Geodonians themselves, the Geo'kin must remain within proximity of their controllers to remain active. Still, with the ability to bend steel and withstand most physical attacks, the Geo'kin are the ultimate guardians of the hidden society, and were pivotal in the destruction of the original Hybreed society.

Pax Wyvernna

Located in the Pacific Ocean, Pax Wyvernna is the sovereign nation and seat of power of Lord Wyverncrest, one of the world's leading telepaths.

Pax Wyvernna is Lord Wyverncrest's model to the world that a true utopia is possible. Unfortunately, however, the utopia the nation represents is solely within the mind of its ruler, for the citizens of Pax Wyvernna are kept prisoner in a constant telepathic haze to assure their complacency with his rule.

Over the decades following his revelation of Pax Wyvernna to the world, shortly after the end of World War II, Lord Wyverncrest has managed to increase his power, despite being denied membership into the United Nations.

Pax Wyvernna is a society known



2005

Dragonwing					
PL: 8/Minion Rank 9				Total Points: 111	
STR	DEX	CON	INT	WIS	CHA
14	14	14	12	13	11
+2	+2	+2	+1	+1	+0
Toughness		Fortitude		Reflex	
+2/+8		+2		+2	
(+6 Impervious)					
Combat: Attack: +6, Damage: +2 (Unarmed) +8 (Blast), Defense: +5 (+2 Flat-footed), Initiative: +6					
Skills: Computers 7 (+8), Concentration 5 (+6), Disable Device 5 (+6), Intimidate 6 (+6), Search 5 (+6)					
Feats: Assessment, Fearless, Improved Initiative, Ultimate Aim					
Powers: Device 15 (Battlesuit, Hard to Lose)					
<i>Battlesuit: Blast 8, Create Object 6 (Force Domes, Action: free, selective), Immunity 9 (Life support), Protection 6 (Impervious), Super Senses 9 (Communication Link [Radio], Danger Sense, Dark Vision, Directional Sense, Distance Sense, Low Light Vision, Radio, Time Sense)</i>					

around the world for its unity and its citizens' dedication to the advancement and expansion of their nation. It possesses some of the most advanced technology on Earth, and is a constant leader in scientific advancement.

Despite its ruler's benevolent reputation to much of the world's population, Lord Wyverncrest is a power hungry tyrant secretly responsible for many conflicts and wars around the globe. Being somewhat immortal, Wyverncrest believes it is only a matter of time before the many world nations destroy each other and, with the assistance of amplifying technology, he steps forth to rule over what is left and bring the entire planet under the telepathic banner of Pax Wyvernna.

The Dragon Wing

The elite military force of Pax Wyvernna, the Dragon Wing are the nation's primary security force, protecting the island against outside invasion. Outfitted in armor and weaponry generations ahead of anything else found on Earth, they stand constant vigilance along the borders of Pax Wyvernna.

CHAPTER 7 CHAMPIONS AND ROGUES

CHAMPION TEAMS

DARING DYNASTY

Considered the First Neo Family of Autumn Arbor, the Daring Dynasty is a world respected team of explorers and Champions.

Although the Champion known as Daring Man would appear several years before the actual team made their public debut, it would be a plot created by The Anarchitect to siphon the Celestial Tear Energies from Mark, Darla, and

Diane Daring that would see Major Daring finally pull his estranged relatives together into a single unit.

Despite Anarchitect's defeat that day, he would return soon thereafter in an assault against the very City of Legends, using the government's own Neo Law Enforcement robots, the Americannons, against them. It was on that day that the Daring Dynasty, despite strict laws prohibiting Neo Champions within the United States, appeared and battled The Anarchitect in what is today still considered

Daring Dynasty



one of the most epic Neo battles in Autumn Arbor. With The Anarchitect's defeat, the Daring Dynasty revealed themselves to the media, before teleporting from the area just moments ahead of the arrival of Neo Crime Bureau operatives.

Though heroes for the citizens of Autumn Arbor during an era when such actions would mean life imprisonment, the Daring Dynasty was still forced to struggle through personal tragedies. Not only was Darla Daring gunned down in cold blood, thus eliminating the Champion known as Duo that she formed with her sister, but Kodiak was brutally murdered by Anarchitect and used as the basis for the monster that would come to be called Xombehe-moth. Daring Man would come to fall in love and marry the professional assassin known as Silver Sai. And Kid Daring would be caught by Neo Crime Bureau agents acting as a Champion even though well under the legal age.

Despite the family problems and personal tragedies, however, the Daring Dynasty has never lost their thirst for exploring the unknown, and their unyielding drive to protect not only the people of Autumn Arbor, but the entire world.

Major Daring



Biography

Major Michael Daring was born near the end of the 19th century and is descended from a long line of adventurers. His ancestor, Lord William Daring, immigrated to the American Colonies to fight in the American Revolution in 1776. Branded a traitor to the Crown, his family disowned him and he was stripped of his

title and his fortune. After the war, he amassed a second fortune as a trapper and furrier. Michael's other ancestors followed the path of adventure as well. His great grandfather was an accomplished bounty hunter in the old west. During the Civil War, two of William Daring's grandchildren enlisted in opposite sides of the conflict.

The son of famed archeologist Donovan Daring, Michael accompanied his father on many of his excavation projects throughout the 1890's. Donovan met his end in 1899, when an inner chamber of the pyramid that he and his crew were investigating collapsed. His final act was to throw his son clear of the chamber just before the cave-in. Michael was 12 at the time.

Michael returned to America, bouncing from one foster family to another. He excelled in his studies, but his wild ways were too much for any family to put up with for very long.

Major Daring

Real Name:	Michael William Daring
Age:	117
Height:	6'5"
Weight:	290lbs
Hair:	Gray
Eyes:	Blue
Registration Number:	RT5L-8A-KD4
Affiliation:	Darin Dynasty
Nationality:	American, no known criminal record
Status:	Active

PL: 12 **Total Points:** 217

STR	DEX	CON	INT	WIS	CHA
14/26	12	11/23	13	14	16
+8	+1	+6	+1	+2	+3
Toughness		Fortitude		Will	
+9		+6		+9	

Combat: Attack: +10 (+11 melee, +12 "Babs"), Damage: +11 (Strike), +12 (assault rounds), +8 (missiles or AP rounds), +6 (flame thrower), +8 (unarmed) or by ranged weapon type, Defense: +8 (+4 flatfooted), Initiative: +1

Skills: Bluff 5 (+8), Diplomacy 4 (+7), Drive 8 (+9), Intimidate 6 (+9), Knowledge (History) 9 (+10), Knowledge (Tactics) 14 (+15), Language 9 (English (native), Arabic, Chinese, French, German, Hybreedian, Italian, Japanese, Russian, Spanish), Notice 7 (+9), Pilot 6 (+7), Sense Motive 7 (+9), Survival 9 (+11)

Feats: Accurate Attack, Assessment, Attack Focus (Melee), Attack Specialization ("Babs"), Connected, Die Hard, Inspire 2, Power Attack, Seize Initiative, Well Informed

Powers: Device 24 (Babs, Modified Heavy Assault Weapon, Easy to Loose), **Enhanced Constitution 12**, **Enhanced Strength 12**, **Protection 3** (Impervious), **Strike 3** (Mighty, Penetrating, Penetrating Strength +8), **Super Strength 4** (Ground Strike, Shock Wave)

Babs: **Blast 12** (Assault Rounds; Auto Fire, Alternate Powers: **Blast 8** [Missiles; Explosion, Homing], **Blast 6** [Flame Thrower; Cone, Independent Duration], **Blast 8** [Armor Piercing Rounds; Auto Fire, Penetrating], **Tear Gas** [Dazzle 5 [Visual, Explosion] Link to **Nauseate 5** [Ranged, Explosion]], **Obscure 6** (Smoke Grenade; Visual), **Stun 8** (Stun Rounds; Auto Fire, Ranged)

Fascinated by the world that his father had shown him, Michael became an explorer. He ventured around the globe, exploring many exotic locals. While on an expedition in the Himalayans, in 1913, a deadly avalanche struck the party he was leading. Michael survived by wedging himself between a rocky outcropping and the lethal down pour of stone that claimed the lives of his entire group. He

kept himself alive for weeks, foraging for food and seeking shelter from the inhospitable environment. As his hope of ever returning to civilization dwindled, Michael came upon a most extraordinary find: a kingdom, hidden away from the rest of the world, deep in the treacherous mountains. Even more incredible were the residents, who appeared to be some type of animal/human hybrids living alongside a few normal humans.

Not knowing what to make of the isolated community, Michael observed the inhabitants, keeping himself well secluded. During his second week of gathering information on this bizarre society, he witnessed one of the human members, a beautiful young woman, being stalked by a mountain lion. Throwing caution, and his concealed presence, to the wind, Michael came to the woman's rescue, driving off the lion and saving her life. After a muddled conversation as the two endeavored to cross the language barrier, Michael found that her name was Rochelle and the kingdom called was Hybreedoia. Accompanying Rochelle to her home, Michael was taken before the High Council and related to them the journey that had brought him before them. The Queen, Lady Lynxanna, in turn informed him of the kingdom's history. It was an isolated community composed of direct descendants of fabled Atlantis, hidden from the rest of the world for millennia. He was also told that, according to their laws, he could never leave, but that because of the valor that he had shown, would be welcome to join them. Surrounded by a guard of ferocious beast-men, and beyond them hundreds of miles of trackless wilderness, Michael saw no choice but to agree.

He spent the next 3 years among the Hybreed society, learning their ways and even falling in love, exchanging life vows, and having a daughter with the very woman whom he had rescued. Their child was named Isabella, after Michael's mother, and Michael thought that he had finally found happiness.

Unfortunately, political upheaval and betrayal brought his dreams to an end.

Kainus, an exiled Hybreedian, had forged a deal with another isolationist Atlantean offshoot of humanity, the Magnobes, which lived and thrived beneath the surface of the Earth in its molten core. Kainus manipulated the reclusive Magnobes into staging an attack on the Hybreed Society. During the conflict, Rochelle was killed. Michael rallied the disorganized Hybreedians to repel the invasion, but the damage to the kingdom was extensive; and the survivors of the ruling Council, fearful of another attack, voted to move their community elsewhere. They gave Michael the option of journeying with them to find a new home or returning to his world. Having lost his love, Michael decided to return to his old life, and take his daughter with him to be raised there. In gratitude for his valiant defense of their home, the Council awarded Michael with an odd glowing gem known as the Celestial Tear, a relic from Atlantis. Although it had been damaged during the attack, it was an incredible gift. Michael humbly accepted the Tear, thanked the Council for their gratitude, and vowed to keep their existence a secret.

Upon returning to the States, Michael discovered that the world was on the brink of war. He left young Isabella to be raised by a trusted friend, made arrangements for his daughter to attend boarding school, and set up a significant trust fund for her. He also left her with a shard of the Celestial Tear that he had fashioned into a necklace. He then enlisted in the United States Armed Forces to fight in WW1. His bravery and valor in the European theatre quickly earned him the rank of Major.

Major Daring's name became synonymous with his deeds.

During his tour of duty, he made a close friend of Captain Charles "Kodiak" Runningbear, an American Indian reconnaissance expert, who was the inheritor of a shamanistic power to assume the form of a powerful bear-like creature. When they were demobilized, the two men traveled the world once again. During this time, Major Michael Daring and Kodiak discovered that proximity to Celestial Tear had slowed their aging process and significantly increased their strength.

On one of his infrequent visits with Isabella, Major Daring finally realized the extent of the damage that his parental neglect had caused his daughter. She let him know in no uncertain terms that because he was away for so long, he might as well continue staying away, and that she wanted nothing more to do with him. Saddened by the emotional turmoil he had caused her, he agreed to her wishes and left, although he did keep tabs on his daughter and clandestinely attempted to assist her over the years.

In 1941, the two men once again enlisted to help stop Germany, the atrocities of which they had witnessed first hand in their travels. They fought overseas for the majority of the war in a special black ops division known as the Crimson Berets. By the end of the War, they were the only surviving members.

Over the next few decades, Major Daring and Kodiak traveled the world as explorers, guides, and mercenaries. They crossed paths with the Russian super agents: Spydra, Blaid International, and the Siberian Machine; the English heroine, Lance-a-lass, and her fellow countryman, the Imperial Lion; and the Japanese shape changer, Mrs. Origami. They also managed to disrupt plots by the Iron Reich, Lord Wyverncrest, Blaid International, and the Russian madman, the Red Scare. Besides fighting tyranny and injustice all over the globe, Major Daring also had many romantic encounters with women throughout the world and fathered several illegitimate children.

One of these children, Mark, caught up with Major Daring in Singapore, and was saved from a knife fight by the Major and Kodiak. Immediately recognizing his father, Mark pleaded with the Major to let him join him on his adventures. Impressed with the boy's courage and the way he handled himself, Major Daring agreed.

Mark proved the Major's faith in him, showing himself to be a brave and loyal young man. The Major, who had never given much thought to being a parent, found a new sense of pride in his son and began to really enjoy being

a father. He even arranged a special father-son vacation, chartering a plane and island hopping across the Caribbean.

They were only a few days into their trip when disaster struck.

One of the Major's enemies had been informed of their journey and had sabotaged the plane. Both the engines sputtered and died, sending the aircraft in to a wild tail spin, and only Major Daring's exceptional piloting skills allowed them to crash land on a nearby shore. Although the Major was thrown from the plane upon impact, protected for the most part by his augmented strength, Mark was trapped inside, unconscious and severely injured. To save his son, the Major attempted to harness the power of the Celestial Tear. When his attempts met with failure, he threw the Tear against the wall with tremendous force. The ancient stone shattered and the energies within were released and absorbed into Mark's body, transforming the young man into a powerful energy-wielding dynamo. At that moment, Mark became the Neo Champion that would eventually be known as Daring Man.

Daring Man began making a name for himself as a popular Neo Champion, with Major Daring and Kodiak assisting him as mentors, despite the Federal crackdown on Neo Law Enforcement.

His greatest test, however, would finally come when his rising popularity brought the young Champion to the attention of The Anarchitect.

After a series of minor skirmishes with Daring Man, the villainous engineer succeeded in kidnapping him, as well as The Anarchitect's own twin daughters, all of whom had a connection to the Celestial Tear Energy that The Anarchitect was so obsessed with. To save his son and his granddaughters, Major Daring turned to the twins' mother, his estranged daughter, Isabella, who had developed a successful career as a high-tech research engineer. They tracked down The Anarchitect's lair and rescued the captives before the machine they were encased in was able to finish siphoning off their Tear Energies. During the course of the battle, the twins' Neo powers activated, transforming the two girls into a singular energy being, just in time to help turn the tide against The Anarchitect and force him to flee. The impromptu family reunion prompted Daring Man to suggest that they begin working together: to uncover the secrets of the Tear Energy they possessed, use their abilities to assist and protect their fellow man, and establish a true family. The media later coined the name The Daring Dynasty, and the team became the premier Neo Champions of the era. Major Daring named Daring Man as the official leader and spokesman for the family, but continued to direct his son's growing leadership abilities.

The Major remains an active member of the Dynasty, though he does take off on extended sabbaticals from time to time.

Personality Profile

Major Daring possesses strong leadership skills and

has a no nonsense, take charge attitude. He can come across as gruff and impersonal at times, but since reuniting with his family his mood has mellowed. He was not much of a father figure for most of his life until he assembled the Dynasty. Since then, he's taken on the role of patriarch and mentor. He is extremely proud of how his family has grown, and of what they have accomplished together.

Major Daring had been quite the male chauvinist and womanizer before the forming of the Dynasty. His outlook and treatment of women has vastly improved since then.

Costume and Appearance

He wears his old Crimson Beret fatigues when in action: a crimson beret, with a matching flack jacket, red and black camouflage pants, and black combat boots. He is also quite fond of chomping on a Cuban cigar, and is rarely seen without a stogie between his teeth. In recent years, he has begun wearing spectacles, which he insists are only for reading.

Major Daring has close cropped gray hair, and mutton chops connecting to his moustache. Although over a century old, he still appears to be in his mid 60's, thanks to the celestial Tear Energy imbued within him.

Known Tactics

The Celestial Tear granted him super strength and durability, as well as slowing his aging process. Major Daring is able to press approximately 5 tons, and shrug off small caliber ammunition with ease. He can also channel the Tear energies absorbed by his body into his hands to deliver devastating blows capable of punching holes in tank armor.

He carries a huge antipersonnel rifle, developed by his daughter, Doc Daring, that he affectionately refers to as "Babs." Babs has a multi-changeable ammo clip system, allowing Major Daring to change ammunition: from flash, concussion, or gas grenades, to heat seeking mini missiles, to various types of bullets, with a simple flip of a switch on the weapon.

Major Daring will usually attempt to subdue foes with non-lethal force, but will not hesitate to kill if he deems it necessary.

Daring Man

Biography



Mark was born to the legendary Major Michael Daring and Leslie Galvin, one of the Major's many romantic liaisons. His mother never had much to say about Mark's father as he was never around, but did at least financially support her and the boy.

The young boy spent his childhood dreaming about

Chapter 7: Champions and Rogues

the wonderful adventures his father must have been participating in. He had no contact with the Major, except for occasional letters, but nonetheless grew to idolize him.

Unfortunately, Mark's mother passed away from Leukemia when he was 10, and he was raised by her sister, Lilly, a widow with 2 younger boys. His aunt possessed no love for his wayward father or for Mark, even going as far as withholding letters from the Major to his son in the belief that she could raise Mark into a respectable young man without the influence of his globe trotting father. She worked him hard and treated him more like an indentured servant than family, forcing him to do all the chores and attend to her and her own children's needs. Mark grew accustomed to extra workload and learned to pretty much take care of himself.

Mark led quite a wild youth, getting expelled from school after school because of his "daring deeds" and practical jokes, such as: catching his principal in an affair, then stealing their discarded clothes and running them up the flag pole.

Frustrated and at her wit's end, his aunt finally enrolled

Daring Man					
Real Name:		Mark Donovan Daring			
Age		49			
Height:		6'3"			
Weight:		245lbs			
Hair:		Brown			
Eyes:		Brown, Glowing Blue			
Registration Number:		BS8G-1P-FA2			
Affiliation:		Daring Dynasty			
Nationality:		American, no known criminal record			
Status:		Active			
PL: 13			Total Points: 192		
STR	DEX	CON	INT	WIS	CHA
17/32	15	14/26	12	13	15
+11	+2	+8	+1	+1	+2
Toughness		Fortitude		Reflex	
+12		+8		+8	
(4 Impervious)					
Combat: Attack: +11, Damage: +15 (Strike), +13 (Blast), +10 (Unarmed), Defense: +10 (+5 Flat-footed), Initiative: +6					
Skills: Diplomacy 8 (+10), Drive 7 (+9), Pilot 9 (+11)					
Feats: Improved Initiative, Power Attack, Leadership, Set-Up, Stunning Attack, Teamwork					
Powers: Blast 13 (Penetrating, Alternate Power: Strike 4 [Mighty, Penetrating, Penetrating Strength 11]), Enhanced Constitution 12, Enhanced Strength 15, Protection 4 (Impervious), Flight 7, Super Strength 5 (Ground Strike, Shock Wave)					

Mark in a strict boarding school during his high school years. Though this did little to curb his rebellious streak, Mark's aunt was happy to have him out of her hair.

On a rare holiday visit to his aunt's, while rummaging through the attic, Mark discovered the box full of letters from his father that she had kept from him. After reading through the stack several times, Mark decided that he had to find his biological father, meet the man who had participated in so many great adventures, and hear from his mouth why he had abandoned his son. He saved every dollar he could. Finally, during his senior year, he escaped from the boarding school, purchased a plane ticket to the last place a letter from his dad originated, and set out to find his estranged father.

Asking questions and following leads, his perseverance paid off. Mark managed to track down his father, in Singapore, after only 5 months. Unfortunately, their first meeting would see Mark drawn into a knife fight against 4 drunken locals, who had run afoul of the Major at some point and decided to take their revenge against the young man claiming to be his son. He held his own until a barmaid brought a bottle alongside his head, knocking Mark out cold. In a turn of amazing fortune, Major Michael Daring and his long time partner, Charles Runningbear, happened to walk into the establishment as the fight was in progress. Impressed with the kid's moxie, the two war veterans came to Mark's aid before any permanent harm could befall him.

Mark, upon coming to, immediately recognized his father and pleaded with him to join him on his adventures. The Major was understandably shocked, but found himself very proud of this gutsy young man. He decided it was time to be a father and took Mark under his wing.

Their adventures began, and very nearly ended, with a plane trip across the Caribbean.

An old enemy of the Major's had their plane sabotaged before take off, and while they were in flight both engines went dead. Major Daring managed to glide the plane to a crash landing; and though his own abilities protected him from too much damage, Mark was not so lucky.

Mark's body was partially crushed and he was suffering from internal injuries. Being stranded in a hostile environment with enemies quite possibly closing in, Major Daring attempted to unlock the power of the Celestial Tear to heal his son. When all of his attempts failed, and on the verge of losing a son he was just beginning to get to know, Major Daring threw the Tear against the bulkhead. In a brilliant flash of blue energy, the gem shattered and its power was absorbed into Mark's crippled body. In a matter of moments, the energy healed him and granted him powers even surpassing the Major's.

Upon their return to the States, Major Daring insisted that Mark continue his schooling if he wanted to keep traveling with them. Mark got his high school diploma and enrolled in college, and did quite well in his studies. He also created the masked super identity of *Daring Man*, and his father and Charles Runningbear became his mentors, help-

ing him get registered through the Major's connections. Mark, as Daring Man, began making headlines across the nation for his selfless acts of heroism. This, unfortunately, brought a wholly unexpected form of attention to the fledgling Neo Champion.

The reclusive mad scientist, calling himself The Anarchitect, discovered that the energies controlled by Daring Man were derivative of the Celestial Tear energies that he had become obsessed with over the years. The Anarchitect sent his bizarre mechanical minions, the Servos, to capture Mark, planning to examine and experiment on the young Champion and his Tear based powers. After thwarting several attacks by the minute mechanical monstrosities, Daring Man, never realizing what the Servos were up to, finally succumbed to The Anarchitect's machinations. He attached Daring Man, along with a set of twins that also seemed to possess Tear based powers, to a large energy transference device and started draining their Tear energies.

Upon realizing the fate of his son, Major Daring recruited some of his wayward family to mount a rescue, and succeeded in saving Mark and revealing The Anarchitect to be Lionel Fleming, none other than the man who had an affair with the Major's daughter, Isabella, and the father of the twins, Darla and Diane.

The Anarchitect managed to escape, but would make his return soon after by turning Autumn Arbor's own mechanized protectors, the Americannons, against the city. The timely arrival of the Daring family led to an epic confrontation that resulted in the routing of the Anarchitect and his minions. Despite the laws prohibiting Neo involvement in law enforcement, the media coverage of the conflict earned the family a tidal wave of public support.

With his family reunited, Daring Man proposed that they continue working together. A reporter interviewing them after the battle labeled them the *Daring Dynasty*.

Daring Man met the love of his life in a rather bizarre set of circumstances. A deadly assassin, the Silver Sai, had made a number of attempts on Major Daring's life during the initial years of the Dynasty's formation. Seeing the love and camaraderie shared by the family, as well as having fallen for Daring Man, she eventually reneged on the contract. Sai approached the Dynasty and confessed her crimes, putting herself at their mercy. They agreed to take her at her word, and she has proven to be a valuable addition to the team. Over the course of her trial membership, Daring Man grew to share the feelings that she had for him and they were married within a year. A few years later, they had a son of their own named Thomas. Becoming a father curbed some of Daring Man's adventurous nature, helping him become a more focused and responsible leader.

Presently, Mark is frustrated that his son, who has taken the moniker of *Kid Daring*, has inherited his reckless streak, and hopes that the training he is receiving at AOES will temper the boy's behavior.

Personality Profile

Daring Man, as his name implies, is brave and adventurous and ready to lay his life on the line for the greater good of humanity. He takes his role as leader very seriously.

Mark possesses a real gung-ho attitude that has been tempered with caution since becoming a father. As a young man, Mark never had the intimate family connections he now enjoys, and places his family ties above all else.

Costume and Appearance

Daring Man possesses thick brown hair, and a neatly trimmed moustache and beard. He has broad shoulders and a well, though not overly, muscular build. His costume consists of a white t-shirt with red trim at the neck and sleeves, and a stylized red and yellow *D* in the center. He wears blue pants, and his boots and fingerless gloves are red. When engaging his powers, Daring Man's hands and eyes pulse with the radiant blue energy of the Celestial Tear power contained within his body.

Known Tactics

The Celestial Tear energies that his body absorbed activated his latent Neo genes, giving him similar abilities to his father, Major Daring, but magnified.

Daring Man is able to Press about 20 tons and his highly resistant to injury, able withstand high caliber projectiles. He can fly at amazing speeds, and project powerful concussive blasts from his hands. He has honed his leadership skills over the years, and acts as the Dynasty's field commander in combat situations.

Diane Daring

Biography



Diane and her twin sister, Darla, were born to Isabella Daring, but were immediately put into separate foster homes and grew up with no knowledge of their mother or each other. She led a relatively normal and loving childhood, and was well cared for by her foster family: a blue collar working man,

his wife, and their other 3 children. When Diane was 10 years old, a tragic event would change all of this.

As she returned from school, Diane found herself surrounded by a multitude of bizarre little robots. The robots swarmed over her, quickly rendering her unconscious. Diane awoke to find herself shackled to a large machine beside another young girl that was her mirror image, and the popular new Neo Champion: Daring Man. Before she could even begin to comprehend what was occurring, agony filled

her young body as the machine began draining the life from her. The next thing she remembered was seeing a group of Neo Champions battling a wild haired, older man wearing a strange mechanical harness, and the diminutive robots that had abducted her. During the conflict, the restraints that held her prisoner were damaged and she managed to free herself. Diane reached over to assist the young girl that so closely resembled her, only to feel a rush of power pass between them as soon as their flesh made contact. The bodies of the two girls blazed with energy and merged together to form a powerful being composed entirely of Tear energy. The girls, in their gestalt form, joined alongside the Neo Champions and helped destroy the machine and drive off the mad scientist and his robotic minions. Totally spent after event, the two girls separated and returned to their normal forms, unconscious. Upon awakening, they were greeted by a kindly faced older woman, who explained to them what had happened. She introduced herself as Isabella Daring and claimed to be their mother. They were twins. The man who had abducted them and killed both of their foster families was Lionel Fleming- The Anarchitect- and their father. The twins possessed the ability to join together and form a powerful energy being, thanks to their mother's exposure to the Celestial Tear energy. Diane was surprised to learn that she had a twin sister, and even more shocked to discover that they were both Neos and their own biological father had tried to kill them by draining their powers.

Isabella and Major Daring took the children under their care. They both were caught up in the fan fair as the Daring Dynasty's fame and celebrity grew. They reveled in their abilities and quickly grew very close to their reunited family, becoming competent additions to the team and taking the codename *Duo*.

Diane was as shocked as the rest of the family when the lesbian relationship between her sister and Chain Lightning was revealed, and found it difficult to accept. She found comfort in the arms of Rolling Thunder, and eventually grew to accept her sister's alternative life style. Diane and Rolling Thunder married in the 1980's. A few years later, Darla was gunned down during a mugging, and Chain Lightning had to be stopped from murdering the killer once he had been captured and was in police custody. The death of her sister caused the loss of her powers, as well as a near emotional breakdown. She leaned heavily on her husband and the rest of the Dynasty for support. With her sister dead, Chain Lightning in jail for attempted murder, and no longer being able to access her powers, Diane fell into a severe depression for quite awhile; not knowing what her role in the family should be, and having always thought of herself and her sister as a team. With her mother's encouragement and her husband's support, she found her place: developing a talent for public relations and a surprising technological aptitude.

Personality Profile

Dianne is a tough, business-minded woman with growing leadership skills. She has developed strong family feelings since being reunited with her mother and the rest of

Diane Daring

Real Name:	Diane Rachel Daring
Age	40
Height:	5'7"
Weight:	132lbs
Hair:	Blond
Eyes:	Green
Registration Number:	BL6M-9Q-KP1
Affiliation:	Daring Dynasty
Nationality:	American, no known criminal record
Status:	Active

PL: 6/9 **Total Points:** 104/180

STR	DEX	CON	INT	WIS	CHA
12	14	14	17	16	16
+1	+2	+2	+3	+3	+3
Toughness		Fortitude		Will	
+2		+6		+7	

Combat: Attack: +6, Damage: +1 (unarmed), Defense: +7 (+3 flatfooted), Initiative: +2

Skills: Bluff 7 (+10), Computers 9 (+12), Craft (mechanical) 5 (+8), Diplomacy 11 (+14), Disable Device 6 (+9), Drive 6 (+8), Gather Information 11 (+14), Investigate 5 (+8), Knowledge (business) 4 (+7), Knowledge (current events) 5 (+8), Knowledge (technology) 3 (+6), Notice 7 (+10), Pilot 6 (+8), Profession (Public Relations Representative) 8 (+11), Sense Motive 7 (+10)

Feats: Attractive, Accurate Attack, Defensive Attack, Equipment 4, Improved Trip, Stunning Attack, Taunt, Well Informed

Equipment: (+20 points of various equipment, ranging from a lap top computer, communication devices, a vehicle, to a personal weapon)

Alternately, Diane can use her mother's Power Armor, effectively raising her to a PL 9 (180 points).

(Doc Daring) Power Armor (*Power Armor: Blast 12* (Alternate Powers: **Blast 6** [Explosion], **Dazzle 12** [visual], **Enhanced Strength 24**), **Communication 5** (radio, 5 miles, Area, Selective), **Flight 6**, **Force Field 6** (impervious), **Immunity 9** (Life Support), **Protection 3**, **Sensory Protection 5** (all senses), **Super Senses 7** (Blind Sight [Radar], Direction Sense, Distance Sense, Radio), **Super Strength 4** (Shock Wave)

the Darings. Since her sister's death, she has really leaned on the family for support and has emerged stronger. When she could merge into Duo, she had a very carefree attitude to Neo combat, since she was all but invulnerable. Since then she has developed more respect for the dangers of being a Neo Champion.

Costume and Appearance

Dianne has long blonde hair usually worn in a pony tail,

and intelligent piercing green eyes. She wears a red jump suit with the Daring Dynasty *D* logo on the left breast. She has, on occasion, operated her mother's Dynamo armor rig when assisting the team on field assignments

Known Tactics

As Duo, Diane and her sister transformed into a being composed entirely of the energy possessed by the Celestial Tear, that was 8' tall, super strong, could press approximately 50 tons, and was resistant to most forms of damage from energy to kinetic to psionic. She could also fly at close to 250 mph.

Now she works as an administrator and Public Relations Representative for the Dynasty, sometimes utilizing Doc Daring's powerful Dynamo armor to fight alongside the rest of the family. Dianne is equally comfortable addressing the public on the Daring Dynasty's latest adventure, or using the Dynamo armor on the battlefield in a supporting roll.

Doc Daring



Biography

Isabella Daring, daughter of Major Daring and a human native of the Highbreed society named Rochelle, spent the first 2 years of her life living with her parents in the hidden Highbreed kingdom in the Himalayas. She left there with her father after her mother perished, and the kingdom

was destroyed, in an invasion by the underground dwelling race of Geodonians. The Hybreedian survivors rewarded Major Daring with the Celestial Tear, an ancient mystical crystal, for his efforts in defending the kingdom. Distraught over the loss of his wife, the Major returned to his adventurous lifestyle, leaving his daughter to be raised by a trusted female friend until she was old enough to attend boarding school. He also left her with a small shard of the Celestial Tear, which she wore as a charm around her neck.

Isabella had minimal contact with her father, who visited her once or twice a year in-between his adventures. She grew to resent her absent father and his adventurous ways, and during one of his infrequent visits verbally attacked him. She made it clear that she wanted nothing more to do with him. Major Daring respected her wishes, but still used his influence and contacts to get her into the best schools.

She excelled in her school work, and went on to college with scholarships and a focus on the sciences. She graduated with honors and a doctorate in physics, and went

Doc Daring

Real Name:	Isabella Rose Daring
Age	90
Height:	5'7"
Weight:	175lbs
Hair:	Brown, Graying
Eyes:	Blue
Registration Number:	P7SU-2G-VR9
Affiliation:	Daring Dynasty
Nationality:	American, no known criminal record
Status:	Active

PL: 12

Total Points: 215

STR	DEX	CON	INT	WIS	CHA
11/35	11	15	22	17	13
+12	+0	+2	+6	+3	+1
Toughness		Fortitude	Reflex		Will
+2/+5/+11		+6	+4		+7

Combat: Attack: +7 (+11 Blast), Damage: +12 (Blast or unarmed), +6 (explosion), +0 (unarmed**), Defense: +8 (+4 flatfooted), Initiative: +0

Skills: Computers 8 (+14), Craft (electrical) 9 (+15), Craft(mechanical) 10 (+16), Disable Device 9 (+15), Drive 8 (+8), Knowledge (medicine) 2 (+8), Knowledge (physical sciences) 8 (+14), Knowledge (technology) 9 (+15), Pilot 10 (+10), Profession (teacher) 7 (+10)

Feats: Attack Specialization (Blast) 2, Critical Strike, Die Hard, Eidetic Memory, Favored Opponent (The Anarchitect) 3, Favored Opponent (robots), Improvised tools, Inventor, Power Attack

Powers: Device 19 (Power Armor, hard to loose), Gadget 6

Power Armor: Blast 12 (Alternate Powers: Blast 6 [Explosion], Dazzle 12 [Visual], Enhanced Strength 24), Communication 5 (Radio, 5 miles, Area, Selective), Flight 6, Force Field 6 (Impervious), Immunity 9 (Life Support), Protection 3, Sensory Shield 5 (All Senses), Super Senses 7 (Blind Sight [Radar], Direction Sense, Distance Sense, Radio), Super Strength 4 (Shock Wave)

on to develop some revolutionary theories in robotics and personal power-armor.

Being a woman at this time in history, her ideas were generally overlooked by the scientific community, but were readily used when stolen and proposed by others. Eventually, her talents were noticed, and Isabella was recruited by the highly innovative Quantum Mechanics corporation. Alongside Dr. Lionel Fleming, she worked on the Government contract for refining the Americannon armor for mass production and use by the military, utiliz-

ing the energy contained within the Tear as a new power source. While working on the project, she also began a romance with Fleming.

Fleming redesigned the Americannons to be remote controlled robots, but poor field testing in front of the Government contractors forced them to pull the contract from Quantum Mechanics and award it to Vanguard, Ltd. Simultaneous with this, Isabella realized she was pregnant. Deciding not to tell Fleming, she instead accepted a proposal from Vanguard Ltd. to transfer to their facilities and continue work on the project. Fleming, enraged by what he considered her betrayal, disappeared.

Isabella gave birth to twin girls, Diane and Darla, in secret and had them put into separate foster families with the aid of Charles Runningbear.

Besides her work on the Americannon project, Isabella also developed the Dynamo armor, a technological marvel which employed Celestial Tear energies to create a protective field allowing the wearer to survive extremely hostile environments, from deep space to the molten core of the planet. Despite successful field tests, however, the design proved too costly to be put into mass production.

After completing the Americannon armor at Vanguard Ltd., she left the company and accepted a government grant from investors to start own research company: Daring Designs. The backing was provided by her father through various contacts, knowing she would never have accepted it from him outright.

Isabella was happy being her own boss, and threw herself in to her research, making Daring Designs a very successful company over the years.

She was very surprised to receive a visit from her father and Kodiak during the fall of 1975. While the Major maintained a distance from the withering stare of his daughter, Kodiak informed her that a mad scientist calling himself The Anarchitect had captured her twin daughters, as well as the fledgling Neo Champion, Daring Man, who was also her step brother, and asked for her assistance. Though she still harbored resentment towards her father, and thought she had come to terms with giving up her children to pursue her career, the family ties struck a chord and she agreed to accompany them. Donning her Dynamo armor, she set off to the rescue.

They succeeded in liberating Daring Man, as well as the twins, and revealed The Anarchitect to be Lionel Fleming. Isabella decided to stay with the Daring Dynasty, as the media had christened them, and bury the hatchet with her father; as well as get to know her daughters. The twins christened their newly met mother with the handle Doc Daring.

She and Kodiak grew closer over time, eventually starting a romantic relationship. Isabella was devastated when Kodiak was killed and remade into the Xombehemoth by the vengeful Anarchitect. She withdrew from the family for a few months, throwing herself in to her work. When her nephew, Thomas, was born to Daring Man and Silver Sai, she emerged from her self imposed exile in the lab

and returned to the family. Isabella accepted a position at AOES as a teacher when Kid Daring was enrolled, to better keep an eye on his progress.

Personality Profile

Isabella is a very strong, independent woman. She never saw herself as a Champion, always as a scientist. The Neo Champion life just lent itself to her research, allowing her to examine all kinds of extraordinary phenomenon first hand. She has always been more at home in the lab than on the battlefield, but enjoys the hands-on experience that the Dynasty's adventures provide, as opposed to theoretical science. Since recently taking the position at AOES, she has also discovered a new passion in teaching

Costume and Appearance

Isabella wears her long brown, slightly graying hair in a tight bun. She appears to be about 45 years old, though she is much older. Prolonged exposure to the energies of the Celestial Tear has slowed her aging process. She possesses a full figured, but shapely, body

Known Tactics

Doc Daring usually works behind the scenes, researching and developing new technologies. She is quite adept at jury-rigging just the right piece of equipment that the Dynasty might need, even in the field. The tools and equipment contained within her armor, combined with her razor sharp intellect, make her a virtual mobile design facility.

While wearing her Tear powered Dynamo armor, she is a powerful juggernaut. The armor provides a personal force field and a variety of weapon systems. The force field looks like a transparent blocky formation of energy boxes.

Kid Daring



Biography

Thomas Michael Daring is the son of Mark Daring, the Daring Man, and Li Anoki, the Silver Sai.

His powers first emerged when he was 5 years old, an extremely early age for a Neo, when his parents discovered him playing with his toys by floating them around the room using

his developing gravitational powers. The Daring family immediately began training him in their use, in addition to more traditional forms of home schooling. He did exceptionally well in his academic studies, tutored by various family members, and especially by his Aunt Isabella. Thomas's mastery over his growing Neo abilities also progressed remarkably.

When he was 11 years old, Thomas had dug up his father's original costume that had been packed away years ago, and began to sneak out at night, reveling in his

Kid Daring							
Real Name:		Thomas Michael Daring					
Age		16					
Height:		5'7"					
Weight:		134lbs					
Hair:		Light Brown					
Eyes:		Dark Brown, Glowing Blue					
Registration Number:		N/A					
Affiliation:		Daring Dynasty					
Nationality:		American, no known criminal record					
Status:		Active, unlicensed minor					
PL: 8			Total Points: 119				
STR	DEX	CON	INT	WIS	CHA		
10	14	13	11	9	12		
+0	+2	+1	+0	-1	+1		
Toughness		Fortitude		Reflex		Will	
+1/+9		+1		+2		-1	
Combat: Attack: +4 (+6 Blast), Damage: +10 (Blast) +0 (unarmed), Defense: +7 (+2 flatfooted), Initiative: +2							
Skills: Acrobatics 9 (+11), Bluff 9 (+10), Knowledge (Pop Culture) 6 (+6)							
Feats: Accurate Attack, Attack Specialization (Blast), Dodge Focus 2, Taunt							
Powers: Gravity Control 12 (Alternate Powers: Blast 10, Gravity Control 7 [Burst], Telekinesis 10), Flight 5 (Affects Others, Up to 10), Force Field 8 (Affects Others, 15ft, Link to Immovable 7 [Affects others, 15ft])							

amazing powers and stopping minor crimes around the city. He broke up muggings, thwarted a few break-ins, and even handed the living cartoon band of malcontents, the Vignette Gang, a sound beating.

After a few months of his escapades, his activities came to the attention of the Neo Crime Bureau. Reports had been coming in of a Neo with energy powers, who wore Daring Man's old outfit, but the subject was much too young to be the famous Champion. The NCB realized that they had a vigilante Neo on their hands and set up a sting. Thomas blundered into their trap, but used his gravity manipulation powers to delay the NCB agents long enough to make his escape.

Fleeing home to escape their attempted apprehension of him, he confessed to his family about his late night activities just as NCB agents came pounding on the Daring's front door. Thanks in large part to Major Daring's pull, the whole episode was covered up with the understanding that young Thomas would enroll at the Academy Of Extraordinary Studies, to further train in his still developing powers.

Thomas is currently a student at the Autumn Arbor

AOES campus, under the watchful eye of his aunt, Doc Daring. Though not yet of age to register for a Neo crime fighting license, Thomas has already decided on his Neo code name: Kid Daring. He, and a clique of his Neo school-mates, have embarked upon a campaign of pranks against the faculty and other students, broken curfew multiple times, and have racked up a record breaking number of hours in detention for their transgressions.

Personality Profile

Kid Daring is a rebellious teen that loves being a Neo and part of the world famous Daring Dynasty. He flaunts his abilities, often using them for inane things and practical jokes. Thomas is very impulsive and doesn't always think through the ramifications of his actions.

Costume and Appearance

Kid Daring has the lean trim build of an athletic adolescent. His dark brown eyes shimmer with blue energy when he activates his Neo abilities, and he has a shaggy mop of light brown hair.

Though he had worn his fathers original costume during his early escapades, a flashy red outfit with gold and blue trim, he has not adopted his own costume yet. Thomas usually prefers to sport a loose, gray three-quarter length sleeve sweatshirt with the Daring logo on the front, baggy blue jeans, and high top sneakers.

Known Tactics

Thomas' powers derive from the Celestial Tear energies that seem to be his family's legacy. He is able to control gravity, creating localized gravity fields and essentially giving him telekinetic abilities. Kid Daring can render most objects or opponents weightless by reducing gravity's effect upon them, or making them immovable by increasing the gravitational pull. The same tricks he uses performing his practical jokes, such as hovering a stack of books over an unsuspecting victim's head, serve just as effectively when employed on a truck or dumpster against a Neo powered adversary. He can also focus the gravitational forces into a powerful force blast.

Kid Daring often uses a skate board, enwrapped with his gravity manipulating abilities, to fly. He doesn't need to, but it's just so cool.

Rolling Thunder



Biography

Richard Evans grew up in New York City, the child of second generation Irish immigrants. He played and excelled in football since the age of 7, and was named captain of his high school football team and had been scouted by colleges

since his freshman year. All he ever wanted was to be a football player.

Rick skated through school on his athletic ability. He received special treatment because of his outstanding football prowess. Although he was not unintelligent, he never really had a need to apply himself academically. His outstanding performances on the field earned him multiple scholarship offers to a variety of prestigious colleges. He decided to attend Duke University, majoring in physical fitness, and led their football team to a national championship during his time there. He was a first string draft pick for the Arbor Argonauts, taking them to the super bowl his rookie year, and was dubbed the "Rolling Thunder" by the sports writers due to his devastating rushing record.

Disaster struck the following year, when his Neo powers first emerged. It was during a televised game and he nearly killed another player on national TV. Rick was immediately thrown out of the league and charges were filed. He beat the accusations when the jury believed that he had no prior knowledge of his abilities, but his career was ruined. The ban on Neos in athletic competitions dashed his dreams of a lucrative football career.

Not knowing what to do with his life, Rick floundered from job to job until he was approached by the Angler, who had followed Rick's fall from grace on the grid iron. The Angler offered Rick a place in the Might Brigade, a team of Neo Champions that operated in the New England area. Taking the nickname he had earned in college, Rick accepted the Angler's offer, and Rolling Thunder became a welcomed addition to the team. There, he met a kindred spirit in Chain Lightning, a Neo with electrical generation powers that had been kicked off the U.S. Olympic gymnastic team when her own Neo powers were revealed.

The Might Brigade became an immensely popular super group in the early 80's, with flamboyant public appearances and a number of lucrative endorsement contracts.

Rick attempted to peruse a romantic relationship with Chain Lightning, but his feelings towards her were not reciprocated. After he got over her indifference to his advances, and he figured out that she just did not feel the same way, the two formed a strong bond of friendship. Rolling Thunder and Chain Lightning served with distinction until financial difficulties, and an IRS audit, caused the Might Brigade to disband. The two former athletes continued operating together, and moved to Autumn Arbor.

Rolling Thunder and Chain Lightning became closely associated with the Daring Dynasty when the two joined forces with the team to put down an army of super powered zombies, created from the remains of fallen World War II era heroes by the Voodoo Guru.

Rick eventually became very close to Dianne Daring when her sister and Chain Lightning's alternative lifestyle came to light. Dianne didn't respond well to learning that her twin was a lesbian, but Rick's compassion helped her to deal with it. The two developed strong feelings for one another and eventually married.

A few years later, Darla was gunned down, and Chain

Lightning was sent to Solitaire Island Federal Prison for nearly murdering her killer. This put a terrible strain on the family, almost causing them to disband and go their separate ways. Rolling Thunder convinced them that throwing in the towel was not the answer. They all had to be there for each other to get through this tragedy. His influential words of wisdom helped the rest of the Darings through the ordeal.

Rolling Thunder has continued to be the rock of the team, settling squabbles between his teammates, and always ready with a few words of encouragement.

He and Dianne have recently begun talking about starting a family of their own.

Personality Profile

Rolling Thunder comes across as a good natured jock, and his time spent in college and professional football have

Rolling Thunder					
Real Name:		Richard "Rick" Evans			
Age		45			
Height:		6'7"			
Weight:		345lbs			
Hair:		Blond			
Eyes:		Green			
Registration Number:		MG4Y-4C-RD2			
Affiliation:		Daring Dynasty			
Nationality:		American, no known criminal record			
Status:		Active			
PL: 11			Total Points: 192		
STR	DEX	CON	INT	WIS	CHA
20	16	20	10	11	14
+5	+3	+5	+0	+0	+2
Toughness		Fortitude		Reflex	
+14		10		+7	
(9 Impervious)					
Combat: Attack: +10, Damage: +10 (Strike), +5 (Burst), +5 (unarmed), Defense: +8 (+4 flatfooted), Initiative: +3					
Skills: Acrobatics 4 (+7), Diplomacy 5 (+7), Intimidate 7 (+9)					
Feats: Fast Overrun, Improved Overrun, Interpose, Move-by Action, Seize Initiative, Teamwork 2					
Powers: Alternate Form 18 (Kinetic Energy Ball), Device 1 (Armored Costume, hard to loose), Strike 8					
<i>Kinetic Energy Ball</i> (Sustained Duration): Immunity 11 (Critical Hits, Life Support), Protection 9 (Impervious), Strike 10 (Aura, Alternate Power: Blast 10 [Burst]), Super Sense 2 [Visual, Radius]), Flight 7					
<i>Armored Costume:</i> Protection 5					

ingrained in him the importance of teamwork. Though he has no ambitions of leadership, he takes to the roll naturally when put in the position, and is always ready to support his team and family.

Unfortunately, Rick can be oblivious to the obvious, such as not realizing Chain Lightning's sexual preferences, despite years of friendship. He takes everything at face value and believes in the best in people. Rolling Thunder believes in traditional family values, often acting as the peace maker between the Darings. He is also very competitive, and can be lured into making rash decisions when challenged.

Rolling Thunder makes it a point to never miss the Razors' games, and he has them recorded if he is on a mission.

Costume and Appearance

Rick wears his blonde hair in a mullet cut, and has green eyes. He works out regularly, and has a build that would put most body builders to shame.

As Rolling Thunder, he wears an orange and blue costume with football pad-like chest and shoulder armor. His helmet is connected to a football-like face guard, and is adorned with a stylized T covering the bridge of his nose and above the eye holes. Padded gauntlets and shin guards complete his gear.

When not in costume, Rick is usually found in an Argonauts jersey and a pair of well worn jeans.

Known Tactics

Rolling Thunder can transform his body in to a 5' diameter ball of kinetic energy. While in this form, he is practically invulnerable, and will usually perform charging attacks on his enemies in combat, knocking them around with the force of a freight train.

Rolling Thunder can also travel at great speeds in this form.

In human form, he can deliver a short range, but very powerful, blast of kinetic energy from his hands.

Silver Sai



Biography

Li Anoki was born in Tokyo, Japan to a traditional family. Her father was the original Silver Sai, a Yakuza assassin who performed many untraceable eliminations during WW2 and throughout the Cold War. She grew to womanhood unaware of her father's clandestine

endeavors, believing that he was simply a businessman and his long absences were the price of doing business. She was tutored by the best educators and driven to perfect her mind and body by masters of the martial arts, all recruited by her father to prepare her for her future.

When her father disappeared and was presumed dead, Li was visited by the secret ninja cabal, the Tsung, that had trained her father. Despite her mother's protests, the Tsung representatives told young Li of the great deeds her father had accomplished and that they saw in her the potential to become his equal, if not surpass his abilities. Believing that it would be a dishonor to her father not to accept, Li agreed to leave home and learn all that the Tsung had to offer.

Quickly distinguishing her self above all others with her incredible skill and indomitable will, she rose through the ranks, becoming known as one of the most dangerous women in the world. Honored with her father's title, Silver Sai, she worked as an enforcer for the Yakuza. Simply hinting that the Silver Sai may be sent was enough to keep most dissidents in line.

The Silver Sai's first venture to the West was an assignment by the Tsung to kill Major Daring, having been led to believe that he was responsible for her father's death. After numerous attempts on the Major's life, she came to realize that he was an honorable man and that the information she had about his involvement in her father's death was false. Li also saw the close family relationship the Daring's shared, and in the process fell for Major Daring's son, Mark, Daring Man. She confessed her past to the Darings and convinced them of her sincerity to change her ways. They soon invited her into the Dynasty, believing that they could keep a better eye on her if she were part of the team. Over the course of her probationary membership, the Silver Sai proved true to her word. Impressed with her loyalty, not to mention her beauty, Daring Man soon began to reciprocate Li's feelings towards him. They married soon after.

The Tsung, none too pleased with the Silver Sai's defection, made it clear to her that if she did not continue to work for them, they would stop at nothing to make her, and her new family, regret it. Knowing the lengths the Tsung would go to enact their vengeance, she reluctantly agreed. The Silver Sai has kept the deal she made with the Tsung a secret from the rest of the Dynasty, including her husband. She has desperately wanted to sever her ties to the Tsung, especially after giving birth to Thomas, but has been unable to get out from under their thumb.

Personality Profile

Li presents herself as very quiet and mysterious to all but those that are closest to her, namely the rest of the Daring family. She is not prone to small talk and only says as much as she must to convey her point. She secretly enjoys the discomfort that her demeanor causes those around her.

Keeping her association with the Tsung secret from the family, and especially her husband, is a point of great stress for her. Only Silver Sai's ninja training, and having always lived a secretive life, have allowed her to keep the

Silver Sai					
Real Name:		Li Anoki			
Age		46			
Height:		5'5"			
Weight:		115lbs			
Hair:		Black			
Eyes:		Black			
Registration Number:		GE723-89-652			
Affiliation:		Daring Dynasty			
Nationality:		Japanese, no known criminal record			
Status:		Active			
PL: 12		Total Points: 173			
STR	DEX	CON	INT	WIS	CHA
16	20	16	14	16	14
+3	+5	+3	+2	+3	+2
Toughness		Fortitude		Reflex	
+5/+8		+5		+11	
				Will	
				+8	
Combat: Attack: +12, (+14 Sais), Damage: +9 (Sais) +1 (Shuriken) +3 (Unarmed), Defense: +12 (+6 Flat-footed), Initiative: +13					
Skills: Acrobatics 7 (+12), Bluff 7 (+9), Climb 8 (+11), Disguise 7 (+9), Escape Artist 6 (+11), Intimidate 7 (+9), Language 4 (Japanese (native), Chinese, English, Russian, Tsung sign language), Notice 8 (+11), Search 7 (+9), Sense Motive 7 (+10), Sleight of Hand 7 (+12), Stealth 7 (+12), Survival 6 (+9)					
Feats: Accurate Attack, Acrobatic Bluff, Assessment, Attack Specialization (Sais) , Attractive 2, Blind-Fight, Defensive Roll 3, Elusive Target, Equipment 4, Hide in Plain Sight, Improved Disarm, Improved Initiative 2, Improved Throw, Improved Trip, Instant Up, Quick Draw, Precise Shot, Ranged Pin, Redirect, Stunning Attack, Surprise Attack, Takedown Attack, Trance, Weapon Bind, Uncanny Dodge (Auditory)					
Powers: Chi 4 (Boost Strength, Alternate Powers: Boost Dexterity 4, Boost Constitution 4, Boost Healing 4) Device 1 (Costume, Hard to Loose), Device 2 (Sais, Easy to Loose)					
Costume: Concealment 2 (visual, Blending, Limited to only in shadows or darkness), Protection 3					
Sais: Strike 6 (Mighty, Thrown 2, Split Attack)					
Equipment: (+20 points of ninja equipment bought as Utility Belt. Sample: Flash Bang Grenade [Dazzle 4, Visual and Auditory, Burst], Bolos [Snare 4], Cal-trops, Smoke Grenade [Obscure 4, Visual], Shuriken [+1 Damage, Auto Fire, Piercing])					

secret from the Dynasty thus far.

Costume and Appearance

Silver Sai wears a special silver silk-like body wrap

that hides her many weapons. The wrap covers her chest, crisscrosses over her bare midriff, and wraps into knee length pants. It is loose on her upper arms, and tightly wrapped at her forearms and shins.

Her head and face are covered by a head wrap and veil of the same material, with only her dark eyes left visible. Her silky black hair hangs out the back of the head wrap in a long, thin braid.

Known Tactics

Though she is not a Neo, the intensive training and meditative techniques taught to her make her a formidable adversary. She can enter a meditative battle trance, increasing her speed, strength, and reaction time.

The Silver Sai employs a mixture of martial art disciplines- and her specially designed sais, throwing stars, poisoned dart-like needles, and bolas- as well as explosive flash and smoke grenades,

In combat. She concentrates on distracting and confusing the team's adversaries, while the rest of the Dynasty, with more formidable firepower, takes them out.

Her ninja training has provided her with remarkable stealth abilities that she employs to maneuver herself to the most advantageous position before attacking.

She only employs her lethal assassination techniques when performing jobs for the Tsung, never in front of the family.

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 with 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.

Stefan Saint Germaine

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

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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

Stefan Saint-Germaine

Real Name:	Stephan Saint-Germaine
Age:	100+
Height:	5'8"
Weight:	170lbs
Hair:	Gray
Eyes:	Blue
Registration Number:	N/A
Affiliation:	Owner/Founder of Germaine Investigations, Inc.
Nationality:	American, no known criminal record
Status:	Active

PL: 10 **Total Points:** 242

STR	DEX	CON	INT	WIS	CHA
14	13	12	19	19	15
+2	+1	+1	+4	+4	+2
Toughness		Fortitude		Reflex	Will
+1/+13		+1		+3	+4/+12

Combat: Attack: +7, Damage: +1 (Unarmed), Defense: +7 (+3 Flat-footed), Initiative: +1

Skills: Bluff 6(+8), Computers 7 (+11), Concentration 12 (+16), Craft (Artistic) 7 (+11), Diplomacy 9 (+11), Gather Information 10 (+12), Investigate 10 (+14), Knowledge (Arcane Lore) 13 (+17), Knowledge (Art) 8 (+12), Knowledge (Behavioral Science) 7 (+11), Knowledge (Business) 10 (+14), Knowledge (Civics) 10 (+14), Knowledge (Current Events) 8 (+12), Knowledge (History) 9 (+13), Knowledge (Streetwise) 6 (+10), Knowledge (Tactics) 9 (+13), Knowledge (Theology & Philosophy) 8 (+12), Language 4 (Choose 4 Ancient Languages), Notice 9 (+13), Search 8 (+12), Sense Motive 8 (+12), Sleight of Hand 7 (+8), Stealth 7 (+8)

Feats: Artificer, Connected, Eidetic Memory, Equipment 7, Fascinate (Bluff), Favored Opponent (Undead, Vampire, Demonic, Lycanthrope) 4, Fearless, Improved Defense, Inspire 3, Leadership, Master Plan, Ritualist, Skill Mastery (Knowledge [Arcane Lore], Knowledge [Behavioral Science], Knowledge [History], Knowledge [Theology & Philosophy]), Teamwork 2, Ultimate Effort (Will Save), Well Informed

Powers: **Device 4** (Lenses of Thoth, Easy to Lose), **Device 18** (Circle of the Druid, Hard to Lose), **Device 5** (Amulet of Binding, Hard to Lose)

Lenses of Thoth: **Comprehend 4**, **Sensory Shield 7** (Visual), **Super-Senses 1** (Magic Awareness)

Circle of the Druid: **Morph 8** (humanoids), **Obscure 5** (Fog: Visual, Selective), **Healing 8**, **Plant Control 12** (Alternate Powers: **Create Object 5** [Plant and Wood constructs; Progression x 2, Horde], **Fatigue 12**, **Nauseate 12**, **Stun 12**, **Protection 12**

Amulet of Binding: **Mind Shield 8**, **Telepathy 7**

Equipment: 35 Points for Crossbow, Knife, Stun Gun, Light Pistol, and General Equipment



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.

Costume and Appearance

As a very distinguished man, Stefan is rarely seen outside his home wearing anything other than a suit. His beard and mustache are well-trimmed, which both have gone gray along with his hair. The fashionable eyeglasses that he wears are the kind that make one look wiser without making them look old.

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

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

Abraham Helsing					
Real Name:		Abraham Helsing			
Age		42			
Height:		6'1"			
Weight:		170lbs			
Hair:		White			
Eyes:		Brown			
Registration Number:		N/A			
Affiliation:		Germaine Investigations, Inc.			
Nationality:		African-American, no known criminal record			
Status:		Active			
PL: 10			Total Points: 170		
STR	DEX	CON	INT	WIS	CHA
16	15	17	17	16	14
+3	+2	+3	+3	+3	+2
Toughness		Fortitude		Reflex	
+3/+6		+3		+8	
Combat: Attack: +12 (+15 ranged), Damage: +3 (Unarmed), Defense: +8 (+4 Flat-footed), Initiative: +2					
Skills: Acrobatics 6 (+8), Bluff 10 (+12), Climb 6 (+8), Computers 7 (+10), Craft (Chemical) 7 (+10), Craft (Electronic) 7 (+10), Craft (Mechanical) 7 (+10), Diplomacy 10 (+12), Drive 5 (+7), Gather Information 10 (+12), Investigate 12 (+15), Knowledge (Arcane Lore) 5 (+8), Knowledge (Civics) 7 (+10), Knowledge (Current Events) 9 (+12), Knowledge (History) 5 (+8), Knowledge (Streetwise) 7 (+10), Knowledge (Tactics) 4 (+7), Knowledge (Technology) 9 (+12), Profession (Journalist) 10 (+13), Search 6 (+9), Sense Motive 6 (+9), Stealth 5 (+7)					
Feats: All out Attack, Assessment, Attack Focus 3 (Ranged), Critical Hits, Defensive Attack, Defensive Roll 3, Eidetic Memory, Equipment 8, Favored Opponent 4 (Demonic, Lycanthrope, Undead, Vampire), Fearless, Improved Aim, Improved Block, Improved Critical, Improved Initiative, Instant Up, Interpose, Luck 2, Move by Action, Precise Shot, Quick Draw, Range Pin, Sneak Attack, Takedown Attack 2, Uncanny Dodge (Auditory)					
Powers: Super Senses 4 (Precognition, Uncontrollable)					

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 its 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 used 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 into 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.

Costume and Appearance

As an African-American male reaching his fifties, Abraham dresses mostly in suits for his day job, and in more casual attire for his after hours time. Being tied to the media as he is, he's quite fashionable for his age. Though the events of the last few decades have sped his aging process a bit, it has made him look distinguished more than anything.

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.



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 the 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

Abyssian Jr.					
Real Name:		Trey Montgomery			
Age		13			
Height:		6'10"			
Weight:		340lbs			
Hair:		Black			
Eyes:		Red			
Registration Number:		WO6A-V3-DM4			
Affiliation:		Germaine Investigations, Inc.			
Nationality:		American, no known criminal record			
Status:		Active			
PL: 15		Total Points: 173			
STR	DEX	CON	INT	WIS	CHA
11/28	12/20	12/24	10	12	12
+9	+5	+7	+0	+1	+1
Toughness		Fortitude		Reflex	
+11		+11		+10	
(+4 Impervious)					
Combat: Attack: +11, Damage: +14 (Strike), +9 (Unarmed), Defense: +12 (+6 Flat-footed), Initiative: +9					
Skills: Acrobatics 6 (+11), Climb 6 (+15), Intimidate 10 (+11), Stealth 2 (+7)					
Feats: Ambidexterity, Critical Strike, Diehard, Favored Opponent (Magical Beings), Fearsome Presence 4, Improved Critical, Improved Initiative, Rage 2, Takedown Attack, Weapon Break					
Powers: Enhanced Constitution 12, Enhanced Dexterity 8, Enhanced Strength 17, Protection 4 (Impervious), Mind Shield 5, Strike 5 (Mighty, Penetrating, Penetrating Strength 12), Super Senses 2 (Darkvision, Magical Awareness), Teleport 10 (Change Direction, Change Velocity, Short Range)					
Drawbacks: Power Loss (Only when The Abyssian is able to complete the magical ritual to reclaim the demonic form-uncommon, all powers and feats) -3					

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 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.

Costume and Appearance

Trey is a purple demon with a muscular humanoid build and arcane symbols settled within his flesh. He has long, black, shaggy hair that he sometimes likes to slick back into a pony tail. His dark hair acts as a shadow-like frame around his glowing, red eyes. Each hand has 3 fingers and a thumb, with small claws. He also has 3 toes with a digit coming from his heel, also with claws, allowing him to perch and grasp things with his feet. He has magically retractable claws that extend from his forearms.

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.

Memorá



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.

Memorá					
Real Name:		Sarah Marissa Wilkinson			
Age		28			
Height:		5'4"			
Weight:		137lbs			
Hair:		Black			
Eyes:		Green			
Registration Number:		4859-M9-895			
Affiliation:		Germaine Investigations, Inc.			
Nationality:		Japanese-American, no known criminal record			
Status:		Active			
PL: 10			Total Points: 231		
STR	DEX	CON	INT	WIS	CHA
11	14	15	18	16	13
+0	+2	+2	+4	+3	+1
Toughness		Fortitude		Reflex	
+2/+5		+2		+2	
				Will	
				+12	
Combat: Attack: +10, Damage: +0 (Unarmed) +8 (Telekinesis) +7 (Mental Blast), Defense: +11 (+4 Flat-footed), Initiative: +2					
Skills: Acrobatics 9 (+11), Concentration 12 (+15), Gather Information 9 (+10), Investigate 8 (+12) Knowledge (Arcane Lore) 9 (+13), Knowledge (Behavioral Sciences) 8 (+12), Knowledge (Pop Culture) 7 (+11), History 10 (+14), Theology & Philosophy 10 (14), Language 1 (Japanese), Notice 9 (+12), Sense Motive 12 (+15)					
Feats: Assessment, Contacts, Dodge Focus +3, Eidetic Memory, Evasion 2, Inspire 4, Instant Up, Luck 3, Skill Mastery 1(Acrobatic, Gather Information, Notice, Sense Motive), Well-Informed					
Powers: Clairvoyance 8 (Alternate Power: Telelocation 8), Confuse 6 (Perception), Flight 3 (Levitation Only), Mental Blast 7, Mental Communication 7 (Mental, Two-Way, Alternate Power: Emotion Control 7), Mind Reading 10, Mind Shield 8, Telekinesis 8					
Drawbacks: Deafness—4 (very common, moderate)					

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.

Costume and Appearance

Memorá is an athletic Asian American with stunning green, almond shaped eyes. She is 5'6" tall, topped off by jet-black hair usually tightly pulled into a bun and held in place by what appears to be black chopsticks, though she commonly has a few stray locks of her bangs dangling loosely in front of her face. Around her forehead is a thin, metallic, navy blue, V-shaped headband that seems to disappear into her hair. On Memorá's wrists are wide metal

bracelets of the same color as the headband. Her preferred outfit is tight black pants and a short-sleeved shirt that falls about the midline of her stomach. The bottoms of the sleeves are sliced into thin bands. Aware she could always stumble upon a case, she prefers a rugged pair of work boots to fancier shoes.

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 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



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.

Costume and Appearance

Aside from her slightly sharpened fangs and pointed ears, X'Zalia looks nothing out of the ordinary. She is a very

X'Zalia

Real Name:	X'Zalia, last name unknown
Age	N/A
Height:	5'5"
Weight:	127lbs
Hair:	Gray/White
Eyes:	Grayish Black
Registration Number:	4859-M9-895
Affiliation:	Germaine Investigations, Inc.
Nationality:	N/A
Status:	Active

PL: 11 **Total Points:** 212

STR	DEX	CON	INT	WIS	CHA
16	17	17	14	16	14
+3	+3	+3	+2	+3	+2
Toughness		Fortitude		Will	
+3/+7		+10		+10	

Combat: Attack: +10, Damage: +3 (Unarmed), Defense: 10 (+5 Flat-footed), Initiative: +7

Skills: Acrobatics 6 (+9), Concentration 7 (+10), Escape Artist 3 (+6), Gather Information 8 (+10), Knowledge (Arcane Lore) 10 (+12), Knowledge (Behavioral Sciences) 7 (+9), Notice 6 (+9), Search 5 (+7), Sense Motive 8 (+11), Survival 8 (+11)

Feats: Critical Strike, Defensive Roll 4, Diehard, Endurance 2, Favored Opponent (Nebecar) 2, Fearless, Fearsome Presence, Improved Initiative, Move by Action, Precise Shot, Ritualist, Taunt, Trance, Uncanny Dodge

Powers: Drain 10 (Abilities), Immunity 2 (Critical Hits), Hellfire Control 7 (Alternate Power: Emotion Control 7), Magic 11 (Mystic Passage, Alternate Powers: Fog of Forgetfulness 11, Illusions 11 [Visual, Auditory, Phantasm], Mystic Blast 11, Mystic Binding 11), Nullify 7 (Mystic Attacks all at Once), Super-Senses (Magical Awareness)

Drawbacks: Weakness to Iron (Common, Major) -4

attractive, yet normal female. Though she can blend into a crowd with her looks, her attire sets her apart from those around her. On her lower body, she wears only a thong. Her torso is covered by a single, black wrap that enfolds around her back, coming to the front and stopping right after it covers her breasts, not connecting in the front at all. Her magical aura, though, lets her create a dark, purple cloud around her, acting as a blanket to her nearly naked body. It covers her enough so there is nothing untoward showing, but allows others to see her face and limbs.

Known Tactics

X'Zalia has the ability to control the mystic arts, and is able to sense when other mystical beings are nearby.

Chapter 7: Champions and Rogues

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.

SENTINELS OF SOCIETY

Forged in the crucible of World War II, the original members banded together to protect American Soil from the insurgence of Axis operatives. With the endorsement of the President of the United States for their gallant efforts on behalf of the country, Shadowfox, Americannon, The Bolt, Citizen Stranger, and Mr. Malleable officially formed the first incarnation of the Sentinels of Society: a team that would go on to become synonymous with integrity, honor, and commitment.

Although the roster saw many shifts in the following decade, with the inclusion of such famed Neos as Silverbelle, Everest, and Horus, their greatest change would come when the HUAC revoked their government sanctioning following Shadowfox's refusal to cooperate with their political inquisition, and was compounded further when

the Nixon Administration outlawed them from operating on American Soil. Shifting their base of operations to Europe, the Sentinels of Society continued to serve as world protectors.

With the attack against Washington D.C. by The Anarchitect and his Xombehemoth in the 1980's, which resulted in the Reagan Administration's lifting of the laws banning Neos from operating as Law Enforcement in the United States, the Sentinels of Society once again returned to their home in Autumn Arbor.

Over the next decade, their roster would swell to include Champions such as: Bettelman, Cloudburst, F-5, Dragonfly, and many others.

When The Purge invaded Earth in 1998, focusing the brunt of their attack upon the heavily Neo populated City of Legends, the Sentinels were all but completely destroyed in the ensuing war. Only Dragonfly survived.

Faced with a future that was uncertain, Dragonfly turned to VanCorp for funding in reforming the S.O.S. and reestablishing a base of operations within the city. With the private financial backing of one of the most powerful conglomerates in the world, Dragonfly assembled a new generation of Sentinels, composed of the best Champions of the Past and Present.

Currently commanded by Dragonfly, the Sentinels of



Society contains such Champions and Legends as: Citizen Stranger, Mech Daddy, Neutrino Jade, Mach-1, Shadowfox II, Everest, Silverbelle, and even Vanguardian on reserve status.

Citizen Stranger

Biography

The true origin of Citizen Stranger is a mystery that may never be solved. Stories of an unidentified hero matching his description started appearing in Autumn Arbor newspapers during World War I. Though unverifiable, these stateside activities during the war were possibly the first pieces of the legacy of Citizen Stranger.

At the beginning of World War II, a group of extraordinary beings was assembled in the United States and became the original Sentinels of Society. Americannon distributed invites from the desk of the President to The Bolt, Mr. Malleable, and Shadowfox to come to the nation's capital to be officially rewarded for their heroic efforts, and to publicly unite as a team and use their powers to benefit the country. Unlike Project: Equalizer, they would have the sanction of the President, instead of being under the direct control of the military. Even without an invitation, Citizen Stranger was at that first meeting in Washington, D.C., and the other four found it difficult to prevent him from joining.

While the battle raged in Europe and the Pacific, much of the work for the Sentinels of Society was the maintenance of tranquility on the home front. Their combined efforts to protect the American homeland led to great media attention, and was catalyst in the first coining of the term *Neo* by the American Media.

The devastation that occurred in the conflicts between Project: Equalizer and the Axis' Iron Reich led to both sides agreeing to remove those forces from the field of battle. Still, there were a few occasions where Neos were used for specific operations. One such mission to liberate a German concentration camp was the last time Citizen Stranger was seen for several decades. When the Sentinels of Society infiltrated the camp, his teammates noticed he was going nearly catatonic and mumbling about horrible visions. Suddenly, the whole team blacked out, only to

awaken hours later to discover all the guards were subdued or slain, and Citizen Stranger was nowhere to be found. A full search of the camp proved futile, and eventually they had to give up the hunt for their comrade-in-arms.

Citizen Stranger was not heard from again until 2001, when a man walked into the Sentinels of Society headquarters claiming to be the lost hero, himself; even wearing a costume reminiscent of the man who vanished decades earlier. It was updated, fitting in better with the Champions of modern times, but still concealed his identity behind a high-collared trench coat and mask. His bearing and speech suggested that he was indeed the same man, but because he had been missing since the war, no one was certain.

The modern day Sentinels of Society were reluctant to invite him back into their ranks, but like the founders of the group they found it impossible to turn him away. Their trust in the "new" Citizen Stranger has been well-placed so far, as he has fought tirelessly alongside them as a worthy ally.

Personality Profile

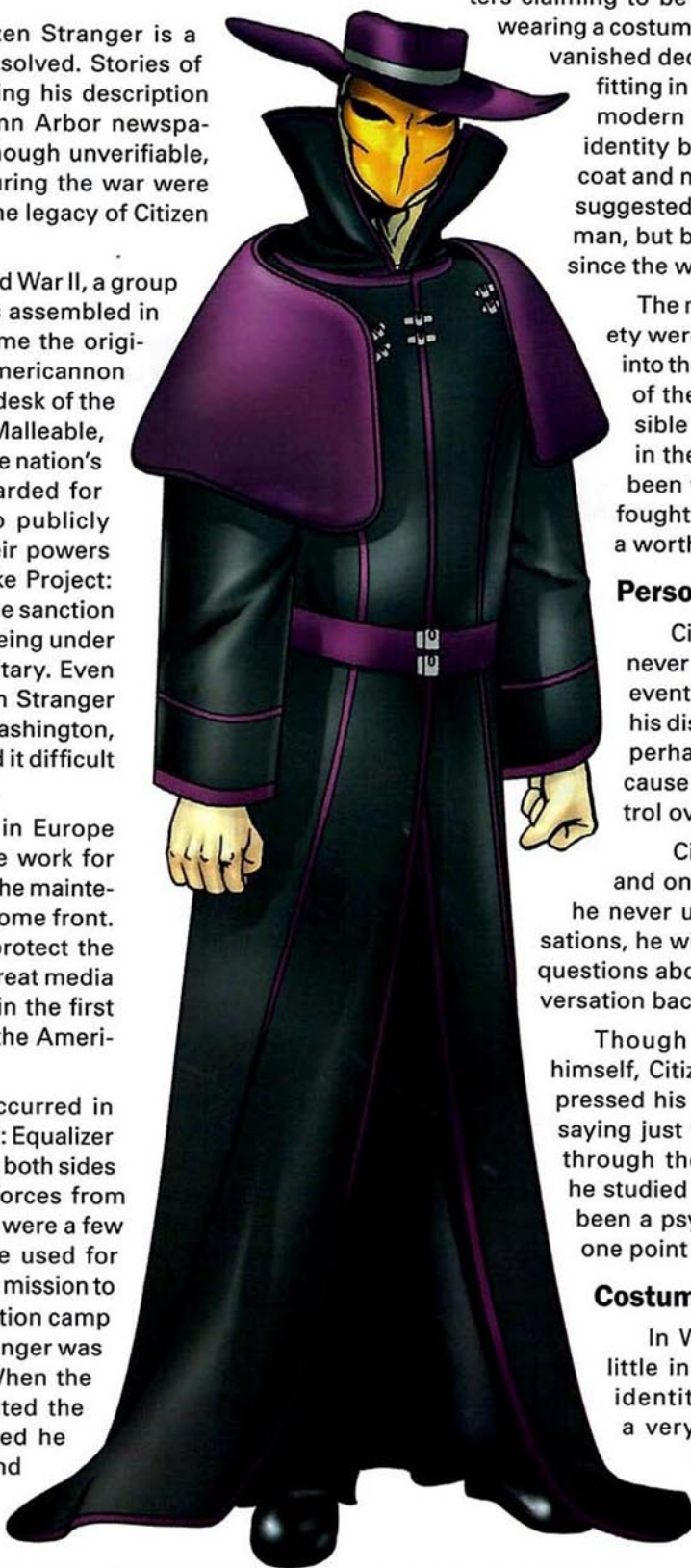
Citizen Stranger is distant and never shows emotion. Based on the events that happened on the day of his disappearance, some wonder if perhaps showing emotion would cause Citizen Stranger to lose control over himself and his powers.

Citizen Stranger rarely speaks, and on the occasions that he does, he never uses contractions. In conversations, he will find ways to politely avoid questions about himself and turn the conversation back onto the other person.

Though he speaks so little about himself, Citizen Stranger has always impressed his teammates with a knack for saying just the right thing to help them through their problems. It is believed he studied psychology, or perhaps had been a psychologist or psychiatrist, at one point in his shrouded past.

Costume and Appearance

In WWII, Citizen Stranger wore little in the way of a costume. His identity remained concealed by a very high-collared trench coat, mask, and a fedora hat. His identity never became compromised due to the non-physical nature of



Citizen Stranger

Real Name:	Unknown
Age:	Unknown
Height:	6'2"
Weight:	212 lbs
Hair:	N/A
Eyes:	Ice Blue
Registration Number:	4096-DE-K5R
Affiliation:	Sentinels of Society.
Nationality:	Unknown
Status:	Active

PL: 14 Total Points: 333

STR	DEX	CON	INT	WIS	CHA
12	12	12	18	18	16
+1	+1	+1	+4	+4	+3

Toughness	Fortitude	Reflex	Will
+1/+14	+1	+6	+18
(+13 Impervious)			

Combat: Attack: +8, Damage: +1 (Unarmed), Defense: +6 (+3 Flat-footed), Initiative: +1

Skills: Computers 8 (+12), Concentration 12 (+16), Diplomacy 10 (+13), Gather Information 10 (+13), Investigate 9 (+13), Knowledge (Behavioral Sciences) 15 (+19), Knowledge (History) 10 (+14), Knowledge (Tactics) 8 (+12), Sense Motive 12 (+16), Stealth 6 (+7)

Feats: Assessment, Beginner's Luck, Benefit (Security Clearance), Diehard, Eidetic Memory, Fearless, Set-up, Well-Informed

Powers: **Communication 9** (Mental, Two-Way), **Flight 4**, **Force Construct 14** (50 Cubic Ft, Alternate Power: **Deflect 7** (Ranged Attacks Only), **Force Field 13** (Impervious), **Force Shatter 7**, **Force Snare 14**), **Mental Stun 14** (Aura), **Mind Control 14** (Mental Link), **Mind Reading 14**, **Mind Shield 14** (Permanent), **Telekinesis 10** (Damaging, Precise), **Telelocation 6**, **Transform 14** (Mental, Memories, Continuous, Touch, Full Round Action)

his powers.

The modern Citizen Stranger wears more of a costume. It is looser than standard fare and hides his exact build. It resembles a long coat, usually closed in the front down to his waist, and is something of a reminiscent of his WWII garb. The coat is purple and a dark gray, which matches with his energy signature on the rare occasions it becomes visible.

The golden mask that conceals his face only allows his eyes to show clearly. What can be seen of his head is very pale flesh, and what appear to be scars marking various points of his skull.

Known Tactics

Citizen Stranger is a very powerful telepath. He does not get in hand-to-hand confrontations and remains protected by a telekinetic force field.

Citizen Stranger often manipulates his opponents, taking control of a body much more capable than his own, allowing one of his enemies to do his dirty work by taking out another. He has been known to make a person's fears manifest before them, making them cower, flee, or even fight with an opponent who isn't there. In more dire situations, Citizen Stranger attacks an opponent's mind directly, stressing the brain. He does this rarely, for it can cause permanent, and perhaps irreparable, damage.

Able to get information straight from the psyche of all but the most well-guarded of minds, Citizen Stranger is the ultimate interrogator. Interestingly, he can do this both with and without his powers. He can read surface thoughts as easily as a person takes in the sights around them. This gives him great insight into his foes' way of thinking and state of mind.

Citizen Stranger uses his telekinetic abilities mainly to protect others, getting innocents out of the way of villain attacks or catching heavy objects launched or thrown in the direction of a bystander. If they panic, he will use his telepathy to calm them and get them to leave the area.

Since his return, Citizen Stranger has been particularly sensitive to intense emotions in people near him. Should anyone around him grow too emotional, he will politely request they remain calm. If they do not get themselves under control, he will force them to calm down using his powers, and then walk away from the scene.

Dragonfly

Biography

The day Carl Freeman was born in a military hospital was like many other days in his childhood, in that he was on the base where his father was stationed. As he grew, he saw several different parts of the world, but to young Carl his world was whichever military base Major Freeman was assigned to at the time. His father was a good role model, and taught him that you could accomplish anything with hard work and perseverance. That philosophy proved true when he excelled in school, earning numerous awards and receiving several scholarships upon his graduation.

Carl chose to enter the service and enlisted in the Army, choosing to follow in his father's footsteps. For one of his first assignments, Carl was ordered to protect Dr. Henry Vladimir, a military scientist who quickly recognized the young man's intellect and work ethic. He pulled some strings to have Carl's assignment made permanent, and arranged for him to begin studying towards an advanced science degree.

Once Carl earned his degree, he resigned from the military and began his career beside Dr. Vladimir as a research assistant at the government contracted technological

Dragonfly					
Real Name:		Carl W. Freeman			
Age		43			
Height:					
Weight:		180 lbs			
Hair:		Black			
Eyes:		Brown			
Registration Number:		A286-92-61D			
Affiliation:		Sentinels of Society., Commander in Chief			
Nationality:		African-American, no know criminal record			
Status:		Active			
PL: 12			Total Points: 208		
STR	DEX	CON	INT	WIS	CHA
12	12	14	19	16	14
+1	+1	+2	+4	+3	+2
Toughness		Fortitude		Reflex	
+2/+11		+2		+1	
Will					
+3					
Combat: Attack +8 (+11 Ranged), Damage +1 (Unarmed) +12 (Blast), Defense: +8 (+4 Flat-footed), Initiative: +1					
Skills: Computers 10 (+14), Concentration 5 (+8), Craft (Chemical) 9 (+13), Craft (Electronic) 9 (+13), Craft (Mechanical) 8 (+12), Diplomacy 3 (+5), Disable Devices 8 (12), Drive 9 (+10), Investigate 8 (+12), Knowledge (Life Sciences) 7 (+11), Knowledge (Physical Sciences) 10 (+14), Knowledge (Technology) 10 (+14), Knowledge (Tactics) 4 (+9), Medicine 7 (+10), Notice 4 (+7), Pilot 9 (+10)					
Feats: Assessment, Attack Focus 3 (Ranged), Benefit (Security Clearance), Diehard, Eidetic Memory, Improvised Tools, Inspire, Interpose, Inventor, Leadership, Master Plan, Seize Initiative, Teamwork					
Powers: Device 26 (Battlesuit, Hard to Lose)					
<i>Battlesuit:</i> Blast 12, Flight 4, Force Field 9 (Limited Energy only), Immunity 3 (Disease, Poison, Suffocation), Sensory Shield 6 (All Senses), Shrinking 16 (Normal Abilities), Super Senses 7 (Accurate, Communication Link [Radio], Extended, Infrared Vision, Lowlight Vision, Radio)					

development and patenting conglomerate, VanCorp. His primary assignment was to combine the alien technology that the government had been sitting on since the 1940's with the newly designed Vanguardian armor of VanCorp.

Carl's father was extremely disappointed by his son's resignation, but Carl was also frustrated. He was unable to reveal to his father that he was working on this top secret project for the government. The rift that formed between them never healed and, since his father's death, it has

haunted Carl to this day with restless dreams of the arguments and what might have been.

The research team was unable to duplicate the alien technology, but did develop a device that would come to be named the *Nano-Field Generator*: a device capable of reducing the size and weight of anything contained within the field by releasing and containing the shunted mass as an incredible build-up of energy. Specially designed armor containment suits based on the original Vanguardian armor were created to control and refine the process.

Carl wanted to do something with his research, something that would have made his father proud. Inspired by the Sentinels of Society, when the prototype containment armor was finished in the mid 1980's he signed up with them and became known as Dragonfly. He started out as the sidekick to Beetleman, the original leader of the group.

It was in 1985 that Carl and his girlfriend, Gina Davis, got married. Unfortunately, his life in the Sentinels caused undue strain on their marriage. Despite that, five years after they were married, Gina gave birth to their daughter, Sabrina. The tension continuing to mount, however, Gina eventually filed for a divorce, unable to bear the lonely nights and hoping to make a new start for her and Sabrina. Knowing they both cared for Sabrina, they couldn't bear to fight for custody, so they signed an agreement which awarded Gina with primary custody due to Carl's constant traveling.

That was the state of affairs when The Purge invaded Earth. With much of Autumn Arbor a battleground between The Purge and Neos, Dragonfly was narrowly able to rescue Sabrina when he found out their neighborhood was under siege. Gina was mortally wounded, and she died a few days later. Dragonfly now found himself with a child to raise, the Sentinels of Society to lead, and Autumn Arbor to save; all of which weighs heavily upon him. Every argument Dragonfly has with his now teenage daughter brings to mind the intense arguments he had with his father. Though he is working on a suit for Sabrina, they constantly clash over whether she is old enough to help the Sentinels in an active role.

Personality Profile

Dragonfly is both a scientist and a Champion, but prefers to spend his time logically thinking through his problems rather than delivering fast solutions. So many people rely on him that it has made him start to become afraid of failure.

It is a constant struggle for Dragonfly to be a Champion, a father, a leader, and a longing son. All of these different responsibilities make life a difficult juggle for him, but he tries to do the best he can.

Dragonfly's father meant the world to him, and he is haunted by his father's death nearly every waking moment of his life. His reoccurring nightmares also cause him issues while dealing with his daughter. Though he is only trying

to protect her, he isn't allowing her to grow without smothering her at the same time.

Costume and Appearance

Carl Freeman is a muscular 5'9" African American male. The years have not taken a heavy toll on him, due in part to his military training and the efforts he puts into staying fit.

When appearing as Dragonfly, the Nano-suit that generates around him is a deep black and green metal. The eyes are yellow and insect-like. The antennae are long and come to a slight point, and the

breathing mask over the nose and mouth adds to the appearance of being an insect.

Four wings are located on the back, in the rounded-end style that you would find on a dragonfly. The top wings are larger and lay over the bottom pair when folded down. The wings are mostly clear but, in the right light, you can see the greenish-blue tinge to them.

Known Tactics

Dragonfly is the leader of the Sentinels of Society. He uses his comlink to direct the team, knowing all their powers and what strategies will work best in a variety of situations.

The armor allows him to fly above ground skirmishes and use his strongest attack, an energy blast. The blast erupts from his suit in small strands about a foot long and two feet wide as opposed to a continuous beam. The suit also allows him to shrink to approximately 2 inches in size, without reducing his strength or the intensity of his attacks.

In addition to the night vision built into the helmet, another benefit he gets from wearing his armor is immunity

to poisons, diseases and suffocation. These enhancements help Dragonfly serve as a one man rescue team in potentially dangerous situations.

Everest

Biography

Jeremy Hadelburg is the only son of Brian Hadelburg, the famous archeologist. After his mother passed away under mysterious circumstances when he was 10 years old, his father saw no choice but to bring Jeremy along on his adventures.

The duo circled the globe, chasing rumors of lost civilizations and uncovering some amazing finds. His father's reputation for unearthing ancient, supposedly mythical artifacts brought him to the attention of Adolf Hitler and his obsession with the powers of the occult.

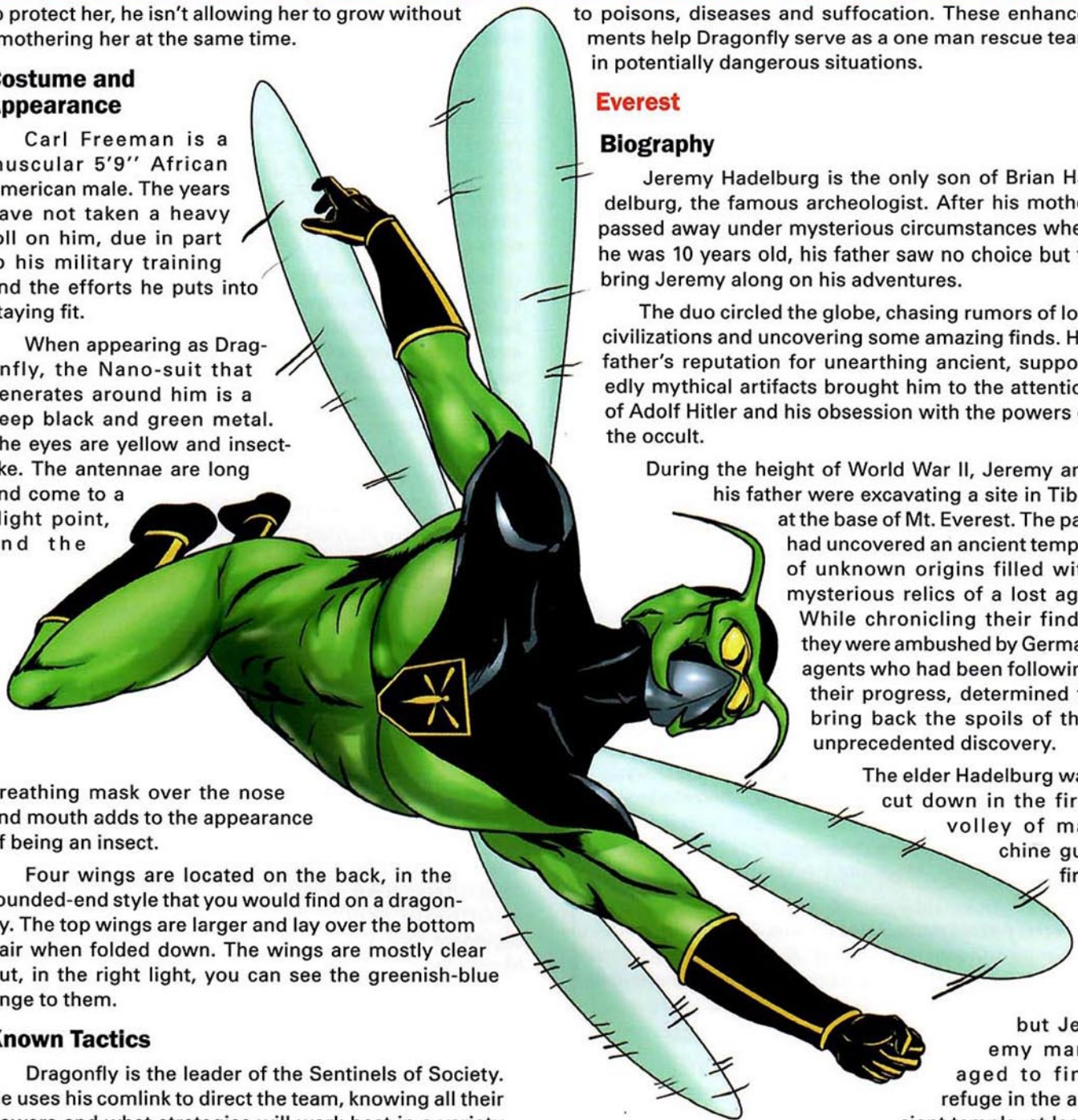
During the height of World War II, Jeremy and his father were excavating a site in Tibet at the base of Mt. Everest. The pair had uncovered an ancient temple of unknown origins filled with mysterious relics of a lost age. While chronicling their finds, they were ambushed by German agents who had been following their progress, determined to bring back the spoils of this unprecedented discovery.

The elder Hadelburg was cut down in the first volley of machine gun fire,

but Jeremy managed to find refuge in the ancient temple, at least

for a short while. As the soldiers of the Third Reich moved in to finish him off, Jeremy felt a call in his mind, compelling him to pick up a plate-sized plaque engraved with runes and displaying an image of a mountain.

Just as the Germans burst into his temporary sanctuary, the magic of the talisman filled the young boy and the earth rose up around him, encasing Jeremy in a massive body of dirt and rock. The earthen behemoth then raised its massive arms and, with a devastating rumble of power, brought the side of the mountain crashing down on the uncovered temple, burying the assassins and Jeremy, himself, under thousands of tons of rock. As the dust settled, a



Everest					
Real Name:		Jeremy Hadelburg			
Age		74			
Height:		6'2" (as Everest: 8' +)			
Weight:		240 lbs (as Everest: 500lbs)			
Hair:		Graying Brownwith white streaks (as Everst: none)			
Eyes:		Brown (as Everest: glowing green)			
Registration Number:		R537-9J-G3A			
Affiliation:		Sentinels of Society			
Nationality:		African-American, no know criminal record			
Status:		Active			
PL: 12		Total Points: 163			
STR	DEX	CON	INT	WIS	CHA
13/26	14	15	14	12	16
+8	+2	+2	+2	+1	+3
Toughness		Fortitude		Reflex	
+2/+12		+6		+2	
(+10 Impervious)					
Combat: Attack: +8, Damage: +8 (Unarmed) +10 (Blast), Defense: +10 (+5 Flat-footed), Initiative: +2					
Skills: Bluff 7 (+10), Concentration 3 (+4), Gather Information 9 (+12), Knowledge (Business) 13 (+15), Knowledge (Civics) 11 (+13), Knowledge (Current Events) 10 (+12), Knowledge (Tactics) 11 (+13), Profession (Politician) 12 (+13)					
Feats: Defensive Roll 5, Connected, Contacts, Improved Defense 2, Improved Disarm, Instant Up, Interpose, Leadership, Ranged Pin					
Powers: Alternate Form 20 (Earth Form, Continuous, Full Round)					
Earth Form: Element Control 11 (Earth, Alternate Power: Snare 10, Earth Blast 10, Suffocate 10), Enhanced Strength 13, Growth 8 (Needs Natural Earth Materials), Protection 10 (Impervious, Reflection vs. Melee), Regeneration 10 (Bruised/Unconscious: 1/1 round, Injured/Staggered: 1/minute, Disabled: 1/1 hour; Regrowth, Persistent, Needs Natural Earth Materials, Cannot Resurrect), Transmit 9 (Natural Earth)					

small mound of dirt formed on top of the devastated site, then slowly crumbled away to reveal the shaking, sobbing form of young Jeremy.

The psychic disturbance of such a powerful release of ancient magic was noticed by Citizen Stranger, the mysterious mentalist assisting Allied forces. He appeared beside the distraught youth and offered him comfort. Using his formidable psychic powers, he discovered that Jeremy had been bonded to the power of an ancient earth elemental that had resided within the talisman. The mountain im-

age shown on the plaque now appeared on Jeremy's left breast, and all of the power of the Earth was now his to command.

Citizen Stranger offered Jeremy the chance to join the war effort and assist in bringing an end to the Reich's quest for world dominance. Jeremy accepted and, as the mighty Everest, helped bring the war to an end alongside Citizen Stranger, the Americannon, Mr. Malleable, and other *Golden Age* Neos. When the Sentinels of Society were formed, Citizen Stranger told the group to keep an eye out for the young man, that he had a lot of potential. Citizen Stranger disappeared soon thereafter, and it was the golden-armored Horus who became Jeremy's mentor. The Atlantean saw something in the boy and didn't want him to feel so alone in the world.

Everest went on to become a full-fledged member of the Sentinels of Society a few years after the war, serving with distinction until the team was barred from acting on American soil in the 1970's. During this time, Jeremy had his first brush with romance with another member of the team, Silverbelle. While it was just a fling for the Shining Diva, it was the beginning of a long term friendship between the two.

With the remaining Sentinels forced to move their base of operations overseas due to the restriction on Neo involvement in law enforcement enacted by the Nixon Administration, Jeremy turned his attention to the political theatre. He made a lot of headway for Neo rights, eventually landing a position as a Councilman in Chicago in the late 1970's.

Jeremy had retired from the Neo Champion life, focusing on his political career. Though his heart was in the right place, he was still a man and fell victim to some of the vices of men of power. The womanizing was covered up easily enough, though his reputation as a *player* still follows him today. However, it was the allegations of drug use and accepting bribes that were not so easily brushed under the rug. Though no charges were ever filed, it was enough controversy to damage his public image and trust with the people.

Everest occasionally appeared to help combat the forces of villainy over the next 2 decades, including the Rampage of the Xombehemoth in 1985, and assisting the soldiers in Iraq during Operation: Desert Storm in 1991. These appearances started to turn the tide of popular opinion and restored some of his lost credibility.

With his popularity on the rise, Jeremy once again focused his efforts in the political ring, most recently as a member of the City Council in Autumn Arbor. Unfortunately, his libido got him in trouble again. He was photographed in bed with a political opponent's daughter, which just added fuel to the fire after allegations had surfaced of an affair with the man's wife.

His lawyer, Owen Alistair Kendriss, the famed Neo litigator known as OAK, advised Jeremy to rejoin the Sentinels of Society in an attempt to spin control the backlash of these damaging accounts, and salvage something of his

political career.

Jeremy reluctantly agreed and went to meet with the Sentinels leader, an old friend, Dr. Carl Freeman, also known as the Dragonfly. Though Dragonfly had serious misgivings about the reasons for Jeremy's desire to return to the team, he is more than happy to have the power of Everest back with the Sentinels.

Costume and Appearance

Everest has aged gracefully, having that handsome, distinguished gentleman appeal, though he has packed on a few extra pounds over the years. He regularly wears fine cut designer suits, and is always well groomed. He still bears the rune of the mountain on his left breast, which has not faded with time.

The refined touch Everest has cultivated is a stark contrast to the rough-edged raw power of his Earthen body. In that form, Everest looks like an over-muscled humanoid mound of mud, dirt, and rock, with glowing green eyes. The mountain rune is visible in this form as an ivory glyph carved onto his left breast, just as it appeared on the artifact that gave him his elemental powers all those many decades ago.

Personality Profile

Jeremy comes across as a rock, a façade that masks very deep-seated insecurities. He presents a very charismatic personality and a take-charge attitude, which has garnered him great success in politics.

He is very vain about his appearance, and Jeremy is all too aware of the extra pounds he has put on over the years. One reason he wears tailored suits, and makes sure his hair is perfect, is to compensate for his weight.

Though he has often fallen victim to his in-

securities, finding solace in women and even drugs for a time, Jeremy believes in doing all he can for his fellow man. Whether in his political career or using his abilities as Everest, he desperately strives to be the hero and the man that he thinks he should be, often falling short. Despite all of the hardships and trials he has endured, from his father's murder to dealing with the atrocities of war to the drug and sexual scandals he endured during his political career, Jeremy still does all in his power to do the right thing when it really matters.

Known Tactics

When Jeremy transforms, the Earth around him seems to rise up and envelop his human body. In actuality, though, he trades bodies with the Earth spirit to which he is bound. During this time, his human form is safe in the extradimensional realm of elemental Earth, held in suspended animation.

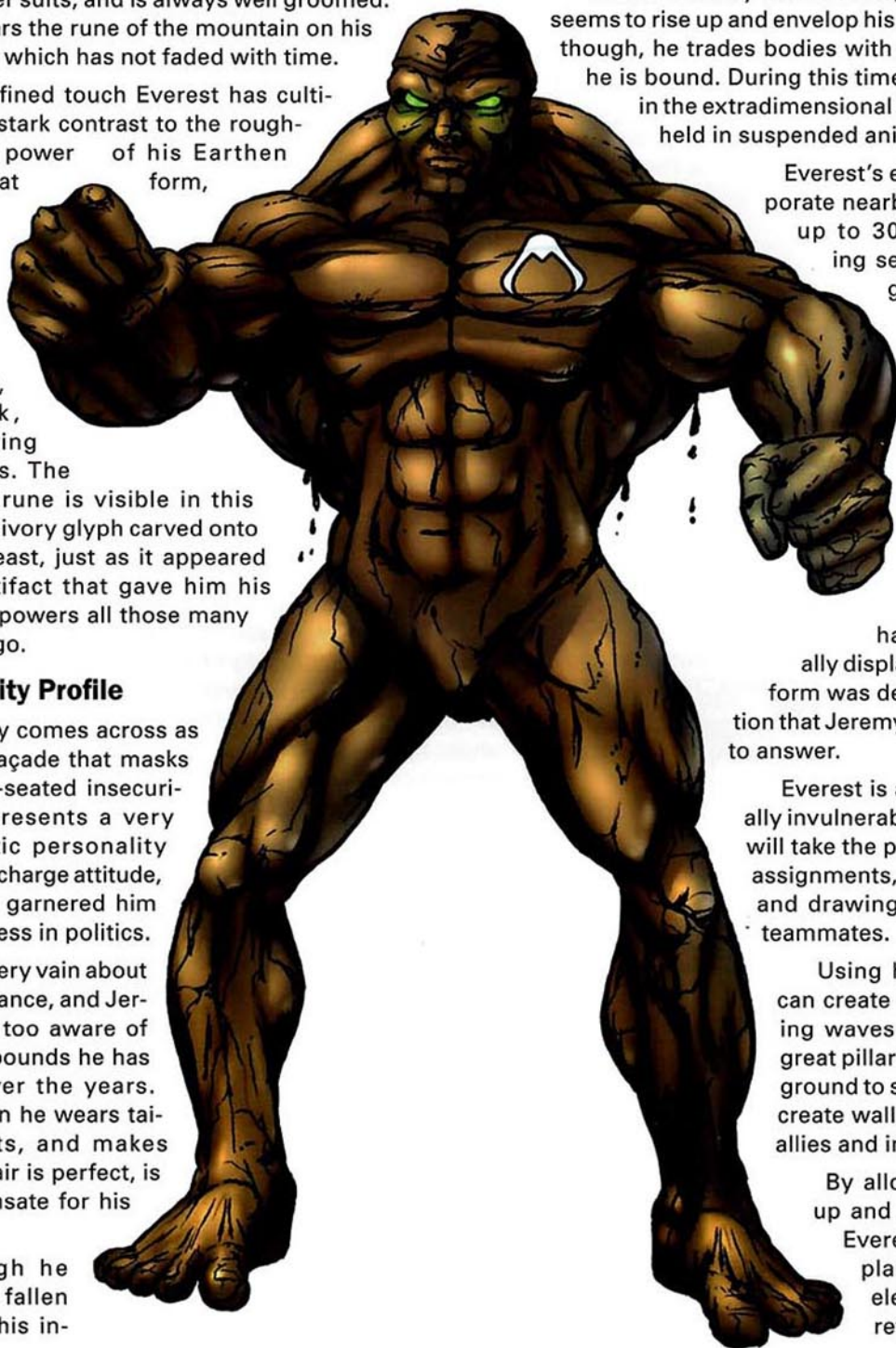
Everest's elemental form can incorporate nearby dirt and rock, growing up to 30 feet high and weighing several hundred tons, and greatly increasing his strength and durability.

He can also regenerate damaged portions of his form by drawing mass directly from the ground, such as regrowing lost limbs. It is unknown exactly how much punishment Everest could regenerate from, or what would happen to his dimensionally displaced body if his elemental form was destroyed, and it is a question that Jeremy hopes he will never need to answer.

Everest is a powerhouse, and virtually invulnerable in his Earthen form. He will take the point on highly dangerous assignments, engaging enemy forces and drawing their fire to protect his teammates.

Using his mastery of Earth, he can create localized tremors, crushing waves of soil, and even cause great pillars of rock to burst from the ground to strike his foes. He can also create walls or domes to protect his allies and innocent bystanders.

By allowing the ground to rise up and seemingly swallow him, Everest becomes one with the planet itself, dispersing his elemental form. He can then reform at another destina-



Mach-1

Real Name:	Gene Ryan				
Age	23				
Height:	6'1"				
Weight:	None				
Hair:	None				
Eyes:	Unknown				
Registration Number:	8506-KL-847				
Affiliation:	Sentinels of Society				
Nationality:	American, no known criminal record				
Status:	Active				
PL: 10	Total Points: 200				
STR	DEX	CON	INT	WIS	CHA
12	14	12	14	12	13
+1	+2	+1	+2	+1	+1
Toughness		Fortitude		Reflex	
+1/+6		+6		+12	
Combat: Attack +8, Damage +1 (unarmed), +12 (Blast), Defense +10 (+5 Flat-footed), Initiative +42					
Skills: Acrobatics 12 (+14), Computers 8 (+10), Concentration 10 (+11), Escape Artist 8 (+10), Pilot 12 (+14), Sleight of Hand 10 (+12), Stealth 8 (+10)					
Feats: Acrobatic Bluff, All out Attack, Defensive Roll 5, Elusive Target, Evasion 2, Hide in Plain Sight, Improved Defense, Interpose, Move by Action, Power Attack, Stunning Attack, Ultimate Skill (Piloting)					
Powers: Device 6 (Nullifying Boots, Hard to take Away), Insubstantial 3 (Sound waves, Permanent), Super-Speed 10 (Rapid Attack, Rapid Fire, Wall Run, Water Run, Alternate Power: Blast 12)					
<i>Nullifying Boots:</i> Nullifying 10 (Insubstantial [personal, continuous])					

tion, effectively allowing him a means of teleportation.

Mach-1**Biography**

Both of Gene Ryan's parents were in the military. His mother was stationed in Georgia as an officer in military intelligence, while his father was shipped overseas constantly to lead the U.S. in various wars. When the wars quieted down and Lieutenant Ryan was stationed in a safe country, he would send for Gene so that he could also travel the world.

Having gone to nothing but military academies since his first day of school, Gene knew that fighting for the ones he loved was what he wanted to do for the rest of his life. His parents also instilled in him a deep respect for the armed services. At the age of 17, he joined the Air Force with the approval from his parents; and soon began his

training as a pilot.

His first real assignment in the Air Force was as a test pilot. On one of these test flights, latent Neo powers emerged when his plane broke the sound barrier. Gene was instantly transformed into a form of living sound waves. Although scared and confused by what was happening, he was able to gain sufficient control to force enough of his body back into solid matter and bring the plane down safely. Even after landing, portions of his body were still moving shifting from solid to sound wave.

Dragonfly, a known scientist and trusted member of the crime fighting community, received word of these events and set to work on a special pair of boots designed to help stabilize Gene's molecules. With the boots, Gene is able to maintain control over his power, though he still never is 100% solid. Once he learned how to properly use the boots, he was sent to AOES to receive training in using his powers, and gained

the codename: Mach-1.

Having the attention of the leader of the Sentinels of Society since day one, he was immediately accepted into the team upon graduation from the school.

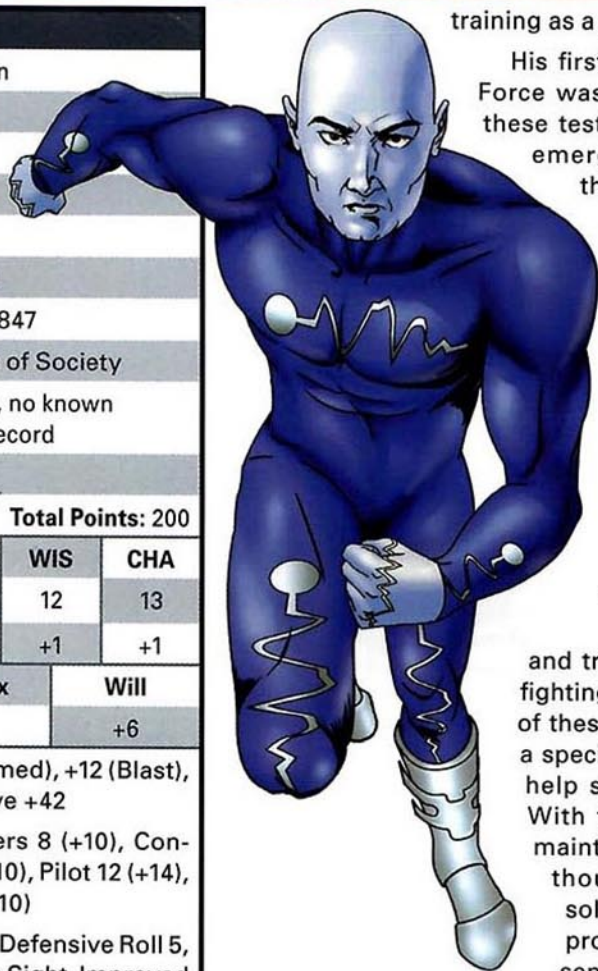
Personality Profile

It's not a stretch to say that Mach-1 is a military brat that follows everything by the book. When his teammates stray away from the rules and guidelines set, he tends to set them straight. He's been accused of having a narrow interpretation of regulations, but he fully believes that there is always a reason behind such rules in the first place.

Mach-1 is a very lonely person because of the powers he obtained. It never fully turns off, and he can feel the stares when people look at him because of the constant blurring effect. He knows that his life will never be normal. He quietly resents never being able to have a relationship or have kids, so long discussions of families or relatives make him uneasy.

Costume and Appearance

The custom jump suit that Mach-1 wears is blue with silver trim, and it covers most of his body. The silver boots he wears are constantly on his feet. Ever since the day he put them on he has never taken them off.



Mach-1 appears to look like a mirage that never really comes into focus.

Known Tactics

Mach-1 has many area effect powers that are strong and fierce, such as sonic blasts at high frequencies for incapacitating people, or low frequencies for shaking structures. When in melee combat, he prefers to use tactics or fighting styles that take full advantage of his unmatched speed. Due to his swiftness, Mach-1 can attack several opponents almost simultaneously.

Mach-1 is also the perfect tracker. By changing completely into sound waves, he can go unnoticed and keep up with targets traveling at remarkable speeds.

Mega-Gnat

Biography

Sabrina is the only child of Carl Freeman, who is also known as Dragonfly, leader of the Sentinels of Society, and civilian Gina Davis Freeman. Her mother changed her name back to Gina Davis after they divorced while Sabrina was 4 years old. Custody was awarded to her mother, due to the traveling and dangers of her father's life. Her parents never fought or argued about visitation. Even though Sabrina spent a majority of her time with her mother, she was still a daddy's girl.

In the 1998 Purge Invasion, Sabrina and her mother were caught in the middle of a brutal attack. Dragonfly tried desperately to save them both, but unfortunately Sabrina watched as her mother was battered by falling debris. Her mother survived long enough to make it to the hospital, but died in intensive care a few days later.

Sabrina was then placed in the care of the courts. The danger of her father's job was a risk factor and they thought it was too risky of a situation to put her into his care. After looking for a willing family member to assume guardianship, custody was awarded to Carl on a temporary basis. He was able to prove himself a fit and stable father, and the arrangement became permanent.

Ever since she learned what her father does, Sabrina has always wanted to be a Champion. She decided that she didn't want to be a victim like her mother; but wanted to save the lives of others like her father did for her. Still, she does hold some resentment towards him over being unable to save her mother. Part of that resentment is stimulated by repeated nightmares about the incident.

Sabrina continued attending the same city school, where she remained at the top of her class. Currently, the schools are questioning whether they should allow her to graduate earlier, because of Sabrina's high testing scores.

In 2002, Sabrina and her father began designing a suit that she could use, with the agreement that she was only to use it in the training room until she was of legal age to register and fight with the team. Being 13, Sabrina agreed and thought of nothing other than the fact that she was working at the side of the man she admired. The suit they

Mega-Gnat

Real Name:	Sabrina Elizabeth Freeman				
Age	16				
Height:					
Weight:	113 lbs				
Hair:	Black				
Eyes:	Brown				
Registration Number:	N/A				
Affiliation:	Sentinels of Society				
Nationality:	African-American, no known criminal record				
Status:	Active, unlicensed minor				
PL:	13				
					Total Points: 175
STR	DEX	CON	INT	WIS	CHA
10	11	13	13	12	10
+0	+0	+1	+1	+1	+0
Toughness	Fortitude		Reflex		Will
+1/+7/+13	+1		+0		+1

Combat: Attack: +13 (Unarmed) +16 (Ranged) [Attacks included +8 due to size], Damage: +0 (Unarmed) +7 (Blast), Defense: +13 (+6 Flat-Footed) [Defense included +8 due to size], Initiative: +8

Skills: Acrobatics 7 (+7), Computers 8 (+9), Craft (Chemical) 5 (+6), Craft (Electronic) 6 (+7), Craft (Mechanical) 6 (+7), Disable Device 7 (+8), Knowledge (Life Sciences) 5 (+6), Knowledge (Physical Sciences) 5 (+6), Knowledge (Pop Culture) 9 (+10), Knowledge (Technology) 7 (+8), Notice 4 (+5), Search 7 (+8),

Feats: Attack Focus 3 (Ranged), Beginner's Luck, Diehard, Elusive Target, Evasion 2, Hide in Plain Sight, Improved Initiative 2, Improvised Tools, Interpose, Seize Initiative, Teamwork

Powers: Device 12 (Battle suit, Hard to Lose), Shrink- ing 16 (Normal Abilities, Permanent)

Battlesuit: Blast 7, Flight 2, Force Field 6, Immunity 9 (Life Support), Protection 6, Shrinking 16 (Permanent), **Super Senses** 5 (Accurate, Communication Link [Radio], Extended, Infravision, Lowlight Vision, Radio)

were creating emulated Dragonfly's with some small differences for uniqueness, as well as advances in technology.

During an attack on the Sentinels Building, Sabrina went against her father's wishes. Unwilling to stand idly by, she put on her suit and was about to unplug the cords when a bolt of electricity went through the building. The charge pulse zapped the circuitry and initiated the shrinking feature.

She has been unable to return to full size since.

Personality Profile

Sabrina is a highly intelligent teen, with the naiveté and desire for respect and responsibility that all teenag-



ers possess. She prefers to dress conservatively, but with a little bit of teenage flair.

Her intense attitude makes up for her size. No matter if she is big or small, Sabrina's "never give up" state of mind will always remain. Her father's words of wisdom always remain with her, as well, even though she can't seem to admit it to him most of the time.

Sabrina wants to be grown so she can avenge her mother's death and save the lives of others, but there are times she is tempted to seek revenge on all who are not her mother, that show an interest in her father.

Whenever she proves her elders wrong, she has a quiet dignity about how she throws it back at them. Even though she enjoys those moments privately, she tries to remain calm and cool and not act too childish.

When around other teenagers, whether it is at school or the mall, she feels no real connection, instead feeling misunderstood by her peers. Assuming it has to do with

the way she was raised, this leads her to resent her father even more.

Costume and Appearance

Mega-Gnat has short black hair that is slightly spiky, with two long pieces that fall about just below her chin in the front where her bangs would be, to represent the antennae of a bug; though they hang instead of pointing up. The tips of the long strands are tinted green. Her facial features are that of a maturing female, but she still has a childlike glow to her smile. Over her eyes she wears very thin, framed sunglasses. They are bright green, almost lime. The lenses are highly reflective, resembling a mirror.

Following the insect theme of her father's suit, Mega-Gnat has a body suit that looks like an armored version of a cicada's shell. The foremost areas are green, while the recesses, grooves, and lower layers are black. One immediate difference between them (other than the color scheme) is that hers has no wings.

The gloves and boots look like they are part of the body suit and follow the same color pattern. On the left glove, near the upper rim of the wrist, is a small activation button and outlet.

The other immediately noticeable factor in Mega-Gnat's appearance is her height. At least for now, she is stuck being two inches tall. She prefers to claim twenty centimeters, but only because twenty sounds like more.

Known Tactics

Being young, Mega-Gnat is a hands-on type of Champion (albeit, an illegal one). She has to be at the forefront of it all, or wherever the fighting is thickest. Often she is ready to charge into the fray and has to be held back to prevent any unnecessary injury to her or civilians.

Since she was permanently reduced in size, she can actually use her size to her advantage and infiltrate into places with less chance of being detected.

In terms of combat, her favorite attack is a launching a highly charged bolt of energy from the palms of the suit's gloves. Mega-Gnat is still learning to operate the suit to its fullest, and as she gains more experience she will pick-up new moves and techniques.

Mech-Daddy

Biography

Born and raised in the roughest area of Autumn Arbor, Darren Tyler had a hard life from day one. The eldest of five children in a house that never had a father around for long, his mother's drug addiction kept her from giving her kids the love they deserved, focusing more on her next fix or boyfriend. Darren learned at an early age to fend for himself and look after his younger siblings.

He was a bright child who picked up new concepts easily, and was especially adept with electronics. Far from being the typical electronics nerd, Darren was a strong boy for his age, and his peers soon learned not to mess with him or his family.

Darren had always been inspired by the stories of heroic Neos, valiant souls defending those weaker than themselves from harm. He was especially influenced by the African American cyber-enhanced Champion, *Ro-Bro*, who fought street crime in Autumn Arbor even after the Neo ban on crime fighting enacted in the 1970's. *Ro-Bro*, despite being condemned as a vigilante and hunted by the authorities, was a symbol of perseverance to young Darren, doing the right thing despite the consequences.

In the summer of 1977, *Ro-Bro* disappeared without a trace, and the gangs that he had kept at bay took over Darren's neighborhood. Though Darren did his best to protect and shelter his siblings from the gangs' influence, two of his younger brothers joined the Riggers: a local gang of street thugs. To protect them, and simply for survival's sake, Darren joined the gang as well.

Darren did his best to look after his family, but he became more and more jaded as he was forced to compromise his principles time and again working for the gang.

Mech-Daddy

Real Name:	Darren Tyler
Age	44
Height:	6'6"
Weight:	375 lbs
Hair:	Bald
Eyes:	Brown
Registration Number:	C602-7M-W1T
Affiliation:	Sentinels of Society
Nationality:	African-American, no known criminal record
Status:	Active

PL: 10 Total Points: 149

STR	DEX	CON	INT	WIS	CHA
15/23	12/20	14	14	12	14
+6	+5	+2	+2	+1	+2

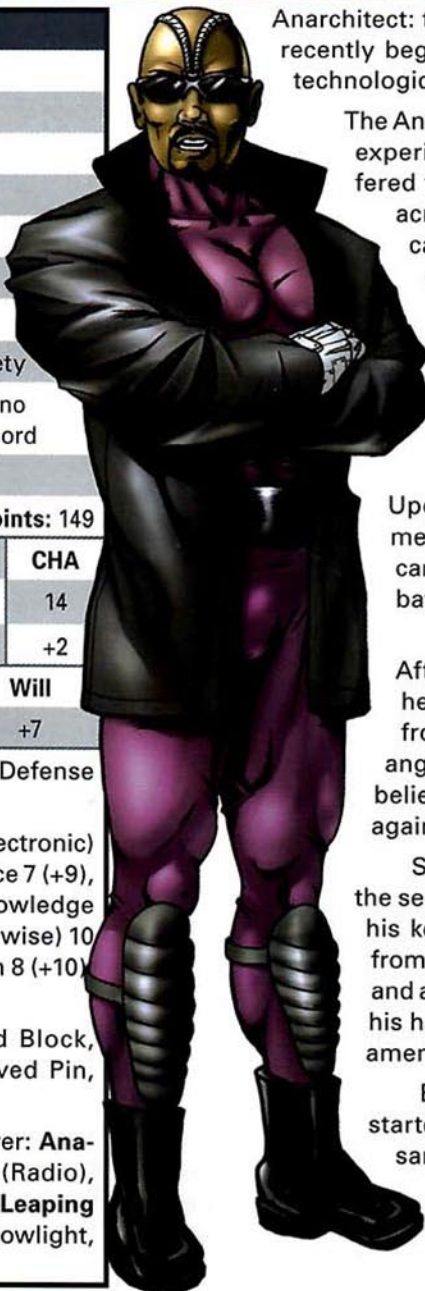
Toughness	Fortitude	Reflex	Will
+8	+8	+13	+7

Combat: Attack +10, Damage +6 (unarmed), Defense +7 (+3 Flat-footed), Initiative +1

Skills: Bluff 9 (+11), Computers 7 (+9), Craft (Electronic) 6 (+8), Craft (Mechanical) 6 (+8), Disable Device 7 (+9), Drive 5 (+10), Gather Information 9 (+11), Knowledge (Physical Sciences) 6 (+8), Knowledge (Streetwise) 10 (+12), Knowledge (Technology) 6 (+8), Search 8 (+10), Stealth 5 (+10)

Feats: All out Attack, Contacts, Improved Block, Improved Grab, Improved Grapple, Improved Pin, Takedown Attack, Weapon Break

Powers: Blast 10 (Full Round, Alternate Power: Anatomical Separation 2 [Hands]), Datalink 2 (Radio), Enhanced Dexterity 8, Enhanced Strength 8, Leaping 3, Protection 6, Super Senses 7 (Infravision, Lowlight, Ultravision, X-ray)



Anarchitect: the insane criminal genius that had recently begun employing the Riggers to steal technological research for him.

The Anarchitect rebuilt Darren's body using experimental cybernetic technology pilfered from various research installations across the country. Some of the parts came from what was left of Darren's childhood hero, Ro-Bro, whose fate Darren was to finally discover to his dismay.

The Anarchitect refined his cyber-technology on Darren for more than a year, exposing him to unbelievable pain and torture. Upon attaining the level of enhancement he desired, The Anarchitect discarded Darren's augmented body in the bay of the Beauman Straits.

But Darren had never given up. After all the torment he had endured, he found the strength to drag himself from the murky waters; fueled by his anger at himself for compromising his beliefs, and in his thirst for vengeance against those that had done this to him.

Spending a few months hiding out in the seedier sections of town, Darren used his keen intellect, what he had learned from being The Anarchitect's experiment, and any pieces of technology he could lay his hands on to repair himself and make amends for his past decisions.

By this time, The Anarchitect had started to enhance the Riggers with the same technology that had been tested on Darren. With their cyber-augmentation, the Riggers became one of the fiercest street gangs in the nation.

He rose in the ranks and became close friends with the gang's leader, Terrell Howard, a young man that Darren knew on the streets as Big Whup.

A few brushes with the law earned Darren occasional nights in jail, but the gang's connections always got the charges dropped before going to trial. The night after the third case was dismissed, Darren took stock of his situation. He could see he was on his way to becoming the exact thing he had always wanted to protect his family, and neighborhood, against.

After a disastrous raid, many of the gang members were apprehended, including Big Whup. Darren, who had escaped capture, found himself in the arms of the gang leader's woman. Word of their affair reached Big Whup, who arranged for an "accident" to befall Darren. The gang beat him to within an inch of his life, and turned what was left over to the warped and twisted mercies of The

forward.

Calling himself Mech-Daddy, Darren began his crusade by battling his old gang. Over the next several years, he became a major thorn in their side and put a serious dent in their operations. In a climactic battle, Mech-Daddy finally defeated Big Whup, who had by this point been outfitted with monstrously huge cybernetic arms.

Mech-Daddy became an unlicensed Neo protector of the downtrodden in Autumn Arbor, following the legacy of Ro-Bro and keeping gangs at bay in neighborhoods across the city. When The Purge Invasion came to Autumn Arbor, he was among the many Neos that allied against the invaders and was one of the few survivors.

When Dragonfly, the only surviving member of the Sentinels of Society, began reforming the group, he approached Mech-Daddy with an offer to get him registered

as a Neo Champion and become part of the new team. Darren agreed to join, but only as a reserve member since he still felt that it was important to continue doing what he could for the neighborhoods.

With the resources of the Sentinels, and Dragonfly's technological expertise, Mech-Daddy has improved and upgraded his cybernetics.

Since allying himself with the Sentinels, Mech-Daddy has become quite popular with the female Neo population. He has been romantically linked to no less than 7 Neo heroines and 4 Hollywood starlets in the last 3 years, and his liaisons are often at the top of the gossip rags.

He continues to patrol and protect the city's neighborhoods from the gangs that still threaten to overrun them, but is always available if the Sentinels need him.

Personality Profile

Mech-Daddy is a rough, gruff, street tough with a heart of gold. He regrets the poor decisions he made earlier in his life, and now lives to make up for them.

Because of growing-up and having to look out for his younger brothers and sisters, Mech-Daddy has a soft spot for children, and will look to rescue a child in danger before going after the villain that is responsible. Criminals beware, because once the child is safe, he'll be twice as angry and half as merciful.

He is a player through and through, racking up the notches on his belt through his romantic exploits. He is especially fond of celebrities and Neo-powered women.

Though he has never given an interview to one of the tabloids that loves to print the rumors of his love affairs, he secretly enjoys seeing them.

Costume and Appearance

Mech-Daddy is a tall, broad shouldered, well muscled African American male. He is handsome and has a swagger that catches the eyes of the ladies.

Two thick, silver cords attached to his forehead run back over his head, to the base of his skull. His arms and legs have been replaced with robotic limbs.

Mech-Daddy wears a functional purple and black combat suit, over which he wears a black leather trench coat. He also often wears a pair of stylishly opaque shades, regardless of the weather.

Known Tactics

His robotic augmentations have increased his strength ten-fold, and while he's not in the same league as powerhouses like Everest or the Xombehemoth, he can hold his own against much stronger opponents with his enhanced reflexes and his down and dirty street fighting techniques. Experience is the main reason he prefers hand-to-hand combat.

His left eye has been replaced with an installed sensor that allows him to see various wavelengths from infrared to x-ray. His cybernetic hands can be launched from his wrists and remotely controlled to pummel foes from a distance,

or to grab and retrieve items from afar. Rocket boosters in his mechanized legs, and an internal gyroscope, allow him to make extraordinary leaps across town with amazing precision and agility. Subdermal armor plates afford him a modest amount of protection from injury.

Mech-Daddy can remotely control most computerized systems using his built-in cybernetic relay transponder.

Neutrino Jade

Biography

Even though it is why she gained her powers, Audrey Johansson still believes she was in the wrong place at the wrong time. An unmarked tanker truck had been parked next to her car in a parking lot. Audrey noticed something had leaked onto the ground, but a valve on the tanker blew open before she could open her car door. The glowing contents of the tanker spilled over her. The dose of radiation was so severe that the rescue units would not go near the scene until emergency containment crews had arrived. Working with the doctors at the hospital, the researchers from VanCorp saved her by placing cybernetic control units into her skin to actively monitor and regulate the mutation process.

Audrey sought out a lawyer by the name of Owen Alistair Kendris, who was also known to the public as a Neo named OAK. He agreed to help find out who was responsible and to represent her in the case against the company. It did not take very long, and Quantum Mechanics settled before it got past the first letter. The process was over so quickly that she never really knew who was responsible, and she was so hesitant to talk about anything related to the case with him that OAK didn't want to tell her.

Being afraid of how she changed, Audrey became a shut in, avoiding everyone she loved in her life. She did not start to open up again until Shadowfox, another Neo, brought her to the Sentinels of Society's headquarters. After meeting several Neos with obvious mutations they could not hide, Audrey realized that she was not alone in how she felt. Her spirits were uplifted by the discovery, and soon Shadowfox talked her into joining the team.

Eventually, Audrey revealed herself to family and friends, but she still worried about how her fiancé was going to take the shocking news of what had happened to her. After being with the Sentinels of Society for 4 months and having no contact with him, she just hoped he still cared and didn't move on.

When Audrey called him to set up a meeting at the Golden Age Café, the only thing he showed concern for was her health and spirits. Relieved that he wasn't upset, Audrey told him the whole story and their relationship started over again. It proved to be more difficult and awkward. Even though it became clear things would not work out, he was very supportive and helped her develop into the new and, as he put it, improved Audrey; now known as Neutrino Jade.

Neutrino Jade has stopped using the name Audrey even out of costume. Now, she always goes by Neutrino

Neutrino Jade					
Real Name:		Audrey Johansson			
Age		37			
Height:		5'6"			
Weight:		184 lbs			
Hair:		Black			
Eyes:		Greenish Yellow			
Registration Number:		N857-J9-253			
Affiliation:		Sentinels of Society			
Nationality:		American, no known criminal record			
Status:		Active			
PL: 11		Total Points: 182			
STR	DEX	CON	INT	WIS	CHA
13/20	13	16	12	11	10
+5	+1	+3	+1	+0	+0
Toughness		Fortitude		Reflex	
+3/+6		+7		+6	
Combat: Attack: +10, Damage: +5 (Unarmed) +12 (Blast), Defense: 10 (+5 Flat-footed), Initiative +1					
Skills: Computers 5 (+6), Drive 3 (+4), Gather Information 6 (+6), Knowledge (Art) 5 (+6), Knowledge (Business) 6 (+7), Knowledge (Current Events) 7 (+8), Knowledge (Technology) 4 (+5), Language 3 (French, Italian, Spanish), Notice 5 (+5)					
Feats: Accurate Attack, Assessment, Attractive, Defensive Roll 3, Elusive Target, Jack-of-all-Trades, Second Chance (Radiation), Seize Initiative					
Powers: Absorption: 8 (Radiation Only, Power Magnet, Boost [Blast]), Corrosion 8, Enhanced Strength 7, Force Field 8 (Alternate Power: Strike 8), Immunity 1 (Aging), Radiation Control 12 (Alternate Power: Drain Constitution 3 [Ranged, Disease, Incurable], Nauseate 5)					

Jade, or Jade. Now that she has served a little more than 4 years with the Sentinels of Society, she has grown to understand her powers and has gone back to becoming her outgoing self again. She also recently made the happy discovery that the radiation caused a reverse effect on her aging.

Personality Profile

While working the streets, Neutrino Jade is very focused on stopping crime. She has been one of the most dedicated crime fighters in the organization since she joined the S.O.S.

Neutrino Jade still maintains a reserved guard in public, but when in the presence of just her teammates, family, and friends, she becomes the major goofball everyone knows her to be.

No longer ashamed to show the world the permanent

cybernetic implants, she has also become quite the flirt, especially when she saves the life of an attractive man.



Costume and Appearance

Neutrino Jade has shoulder length black hair that lets off a dim, jade glow. Her outfit is a black jumpsuit that contains holes where you can see the energy control discs that have been implanted into her skin. The discs are gold with a jade stone in the center, which projects a green force field around her when she activates her powers.

These implants are in the following locations: one on each shoulder, one in the center of the chest, two smaller ones on the lower arms, one on the back of each hand, one on each upper thigh by the hip, and one in

the middle of the lower back.

Jade looks younger than she truly is. She is 37 and appears to be in her mid-twenties. Some of the passage of time has been erased in the past several years since she got the implants installed, and that has also had a hand in restoring her self-confidence.

Known Tactics

With practice, Neutrino Jade has learned how to mentally access her implants and use them to manipulate the radiation that still emanates from within her body. She

is able to shape and mold her radiation and containment field. Jade also is able to absorb and project radiation from external sources.

Because Jade knows how deadly her powers can be, she takes extreme precautions not to endanger civilians. She prefers to stick to open spaces or places where she can get a clear view of her targets.

Somehow, the radiation has made Jade much physically stronger than she used to be, as well.

Shadow Fox II

Biography

Selene Arnold assumed the name *Shadowfox II* (though she is normally just called *Shadowfox*) in honor of her father, a Neo who was one of the founding members of the Sentinels of Society. He worked for the federal government even before that, and her mother was a top international spy known as *Spydra*. Even after serving their country through several wars and hundreds of missions, they were not able to take much time off to look after their daughter when she was born in the 1970's. Selene never knew her mother except through stories, and her father has been missing from her life since her early childhood.

The government had a hand in raising Selene in their stead. Once she reached school age, she was placed into an academy specially designed for Neos. Though she possessed no true powers, Selene had a knack for machinery and creating new gadgets. She started by making her own toys to entertain herself when she was young, and over the years the technology she worked with grew more complex, and the applications more creative. By the time she was 16, her inventions had drawn the attention of the Sentinels of Society, particularly the "portable foxhole" teleportation technology she created that was inspired by her father's talent. They were another way to escape from the monotony of her everyday life, but to those who knew, the foxholes were a sign of her technical genius.

Unfortunately, that attention has not been completely welcomed by Selene, who feels like she has been unable to escape her



Shadow Fox II

Real Name:	Selene Arnold
Age	32
Height:	5'7"
Weight:	125 lbs
Hair:	Auburn
Eyes:	Light Blue
Registration Number:	Q837-89-84F
Affiliation:	Sentinels of Society
Nationality:	American, no known criminal record
Status:	Active

PL: 12 **Total Points:** 215

STR	DEX	CON	INT	WIS	CHA
18	22	14	16	18	16
+4	+6	+2	+3	+4	+3
Toughness	Fortitude	Reflex	Will		
+7	+8	+13	+6		

Combat: Attack: +10, (+12 Melee, +14 Fox-fangs), Damage: +8 (Strike) + 7 (Razor Fang) +5 (Explosive Fang) +2 (Boomerang Fang) +4 (Unarmed), Defense: +13 (+5 Flat-footed), Initiative: +14

Skills: Acrobatics 9 (+15), Bluff 8 (+11), Climb 6 (+10), Computers 9 (+12), Concentration 4 (+8), Craft (Electrical) 8 (+11), Craft (Mechanical) 8 (+11), Disable Device 8 (+11), Drive 5 (+11), Escape Artist 4 (+10), Gather Information 6 (+9), Intimidate 9 (+12), Investigate 6 (+9), Language 6 (English (native), Chinese, French, Italian, Japanese, Russian, Spanish), Notice 8 (+12), Pilot 8 (+14), Search 9 (+12), Sense Motive 7 (+11), Sleight of Hand 5 (+11), Stealth 8 (+14), Survival 7 (+11)

Feats: Acrobatic Bluff, Assessment, Attack Focus (Melee) 2, Attack Specialization (Fox-fangs) 2, Blind-Fight, Contacts, Defensive Attack, Dodge Focus 2, Eidetic Memory, Elusive Target, Equipment 7, Improved Initiative 2, Inventor, Master Plan, Power Attack, Ranged Pin, Sneak Attack, Takedown Attack, Well Informed

Powers: Device 5 (Costume, hard to loose), Device 6 (Foxhole Transmitters, hard to loose)

Costume: Protection 5, Sensory Shield 4 (all), Strike 4 (Mighty, Split Attack), Super Senses 3 (Communication Link [Sentinels of Society], Infravision, Radio)

Foxhole Transmitters: Teleport 9 (Change Direction, Easy, Portal, Medium: Requires a Foxhole transmitter to be within 200 ft. of destination), Alternate Power: Teleport 2 [Change Direction, Portal, Short Range, Turnabout]

Equipment: Utility Belt: Explosive Fox-fangs (Blast 5, Explosion), Bolo Fox-fangs (Snare 4), Boomerang Fox-fangs (+2 Damage), Razor Fox fangs (Strike 3, Auto Fire +3, Mighty, Thrown), Smoke bomb Fox fangs (Obscure 4 [Visual]), Tazer Fox-fangs (Stun 5), Tear Gas Fox-fangs (Dazzle 4, Nauseate 4, Explosion) (+9 points)

father's shadow. She respects her father, and that is why she chose to take his registered Neo name of Shadowfox as her own when signing on with the Sentinels of Society, but has nearly changed it several times. Selene has also considered quitting the group altogether.

It has been difficult for a loner like her to come to terms with being involved in a larger group. After years of being literally left to her own devices, Selene has had to adjust to working with different people and having others rely on her. She never feels the need to ask for help, but always feels the need to lend a hand. That same drive is what has kept her with the Sentinels this long.

Not all of her associates are so altruistic. To get access to some of the components she needs for her inventions, Selene has had to make some shady contacts throughout the black market and criminal underworld. Even now that she is with the Sentinels of Society, she maintains these relationships and trades information with them, but then plays off having any such kind of connections whenever the topic comes up.

Unbeknownst to Selene, the government has alerted Dragonfly to her connections. This has changed his attitude and the amount of trust that he has placed in her. She has been paired with Mach-1 on several missions, even a few that she might have been able to accomplish on her own. Dragonfly is keeping her well under surveillance, in case her information brokering starts to go too far, or puts the group or its reputation at risk.

Personality Profile

Selene is torn between continuing her father's legacy and building a reputation in her own, distinctive way. She sees the benefits in being Shadowfox, but sometimes fears that people will only think of her father when they hear the name.

Though private and reserved, Selene generally works well with her teammates. She has grown to respect them as much as they respect her, particularly the ones who don't invade her personal space whenever she feels antisocial. With the mask off, she becomes a loner wanting nothing more than time to herself.

When in the costume, Selene is known to be intense and focused. Her crime fighting allows her to work off her stress. She is very serious about it and takes no slack from any criminal or villain she comes across. In fact, some that know her say that she's a completely different woman when she wears the costume.

Costume and Appearance

Shadowfox wears a very form fitting black body suit that appears to be vinyl or a similar material. The mask she wears is connected to the body suit, and covers the top of the head and the eyes. On the mask there are two pointed ears which resemble those of a fox. The ears contain miniature microphones that are hooked into headphones built into the mask. Around the eyes, the lines of the mask are thin, and show off the blue eye shadow she always wears.

Her gloves are long and made of the same type of material as the body suit. On the palms and fingertips are grips that make it harder for an opponent to knock her gadgets out of her hands, a necessity born from experience. Shadowfox's boots are high-heeled and knee-high, not to mention well broken in.

Around Shadowfox's waist is a belt that contains pouches and holsters for the tools and gizmos that she carries. She normally has at least one new invention she is ready to try out on an unsuspecting criminal.

Known Tactics

Shadowfox's suit is full of gadgets. She knows how to use each and every one of them inside and out, and even figures out new ways to use them in difficult situations.

Like her animal namesake, Shadowfox stays hidden in the shadows waiting for the perfect opportunity to strike. The element of surprise gives her the drop on her foes. She does not have the strength or the toughness to go toe to toe with most villains she faces, but uses her brain and her equipment to even the odds.

Shadowfox uses a teleportation device to travel, like her father did before her, that creates what appears to be a black foxhole. These do not have an unlimited range, but she can go far enough to suit most purposes.

Silverbelle

Biography

Marion O'Riley was raised as a proper Southern belle, but the lessons never broke her rebellious streak. When she turned 15, her genes also took the path less traveled as her Neo powers surfaced. She discovered she was able to cover her body with a vibration absorbing metal-like substance that allowed her to convert the absorbed energy into great strength, or deliver it as a powerful sonic blast.

Her parents, being very appearance conscious, did not want it known that their precious little girl was anything but a proper lady, and kept her sequestered from the community. One night, the young Marion had finally had enough. She engaged her powers at one of her mother's gala balls, shattering all the fine china and crystal chandeliers. Her father immediately banished her from his house and denounced her as his daughter. No freak of nature could possibly be a child of his.

Marion survived on the streets for a few months before she met an army Colonel that was involved with Project: Equalizer, the government's program to find, create, and train super powered individuals for military use. World War II followed soon thereafter, and she joined several other female Neos in working for the USO. No women, even super-powered ones, were being sent to the front lines at the time.

This meant Marion was one of the first female Neos to attain public notoriety. Silverbelle, as she was dubbed, toured the country and abroad, along with the other women the government enlisted in Project: Equalizer, to perform for and raise the spirits of thousands of Allied soldiers.

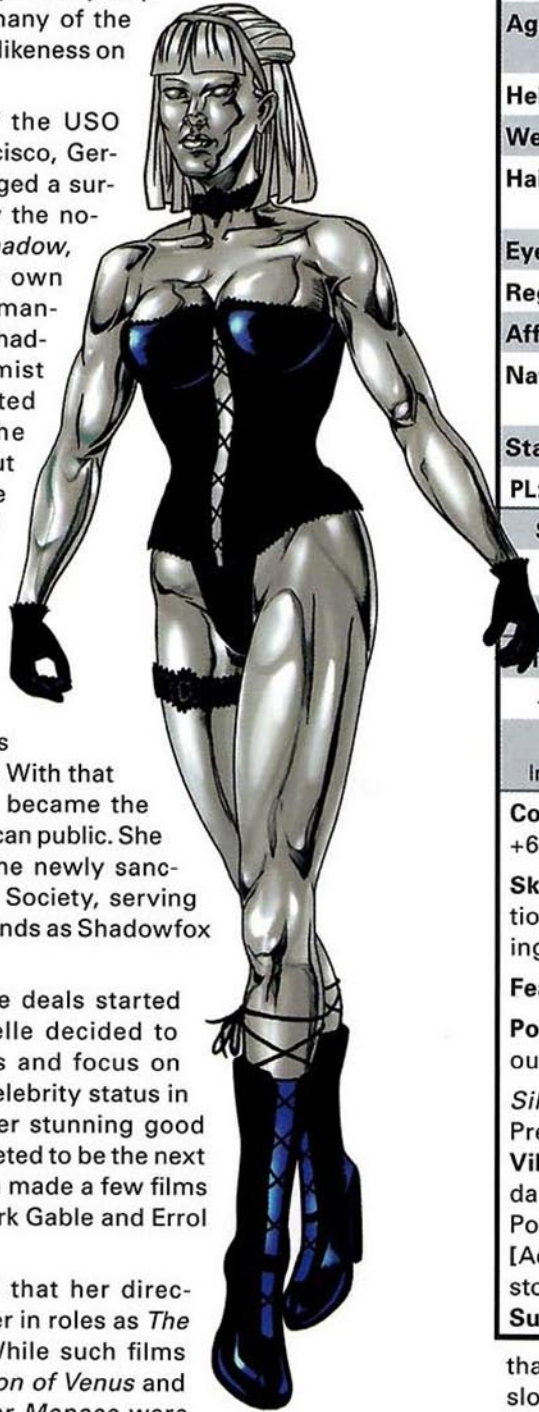
Their amazing shows were an invaluable propaganda tool against the Axis powers. Silverbelle was thrilled to be such a celebrity. Like pinup girls of the time, many of the flyboys painted her likeness on their planes.

During one of the USO shows in San Francisco, German infiltrators staged a surprise attack, led by the notorious *Crimson Shadow*, one of Germany's own super-human commandos. The *Crimson Shadow*'s suffocating mist quickly incapacitated the troops and the other USO Neos. But Silverbelle's unique abilities protected her from the vicious übermensch's powers. She was able to strike back against the *Crimson Shadow* and drive the infiltrators from American soil. With that victory, Silverbelle became the darling of the American public. She eventually joined the newly sanctioned Sentinels of Society, serving alongside such legends as Shadowfox and the others.

Then the movie deals started rolling in. Silverbelle decided to leave the Sentinels and focus on cashing in on her celebrity status in Hollywood. With her stunning good looks she was marketed to be the next Doris Day, and even made a few films with the likes of Clark Gable and Errol Flynn.

It was too bad that her directors pigeonholed her in roles as *The Silver Alien Girl*. While such films as *The Silver Amazon of Venus* and *Return of the Silver Menace* were box office hits, Marion was not landing any roles of substance. To make matters worse, her age was staring to show and she soon refused to be seen when not covered in her sleek silver shell. She was hard pressed to find work as anything but "window dressing" in B-grade sci-fi films, and by the late 1960's even those offers had dried up.

She spent the next several years living off what was left of her fame, visiting military bases and Veteran hospitals, bolstering the morale of those who still remembered the Shining Diva. Silverbelle discovered during this period



Silverbelle

Real Name:	Marion O'Riley
Age	81 (appears to be in her 60s in human form)
Height:	5'8"
Weight:	135 lbs (in Neo form 200 lbs)
Hair:	Grey was auburn in her youth (Silver in Neo form)
Eyes:	Blue (Silver in Neo form)
Registration Number:	R537-9J-G3A
Affiliation:	Sentinels of Society
Nationality:	American, no known criminal record
Status:	Active

PL: 10

Total Points: 223

STR	DEX	CON	INT	WIS	CHA
10	11	10	12	13	16
+0	+0	+0	+1	+1	+3
Toughness		Fortitude		Reflex	
+0/+7/+12		+7		+4	
(+7/+12 Impervious)					
				Will	
				+8	

Combat: Attack: +8, Damage: +0 (Unarmed), Defense: +6 (+3 Flat-footed), Initiative: +0

Skills: Bluff 4 (+7), Diplomacy 5 (+8), Gather Information 12 (+15), Knowledge (Art) 10 (+11), Perform (Acting) 15 (+18), Sense Motive 6 (+9)

Feats: Interpose, Power Attack

Powers: Alternate Form 25 (Silver Shell, Continuous)

Silver Shell: Immunity 6 (Aging, Cold, Heat, High Pressure, Critical Hits), **Protection: 7** (Impervious), **Vibration Absorption: 10** (**Absorption 10** [Physical damage only, energy storage, **Boost (Blast)** Alternate Powers: **Boost (Super-Strength)**] linked to **Density 10** [Action: Reaction, Every 3 points absorbed/in energy storage increases Density by 1, up to Density 10 max]), **Super-Strength 6**

that spending time in her silver coated Neo form would slow the aging process of her body. She wished she had learned about this side effect of her powers when she was younger. Then she could still have the human form of a lovely young woman, and perhaps her movie career could have still been going strong.

Silverbelle rejoined the Sentinels of Society when they were reformed in the mid 1980's, but did not feel comfortable fighting along side this new generation of heroes. She has spent the last 2 decades trying to find her place in a world that had, for the most part, passed her by.

Recently, Silverbelle took a job as a hostess at the

Golden Age Café in Autumn Arbor, surrounded by the memories of her past glories, and living for the brief moments when someone remembered her. Lately, there was an attempted robbery of the establishment that she personally halted. Far from being thanked, it led to her dismissal. She had not renewed her Neo registration license as a deputized law enforcer, and the owners were afraid the would-be thieves would file lawsuits against the Café.

Angry and distraught, she sulked through the streets of Autumn Arbor and was passing the Sentinels building when she had an idea. After speaking to the team commander and reactivating her Neo registration, Silverbelle has once again joined the ranks of the S.O.S.

Costume and Appearance

With her power activated, Silverbelle looks like a living, silver statue of a beautiful young lady. Though she changes her look quite often, she has always favored sexy, revealing outfits. One of her favorites is a satin, dark blue corset with black trim and matching gloves, garter, choker, and black boots with blue laces.

She rarely, if ever, appears in public in her unarmored human form, that of a 60-ish looking woman with gray hair and clearly wrinkled by age.

Personality Profile

Though well into her 80's, Silverbelle revels in portraying the image of a young, vibrant diva. She is very sensitive about her age and has kept her silver shell on for most of her adult life, effectively slowing her natural aging. Whenever asked, she always points out that it is very impolite to ask a woman her age.

Silverbelle speaks with a deep southern drawl and is very flirtatious. By contrast, when in her human form, she is very quiet and withdrawn. Without her shell, she will be fidgety and anxious to change back.

She thrives on being in the spotlight, feeling that without fame and adulation she is worthless. Silverbelle is easily swayed by popular opinion, particularly cheering crowds. She feeds off their energy and support, and if she is ignored or jeered, she immediately thinks she must be doing something wrong.

Although she is very vain and seems extremely self-centered, Silverbelle has a very strong heroic streak. In serious situations, she will not hesitate to throw herself between danger and the common man that she feels it is her duty as a Neo to protect.

Known Tactics

Silverbelle has not seen much combat action in many years, but has firm control over her abilities. Her silver coating absorbs kinetic energy, offering her an amazing level of protection from most attacks.

When in her metallic form, Silverbelle is able to lift around 4 tons, but by absorbing physical damage she can greatly increase this amount. She has never pushed the upper limit of this part of her powers yet, but she has been reported to have pressed a tank over her head after

absorbing the energy from a barrage of machine gun fire during one of her publicity shows.

In a combat situation, Silverbelle will usually absorb as much punishment as she can, building up her kinetic absorption to redirect the energy back at her opponents. The more energy she absorbs, the stronger and denser she becomes. She is able to release this stored energy as concussive sonic blasts, as well.

Sure-Shot

Biography

Sure-Shot was talented in hitting the mark ever since he was young. Some called it luck, others said he was blessed. His parents died in an auto-accident when he was an infant, and without any other family to take him in, Aaron spent his life drifting from one foster home to another.

During high school, Aaron met and fell in love with a girl named Jennifer Silverman. Jennifer was a flirt, yet

Sure-Shot						
Real Name:		Aaron Perring				
Age		24				
Height:		5'9"				
Weight:		200 lbs				
Hair:		Light Brown				
Eyes:		Blues				
Registration Number:		L956-04-85P				
Affiliation:		Sentinels of Society				
Nationality:		American, no known criminal record				
Status:		Active				
PL: 10		Total Points: 131				
STR	DEX	CON	INT	WIS	CHA	
14	20	14	12	12	13	
+2	+5	+2	+1	+1	+1	
Toughness		Fortitude		Reflex		Will
+5/+2		+2		+10		+6
Combat: Attack: +7 (Melee) +10 (Ranged), Damage: +2 (Unarmed), Defense +9 (+4 Flat-footed), Initiative: +9						
Skills: Acrobatics 12 (+17), Bluff 10 (+11), Climb 9 (+11), Concentration 8 (+9), Drive 7 (+12), Escape Artist 8 (+13), Gather Information 8 (+9), Knowledge (Street-wise-Underworld) 6 (+7), Notice 6 (+7), Sleight of Hand 7 (+12), Stealth 7 (+12)						
Feats: Attack focus (Ranged) 3, Attractive, Blind Fight, Critical Strike, Defensive Attack, Defensive Roll 3, Distract (Bluff), Dodge Focus 3, Elusive Target, Equipment 8, Evasion, Improved Aim, Improved Critical 2, Improved Initiative, Improved Sunder, Luck 2, Precise Shot, Quick Draw, Ranged Pin, Stunning Attack, Taunt, Throwing Mastery 6						
Equipment: Various throwing objects and weapons.						

loving, person who was always a little too worried about what others thought about her. Aaron was popular and well-known, and dating him was the perfect boost to her reputation amongst their classmates. Still, it was not long before Jennifer started developing a true love for Aaron, one that mirrored his own feelings for her.

Aaron, however, had a side job. He always kept the identity of his employer a secret, but Jennifer noticed he was becoming more nervous and distracted with each passing week. She begged him to quit his *mysterious job*, but Aaron wasn't convinced that he needed to break away. Life working for the mafia was dangerous, but lucrative.

Soon thereafter, the situation came to a head. Having begun to rethink his life due to Jennifer's influence, Aaron finally decided to make the change for her. When he was ordered to make a hit targeting a local drug runner, he refused. Instead, Aaron turned his associates over to the F.B.I. Only six weeks later, Jennifer was gunned down on the streets on her way home from school. Aaron was placed in witness protection, but assassins continued to show up no matter where he was hidden because he couldn't stop showing off.

An agent from the local field offices of the Neo Crime Bureau suggested that he enroll in a class at Master Xin's Self Discipline and Defense School, hoping this would help him control the need for attention. At Master Xin's, he talked with several students who were about to complete the course, and one of them told him telepathically about an opening in the Sentinels of Society. Though he never actually took the classes, Aaron was thankful for the agent's tip, and what could be a chance at the big time.

When he went to the Sentinels of Society building and asked for an application, Citizen Stranger appeared behind him. With cat-like reflexes Aaron spun around, spooked by the man he mistook for an ambusher. Citizen Stranger was curious about the young man; and after hearing out his story, invited Aaron into the training room of the facility.

Quickly, Aaron passed all tests the team could throw at him. The Sentinels of Society accepted him as one of their own, with the warning that his position will depend on his ability to keep his need for attention in check. Aaron still needed to register, however, and decided on the name Sure-Shot. He liked the sound of it; especially since anyone who heard it would know what he was capable of.

Personality Profile

One part of Sure-Shot is gone forever, the part of him that lost his high school love. The memories of Jennifer still haunt him to this day because he knows he will never find another like her. Sure-Shot still longs for the compassion and understanding that she had for him, but he covers his moments of regret with his boisterous behavior.

Another part of Sure-Shot will never leave him, and that is his smart mouth. He believes that he is the only one who can do what he does as well as he does, and is willing to let everyone know that, particularly any doubters. Sure-Shot even runs his mouth during combat, and his goading has driven more than one villain to get infuriated and abandon other plans to come after him.

Sure-Shot tries too hard to be a lady's man, but most of the time they normally slap him and walk away. Though he is quite intelligent, he always ends up ruining his chances by saying something crass or inappropriate.

Costume and Appearance

Sure-Shot's costume is a black jumpsuit covered with random red bull's-eye designs. The suit's straps and pouches are also bright red. The pouches contain the various small objects he throws in combat. His face mask leaves his hair uncovered, and is also marked with a bull's-eye design.

Known Tactics

A rank rookie, the only known tactic Sure-Shot uses is aim and fire. He is too cocky to worry about anything else. Many times he will just toss items over his shoulder at the target like it is nothing, even in high-pressure situations.

When Sure-Shot is rescuing a woman that reminds him of Jennifer, his cockiness dies down and he becomes more rational and focused on what he is doing. During these rare moments of composure and collectedness, he tries to use less force and more brains.

SOLO CHAMPIONS

Gillian

Biography

With her mother, Karen Reddick, working as a research



Chapter 7: Champions and Rogues

scientist for a high-technology development corporation, and her father, John Reddick, at home raising her, Gillian grew up as an only child in a white collar family. Gillian's parents were sure to provide her with all that she needed. Her mother gave her as much love and attention as her work hours would allow, while her father was there around the clock. Gillian was in a state of bliss, knowing that she was the center of her parents' world and that they would always be there for her.

So she thought.

It all began to change when Gillian was just 4 years old. After a laboratory testing of a new advanced technology had gone terribly wrong, her mother was left lying in a bed in an intensive care unit without her legs, which affected the family in greater ways. The corporation put the blame on Karen and the other scientists, dismissing the idea that any of it was their responsibility, and refusing to cover any of the medical expenses. They also released the scientists from their employment contracts, and filed suit against them for the damages done to the corporate facility. Faced with mounting legal and household bills, John fell into a severe case of depression and heavy alcoholism.

As a young child, Gillian was a spectator to the crash-



Gillian					
Real Name:		Gillian Reddick			
Age		7			
Height:		4'2"			
Weight:		68 lbs			
Hair:		Black			
Eyes:		Brown			
Registration Number:		N/A			
Affiliation:		None			
Nationality:		American, no known juvenile record			
Status:		N/A			
PL: 2			Total Points: 25		
STR	DEX	CON	INT	WIS	CHA
7	8	8	7	6	11
-2	-1	-1	-2	-2	+0
Toughness		Fortitude		Reflex	Will
-2/-1		-1		-1	-2
Combat: Attack: +2, Damage:—2 (unarmed), Defense: +2 (+1 Flat-footed), Initiative: +3					
Skills: Acrobatics 4 (+3), Climb 6 (+4), Concentration 6 (+4), Knowledge (Pop Culture) 6 (+4), Notice 5 (+3), Perform (Dancing) 6 (+6), Sleight of Hand 5 (+4), Swim 6 (+4)					
Feats: Attractive, Beginner's Luck, Defensive Roll 3, Eidetic Memory, Evasion 2, Endurance 2, Fascinate (Perform), Fast Overrun, Luck 3, Move by Action, Second Chance (Bluff), Instant Stand, Improved Initiative					

ing of both her world and her parents' as it all crumbled down around her. Her father, struggling to maintain the house and support his daughter, began working for various underworld figures, using his former military training to work as a smuggler for drugs and weapons across state and international lines. Karen turned herself towards a life of crime, making the chance at a future with her daughter an unlikely possibility. (See: Maiden America)

Gillian's world continued to plummet after her mother went missing. Her father continued with his life as an alcoholic, and now a criminal in his own right, but became even more negative as he started abusing his daughter. Jody Evans, the neighborhood nanny that helped baby-sit Gillian, tried to protect her as much as she could without adding to the rage that boiled inside John. She was more than deathly afraid for her and Gillian's safety.

Just 3 years later, when Gillian was 7 years of age, her world began to change again. While watching a falling star, Gillian recalled her mother's bedtime stories about Guardian Angels and wished for one of her own to not only bring back her mommy, but to also help her daddy. What Gillian did not realize was that it wasn't a falling star that she had wished on, but an alien vessel entering Earth's atmosphere. The next night, as John brought Gillian along while he went to a meeting with representatives of the Terenza family in the Northern backwoods near Autumn Arbor, the vessel that had crashed became active. As its shell split open, an alien nano-strand emerged. Once the United States Military Forces pinpointed the location of the crash, they converged on the area, sending John and the Terenza men scattering in fear that they were what the military was seeking, as they were suppose to be meeting

about a shipment from Canada containing highly illegal arms. Gillian dropped her doll in the underbrush during all of the confusion, forcing John to leave her hiding amongst some bushes in order to retrieve the doll, to silence Gillian's cries so they wouldn't be found. What John picked up was beyond his understanding. Unknown to him was that the nano-strand absorbed the doll and duplicated it, as it did not have a solid form of its own. John and Gillian fled the area while the military searched for the spacecraft.

John continued his ways of physical and verbal abuse

Rag Doll					
Real Name:		N/A			
PL: 15			Total Points: 258		
STR	DEX	CON	INT	WIS	CHA
16	10	--	12	12	10
+2	+0	--	+1	+1	+0
Toughness		Fortitude		Reflex	
+5		--		+8	
Combat: Attack: +8, Damage: +2 (Unarmed), Defense: +6 (+3 Flat-footed), Initiative: +0					
Skills: Computers 10 (+11), Concentration 10 (+11), Stealth 8 (+8)					
Feats: Assessment, Hide in Plain Sight, Eidetic Memory, Interpose, Sneak Attack					
Powers: Shapeshift 15 (Continuous, must touch to assume shape), Disintegration 6 , Immunity 30 (Fortitude), Protection 5 , Regeneration 16 (+2 Recovery Bonus; Bruised/Unconscious 1/1 round, Injured/Staggered: 1/5 minutes; Disabled: 1/5 minutes, Resurrection not vs. atomization)					

towards Gillian that night, this time as a punishment for almost letting their location be known and therefore getting him arrested. Still clueless about what had happened to his daughter's toy, John did not know that the doll had been watching everything.

John left Gillian in the hands of Jody Evans the next day as he went to collect the shipment from Canada. Over the course of those days, the doll showed Gillian that it was alive. Gillian agreed to keep it a secret, as she was brought to excitement over the idea that this was a Guardian Angel sent to her from her mother. The doll used Gillian's computer to access the internet, educating itself at an alarming rate. Not only did it want to learn as much as it could about where it was, but it was also hoping to discover something of its origins and functions, as portions of it were damaged in the crash. It also spent time talking with Gillian, thus learning all about her mother and the girl's undying love for her. But this all came to a close as John returned later in the week, more abusive than ever as though something had failed during the his last job. The doll continued watching John's behavior throughout the next week, hiding in the living room as John would sit down with a beer and watch his action movies. Seeing the various heroes of these films

go to lengths to protect the innocent and defenseless began affecting the doll.

It all finally became known to John as he took it upon himself to roughly slap Gillian. The doll revealed itself to him and moved to subdue him. John then pulled out a weapon that he had stolen from his latest shipment: a small hand held weapon of nearly alien design, able to disintegrate organic matter. John fired for the doll's torso, but the nano-strand was able to instantly repair himself. It then wrestled the weapon from his grasp, turning it upon him.

Then, it fired.

Gillian was drawn from her room by the noise, but when she came to the scene, John was gone. The nano-strand had also absorbed the weapon into its right arm, hiding it from anyone's view. The doll explained to the confused Gillian that her father had gone away, but promised that she would never be alone.

It told her it was now time to go find her mother.

Vowing to always protect her, the doll lead Gillian away into the night in search of both the truth into its past, and Karen. The doll, precipitated by Hollywood action films and an internet education, in its own way had come to love Gillian.

And for that love, it would stop at nothing to find Karen, even if it meant murdering those who sought to separate them along the way.

Personality Profile

Gillian is merely a young child trapped in what seems like a world of confusion. Remembering the love her parents once expressed for her, she often wonders if her mother's leaving and her father's beatings, were somehow her fault. She longs for the past that she'd had, when her parents were there with her, and is constantly struggling with demons that go beyond her emotional age. Though Gillian's sweetness and innocence has not gone away, despite the events of the last few years, she has also gained a sort of hard edge that keeps her from getting close with anyone she does not know. Her one current, true friend is her doll. Gillian looks at the doll as a surrogate parent, unaware that the creature is as much a danger to her as a wild animal.

The doll is an alien creature whose programming was damaged in its crash to Earth. It has attached itself to Gillian due to the influence of internet information and Hollywood action films. The doll has become obsessed with young Gillian, despite its lack of fully human emotions. Because of this, it will go to any lengths, including murder, to stop from being separated from her. So, it leaves one to wonder about what it will do when, and if, they reunite with Karen.

Costume and Appearance

Gillian is 7 years old with black hair and brown eyes. Though her features are round, soft, and full of adolescent innocence, her eyes hold a hard edge that belies

Chapter 7: Champions and Rogues

her age. She typically dresses casually, wearing whatever jeans, t-shirts, and sneakers the doll obtains for her.

The alien nano-strand, of course, occupies the shape and body of Gillian's favorite doll. Its hair is blonde and its eyes are green. The shirt it wears is brown underneath gray overalls, and finishing off with blue sneakers.

Known Tactics

The doll is able to take on any shape simply by absorbing its mass. To this end, the doll can become any humanoid form, weapon, or vehicle. Due to the experimental weapon absorbed after killing Gillian's father, the doll is capable of a strong offensive attack, disintegrating any organic component. What better way to take care of any who witness its, and Gillian's, whereabouts?

Icarus

Biography

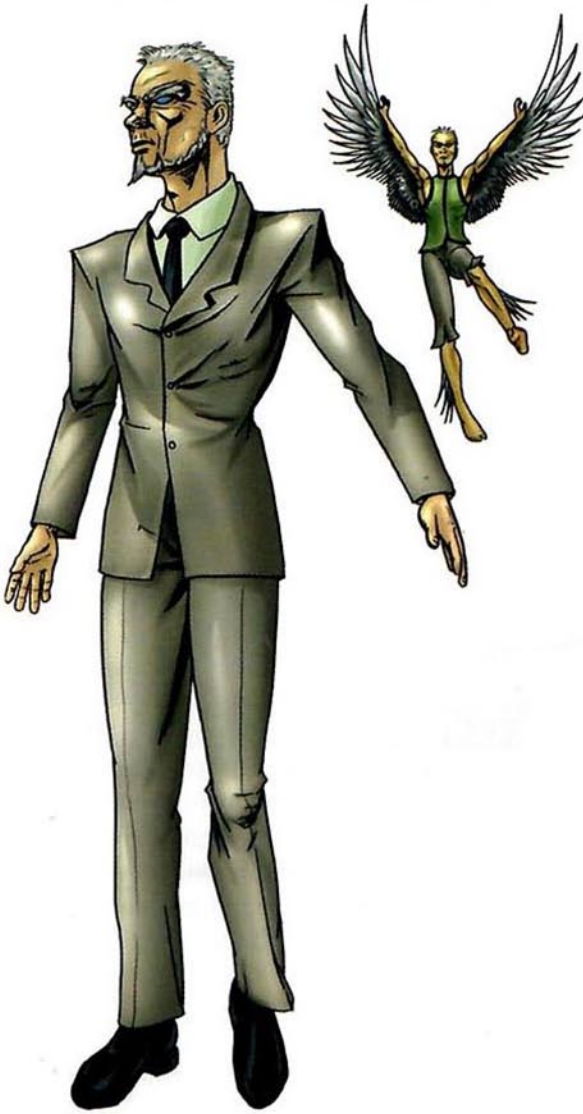
Icarus was born and raised in ancient Atlantis at the point in which it was at the height of its power. During this time, the Menzati were sharing their technology with the Atlanteans, as well as establishing the Neo production facilities on Earth. Icarus, one of the first Neo human-animal hybrids, later known as the Hybreed, was a brilliant scientist in the Atlantean society. He was fascinated with interstellar travel theory, which was a branch of technology that the Menzati would not share, and had even warned the Atlanteans against dabbling with. The Menzati simply did not want the Earthlings to bring The Purge's attention to them until the Neo production was at a level that could repulse an invasion. Icarus took it upon himself, though, to ignore the warnings of the Menzati, secretly experimenting with, and creating, an interstellar ship that he piloted away from Earth.

As Icarus passed through the Milky Way, his vessel had been detected by Purge probes and he fell under attack. He was able to bring the ship back down to Earth, though it returned severely damaged, with him barely surviving the crash landing. This crash gave rise to the Icarus myth of legend.

The Purge's discovery that Earth had developed interstellar travel led them to send one of their great mother ships to the planet, believing that irresponsible interstellar exploration and colonization would lead to the end of sentient life, and eventually the destruction of the entire galaxy. Once reaching Earth, The Purge found that only a small percentage of the population had any technology that pushed past the Bronze Age, and also realized that the advanced technology that had been detected was a derivative of Menzati levels. In order to teach not only Earth, but also Menzati, a lesson, The Purge destroyed Atlantis and any other Menzati outpost found on the planet. Most of the advanced knowledge was lost. Few Menzati survived, and those that did had fled from Earth and established an outpost under the surface of Mars, hidden well from The Purge but still able to keep tabs on Earth. Those Atlanteans that had managed to survive were either abroad at the time, possessed Neo abilities that allowed them to flee, or used

Icarus						
Real Name:		Icarus				
Age		Over 8,000				
Height:		6'5"				
Weight:		130 lbs				
Hair:		White				
Eyes:		Blue				
Registration Number:		N/A				
Affiliation:		Links to the CIA, FBI, NASA, NCB, the UN, and just about every major intelligence organization, as well as many power corporations such as Ramirez Enterprises and Quantum Mechanics.				
Nationality:		Atlantean				
Status:		Active, though not known to exist by the general population of Earth				
PL: 13			Total Points: 243			
STR	DEX	CON	INT	WIS	CHA	
16	20	18	28	25	22	
+3	+5	+4	+9	+7	+6	
Toughness		Fortitude		Reflex		Will
+4/+7		+9		+13		+18
Combat: Attack: +8, Damage: +8 (Strike), +3 (Unarmed), Defense: +13 (+5 Flat-footed), Initiative: +5						
Skills: Acrobatics 6 (+11), Bluff 12 (+18), Computers 5 (+14), Concentration 5 (+12), Diplomacy 14 (+20), Disguise 4 (+10), Gather Information 10 (+16), Investigate 9 (+18), Knowledge (Art) 7 (+16), Knowledge (Behavioral Sciences) 3 (+12), Knowledge (Business) 7 (+16), Knowledge (Civics) 5 (+14), Knowledge (Current Events) 7 (+16), Knowledge (Earth Sciences) 3 (+12), Knowledge (History) 10 (+19), Knowledge (Life Sciences) 4 (+13), Knowledge (Physical Sciences) 4 (+13), Knowledge (Technology) 6 (+15), Knowledge (Theology) 3 (+12), Notice 7 (+14), Sense Motive 9 (+16)						
Feats: Assessment, Benefit (Security Clearance), Connected, Contacts, Dodge Focus 3, Defensive Roll 4, Eidetic Memory, Equipment 6, Master Plan, Well Informed						
Powers: Comprehend 4 (Languages, Speak, Understand and Read), Flight 4, Immunity 2 (Ageing), Sonic Control 12 (Alternate Powers: Illusion 10 [Visual and Auditory], Nauseate 8 [Vertigo, Ranged], Stun 8 [Ranged]), Strike 5 (Mighty), Super Senses 3 (Extended Vision, Direction Sense, Ultra-Hearing),						
Equipment: 30 points of equipment for Headquarters.						

the magic they had discovered to travel from this dimension to another; establishing interdimensional kingdoms.



Many of these would later become the basis for various mythical deities, heroes, and monsters.

Icarus fled alongside the other human-animal hybrid Neos and, with them, established the High Breed Kingdom in the Himalayas. Once the trial was held on his involvement on bringing The Purge's wrath upon Atlantis, he was the first to be exiled from the society. He wandered the planet while drowning in regret over what his arrogance had brought, helping the humans by teaching them advanced mathematical knowledge. This helped them build some of the great wonders of the world, including Stonehenge and the pyramids. Though his knowledge was far from the pinnacle of technology that Atlantis had developed, it was far in advance of anything these human societies had developed at the time.

Icarus, and other surviving Atlanteans, practiced this policy. They were careful not to share anything that would bring The Purge's attention back on them and have their wrath settle on Earth once again, but they did try to push these societies in the right direction. Icarus let it become his own personal mission to keep tabs on the technological development on Earth, in order to prevent a reoccurrence

of the destruction of Atlantis.

Throughout his journeys, he managed to recover a fragment of the Celestial Spire. Through study of the fragment, Icarus learned that the primal energies that composed the shard could possibly hold the key to the victory over The Purge. While establishing his contacts and carrying out his set agenda over the millennia, he worked diligently to unlock the secrets of the shard's power. Throughout this time, Icarus continued to drive the technological development of Earth. While grooming the intellectuals and leaders, he established secret information societies such as the Illuminati and the Free Masons, while not allowing it to once again grow to the point in which the Earth would incur the wrath of The Purge. You can see his influence in the slow development of space travel throughout the decades, even though it is known that Earth has the ability and technology to develop it further on its own.

In 1962, Icarus had formed a company with Marcus Ramirez that focused on government defense contracts, called Vanguard Ltd. Over the next several decades, the company expanded, and around the 1980's they began researching into Nanotechnology, Neo biology, and cloning. As this began, Marcus decided to break away from Icarus and change the name of the company to VanCorp. In 1990, Icarus saved the life of a 19 year old boy by the name of Alexander Ramirez; and a year later assisted in establishing Ramirez Enterprises, a subsidiary of VanCorp. Icarus saw in this young boy a way to gain back what his father, Marcus, had stolen from him.

Personality Profile

As a highly manipulative man, Icarus is, of course, extremely knowledgeable and well spoken. He has a main goal set in mind: to have the Earth prepared to repulse The Purge. In order to accomplish this goal, he is willing to sacrifice any individual or organization.

Costume and Appearance

Icarus is a very tall, thin man with hollow bones, and hair that is made of fine feathers. His piercing eyes and pronounced nose give him very avian features. In completion of his appearance, he has folding wings, which extend from his back and connect to his elbows.

Known Tactics

Icarus is not just a behind-the-scenes manipulator. In fact, his larynx can emit subtle sub-harmonics that can distort a person's perception. This makes them disoriented, and can even create believable illusions. Such power is also used to make himself look more human on the rare occasions that he deals directly with others. His wings give him the ability to fly, though he hasn't done so since he saved young Alexander Ramirez, or even many centuries before that. Remaining in his secret, isolated strong hold, he compiles information and keeps tabs on all the powerful factions and individuals on Earth.

Lady D'yre

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.

Lady D'yre

Real Name:	Alyssa D'Yre
Age	32 (at the time of death)
Height:	6'7"
Weight:	120 lbs
Hair:	White
Eyes:	Blue
Registration Number:	N/A
Affiliation:	None
Nationality:	Atlantean
Status:	Deceased yet active

PL: 15

Total Points: 274

STR	DEX	CON	INT	WIS	CHA
30	16	--	12	18	12
+10	+3	--	+1	+4	+1
Toughness		Fortitude		Reflex	
+15		--		+8	
(Impervious)					

Combat: Attack: +12, Damage: +10 (Unarmed), Defense: +10 (+5 Flat-footed), Initiative: +15

Skills: Concentration 12 (+16), Intimidate 10 (+11), Notice 8 (+12), Ride 10 (+13), Sense Motive 12 (+16), Stealth 12 (+15)

Feats: Assessment, Critical Strike, Fearless, Fearful Presence, Hide in Plain Sight, Improved Grab, Improved Grapple, Improved Initiative 3, Improved Pin, Minion 8, Sneak Attack

Powers: **Drain 15** (All Abilities, Slow fade [1 point per hour] Requires Grapple), **Immunity 32** (Critical Hits, Fortitude), **Mind Reading 15**, **Protection 15** (Impervious, Ineffective vs. Magic), **Regeneration 20** (+5 Recovery Bonus, Injured/Staggered: 1/1 round, Disabled: 1/1 minute; Resurrection 1 week; not vs. Cremation), **Snare 12**, **Super Sense 1** (Danger-Sense), **Teleport 6**

Drawbacks: Vulnerable vs. Magic—3 (Uncommon, major)

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

Lady D'Yre's White Horse

PL: 9/ Minion Rank 8

Total Points: 113

STR	DEX	CON	INT	WIS	CHA
13	13	--	6	12	6
+1	+1	--	-2	+1	-2
Toughness		Fortitude	Reflex		Will
+15		--	+4		+12

Combat: Attack: +3 (Includes—1 due to size), Damage: +1 (Unarmed), Defense: +3 (Includes—1 due to size) (+1 Flat-footed), Initiative: +1

Skills: Notice 8 (+9)

Feats: Fearless, Sieze Initiative

Powers: Growth 4 (Permamnent, Innate), Immunity 32 (Critical Hits, Fortitude), Protection 15 (Impervious, Not vs. Magic), Regeneration 20 (+5 Recovery Bonus, Injured/Staggered: 1/1 round, Disabled: 1/1 minute; Resurrection 1 week; not vs. Cremation), Teleport 6

Drawbacks: Vulnerable vs. Magic—3 (uncommon, major)

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 ances-

tors.

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.

Costume and Appearance

Lady D'yre appears as a partial apparition out of the mist. She wears the original bed sheet from her time in the hospital, which covers her head in a hood that extends down her back as a cloak. Her forearms and hands, legs and feet, upper torso and navel, are covered in bandage wraps, also from her original stay at Arbor Memorial Hospital.

Otherwise, her exposed skin is scared and burned. Her face is disfigured from the fire, and her eyes glow an ice-cold blue when she invokes her powers.

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.

Robert MacIntyre

Background

Born to Autumn Arbor Police Officer Douglas MacIntyre, and his wife Rebecca, in the Cathedral Heights section of Autumn Arbor, Robert MacIntyre was an introverted, but highly intelligent, child. He graduated High School with full honors, and went on to Autumn University, where he pursued a Major in Genetics and Criminology. It was there that Robert began to come out of his shell.

While attending AU, Robert befriended Professor Kevin Allens, a member of the Criminal Justice Department. Professor Allens shared Robert's fascination for Neos and how their existence impacted the American Criminal Justice System. They would meet several times a week to discuss various Neo-related news, in lieu of the then-active Federal ban on Neo's working in Law Enforcement. Eventually, all their debates began to center around the vigilante Neo known as *The Hanging Judge*. Operating out of the Liberty Heights and Beauman Straights districts, this apparently non-Neo man of mystery had been making headlines with his campaign against Organized Crime, particularly the drug trade. Robert, a child of a career cop, felt strongly that by placing himself above the law and outside the system, *The Hanging Judge* was a de-facto criminal in his own right. Allens, however, took the approach that as the system was unable to protect the populous to the extent that was needed, members of the populous should be able to take a personal stand and protect themselves.

Robert began to fixate on *The Hanging Judge*. Arming himself with a camera, he began spending his nights patrolling Liberty Heights and Beauman Straights, anxious to encounter the vigilante in the process of performing some illegal act. Instead, several weeks into his patrol, he stumbled across a warehouse robbery. While trying to leave unseen, he tripped, setting his camera off and alerting the criminals to his presence. Surrounded by three armed men, still flat on stomach, Robert's life flashed before his eyes. Then, a fourth shadow fell over him. *The Hanging Judge* had arrived.

During the ensuing scuffle, *The Hanging Judge's* mask was torn. As he downed the last of the attackers, Robert got a clear look at the unmasked face of his savior. Standing before him, seething with anger and a touch of what seemed to be shame, was Professor Kevin Allens.

Robert MacIntyre

Real Name:	Robert MacIntyre
Age	42
Height:	6'1"
Weight:	182 Lbs
Hair:	Red
Eyes:	Green
Registration Number:	N/A
Affiliation:	AAPD
Nationality:	Scottish, no known criminal record
Status:	Deceased Commissioned Law Enforcement
PL: 10	Total Points: 102

STR	DEX	CON	INT	WIS	CHA
12	11	12	17	18	12
+1	+0	+1	+3	+4	+1
Toughness	Fortitude	Reflex	Will		
+1	+1	+0	+7		

Combat: Attack +7, Damage +1 (unarmed), Defense +6 (+3 Flat-footed), Initiative +0

Skills: Bluff 6 (+7), Computers 7 (+10), Gather Information 7 (+8), Investigate 12 (+15), Knowledge (Art) 7 (+10), Knowledge (Behavioral Sciences) 12 (+15), Knowledge (Civics) 8 (+11), Knowledge (Current Events) 6 (+9), Knowledge (Earth Sciences) 12 (+15), Knowledge (History) 10 (+13), Knowledge (Life Sciences) 15 (+18), Knowledge (Physical Sciences) 15 (+18), Medicine 10 (+14), Notice 8 (+12), Profession (Forensic Specialist) 7 (+11), Search 8 (+11), Sense Motive 6 (+10)

Feats: Assessment, Beginner's Luck, Benefit (Security Clearance), Connected, Skill Mastery (Investigate, Notice, Search, Sense Motive), Equipment 7

Later, in the privacy of his own apartment, Allens tried to explain his reasons for dressing up in a costume and fighting crime. A former soldier, Allens' long study of the Criminal Justice System served to open his eyes to its inherent flaws. Law enforcement outlawed the use of solutions like Neo operatives that could, if used properly, end violent crime for all intents and purposes. Meanwhile, rapists went unpunished, murders remained unsolved, and the War on Drugs was nothing more than a marketing campaign to reassure gray-haired old ladies that the government was actually doing something. Taking the philosophy of Edmund Burke ("All that is necessary for the triumph of evil is that good men do nothing."), Allens vowed to change the world he lived in for the better.

Robert finally became converted to Allens' way of thinking. He began assisting Allens. While he could not compete in the physical arena, his intellect was a great asset in The Hanging Judge's personal war on crime. For the

next three years, they seriously impacted the criminal activity in Autumn Arbor, from street gang level activity to the operations of the city's top crime family, the Terenzas.

Those experiences gave Robert a deeper understanding of the criminal mindset than any college ever could have done. He learned not just how crimes can be prevented and how they are committed, but also how to study motives and see what lead people down those roads. He also got an even greater respect and understanding for those working in Law Enforcement.

In the Winter of 1984, tragedy struck. Responding to an Officer Down call, Robert and Allens found the body of Detective Douglas MacIntyre, who had been shot in an undercover operation gone wrong. They rushed him to the hospital, where he was pronounced dead. In the following weeks, the AAPD investigated the death of one of their own, but not as intensely as Robert did. The Hanging Judge began a systematic series

of attacks on known hangouts of the Ki-Wang gang, who Detective MacIntyre had been investigating. Eventually, they got a name. They then hunted down the killer and linked his gun with the bullets that killed Robert's father. They then dropped off the killer for the police. Charged with murder and sent before a Grand Jury, the case was thrown out of court when the Defense showed successfully that the actions of The Hanging Judge violated his client's civil rights and were a direct violation of Due Process.

Devastated, Robert was forced to reexamine his lifestyle. He came to the realization that he was essentially keeping criminals on the streets instead of putting them away. Even with an iron clad case, lack of proper procedures and working outside the system essentially guaranteed the freedom of his father's killer. He decided to take



his unique perspective on crime and apply it within the system, and took a position working in the AAPD's Crime Lab. His former partner understood and continued as The Hanging Judge, and eventually dedicated himself to that identity full-time.

Robert has had a decorated career in Forensic Science for two decades, working steadily in conjunction with the NCB offices in Autumn Arbor. He has been involved in cases ranging from the mundane to the mystical to the mental. He has developed an almost obsessive desire to understand the physiology of Neos—the how and what of their amazing abilities. He has developed, or assisted in the development of, several key techniques for the “fingerprinting” of the various after-effects of Neo power usage. He currently works in the S.I.D. as a supervisor, commanding a team of Forensic Scientists comprised of Melissa Martins, Paul Collins, and Jack Brooks. He has continued to maintain his friendship with Kevin Allens, and has kept his identity a secret.

Personality Profile

Robert is an extraordinarily gifted person, dedicated to science who likes his life to be orderly.

The death of Robert's father had a profound impact on him. At first, he was driven to bring the killer to justice. When he actually lead to his father's murderer being released, and it caused him to re-evaluate his methods of keeping order. While he does not believe that the system is perfect by any stretch of the imagination, he now fervently believes that it is in place for a reason and would not deviate outside of it. He has a reputation for this, and is highly sought after as an Expert Witness. He is looked upon as a role model within the S.I.D., but if he has noticed this he doesn't let it affect his work.

Costume and Appearance

Robert stands just over six-feet tall, with short red hair and vibrant green eyes. He has very visible crow's feet around his eyes when he smiles. He has a beard and mustache, which he maintains meticulously.

Robert prefers to dress simply, in slacks, pocket T-shirts, and sweaters on cold days.

Known Tactics

Robert possesses a PhD. in Genetics and a BS in Criminology. He has remained up to date on all the literature. He also attends and participates in lectures around the world on both standard Forensics and Neo Crime Prevention.

His tenure as the partner to The Hanging Judge has conditioned him to see patterns that might be missed by someone with more conventional training. He has a deeper understanding of the criminal mind and has developed several non-standard investigative techniques as a result.

Due to being at the forefront of the study of Neo Biology, Robert is considered one of the leading experts in the study of Neo Criminology. He has developed, or assisted in the development of, various new methods for discovering and analyzing various evidentiary elements left behind by

the usage of powers; be they from inborn, innate abilities or derived from the latest cutting edge technology or powered armor.

Despite (or perhaps because of) his past experiences as the partner of The Hanging Judge, Robert has a great amount of respect for Neos who work in tandem with Law Enforcement.

Stelleron

Biography

Stelleron was created from a shard, recovered by Icarus, from the destruction of the Celestial Spire. This Celestial Spire was a solidified fragment of stellar energy left over from the big bang, incorporated into the Earth as it was forming millions of years ago. Through study of the shard, Icarus had concluded that it was possible that there were primal energies that composed it, leaving him to further suggest that it may hold a clue that would lead to the final defeat of The Purge. Once this idea came about, Icarus worked diligently for over a millennia to unlock the secrets of the shard's power, while establishing his myriad contacts and carrying out his set agenda. By the mid 20th century, he had managed to unlock a limited amount of power contained within the shard as a containment field. This energy coalesced into an egg-like form. Throughout the beginning of the 1960s, Icarus assisted Marcus Ramirez in starting Vanguard, Ltd., a company that focused on government defense contracts and cutting edge technology. Icarus saw the drive and ambition of Marcus and shared some of his technological knowledge with the company in order to give it just what it needed to jump to the head of technological innovation. Yet, he never revealed his true form or origin to Marcus.

Icarus moved the containment field form to the Vanguard Ltd.'s main headquarters, putting their top researchers on the job to continue monitoring the experiment. Marcus saw that his company was growing and, being the ruthless businessman he had always been, reformed the company into VanCorp in 1981. With this, he cut off all connections with his now ex-partner Icarus, but did not forget to take the technologies with him, including the “egg”. Icarus grew furious over the betrayal, but let his vengeance wait. There was no need to disturb what had happened, as VanCorp was still following his agenda. He managed to keep tabs on the company's progress, and found that in 1983, the egg hatched. Inside the containment field, the energy had changed into a humanoid form.

It was named *Stelleron* by the researchers.

Stelleron amazed researchers when they realized he was a sentient being. He quickly grasped the English language in less than a month, and even mastered the other languages of Earth rather quickly. As the apt student he had shown to be, the VanCorp scientists began plans for this energy being's exploitation. Stelleron, who seemed to be rather naïve to the researchers, had nonetheless managed to deduce their manipulative plans for him. In 1986, the scientists were left in a state of shock as Stelleron simply

Stellaron					
Real Name:		Stellaron			
Age		16 at the time of death			
Height:		6'2"			
Weight:		226 lbs			
Hair:		Silver			
Eyes:		Silver			
Registration Number:		PX9B-T7-RY3			
Affiliation:		N/A			
Nationality:		N/A			
Status:		Deceased			
PL: 16		Total Points: 240			
STR	DEX	CON	INT	WIS	CHA
30	22	28	16	14	16
+10	+6	+9	+3	+2	+3
Toughness		Fortitude		Reflex	
+16		+12		+13	
				Will	
				+10	
Combat: Attack: +12 (+16 Blast), Damage: +10 (Unarmed)+16 (Blast), Defense: +10 (+5 Flat-footed), Initiative: +6					
Skills: Acrobatics 7 (+13), Concentration 9 (+11), Gather Information 7 (+10), Intimidate 5 (+8), Investigate 8 (+11), Knowledge (Behavioral Sciences) 6 (+9), Knowledge (Earth Science) 12 (+15), Knowledge (Life Science) 12 (+15), Knowledge (Physical Sciences) 8 (+11), Knowledge (Technology) 6 (+9), Sense Motive 8 (+10)					
Feats: Acrobatic Bluff, Attack Specialization 2 (Blast), Defense Attack, Grappling Finesse, Endurance 2, Improved Grab, Improved Grapple, Improved Pin, Inspire, Instant Up, Interpose, Leadership, Teamwork 2					
Powers: Cosmic Control 16 (Alternate Powers: Dazzle 12 [Vision], Healing 6 , Snare 10 , Speed 8 [affects others, Extended Reach 1 (10 ft)], Super Strength 6 , Flight 9 , Immunity 9 (Life Support), Protection 7 Space Travel 1 , Super Senses 2 (Communication Link [Radio], Radio)					

walked out of his containment field, and out of the entire facility. Stellaron then became aware of the extent of his power, and realized that he would have to return to his containment field for recharging, after any strenuous use of his powers, in order to maintain his corporal form. It was then decided that he would take on the role of a protector to the beings of this planet, whom he believed had given him life. He manipulated his form into a version of what the Neo Champions of Earth had looked like.

The researchers, and even Marcus, were even more shocked when Stellaron returned. He confronted Marcus, explaining to him that he would be no one's puppet, and spoke of his chosen role for himself. Not wanting to lose this being of immense power, and seeing a wonderful



Public Relations opportunity, Marcus agreed to maintain the lab and containment field for Stellaron. Marcus was under the impression that he'd still be able to influence Stellaron, since he at least he still had control of his containment facility.

Stellaron went on to become the most powerful Neo Champion on Earth, assisting in disaster areas and combating villains that sought to take over his adopted world. He even assisted the Sentinels of Society on many occasions, though he never officially joined their ranks.

Icarus found in Marcus' son, Alexander, a means to strike back at Marcus and a way to keep him from taking advantage of Stellaron. He was able to mastermind a plot in which he saved the young Alexander's life and revealed to him his true form. He promised Alexander that he would become one of the most powerful businessmen in the world, if he would follow Icarus' plan. He set out to help Alex establish Ramirez Enterprises, a subsidiary of VanCorp. Not knowing about Icarus' involvement, Marcus was extremely impressed with his son's ability and promoted the young man, turning maintenance of Stellaron's containment field over to Ramirez Enterprises. With Icarus'

influence, Ramirez Enterprises' researchers were able to negate Stelleron's dependence on the containment field. Now, he was able to recharge his powers simply by absorbing the ambient stellar energy that existed throughout the universe. He would soar out into the galaxy and then enter a comatose state for a short period of time, allowing his body to recharge.

In 1999, Stelleron sacrificed himself by channeling all of his energy into Vanguardian's energy absorbing shield. This way, he could have Vanguardian redirect it at The Purge's mother ship, repelling their attack on Autumn Arbor.

A great statue was erected in the city, and stands as a memorial to his sacrifice.

Personality Profile

Stelleron is not only noble, but rather heroic. He's very logical and does not hesitate to point out any flaws he spots in an opponent's ideology. He prefers to initiate a dialogue with adversaries in order to avoid physical conflict. Once that strategy has been worn out, Stelleron will bring his full power to bear, usually bringing the battle to an end in moments. He may come across as a bit simple and naïve, but is highly intelligent and wise.

Costume and Appearance

Framing his silver orb like eyes, which have no iris or pupils, Stelleron has hair and eyebrows that appear as silver crackling energy. His costume seems to be a dark blue body suit with a wide neck line, but is actually just a manifestation of his energy form. As an additional extension of his energy, Stelleron has a mid-calf length white cape. He wears a head piece that covers his brow to the hair line, and extends like side burns over his cheeks. It runs down the back of his head and around his neck, leaving his face and hair nicely exposed. The part of the headpiece that comes to his forehead is covered with the crackling energy of his eyebrows.

Known Tactics

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

Vanguardian

Biography

Dominick is the eldest son of Jacob and Maria DiAngelo. Raised in a blue-collar family in Autumn Arbor, Jacob was a city police detective attached to the Vice Squad.

After Maria's death while giving birth to their second and last child, Anthony, when Dominick was 2 years old, Jacob was faced with raising both children on his own. Realizing it would be difficult to do so on a police salary and

Vanguardian					
Real Name:		Dominick DiAngelo			
Age		32			
Height:		6'3"			
Weight:		225 lbs			
Hair:		Black			
Eyes:		Blue			
Registration Number:		XTR5-78-0163			
Affiliation:		VanCorp			
Nationality:		American, no known criminal record			
Status:		Active			
PL: 13			Total Points: 215		
STR	DEX	CON	INT	WIS	CHA
12/30	12	15	16	14	14
+10	+1	+2	+3	+2	+2
Toughness		Fortitude		Reflex	
+2/+6/+16		+9		+8	
Combat: Attack: +10 (+12 Blast), Damage +10 (Unarmed), Defense: +8 (+4 Flat-footed), Initiative: +1					
Skills: Computers 9 (+12), Concentration 8 (+10), Craft (Electrical) 8 (+11), Craft (Mechanical) 8 (+11), Diplomacy 8 (+10), Gather Information 6 (+8), Intimidate 6 (+8), Knowledge (Civics) 8 (+11), Knowledge (Current Events) 7 (+10), Knowledge (Physical Sciences) 10 (+13), Knowledge (Civics) 8 (+11), Knowledge (Street-wise) 8 (+11), Knowledge (Technology) 10 (+13)					
Feats: All out Attack, Assessment, Attack Specialization (Blast), Eidetic Memory, Fearless, Inspire, Interpose, Move-By Action, Power Attack, Seize Initiative, Set-up					
Powers: Datalink 2 (Uncontrollable), Device 33 (Battle Armor, hard to lose)					
Battle Armor: Energy Shield (Absorption 10 [Energy Only, Energy Storage, Power Magnet, Boost (Blast), Alternate Power: Boost (Strength), Boost (Force Field)], Linked to Deflect 10[Action: Reaction, Ranged Only, Energy Only]), Enhanced Strength 18, Flight 8, Immunity 9 (Life Support), Protection 4, Regeneration 16 (Recovery Bonus +3; Recovery Bonus and Recovery Rate Only; Versus Device Damage Only; injured: 1/minute; Disabled: 1/20 minutes; Resurrection: 1/day, not against atomization), Super Senses 9 (Communication Link [Radio], Danger Sense, Direction Sense, Distance Sense, Low Light Vision, Radio Sense, Radius [Visual], Time Sense)					
Drawbacks: Normal Identity—4					

with the heavy work hours, Jacob, a Neo in his own right, began using his phase-shifting abilities to supplement his income. Over the next several years, Jacob became a master thief, able to walk through walls and bypass even the most sophisticated security devices. He eventually left the Police Force.

When Dominick was 8 years old, his father broke into a secure VanCorp facility and managed to escape with what he thought was a prototype for new technology. A prototype he hoped to sell on the black market to other corporate interests in competition with VanCorp. What Jacob did not realize was that the technology was actually alien in nature, and was recovered nearly 30 years ago from Roswell, New Mexico.

As Jacob prepared to offer the device on the black market, the alien Nanites that formed the technology began communicating with young Dominick, who was himself an unrealized Neo with latent machine-telepathy abilities. At first permeating his dreams with images of a great, galactic war, and later with a destiny to become one with the technology, Dominick's mind was awakened. Not realizing what he was doing, the 8 year old boy instinctively activated the device...something VanCorp scientists had been unable to achieve over the past decades.

Afraid of the device and what it had done to his son's mind, Jacob approached VanCorp with what he had done, and offered to return their stolen technology in exchange for them helping figure out what the device had done to Dominick. Marcus Ramirez, the head of the corporation, never one to miss an opportunity, saw in the situation a great boon for VanCorp. In exchange for not pressing charges, Jacob would use his unique Neo abilities in service to VanCorp, assuming a position as their security advisor. Meanwhile, Dominick would attend a private school owned by the corporation, where he would receive not only a formal education, but also a focused education on technology. Upon graduation, he would work for VanCorp. Jacob spoke with his son, and the two of them agreed.

Over the next 10 years, Dominick gained one of the best educations available anywhere in the world. He became an expert in over a dozen fields, received first-hand practical knowledge on advance Physics and Quantum Science, and was able to study various pieces of alien technology recovered from Roswell and various places around the globe.

But Dominick's defining moment would come during

his 21st year.

Having studied and applied the alien technology originally stolen by Jacob for over a decade, VanCorp had learned that not only was the device a containment harness for an advanced form of Nanotechnology Armor, but that the device, itself, seemed accessible only through its mental link with Dominick DiAngelo. Wishing to capitalize on the surging popularity of Neo Champions, VanCorp designed the Vanguardian campaign: a corporate hero owned and marketed by VanCorp that would eventually become the premiere franchise the world-over.

Dominick DiAngelo was chosen, out of necessity, to be Vanguardian.

Despite his father's private protests that Vanguardian would be too much for the young man to handle, Dominick believed in the essence of the campaign and believed he could use his connection with the suit to do good for the city of Autumn Arbor, and the rest of the world.

After a year in training, learning to harness the various energy absorption and channeling capabilities of the armor, Vanguardian debuted when Xombemoth made its latest attack against the city.

His debut was also nearly his demise when, not fully trained in applied combat tactics, Dominick was nearly killed and the suit nearly damaged beyond its ability to self-repair.

Believing Dominick to be a casualty of the battle that had just taken place, which had thus far destroyed 6 city blocks, Tori had Dominick rushed to a nearby hospital; where he was listed in stable, but critical condition.

After several hours in intensive care, Dominick was tracked down by VanCorp and transferred to one of their private facilities. Upon recovery, and upon learning of the daring young nurse that saved his life, Dominick returned to Arbor Memorial Hospital to thank her.

What started as a cup of coffee in the hospital cafeteria blossomed into a steady relationship.

Although VanCorp Executives were against Dominick maintaining any sort of serious, outside relationship due to the need to protect his identity, Dominick disregarded



their protests and continued to date Tori. Claiming he worked for VanCorp as the Public Relations Manager for Vanguardian—a high travel job—Dominick somehow managed to divide his time between the woman he loved and the job he was bound to do.

Three years into their relationship—as Vanguardian received advanced combat training and continued to protect both Autumn Arbor and the World from such threats as The Anarchitect, Blaid International, and many others—Dominick and Tori were married. A year later they had their first child: Gregory Jacob DiAngelo.

Dominick and his father, now the Chief of VanCorp Security, maintained a close and healthy relationship. Jacob was an active grandfather, often times stepping in to help Tori with Greg while Dominick secretly maintained his responsibilities as Vanguardian.

During Gregory's second year, tragedy struck not only the DiAngelo Family, but all of Autumn Arbor. Having returned to Earth, the alien race known only as The Purge attacked the City of Legends in a campaign to eliminate the Neo race; known by them to be the most powerful in the Galaxy due to unknown, unique properties of Earth. In a battle that last over 2 days, the Neos of Earth gathered over Autumn Arbor and engaged the alien fleet. During the war, hundreds of Neos, and thousands of citizens, died. Much of Autumn Arbor was destroyed, including the VanCorp building in the heart of Cedar Valley. Though Vanguardian and Stelleron dealt the definitive blow to the invaders, it was too late to save Jacob DiAngelo, who was in the VanCorp building when it collapsed after an alien fighter exploded into its side.

Jacob's body was never recovered, and Dominick and Tori buried an empty casket. As Autumn Arbor began its own healing and rebuilding, Dominick and Tori gave birth to their second child, Vincent Dominick DiAngelo, one year after the invasion.

Since the invasion and the rebuilding of Autumn Arbor, Vanguardian has continued to serve as the premier hero of The City of Legends, due in large to the extensive and ongoing VanCorp media franchising. He is one of the most recognized heroes in the world, and the media created slogan: "Wherever there is a crisis. Wherever there is trouble. Vanguardian is there!" has become a household phrase.

Still, Vanguardian's greatest struggle is with his personal life. Due to escalating crime across the globe, Dominick finds himself at home less and less. This has caused an undue amount of stress on his marriage. His wife has begun having a secret affair, and his eldest son is becoming increasingly resentful that his father spends more time on Vanguardian's Public Image than in being with him.

Unless Dominick can learn to balance the two halves of his life, it is unlikely he will be able to continue to exist as both a Champion and a father/husband.

Personality Profile

Dominick DiAngelo is a highly educated individual torn by his sense of commitment to his family, his duties

as Vanguardian, and his increasing dislike of VanCorp. He considers himself a devoted father, doing all he can to be there for his sons and participate in their upbringing. Unfortunately, he is also intensely devoted to Vanguardian and what the image stands for; knowing he is the only individual capable of harnessing the suit, and believing completely in the world's need for Vanguardian's protection.

Dominick and Tori have grown apart in recent years, and this has caused him a serious amount of stress. As a result, he has become more rash and short tempered when on the job, and Vanguardian has nearly gone too far on numerous occasions, stopping just short of killing several overly powerful Neos.

Dominick has no love for VanCorp. He detests their media and franchising campaigns, particularly the 1998 campaign that saw them market Vanguardian's efforts at rescue and relief following The Purge Invasion. He regularly disobeys direct orders from his superiors in the corporation, instead doing what he knows is right, and focusing on what Vanguardian stands for to the world population: integrity, honesty, and conviction.

Costume and Appearance

Vanguardian's suit is composed of millions of alien Nanites, and therefore appears as skintight, semi-metallic armor. His helmet is dark blue, with a silver face-plate and crown. The V extending from just above the faceplate is yellow. With the majority of the suit also a dark-blue, Vanguardian maintains a silver hue to his shoulders, wrist guards, shin guards, waist guard, and upper chest protection. Furthermore, the shoulders, wrist guards, and chest protection are trimmed in yellow.

The symbol in the center of his chest-guard, a crest from the alien race that first designed the armor and since adopted as the VanCorp logo, is blue, with only its outline and inner-most v in yellow.

Known Tactics

Vanguardian is a technological hero, his abilities derived from the alien Nanite Armor used by Dominick DiAngelo. As a result, Vanguardian's suit is resistant to weapons up to .357 caliber and is capable of self-repairing functions.

By creating an Energy Shield from his left arm, Vanguardian can absorb incoming energy-based attacks. The absorbed energy is then channeled through the armor and can be used to create a force field capable of withstanding a single direct hit from a surface-to-surface missile, increase the physical strength output of the suit allowing him to press up to 5 tons and punch through solid concrete, or channel the absorbed energy into counterattacks.

The Energy Shield's absorption ability also allows Vanguardian to absorb gravitational forces directly around his body, giving Vanguardian flight capabilities with a top speed of mach-1; though flying at such speeds rapidly depletes the suit's internal energy reserves.

His helmet also contains a vast array of readouts, including energy reserves, energy output, and current

physical limitations. The helmet also provides Vanguardian with a 360-degree view, preventing enemies from flanking or ambushing him.

Dominick is highly trained in combat with the Vanguardian armor. He can use the shield to absorb attacks reflexively, and immediately assesses the best way to channel or redirect the energy. Vanguardian has single-handedly incapacitated nearly a dozen human foes in under 12 seconds.

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 Opera-

tions.

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 were 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,

Blaid International



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, with a criminal record
Status:	Active

PL: 10

Total Points: 209

STR	DEX	CON	INT	WIS	CHA
14	16	14	16	14	12
+2	+3	+2	+3	+2	+1
Toughness	Fortitude	Reflex	Will		
+2/+5	+5	+6	+8		

Combat: Attack: +9 (Unarmed) +12 (Ranged), Damage: +2 (Unarmed) +8 (Pistol), +6 (Blast), Defense +8 (+4 Flat-footed), Initiative: +6

Skills: Acrobatics 8 (+11), Bluff 10 (+11), Climb 8 (+10), Concentration 6 (+8), Craft (Chemical) 8 (+11), Craft (Documents) 11 (+14), Craft (Mechanical) 10 (+13), Diplomacy 10 (+12), Disable Device 10 (+13), Drive 8 (+11), Gather Information 12 (+14), Knowledge (Civics) 8 (+11), Knowledge (Streetwise) 11 (+14), Knowledge (Tactics) 10 (+13), Language 4 (Arabic, Islamic, German, Russian), Notice 8 (+10), Pilot 12 (+15), Search 8 (+11), Sense Motive 10 (+12), Stealth 7 (+10), Survival 8 (+10), Swim 5 (+7)

Feats: All out Attack, Assessment, Attack Focus 3 (Ranged), Beginner's Luck, Chokehold, Connected, Contacts, Defensive Roll 3, Diehard, Elusive Target, Equipment 27, Improved Aim, Improved Block, Improved Disarm, Improved Grab, Improved Grapple, Improved Initiative, Leadership, Master Plan, Minions 6, Precise Shot, Prone Fighting, Quick Draw, Redirect, Seize Initiative, Set-Up, Startle, Takedown Attack, Teamwork, Ultimate Effort (Toughness Save), Well-Informed

Powers: Blast 6, Devices 4 (Gun, Easy to Lose)

Gun: Blast 8

Equipment: Various weapons, headquarters, and aircraft.

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**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.

Costume and Appearance

Phelan's look starts off with a black shirt. His black leather pants and vest are finished off with red tiger stripes on the shoulders, ribs, and thighs. To top off the outfit, he often likes to wear his full length, black leather trench coat. His black boots and black fingerless gloves with red trim add to this rather dark figure. If one dares to look him in the face, they will find that he has ice blue eyes, though the left pupil is red, as it is a prosthetic laser eye. In addition, he wears his reddish blonde hair pulled tightly back, as well as a mustache and goatee.

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

Biography

Eviscera

Real Name:	Unknown
Age	Appears to be in her mid 20s
Height:	5'9"
Weight:	152 lbs
Hair:	Black with red streaks
Eyes:	Emerald Green, cat-like
NCB Case Number:	CJ3L-R9-MZ7
Affiliation:	Blaid International- the Cutting Crew
Nationality:	Cuban with a criminal record
Status:	Active

PL: 13

Total Points: 162

STR	DEX	CON	INT	WIS	CHA
20	24	20	6	12	7
+5	+7	+5	-2	+1	-2
Toughness		Fortitude		Will	
+5/+8		+10		+2	

Combat: Attack: +8 (+10 Melee), Damage: +10 (Strike), +5 (unarmed), Defense: +12 (+6 Flat-footed), Initiative: +13

Skills: Acrobatics 7 (+14), Escape Artist 3 (+10), Intimidate 10 (+8), Notice 11 (+12), Search 10 (+8), Stealth 6 (+13), Survival 5 (+6)

Feats: Acrobatic Bluff, All-out Attack, Ambidexterity, Attack Focus (Melee) 2, Blind-Fight, Defensive Roll 3, Elusive Target, Evasion, Fearless, Improved Critical (Strike), Improved Initiative 2, Move-by Action, Power Attack, Rage 2, Sneak Attack 2, Takedown Attack, Uncanny Dodge (auditory)

Powers: Leaping 2, Regeneration 12 (Recovery Rate: Bruised, 1/standard action, Injured and Staggered, 1/1 minute, Disabled, 1/5 minutes), Speed 4, Strike 5 (Mighty, Penetrating, Penetrating Strength 5), Super Movement 4 (Sure-Footed, Wall-Crawling), Super Senses 4 (Scent, Tracking, Ultra Hearing, Ultra Vision)

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, 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 loveing 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.

Costume and Appearance

With her wild, long, black hair and its red streaks flowing through it, Eviscera could be seen as a rather beautiful girl, though the madness that dances behind those cat like eyes of hers, and the feral sneer on her face, erase that idea from one's mind. She wears a crimson body stocking, with slash marks on her chest, the right side of her torso, and her left leg. The cybernetic hands and feet that she now possess start at her wrists and ankles, with general human proportions until unfolded. The palm and foot areas then double in length, bringing out 3 hinged razor sharp blades that unfold from her fingers and toes.

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

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.

The Heavy

Real Name:	George Galvin
Age	54
Height:	6'4"
Weight:	326 lbs
Hair:	Brown, graying
Eyes:	Brown
NCB Case Number:	TC4U-H1-WN3
Affiliation:	Blaid International- the Cutting Crew
Nationality:	American with a criminal record
Status:	Active

PL: 10					Total Points: 111
STR	DEX	CON	INT	WIS	CHA
35/15	13	19	11	11	10
+12	+1	+4	+0	+0	+0
Toughness	Fortitude		Reflex		Will
+13	+4		+1		+3
+9 Impervious					

Combat: Attack: +8 (+10 slam), Damage: +12 (unarmed), +2 (unarmed*), Defense: +6 (+3 flatfooted), Initiative: +1

Skills: Drive 5 (+6), Knowledge (streetwise) 6 (+6), Intimidate 9 (+9)

Feats: All-out Attack, Attack Specialization (Slam), Chokehold, Favored Opponent (Power Houses), Fast Overrun, Improved Grab, Improved Overrun, Improved Pin, Move-by Action, Power Attack

Powers: Density 10 (Includes: Enhanced Strength 20, Immovable 3, Protection 5[Impervious], Super Strength 3), Immovable 4 (Unstoppable), Protection 4 (Impervious)

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.

Costume and Appearance

Built with a barrel chest and thick belly, George is often seen wearing a black, loose bodysuit finished off with white piping and trim. He's topped off with thinning brown hair with its own gray streaks flowing through it.

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

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

Kainus						
Real Name:		Kainus				
Age		119				
Height:		6'				
Weight:		255 lbs				
Hair:		Red/brown hair, light brown/orange fur				
Eyes:		Red				
NCB Case Number:		CJ3L-R9-MZ7				
Affiliation:		Blaid International- the Cutting Crew				
Nationality:		Cuban with a criminal record				
Status:		Active				
PL: 14			Total Points: 179			
STR	DEX	CON	INT	WIS	CHA	
25	18	20	12	12	9	
+7	+4	+5	+1	+1	-1	
Toughness		Fortitude		Reflex		Will
+9		+8		+10		+4
Combat: Attack: +10 (+12 Melee), Damage: +14 (Strike, Limited) +12 (Strike) +11 (Blast) +7 (Unarmed), Defense: +11 (+5 Flat-footed), Initiative: +12						
Skills: Acrobatics 4 (+8), Bluff 10 (+9), Climb 5 (+12), Handle Animal 7 (+6), Intimidate 11 (+10), Language 1 (English), Notice 12 (+13), Search 10 (+11), Stealth 5 (+9), Survival 7 (+8)						
Feats: Animal Empathy, Attack Focus (melee) 2, Blind-Fight, Favored Opponent (Hybreed), Fearsome Presence 4, Improved Initiative 2, Power Attack, Rage 2, Uncanny Dodge (auditory)						
Powers: Blast 11 (Cone, Alternate Power: Strike 14 [Penetrating Bite, Requires Grapple]), Immunity 6 (Fire, Own Powers), Protection 4 , Speed 3 , Strike 5 (Mighty), Super Senses 3 (Scent, Tracking, Ultra- Hearing)						

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 Geodonians 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.

Costume and Appearance

He possesses wolf-like characteristics, including a short muzzle containing razor sharp canine teeth, and pointed ears. His long, reddish-brown hair is usually worn pulled back into a pony tail, with fur covering his body. The fur on his forearms and shins is thicker, and matches the hair on his head. All his clothes are fire resistant.

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

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

Miss Jevious

Real Name:	Luci Takashi
Age	33
Height:	5'3"
Weight:	114 lbs
Hair:	Black
Eyes:	Black
NCB Case Number:	LJ6Y-N2-SU9
Affiliation:	Blaid International – the Cutting Crew, Takashi International
Nationality:	Japanese, no criminal record
Status:	Active

PL: 11			Total Points: 241		
STR	DEX	CON	INT	WIS	CHA
12	17	14	16	14	16
+1	+3	+2	+3	+2	+3
Toughness		Fortitude		Reflex	
+8		+5		+10	
				Will	
				+9	

Combat: Attack: +11, Damage: +4 (Boomerang), +2 (shuriken), +1 (unarmed), Defense: +11 (+3 flatfooted), Initiative: +3

Skills: Acrobatics 8 (+11), Bluff 5 (+8), Computers 3 (+6), Diplomacy 6 (+9), Disable Device 6 (+9), Disguise 5 (+8), Drive 5 (+8), Escape Artist 7 (+10), Gather Information 5 (+8), Knowledge (business) 8 (+11), Language 3 (Japanese (native), English, Italian, Russian), Notice 8 (+10), Pilot 7 (+10), Profession (CEO) 8 (+10), Search 5 (+8), Sense Motive 7 (+9), Sleight of Hand 6 (+9), Stealth 6 (+9)

Feats: Acrobatic Bluff, Attractive, Connected, Defensive Roll 3, Dodge Focus 4, Equipment 8, Evasion, Jack-of-All-Trades, Luck 5, Precise Shot, Ranged Pin, Redirect, Seize Initiative, Set-Up, Throwing Mastery, Ultimate Effort (Aim), Uncanny Dodge (mental)

Powers: **Probability Control 11** (Burst, Fortune, Jinx, Range, Selective)

Equipment: Armored jumpsuit (**Protection 3**), Utility Belt (+ 37 points of equipment: Sample: Plastic Explosive [**Blast 10**, Explosion], Bolos [**Snare 4**], Boomerang [+2 damage], Pepper Spray [**Dazzle 5**, **Stun 5**], Shuriken [+1 damage, Auto fire, Piercing], Sleep gas grenade [**Fatigue 4**, Explosion], Smoke grenade [**Obscure 4** (visual)], Tazer [**Stun 5**])

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.

Costume and Appearance

While working, she sports a tight, black leather bodysuit with various pockets in order to hide her specialized weapons. She has very beautiful Asian characteristics, including long, black, silky hair and dark eyes.

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's just appears as though things just happen to go her way, giving

the advantage to herself and her allies, while confounding the opponents.

Mortificator

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

Mortificator						
Real Name:		Dr. Douglas Jeater				
Age		38				
Height:		5'8"				
Weight:		172 lbs				
Hair:		None				
Eyes:		Green				
NCB Case Number:		FK7B-A4-HW2				
Affiliation:		Blaid International – the Cutting Crew				
Nationality:		American, with a criminal record				
Status:		Active				
PL: 11		Total Points: 166				
STR	DEX	CON	INT	WIS	CHA	
13	11	18	18	14	8	
+1	+0	+4	+4	+2	-1	
Toughness		Fortitude		Reflex		Will
+10		+4		+4		+7
Combat: Attack: +5 (+9 Snare) Damage: +10 (Corrosion), +1 (unarmed) Defense: +12, +6 (flatfooted), Initiative: +0						
Skills: Computers 4 (+8), Craft (Chemical) 10 (+14), Escape Artist 10 (+10), Intimidate 8 (+7), Knowledge (Physical Sciences) 8 (+12), Knowledge (Life Sciences) 10 (+14), Knowledge (Technology) 2 (+6), Medicine 4 (+6)						
Feats: Attack Specialization (Snare) 2, Improved Disarm 2, Improved Grapple, Improved Sunder, Weapon Bind						
Powers: Burrowing 3 , Immunity 3 (Breathe Under Water, Cold, Heat), Mucus Membrane (Snare 10 [Engulf, 10 Feet] Link to Corrosion 7 [10 Feet] Link to Suffocate 12 [10 Feet]), Protection 6						

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.

Personality Profile

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.

Costume and Appearance

His body, being enveloped in a semi-transparent mucus-like membrane, appears rather hideous since the lab accident. Along with his black trench coat, he wears a specially made material that is resistant to his acidic mucus.

He tops off his everyday look with a full-head mask that has a zipper going from beneath his chin to the back of his skull. His black gloves are only removed when he wants to release his slimy membrane.

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

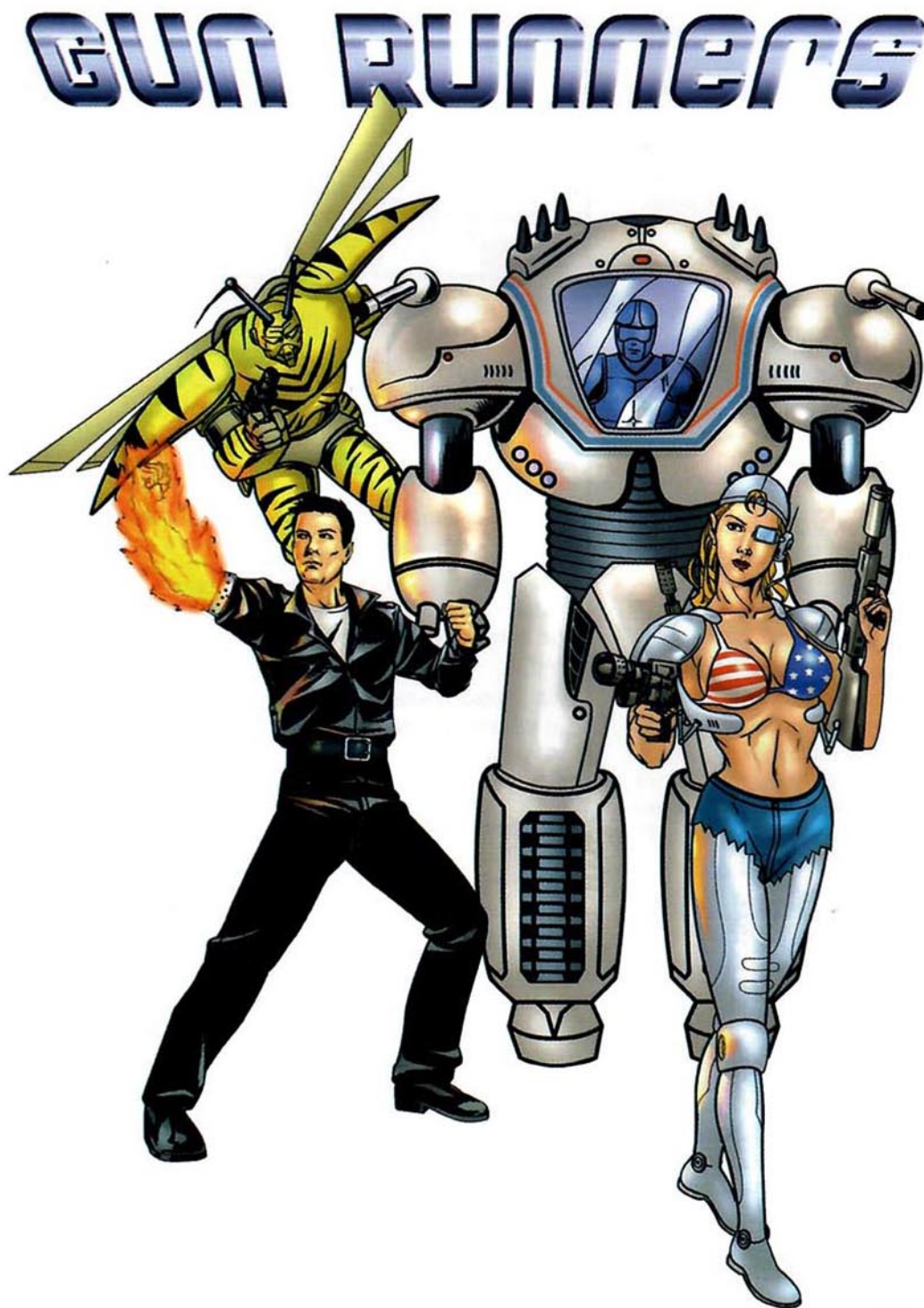
Crew a slow, but practical way of tunneling through different areas. His membrane also acts as a form of protection and is highly resistant to temperature extremes. In addition to his powers, he uses his experience as a scientist to research a target and figure out the best tactics that can be used against them.

GUN-RUNNERS

The Gun-Runners are a small unit that have suffered a few setbacks in recent years- including the imprisonment of their commander and founder, Full Metal Jacket- but have nonetheless remained a force to be reckoned with in the Neo underworld.

Consisting of Full Metal Jacket, Silo, Fire-Arm, and Maiden America, the Gun-Runners operate as international information and weapons brokers. They are regularly utilized by various Neo criminal masterminds- such as The Architect, Iron Reich, Lord Wyverncrest, and even VanCorp- to supply and transport black market munitions, as well as a ready-made source of information on various Rogue, Champion, and Corporate entities.

In recent years, the Gun-Runners have been hired by VanCorp for a new series of operations: attacks against Autumn



Arbor. Although the team usually conducts such operations via the supplying of the necessary resources to other gangs and units, occasionally they have conducted various attacks and robberies themselves. Although regularly opposed by Vanguardian, VanCorp has secretly secured their escape, or release, on each occasion. After all, the primary purpose of the clandestine operations has been simple: to further the public image of VanCorp's primary franchise: Vanguardian.



Fire-Arm

Biography

If you ask Fire-Arm, he'll tell you he's always had it rough. If you ask anyone that knows him, they'll tell you

he makes his own trouble. The truth lies somewhere in-between. It was at the age of 19 that young Caleb Norman decided to sneak around the military research installation he lived near. He was awed by the energy researchers' strange technology, but when the experiments went haywire, he was struck in the arm with a plasma beam. The same beam that melted holes in the lab walls only threw Caleb across the room. Instead of being set on fire, the plasma caused a spontaneous mutation and bonded with his genes.

The scientists and guards came to corral the young man into custody, but during his frantic attempts to ward them off he realized that his fingertips were glowing. This newly discovered power helped him to get away, but it came with a price. By the time he could stop running, the ends of his fingernails were starting to fade. The escape put Caleb in the news and raised his notoriety in the criminal world, attracting the attention of The Anarchitect, who promised him safety in exchange for helping defeat the Sentinels of Society. Half of Caleb's left arm changed completely into liquid fire before The Anarchitect was able to perfect a device to prevent the plasma from spreading and corrupting the rest of his body.

Taking the name Fire-Arm, Caleb started doing odd jobs for The Anarchitect, learning from the evil engineer and helping with his shady dealings. But Fire-Arm's thanks never lasted long. He was soon restless and skipped out on The Anarchitect's crew to search for bigger and better opportunities. One such business lead came when word reached him that Full Metal Jacket, a well-known criminal in Autumn Arbor, was looking for a few helping hands and offering a sizeable payoff. It didn't take long for both sides to realize that it was a successful working relationship, and Fire-Arm was brought into the Gun-Runners on a more permanent basis.

More recently, the capture of Full Metal Jacket by the Sentinels of Society has thrown the Gun-Runners into disarray. Fire-Arm is now extremely paranoid about being caught and has been mostly laying low since then. When he went with Silo to meet a newfound villain named Maiden America, her success on her own had instilled some confidence in him, and he looks forward to more jobs with this newcomer.

Personality Profile

Fire-Arm likes to play off of the confidence and emotions of the people he works with. Even when he's on a task, he finds it hard to be completely professional with his co-conspirators, and would clash with any people involved in one of his capers that he feels are too stoic or dyed-in-the-wool.

Particularly since the accident that led to Full Metal Jacket's incarceration, Fire-Arm has become much more cautious on the jobs he takes. He knows one minor slip could cost him his life, or the lives of several others. Even though Full Metal Jacket is not dead, avoiding being captured is a particular obsession of Fire-Arm's.

Costume and Appearance

Fire-Arm						
Real Name:		Caleb Norman				
Age		26				
Height:		6'1"				
Weight:		197 lbs				
Hair:		Dark Brown				
Eyes:		Dark Gray				
NCB Case Number:		9506-J5-L0P				
Affiliation:		The Gun Runners				
Nationality:		Italian-American, with a criminal record				
Status:		Active				
PL: 12			Total Points: 119			
STR	DEX	CON	INT	WIS	CHA	
16	14	17	13	10	14	
+3	+2	+3	+1	+0	+2	
Toughness		Fortitude		Reflex		Will
+3		+5		+6		+0
Combat: Attack: +6, (+12 Corrosion +8 Melee), Damage: +12 (Plasma Blast), +3 (Unarmed), Defense: +8, (+4 Flat-footed), Initiative: +2						
Skills: Bluff 8 (+10), Diplomacy 4 (+6), Drive 5 (+7), Gather Information 8 (+10), Language 1 (Italian (native), English), Knowledge (streetwise) 10 (+11)						
Feats: All-out Attack, Attack Focus (Melee) 2, Attack Specialization (Corrosion) 3, Connected, Contacts, Improved Block 2, Improved Trip, Improved Throw, Power Attack, Taunt, Weapon Break						
Powers: Corrosion 12 (Alternate Power: Strike 12 (Aura, Limited: Right arm only)						

Full Metal Jacket

Real Name:	Harold Simms
Age	46
Height:	5'11" (armor 6'3", shrunk 4")
Weight:	192 lbs
Hair:	Brown, balding
Eyes:	Brown
NCB Case Number:	DN4T-T8-EJ2
Affiliation:	Gun Runners
Nationality:	American, with a criminal record
Status:	Incarcerated

PL: 12

175

STR	DEX	CON	INT	WIS	CHA
26/12	11	18/14	19	14	12
+8	+0	+4	+4	+2	+1

Toughness	Fortitude	Reflex	Will
+4/+8/+13	+4	+4	+7
(4 Impervious)			

Combat: Attack: +7 (+11 shrunk), Damage: +10 (Blast), +8 (unarmed), +1 (unarmed**), Defense: +5 (+8 shrunk, +4 flatfooted, +2 flatfooted*), Initiative: +0

Skills: Bluff 7 (+8), Computers 7 (+11), Craft (mechanical) 8 (+12), Craft (electrical) 6 (+10), Disable Device 8 (+12), Gather Information 9 (+12), Knowledge (physical sciences) 6 (+10), Knowledge (technology) 7 (+11), Knowledge (streetwise) 3 (+7)

Feats: Contacts, Improvised Tools, Leadership, Master Plan, Sneak Attack

Powers: Device 26 (Power Armor, Hard to Loose)

Power Armor: Blast 10 (Split Attack), Boost 6 (Blast, Personal, Limited: Only with shrinking), Enhanced Constitution 4, Enhanced Strength 14, Flight 4, Immunity 9 (Life Support), Protection 4 (Impervious), Nano Field (Shrinking 12 [Growth Strike, Normal Abilities], Linked to Force Field 5 (Alternate Power: Shrinking 12 [Affects Others, Normal Toughness, Limited to Inanimate Objects and Constructs]), Super Senses 2 (Radio, Infravision)

Drawbacks: Normal Identity (Free action, -4)

Fire-Arm is very handsome, having gotten some of the best features of his Italian heritage, but even that isn't enough to change the fact that he looks like a goon. He has dark brown hair, which is always slicked back, and gray eyes. His usual attire is a white shirt, and black dress pants and boots.

Occasionally, he will wear a specially modified jacket that connects to the containment unit on his arm. This uniquely designed jacket gives him the full use of his arm.

Known Tactics

Fire-Arm is fond of using the intense heat of his arm to melt away metals, such as an enemy's gun. Disarming his opponents in this fashion is a special kind of irony for the villain.



In some past fights, Fire-Arm has scarred an opponent with a simple touch. His anger and fear affect the intensity of the heat produced in his arm, and under very stressful circumstances it might lose his ability to control the flames.

Fire-Arm is also very skilled in martial arts. He tends to use a lot of leg sweeps or high kicks, sometimes to set up for attacks with his arm to make them never forget who they crossed.

Full Metal Jacket

Biography

His parents and his teachers quickly labeled Harold Simms as a classic case of wasted potential. He was a brilliant, but lazy, technological genius from an upper middle class family. Harold blew his chance at college scholarships when he was caught selling test answers his senior year in high school, and instead signed up for the U.S. Army. Mr. and Mrs. Simms hoped that it would set their son straight.

Harold became a staff sergeant in the motor pool, but was dishonorably discharged from the service when the black market arrangement he had with Organized Crime was exposed. He managed to avoid a court marshal because of the lack of evidence that implicated him directly.

Harold attended and graduated from Autumn University, where he continued his brokering enterprises with a customer base mostly comprised of students. After college, Harold landed a job as a research assistant to Dr. Carl Freeman, later known as Dragonfly, working on his Nano-Field experiments.

When the experiments were looking successful, Harold saw his chance to take advantage of the situation. He stole the prototype design plans and saw an opportunity to expand his career. He built his own Nano-Field suit, and became a Neo thief-for-hire and information/weapons broker. That suit is what earned him the name Full Metal Jacket.

After too many jobs were interrupted due to Neo Champion interference, Harold realized he could better protect his cargo and increase his revenue if he had his own team. Through his various contacts, he organized a number of like-minded individuals into the Gun-Runners, a band of mercenary middle men. Originally, Full Metal Jacket was joined by Silo and Fire-Arm.

The Gun-Runners performed jobs for such clients as The Iron Reich, Lord Wyverncrest, The Anarchitect, Terenza, Barludi, and other mafia families, even VanCorp and other business entities involved in corporate espionage.

Unfortunately, Harold has spent the last 2 years incarcerated at Solitaire Island Federal Prison, having been captured by his former mentor, Dragonfly, and the Sentinels of Society. The rest of the Gun-Runners escaped, and Silo took over running the group in their leader's forced absence.

Full Metal Jacket now plots his revenge as he waits for his team to bust him out, but after 2 years he is wondering if they ever will.

Personality Profile

Full Metal Jacket is very intelligent and an excellent strategist. He has plenty of technical savvy, as evidenced by the fact that he hand-assembled his armored suit on his own. If he was more motivated scientifically, and less financially, he would have had a solid future in the research sector.

He has a very mercenary approach to jobs, whether it's delivering restricted technology to the highest bidder, or taking on search and destroy missions. All that matters is that the money is right, and the Gun-Runners will be on the case.

Dealing in black market weapons technology is not an honest business, and Full Metal Jacket has seen plenty of attempted double dealings. For his part, this has made him increasingly paranoid and much less trusting of anyone but his closest associates.

Costume and Appearance

The mechanized suit that gives Full Metal Jacket his name looks almost robotic, but has the black and gold color scheme of a yellow jacket. The suit is powered by a small device worn as a belt, and is kept miniaturized in a backpack. By activating the control device, Harold is surrounded by a Nano-Containment Field which energizes the suit and forms it around him.

Known Tactics

Full Metal Jacket is the commander of the Gun-Runners, choosing their assignments and dictating their maneuvers in combat.

His armor creates a "Nano-Field" that allows him to shrink to about 4" tall. This is based on the technology that Harold stole from Dr. Freeman's labs. The energy released from the shrinking is contained within a force field generated by the suit. This energy can be channeled through the guns on the suit, or be used to make the suit fly very fast and make incredibly sharp turns.

He will often encase a delivery in a Nano-Field to



Maiden America

Real Name:	Karen Reddick
Age	29
Height:	5'9"
Weight:	Including Cybernetic Legs (275 lbs total: 415 lbs)
Hair:	Blonde
Eyes:	Green
NCB Case Number:	HJ03-43-98G
Affiliation:	The Gunrunners
Nationality:	American
Status:	Active

PL: 12

Total Points: 156

STR	DEX	CON	INT	WIS	CHA
15	14	14	18	14	16
+2	+2	+2	+4	+2	+3
Toughness		Fortitude		Will	
+5		+2		+6	

Combat: Attack: +8 (+10 Blast), Damage: +14 (Blast) +10 (Explosion) +9 (Strike), +2 (unarmed), Defense: +9 (+3 Flat-footed), Initiative: +2

Skills: Acrobatics 4 (+6), Bluff 5 (+8), Computers 7 (+11), Craft (Electrical) 8 (+12), Craft (Mechanical) 10 (+14), Disable Device 9 (+13), Knowledge (Technology) 9 (13), Notice 7 (+9), Perform (Dancing) 11 (+14), Search 6 (+10)

Feats: Accurate Attack, Attractive 3, Dodge Focus 2, Equipment 3, Improved Aim, Improvised Tools, Inventor, Precise Shot, Quick Draw

Powers: Device 11 (Weapon Harness, Hard to Loose), Leaping 3, Protection 3, Speed 4

Weapon Harness: Blast 14 (Modified Assault Rounds; Accurate, Auto fire, Split Attack, Alternate Powers: Blast 10 [Missiles; Homing 2, Improved Range]), **Communication 4** (Radio, 1 mile), **Super Senses 5** (Extended Vision 2, Infravision, Microscopic Vision, Radio),

Equipment: (+15 points of equipment for additional accessories for her Weapon Harness and various other tools.)

reduce larger objects, say an entire weapons cache, for easier transport to the client.

Maiden America

Biography

At the age of 20, Karen began a career which led to her becoming a very successful scientist for a super-technology corporation. She married a gentleman, whom she had known for several years, named John Reddick. Within the first year of marriage, she became

pregnant, thus giving birth to their daughter, Gillian Reddick, at the age of 22. The couple agreed that Karen would return to work and John would stay at home to take care of Gillian.

Then life took an unexpected turn. A project at work went seriously wrong and nearly took Karen's life. While knocked unconscious by falling debris, Karen's legs were crushed by an even larger portion of the ceiling. After trying everything they could think of to save Karen's legs, the doctors were forced to amputate. Karen was finally released and allowed to go home.

Unfortunately, her hopes of regaining even a fragment of a normal lifestyle were smashed as John became distant and started undergoing a period of heavy drinking. John worsened after seeing one bill after another from the accident, and began abusing Karen, putting all the blame on her, telling her that everything going wrong was her fault. Karen realized she had to do something in order to keep the house and not let down her daughter. Using her intelligence as a technology genius, she started on her own project from a workstation in her basement.

She began creating cybernetic legs.

Once she tested the limitations of the leg, she began very carefully planning the necessary steps to getting the money they desperately needed. Finally, when she became confident enough in the proper workings of her homemade legs, Karen robbed the First National Bank of Autumn Arbor for over a quarter of a million dollars. She stashed the money away, but unfortunately her inexperience as a criminal caused her to make a fatal mistake. Within hours of the robbery, security tapes were being broadcasted all over the news. Knowing that her husband watched the news and would probably get a glimpse of it soon enough, she decided not to return home. So she left, with no choice but to leave her daughter behind in the hands of a man she knew had become dangerous and abusive.

The press then dubbed Karen with the name: Maiden America. Nearly seven months after the robbery had taken place, a mysterious man, by the name of Live Wire, confronted Karen in the back of a dark bar, giving her advice on where to go to find some work. She soon met with two members of the Gun-Runners, Silo and Fire-Arm. She was immediately given a position on the team, and in the first few months, alone, she created several helpful devices and also trained in guns.

Personality Profile

Though she tries to appear as a hardened criminal, knowing that she can never again return home, Karen really doesn't want to hurt anybody, as deep down she is the same understanding and loving mother, wife, and friend she was before. She has strict guidelines that she follows, making sure that nobody gets hurt or dies while she is around, even going as far as stopping fellow teammate, Silo, several times from injuring people in her presence. To add more to this stressful life, she longs

to be loved by someone since leaving behind her life with her husband and daughter.

Costume and Appearance

Karen starts everyday with an American flag patterned bikini top, covered mostly by a tied up, button-down, almost identically designed half shirt. Around her waist she carries a weapons belt that contains 2 guns, a knife, and ammunition. Blue, stonewashed cut-off jean shorts reveal only her metallic legs, not her thighs at the point in which



they were amputated. She tops off her look with a red, white, and blue backwards cap.

Known Tactics

Maiden America has special non-lethal ammo that she carries along with her various guns in order for her to get in, get her job done, and not harm anyone. Along with that comes her extreme strength from her cybernetic legs, allowing her to have limited super-leaping and super-speed.

Silo

Biography

A native New Yorker, Shane Ferrison earned a reputation as a technical whiz by winning every science fair in his borough. Ever since he could hold tools, he had started disassembling appliances and adding some electronics to make something completely new. In his own mind, Shane was a mad scientist experimenting on the kitchen table.

The flipside of that coin was that he was an unpopular geek and a target for bullies. When Shane became a teenager, he decided that enough was enough and set to work on a machine that could take revenge on everyone who had picked on him throughout the years.

The mechanical genius was about to complete the suit by the time he turned 16 years old. Along the way, his focus changed from getting revenge to becoming powerful. He started as a small-time crook, and climbed quickly up the ladder by getting all his criminal activity reported in the media. From the styles of the crimes, the local mob bosses and gang lords knew that this was not any of their men, and did their own digging to find out just who he was.

It was members of the mafia who found Shane first, and they dismissively moved to rub out the metal troublemaker. The one mistake that the mafia made was attacking while he was in the suit, because they never figured out just who was inside. His suit withstood more damage than they had imagined, and Shane was able to survive and get away.

At the age of 19, Shane decided he didn't want to be that same person he was in school, so starting over in another town would be best. Just to make sure the mafia couldn't easily track him down, he changed his name and

became Silo.

Starting back at the bottom of the criminal food-chain in Autumn Arbor, Silo ran into a criminal who was well known throughout the area, Full Metal Jacket. Silo was the one who came to Full Metal Jacket with the idea of becoming partners in crime. Everything was equal for the first few months, but then the older, craftier Full Metal Jacket took more control over their operations.

For the first 2 years, they worked together with only hired help, until Full Metal Jacket recruited Fire-Arm to join the team; a man he had worked with previously on a few small jobs.

Many lucrative contracts later, there was a deal with the Masqueraders that was crashed by the Sentinels of Society. Silo and Fire-Arm were able to get away, but their leader was arrested. Silo took charge of the group, though at first he was following every command he received from Full Metal Jacket from prison.

As he became more comfortable with the situation, Silo decided to take matters into his own hands and recruited a new member to the group, Maiden America.

Silo is still taking orders from Full Metal Jacket, but still has not planned the recovery mission to break him out of prison.

Personality Profile

Silo is a stereotypical know-it-all, and not just intellectually. He knows what he wants and does whatever it takes to make it happen. He absolutely hates being wrong.

When he is in his armored suit, Silo's ego goes wild. He has so much faith in his genius and craftsmanship that he feels indestructible, even if he isn't powered up. Silo has a similarly conceited opinion about anything else he builds.

That conceit about his armor comes to the fore when he is facing other Neos in suits. In those circumstances, Silo's main goal is to show who is better at building a machine, and it has interfered with his ability to complete missions.

Costume and Appearance

Silo's suit is best described as a large, one person, walking tank. The torso holds the control room and is surrounded by a bubble of see-through material for what appears to be the chest of the man-shaped suit. The waist of the machine is pivots, allowing him to view the situation from any angle. Bronze-colored metal arms pivot on circular shoulders. Oval-shaped arm pylons connect to rounded hands that are weapon mount points, as well as having digits that can be manipulated by gloves he wears when in the suit.

In terms of armaments, the whole machine is loaded. Large rotating guns are mounted on the shoulders. The hands have small cannons mounted on the back of each, and surrounding the bubble portion of the chest are four missile racks.

On the lower half of the large mechanical legs are a

Silo					
Real Name:		Shane Ferrison			
Age		25			
Height:		5'7"			
Weight:		158 lbs			
Hair:		Blonde			
Eyes:		Brown			
NCB Case Number:		860K-U0-OL2			
Affiliation:		The Gunrunners			
Nationality:		American			
Status:		Active			
PL: 11		Total Points: 163			
STR	DEX	CON	INT	WIS	CHA
13/30	13	13/26	19	11	10
+10	+1	+8	+4	+0	+0
Toughness		Fortitude		Reflex	
+15		+8		+4	
(7 Impervious)					
Combat: Attack: +5, (+9 Energy Cannons, +7 Other Silo Ranged Weapons), Damage: +13 (energy cannons), +9 (missiles), +10 (unarmed), +1 (unarmed*), Defense: +6, (+ +3 flatfooted), Initiative: +1					
Skills: Computers 6 (+10), Craft (chemical) 7 (+11), Craft (electrical) 8 (+12), Craft (mechanical) 9 (+13), Disable Device 8 (+12), Intimidate 9 (+11), Knowledge (technology) 7 (+11), Pilot 8 (+9), Profession (weapon designer) 10 (+10)					
Feats: All-out Attack, Attack Specialization (Silo Weapon Systems), Equipment 4, Favored Opponent (Battle-Suit Users), Improved Throw, Inventor, Ultimate Effort (skill: Intimidate)					
Powers: Device 22 (Battle Suit, Hard to Loose), Device 1 (Remote Control Unit, Easy to Loose)					
<i>Battle Suit:</i> Blast 9 (Missiles; Explosion, Improved Range 2, Homing, Alternate Powers: Blast 13 [Energy Cannons; Accurate, Split Attack], Dazzle 7 [Flash-bang Grenade Launcher; Visual and Auditory, Burst, Improved Range], Obscure 5 [(Smoke Grenade Launcher; Visual, Improved Range], Snare 9 [Entangler Grenade Launcher; Improved Range]), Communication 4 (Radio, 1 mile), Enhanced Constitution 9 , Enhanced Strength 9 , Flight 3 (Alternate Power: Speed 4), Growth 4 (Large, Innate, Permanent), Immunity 9 (Life Support), Protection 7 (Impervious), Super Senses 4 (Blind Sight [radar, Extended], Distance Sense, Radio), Super Strength 3					
<i>Remote Control Unit:</i> Data Link 3 (Limited to Silo Armor only, Machine Control)					
Equipment: (+20 points of equipment for tools and additional weapons or defensive equipment for his armor.)					
Drawbacks: Normal identity (full round. -4)					

set of tank treads. Usually the machine walks upright, but if the knees are bent, the treads can become the machine's mode of transportation. When kneeling like this, Silo can turn on boosters in the soles of the feet for added speed.

Known Tactics

The years of bullying have turned Silo into a bully. The power of intimidation does most of his work for him. Intimidating a person into doing whatever he wants is how Silo feels he has best accomplished his missions.

When in need of an entrance or exit, he has no qualms about turning into tank mode and bursting straight through walls.

The guns on his shoulders are ideal for opponents on the ground or in a sniper's position. But his missiles are what he uses to track assaults from the sky. Homing missiles, using his own custom-built sensors, are his favorite ammo, in no small part because he feels his genius is unstoppable.

The suit can be operated by a small remote control unit that Shane keeps on his person. It unfolds into a palm-sized gizmo that resembles a complex video game controller.

SOLO ROGUES

Abyssian

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 un-earthly 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 Abyss-

Abyssian (Human Form)					
Real Name:		Jason Montgomery			
Age		47			
Height:		5'10"(12')			
Weight:		163 lbs			
Hair:		Black, graying temples			
Eyes:		Blue			
NCB Case Number:		MI6K-C3-AX9			
Affiliation:		Former minion of the Hand of Madness			
Nationality:		American, with a criminal record			
Status:		Incarcerated			
PL: 12			Total Points: 92		
STR	DEX	CON	INT	WIS	CHA
12	10	13	23	26	16
+1	+0	+1	+6	+8	+3
Toughness		Fortitude		Reflex	
+1		+4		+3	
Will					
+8/+17					
Combat: Attack: +3, Damage: +1 (Unarmed), Defense: +3 (+1 Flat-footed), Initiative: +0					
Skills: Bluff 17 (+20), Concentration 5 (+13), Intimidate 8 (+11), Knowledge (Arcane Lore) 12 (+18), Notice 6 (+14), Sense Motive 12 (+20)					
Feats: Eidetic Memory, Fearless, Skill Mastery (Bluff, Intimidate, Knowledge [Arcane Lore], Sense Motive)					
Powers: Comprehend 2 (Languages, Speak and Understand), Mind Shield 9 , Super Senses 3 (Magical Awareness, Acute [Visual])					

sian 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.

Costume and Appearance

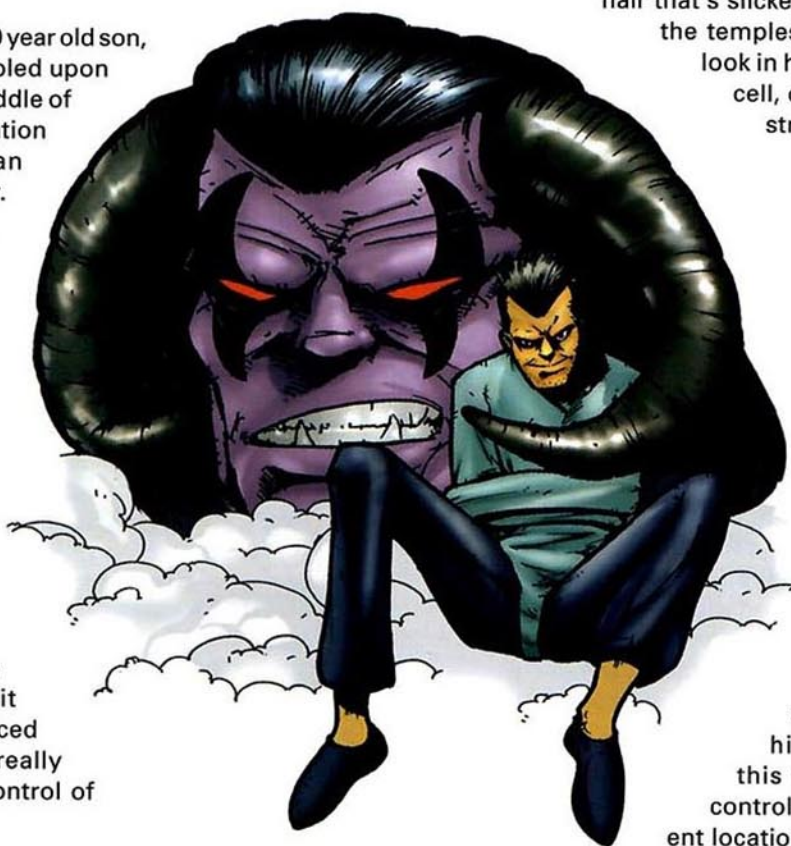
The Abyssian is a huge, purple demon with a large upper torso, giving him a hunched stance. Its body is covered with black arcane symbols, and its eyes glow red with fury. The beast's oversized hands have only 3 fingers and a thumb that are completed with vicious claws. Its shaggy mane of black hair matches the thick fur covering its forearms, shoulders, calves, and loins. Its face is not only framed by its hair, but from the large, inward curving horns. Angled claws extend from the sides of its forearms, and it stands 8 feet tall on cloven hooves.

When in his normal form, Jason Montgomery has black

hair that's slicked black and graying at the temples. He often has a mad look in his eyes as he sits in his cell, currently confined to a straight jacket.

Known Tactics

The Abyssian, being a fierce creature to challenge, could take down many with his great strength and 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



Abyssian (Demonic Form)

PL: 20 Total Points: 268

STR	DEX	CON	INT	WIS	CHA
40	18	40	23	26	16
+15	+4	+15	+6	+8	+3
Toughness		Fortitude	Reflex		Will
+19		+15	+8		+8/+17
(+4 Impervious)					

Combat: Attack: +14, Damage: +20 (Strike), +15 (Unarmed), Defense: +12 (+6 flatfooted), Initiative: +9

Skills: Acrobatics 6 (+10), Bluff 17 (+20), Concentration 5 (+13), Climb 4 (+19), Intimidate 12 (+15), Knowledge (Arcane Lore) 12 (+18), Notice 6 (+14), Sense Motive 12 (+20), Stealth 2 (+6)

Feats: Ambidexterity, Critical Strike, Diehard, Favored Opponent (Magical Beings), Fearsome Presence 10, Improved Critical, Improved Initiative, Rage 4, Take-down Attack, Weapon Break

Powers: Comprehend 2 (Languages, Speak and Understand), Mind Shield 9, Protection 4 (Impervious), Strike 5 (Mighty, Penetrating, Penetrating Strength 20), Super Senses 4 (Darkvision, Magical Awareness), Teleport 10 (Change Direction, Change Velocity, Short Range)

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.

Arkainon

Biography

Born to a Stone Age tribe of primitive man, Arkainon became the shamanistic leader of his tribe of nomadic wanderers. In their travels, they came across the Celestial Spire, an incredible source of unimaginable energy and a remnant of the universe from before the Big Bang, that was incorporated into the Earth as it formed millennia ago. He became fascinated with the Spire and spent many years exploring its secrets, eventually sacrificing his entire tribe to harness the power contained within the construct, thus gaining immortality and the ability to manipulate the powerful energies contained within.

He amassed new followers and imparted a fraction of what he had discovered about the Celestial Spire's power to his disciples. As Arkainon's power grew, he established a community that would grow in to a great empire—Atlantis.

Over the centuries Atlantis grew in power, and attracted the attention of the alien Menzati. They established communication with the ruling council of Atlantis and shared a portion of their knowledge, including information on space travel and the Purge threat. The Menzati also began their experiments on the Atlanteans, creating the first of what would later become known as Neos.

Envious of the power the Menzati wielded, Arkainon devised a ploy to betray them. He instigated a young Atlantean scientist, Icarus, into ignoring the Menzati warnings of space travel in the hopes of bringing The Purge to Earth to do his dirty work. The plot worked too well, as The Purge were more powerful than he realized and destroyed not only Atlantis, but the Spire as well, shattering it and sending fragments across the globe. Arkainon managed to use the knowledge he had gleaned from the spire to open a dimensional gateway and fled.

He left the Earth on a dimensional quest to amass more power, pillaging other worlds and becoming an even more powerful sorcerer able to manipulate the very fabric of the reality. He established strongholds on many worlds throughout the dimensions, setting himself up as a god and ruling over them with an iron fist. On one such dimensional plane he was accosted by a vile native demon, Incindari, that he bound to his service as his familiar and a focus for his mystical might.

Arkainon planned to return to Earth and use his power to create a bridge between all of the dimensions he had

conquered, using Earth as a staging ground for his vengeance against The Purge. He returned to Earth during WW2 and entered into an alliance with Adolph Hitler, becoming his advisor. Not wanting to have to contend with other beings of incredible personal power, namely Neos, he convince Hitler that research into developing super-beings was not the way to go, and sabotaged and discredited the Neo research projects that the Germans were developing. Hitler's fascination with the arcane was encouraged by Arkainon, and they began the formation of the Iron Reich: a top secret army that incorporated Arkainon's mystical power, and the technological marvels of the age, into a legion that was bent on global domination.

Arkainon					
Real Name:		Arkainon			
Age		10,000 +			
Height:		5'9"			
Weight:		148 lbs			
Hair:		White			
Eyes:		Gray			
NCB Case Number:		No Record			
Affiliation:		Helped to establish the Iron Reich, monarch of many extradimensional empires			
Nationality:		Monarch of many extradimensional empires			
Status:		Incarcerated			
PL: 17			Total Points: 298		
STR	DEX	CON	INT	WIS	CHA
12	10	12	18	25	18
+1	+0	+1	+4	+7	+4
Toughness		Fortitude		Reflex	
+1/+13		+6		+5	
Will					
+20					
Combat: Attack: +15, Damage: +1 (Unarmed),+18 (Blast), Defense: +12 (+6 Flat-footed), Initiative: +0					
Skills: Bluff 9 (+13), Concentration 12 (+19), Craft (Artistic) 15 (+19), Craft (Structural) 15 (+19), Diplomacy 13 (+17), Gather Information 12 (+16), Handle Animal 8 (+12), Intimidate 10 (+14), Knowledge (Arcane Lore) 15 (+19), Knowledge (Theology & Philosophy) 11 (+15), Notice 8 (+15), Ride 8 (+8), Sense Motive 12 (+19)					
Feats: Artificer, Assessment, Critical Strike, Diehard, Fascinate, Fearless, Fearsome Presence, Ritualist					
Powers: Comprehend 4 (Languages), Magic Magic 18 (Mythic Blast, Dynamic, Dynamic Alternate Powers: Disintegration 8, ESP 7 [All Senses], Force Field 12 [Impervious], Illusion 7 [All Senses], Mind Control 17 [Mental Link], Morph 10 [Humanoids, +50 to Disguise], Nullify 12 (Magic, all at once), Paralyze 18, Plant Control 18, Teleport 9 (Accurate, Dimensional, Portal, Limited: Portal Only), Transform 8 [Humanoid to Animal]), Summon 15 (Horde, Demons, Up to 10)					

Incindari					
Real Name:		Incindari			
Age		N/A			
Height:		2'5"			
Weight:		75 lbs			
Hair:		None			
Eyes:		Green			
NCB Case Number:		No Record			
Affiliation:		Minion of Arkainon			
Nationality:		Extradimensional entity			
Status:		Active			
PL: 10			Total Points: 221		
STR	DEX	CON	INT	WIS	CHA
14	12	16	12	20	10
+2	+1	+3	+1	+5	+0
Toughness		Fortitude		Reflex	
+3		+8		+8	
				Will	
				+15	
Combat: Attack: +10, Damage: +2 (Unarmed), Defense: +8 (+4 Flat-footed), Initiative: +9					
Skills: Bluff 10 (+10), Craft (Artistic) 13 (+14), Craft (Structural) 13 (+14), Intimidate 10 (+10), Knowledge (Arcane Lore) 13 (+14), Sense Motive 8 (+13), Stealth 9 (+10)					
Feats: Artificer, Hide in Plain Sight, Improved Initiative 2, Ritualist					
Powers: Animate Object 12 (Horde, Up to 10), Boost 20 (Magic, Others Only, Ranged, Slow Fade [1 Point per Hour]), Comprehend 3 (Languages), Concealment 10, Protection 7 (Imperious)					

Before he could bring the might of the Iron Reich to bear against the Allied Forces, Germany was defeated and Hitler committed suicide. In a fit of rage, Arkainon ordered the Iron Reich to attack the concentration camps and kill all of the prisoners. The Sentinels of Society interrupted the massacre and, through a hard fought battle, defeated the mystically powered war machines. The powerful and enigmatic Citizen Stranger managed to use his vast telepathic abilities to assault Arkainon, and both were seemingly killed in the exchange, although Arkainon had actually escaped through the dimensions once again.

He has returned to Earth a few times since to orchestrate plots of conquest, but has been thwarted by the Neos time and again. Arkainon has not been seen in many years, amassing his power base in his other dimensional realms, and preparing for his ultimate conquest.

Personality Profile

Arkainon is a power hungry, interdimensional tyrant. He is obsessed with conquering his home dimension of Earth, the one place where his plans of conquest have been thwarted time and again. Arkainon sees himself as the pre-

destined ruler of all existence, and views no one as his equal; they are nothing more than pawns in his grand scheme. He presents a haughty and blatantly condescending attitude towards all others.

He has a deep resentment of Neos and other beings of great personal might, which he views as a threat to his goals. This is why he develops magical and technological weapons for his minions, granting them power that is still under his control. Arkainon is a master manipulator, and knowing that time is on his side, has many long term plots in motion, with the ultimate subjugation of all as his final goal.

Costume and Appearance

Arkainon possesses wrinkled skin, deep set eyes, and a thin build. His head is bald on top, with a long white mane of hair in a horseshoe around his skull.

He is most often adorned in thick, blood red robes with gold and black trim. While not physically imposing, he projects an aura of confidence and power.

Known Tactics

A sorcerer of tremendous power, Arkainon can employ his magic for just about any use; elemental eldritch blasts and shields, Dimensional gateways, transformation of himself and others, illusions, mental control, and more. His mastery of mystical forces also allows him to disrupt magical energies controlled by others. When in close proximity of his familiar demon, Incindari, his sorcerous might is even further enhanced.

Although his personal power is staggering, Arkainon prefers to use his minions to carry out his schemes, only entering into personal combat against very powerful opponents, and then only when they have invoked his deadly ire.

Incindari

Biography

The demon known as Incindari was found by Arkai-



non during his dimensional travels. The demon made the mistake of assailing Arkainon with its magic, but sorely underestimated the might of Arkainon and was defeated. Vowing service to this powerful sorcerer, Incindari entered into a pact with Arkainon to be his servant and familiar. The mischievous entity has since accompanied his master on his dimensional travels, acting as a focus for Arkainon's power.

Incindari came to Earth for the first time in the 1940s, when Arkainon formed an alliance with Hitler and his regime, and marveled at this world where his powers to create chaos could flourish. The demonic familiar became separated from his master during the conflict with the Sentinels of Society at the end of WW2, facilitating Arkainon's defeat and his retreat from the Earth dimension.

He was summoned back to his master's extradimensional stronghold and punished for his failure. Arkainon banished Incindari back to Earth, to create chaos among the populace, compile information on the progress of the world, and prepare for Arkainon's plans for conquest. His malicious schemes have involved using his magic to test the powers and abilities of the superhuman champions that caused his master's defeat. As a result, the Daring Dynasty, Germaine Investigations, and especially the Sentinels of Society, have been assailed by demonically animated items transformed by Incindari's powers. The imp has also granted a bit of his power to unstable criminally minded individuals to further the reign of chaos that Incindari endeavors to create. One such case is the wand used by Slapstick of the MWA, which Incindari infused with sorcerous power.

Incindari is occasionally summoned back to his master to report on his progress, then returned to Earth to continue the preparations.

Personality Profile

Incindari is a vicious, evil prankster that takes great pleasure in creating chaos and tormenting his foes. He feels responsible for Arkainon's failure to successfully conquer the Earth dimension at the end of WW2, and is determined to create as much turmoil in the world to ensure Arkainon's successful conquest when next he returns. Incindari is totally devoted to his master.

Costume and Appearance

Incindari possesses a small, spindly, reddish-brown demonic form. He has large pointed ears, and overly large facial features that express his emotions in an absurd, almost comical way.

His body is totally hairless and covered in tiny scales.

Known Tactics

Incindari can use his magic to transform inanimate objects into demonic creatures under his control (light posts into giant fanged light bulb headed worms, cars into fanged maw wheeled beasts, a hero's cape into a flying, suffocating stingray creature, etc.) The creatures return to

their normal form if he stops concentrating on them.

He can render himself, and others, invisible. Incindari will rarely show himself to adversaries, preferring to remain undetected as he manipulates objects in the vicinity of his foes.

The demon is also adept at crafting mystical artifacts imbued with permanent arcane powers. He has distributed these magical devices to various individuals that he feels will add to the chaos that he is cultivating, in the event of his master's return to Earth.

When assisting Arkainon, Incindari acts as a power focus for the dread sorcerer, able to boost his master's mystical might considerably. He follows Arkainon's orders with complete loyalty, and will remain by his master's side until given leave. While assisting Arkainon, Incindari will only use his own powers at his master's direction, as he can not act as Arkainon's power focus if engaging his other abilities.

Jessica Baker

Biography

Jessica was born in Autumn Arbor to James and Katherine Baker. Growing up in the heart of the city, she was able to observe the Neo population of on an almost daily basis. Jessica was fascinated by Neos and couldn't imagine a better place to live; if she couldn't be one, at least she could see them. Her childhood fantasies revolved around being a costumed Champion, righting wrongs and protecting an adoring public. The fact that Neos were, for the bulk of her childhood, actually banned from Law Enforcement, and were technically criminals, did nothing to deter her enthusiasm.

Outside of her fantasy life, Jessica led a fairly normal life. Her parents were both high-profile attorneys. Despite the importance of their careers, they always put Jessica first and maintained a close relationship with her throughout her childhood. She attended Private Schools from Nursery to College, and was accepted into one of the top three colleges in the country. The day after she received her acceptance letter, her parents took her out to celebrate. This would be the most pivotal day in her life.

They were on their way to one of Downtown's finest restaurants when they became bystanders to a battle between two Neos, Stelleron and Stargoyle. In the chaos, Jessica and her parents were separated. As she searched the panicked crowd for them, Stargoyle was sent crashing through the upper floors of a skyscraper. Debris began showering down. Jessica found her parents just in time to watch them be crushed.

This event heralded a new life for Jessica. She had to cancel her college enrollment to manage her parent's estate. Every time she thought of them, an ever-growing shadow fell over her heart. Where she had once all but worshiped Neo Champions, she began seeing them as nothing more than blustering children, squabbling, oblivious to those who got hurt in the process. What kind of protectors took so little care around those they were

meant to protect?

After getting her affairs in order, Jessica enrolled in Autumn University and received a BA in Behavioral Science. Graduating in the top percentile of her class, she was then hired to work at a special division of the F.B.I that catalogued and maintained files on all known Neos (despite this being the jurisdiction of the Neo Crime Bureau).

Jessica approached her job with zeal, and studied the files with a near obsession. She wanted to know who they were, what they could do, who they fought, who their friends and family were, and where they lived. She also began making copies of these files for her own, sinister, use. Jessica had decided that the public needed to be protected from their so-called protectors, and that if no one else would do it, she would have to.

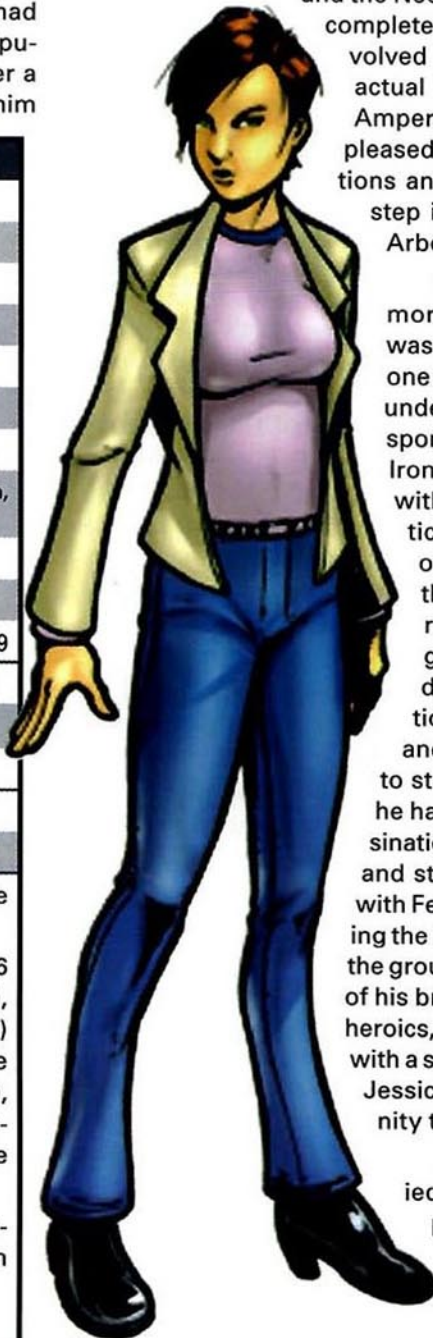
Jessica began by targeting a Neo Champion who had recently debuted in Liberty Heights. An electrical-manipulating Neo by the name of Amperage, he could deliver a varying level electrical charge by touch. Jessica chose him

as her test subject after an incident where his powers had endangered innocent bystanders. She spent the better part of a month designing and building a device to suit her needs. Disguising the device as a type of bomb being used by local gangs in a turf war, Jessica planted it and made an anonymous call to the police. Soon after, Amperage appeared. He attempted to use his powers to short-circuit the device, a gambit he had used before. Doing so sprung the carefully planned trap. The device created a feedback loop, turning his powers back upon him and steadily amplifying them. Amperage burned to a crisp in front of the eyes of helpless and horrified Emergency Services personnel. The device was also destroyed.

The ensuing response from both law enforcement and the Neo community resulted in the complete eradication of the gangs involved in the turf war, despite their actual innocence in the murder of Amperage. Jessica was incredibly pleased with the results of her actions and began planning the next step in her quest to rid Autumn Arbor of the Neo Menace.

Her next victim was slightly more high profile. Accelerace was a veteran of World War II, one of the first Neos to appear under the flag of the Allies in response to Hitler's creation of the Iron Reich: a special unit armed with highly advanced and mystical weaponry. He was one of the earliest members of the Sentinels of Society, and remained a member until the group's forced disbandment during the Nixon Administration. He then chose to retire and settled in Autumn Arbor, to start a family. More recently, he had stumbled upon an assassination plot against the President and stopped it, acting in tandem with Federal Agents in apprehending the instigators, a terrorist cell of the group Anarchy X. In recognition of his bravery, and in honor of past heroics, he was going to be honored with a special tribute. This provided Jessica with the perfect opportunity to further her agenda.

Jessica painstakingly studied the planned parade route, paying close attention to what streets were closed off. Carefully donning a specially formulated dis-



Jessica Baker						
Real Name:		Jessica Baker				
Age		27				
Height:		5'4"				
Weight:		110 lbs				
Hair:		Auburn				
Eyes:		Green				
NCB Case Number:		N/A				
Affiliation:		Federal Bureau of Investigation, Special Research				
Nationality:		American				
Status:		Active				
PL: 7			Total Points: 109			
STR	DEX	CON	INT	WIS	CHA	
12	14	12	16	16	14	
+1	+2	+1	+3	+3	+2	
Toughness		Fortitude		Reflex		Will
+1		+4		+6		+6
Combat: Attack +7, Damage +1 (unarmed), Defense +6 (+3 Flat-footed), Initiative +2						
Skills: Bluff 10 (+12), Computers 8 (+11), Diplomacy 6 (+8), Disable Device 7 (+10), Gather Information 8 (+10), Investigate 12 (+15), Knowledge (Behavioral Sciences) 12 (+15), Knowledge (Civics) 12 (+15), Knowledge (Life Sciences) 11 (+14), Knowledge (Current Events) 8 (+11), Knowledge (Technology) 8 (+11), Notice 7 (+10), Profession (Federal Agent) 5 (+8), Search 6 (+9), Sense Motive 8 (+11), Stealth 8 (+10)						
Feats: Assessment, Benefit (Security Clearance), Connected, Eidetic Memory, Equipment 7, Hide in Plain sight, Jack of all Trades, Well-Informed						
Equipment: 35 points of equipment as needed						

guise that would both hide her appearance as well as keep any trace fibers- skin or hair- from being left behind, she enacted her plan. It was far riskier than her assassination of Amperage, and had more variables, but she reasoned that the benefits outweighed the risks, especially in light of her painstakingly researched profile of the subject.

Jessica attended the ceremony in her disguise. After Accelerace was presented a Medal of Honor from the President, and as the Mayor was handing him the key to the city, Jessica started the crowd chanting, calling for a "victory lap" around the city. Flush with pride, the Champion asked the Mayor to "clock him" and set off.

As Jessica predicted, Accelerace was well-aware of the various street closings and planned his rout accordingly. As he was finishing his run, he passed through a narrow side-street. At his speed, he never noticed the monofilament wire spread across the entryway of the street.

Before the Mayor of Autumn Arbor, a crowd of citizens, and the very President of the United States, not to mention the thousands of people watching on television, Accelerace's body came to a sudden, lurching halt as his head continued to travel, thanks to inertia.

The ripples began to spread throughout the Neo community. Someone had, with malice and foresight, set out to murder a man who was more than a man, but an institution. This attacker had eschewed the traditional heads-on attacks that Neo Champions were used to, and had ambushed them. Remembering the recent murder of Amperage, they undertook an inquest; the evidence began to point that some person or persons was plotting the systematic murder of Neo Champions.

Someone leaked the fact that the two murders may be related, and the news were full of reports on the so-called "Champion Homicides". Dozens of terrorist and Rogue Neos attempted to take credit, leading the Champions on a goose-chase.

Meanwhile, Jessica slipped back into her day job, where she was, ironically enough, assigned to assist the Neo Crime Bureau in creating a profile of the killer.

With this unique opportunity to mislead the authorities, Jessica can be counted on to strike again when least expected.

Personality Profile

Jessica has convinced herself that Neo Champions are the single, largest threat to humanity. She's not out to scare or expose them; she just wants them dead. In her head, she isn't a murderer, but a lone voice of sanity.

Jessica is highly intelligent and organized. Despite her obsession, she is able to function in society, which lets her keep her day job, which then furthers her obsession.

Costume and Appearance

Jessica is a small woman with auburn hair and green eyes. Her less than imposing physical stature belays her true strength: her razor-sharp mind.

While working as a Federal Agent, Jessica dresses in

basic, nondescript suit and blouse ensembles. She wears her hair tied back. As for makeup, she wears only a touch of eye-shadow.

While Hunting, Jessica wears a variety of disguises. She never wears the same outfit twice.

Known Tactics

Jessica does not have a true method that she uses to kill. Rather, her method is to meticulously study her targets. Beyond that, each kill is highly specialized.

Jessica has access to the majority of United States Government's database on Neos. She uses that data to formulate her hunts. She does not operate within a set time-frame, preferring to let the subject's particulars set the pace.

She is highly knowledgeable of Forensic Procedure and has a degree in Behavioral Science. As such, she is careful about DNA evidence and the like. She also is careful to create evidence of an erratic profile on the killer's part. She's not above leaving misleading evidence at the scene of her crimes.

Jessica also uses her day job to mislead the investigations further. For example, she has the task force devoting much of their energies into investigating the various fringe organizations that have tried to take credit for her kills.

Carionette

Biography

Francine Kline knew little of what lay ahead of her when she began a successful modeling career at the age of 13 years old. Her prehensile hair made her a hot commodity among photographers year after year. She was a care-free spirit who reveled in the lime light and attention.

Wanting to further her exposure, Francine joined the Might Brigade, a group of glory hound heroes more concerned with making headlines than with combating crime. Her hair made the name choice of Rapunzell an obvious one.

Francine was with the team for less than two years when the leader of the Brigade, the Angler, was revealed to have been staging Neo battles to increase the popularity of the team. He was also under investigation by the IRS for tax fraud. The Angler fled and went into hiding before he could be brought in for questioning.

When the first incarnation of the Might Brigade was disbanded in the early 80's, she found it difficult to continue her modeling career as the bad reputation of the Brigade followed her. As her jobs became harder to come by, she accepted an offer to pose for an unknown artist that turned out to be a trap. The artist was actually the Voodoo Guru, an evil priest who murdered her and reanimated her corpse as one of his mindless minions.

Francine was like a puppet, unable to control her actions and wholly under the power of the Voodoo Guru. He dubbed her the Carionette. Trapped in her own body, Francine was aware of all that the Guru forced her to do.



She, along side the Grave Robbers, a group of re-animated Neos under the Guru's thrall, clashed with the heroes of Autumn Arbor many times. Carionette was a part of The Voodoo Guru's plot to attack the city with the reanimated Neos of World War II, a plan eventually foiled by the Daring Dynasty.

The Voodoo Guru later made an ill-fated alliance with The Anarchitect. The evil priest was betrayed and killed by his supposed ally. Carionette finally regained control of her body, though the waking nightmare was not over. She was no longer the beautiful young woman she had been, but was now a walking corpse.

Unlike most of the Guru's pawns, she did not return to the grave. Perhaps it was due to the length of time she was under the influence of his power, as most of his minions were short-lived fodder and no others were in his service as long as she had been.

Carionette sought out Rolling Thunder and Chain Lightning, two of her former companions in the Might Brigade, but when met with repulsion, she fled before they were able to get over their initial reaction to her. She attempted suicide many times before realizing that in her condition she was unable to die.

The years of being manipulated, the realization of her

repulsive appearance, and not even being able to end her own life all pushed Carionette past the brink of sanity, and her mind finally snapped. She has since lived as a recluse in the sewers under Autumn Arbor, taking out her wrath on any that intrude into her domain. Carionette will occasionally come to the surface late at night to destroy things and people of beauty to vent her frustrations.

Personality Profile

Carionette has now severed all ties with her prior life. Bitter about her condition and the rejection she has

Carionette					
Real Name:		Francine Kline			
Age		46			
Height:		5'7"			
Weight:		112 lbs			
Hair:		White			
Eyes:		White			
Registration Number:		XH4T-B2-DV1Q			
NCB Case Number:		XH4T-B3-DV1Q			
Affiliation:		Federal Bureau of Investigation, Special Research			
Nationality:		American			
Status:		Active			
PL: 11		Total Points: 184			
STR	DEX	CON	INT	WIS	CHA
15	18	20	13	12	8
+2	+4	+5	+1	+1	-1
Toughness		Fortitude		Reflex	
+5/+8		+10		+10	
Will		+4			
Combat: Attack: +6 (+12 Hair), Damage: +9 (Strike), +8 (Burst), +2 (unarmed), Defense: +10 (+5 flatfooted), Initiative: +4					
Skills: Acrobatics 8 (+12), Climb 9 (+11), Escape Artist 7 (+14 Including Elongation), Intimidate 9 (+8), Sleight of Hand 8 (+12), Stealth 4 (+8), Disable Device 7 (+8)					
Feats: Ambidexterity, Acrobatic Bluff, Attack Specialization (Hair) 3, Chokehold, Evasion, Fascinate (Intimidate), Grapple Finesse, Improved Disarm 2, Improved Pin, Improved Sunder, Improved Trip, Instant Up, Move-by Action, Rage, Takedown Attack, Weapon Bind					
Powers: Deflect 10 (vs. Slow, Free Action), Immunity 10 (Aging, Life Support), Prehensile Hair 8 (25 limbs, Elongation 3 Link to Super Strength 2), Protection 3 (Concentration), Regeneration 10 (Recovery Bonus +5, Recovery Rate: Unconscious, 1/1 round, Injured, 1/5 minutes, Resurrection [1 day, not vs. cremation]), Snare 8, Strike 8 (Burst, Alternater Power: Strike 9 (Penetrating)), Super Movement 2 (Swinging, Wall Crawling)					

received from society, she refuses to acknowledge the name Francine and has no sympathy for any living creatures that are unlucky enough to cross her path. It has been a long fall for her, and she was never mentally strong on her own. Carionette's joyless, solitary existence continues, and she has lost all hope.

Though Carionette is insane with rage over her present condition, she may be receptive to a disfigured or repulsive hero that reaches out to her. Only such a hero would not trigger the murderous feelings of jealousy within her, though she would still be hesitant and distrustful of anyone's motives for wanting to talk to her. Carionette believes she has no value and no purpose of her own, but refuses to ever again be anyone's pawn or involved in anyone else's agenda.

Costume and Appearance

The most obvious feature about Carionette is her exceedingly long white hair. It is normally 10' long, but is extendable beyond that through the use of her powers. She is usually nude, but wears her hair wrapped around her body in a provocative fashion. This look is one she has preferred since her living days, but now the effect is very unnerving to anyone she meets.

Because she is a reanimated corpse, Carionette's pale skin looks like dead flesh. Her corneas and irises have completely clouded over and all the color has faded, turning her eyes completely milky white.

Known Tactics

Carionette uses her extendable prehensile hair to grab, entangle, throw, and strangle her opponents. Her hair is stronger than she is, so she does any kind of grappling or heavy lifting with it instead of her limbs. Defensively, she can swat thrown projectiles from the air with ease.

Carionette can disconnect portions of hair to leave foes entangled while she moves on. She can not animate or control the hair once it is disconnected from her, so this is usually done as a prelude to an escape tactic.

If she uses her hair to create additional limbs to travel, Carionette can move or climb with great speed. The effect of four to eight tendrils of hair resembles a spider. Carionette also uses her hair as ropes that she can extend and grasp on to buildings, lamp posts, or other objects to swing through the city.

Flechette

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

Flechette

Real Name:	Andrea Renoit
Age:	26
Height:	5'7"
Weight:	124 lbs
Hair:	Bleached White
Eyes:	Green
NCB Case Number:	PB8H-2W-LL9
Affiliation:	Various criminal organizations, though no consistent affiliation
Nationality:	Canadian, with a criminal record
Status:	Active

PL: 8

Total Points: 178

STR	DEX	CON	INT	WIS	CHA
10	16	15	9	10	10
+0	+3	+2	-1	+0	+0
Toughness		Fortitude		Reflex	
+2		+2		+8	
				+2	

Combat: Attack: +7 (+9 melee), Damage: +8 (strike), +7 (Blast), +0 (unarmed), Defense: +10 (+4 flatfooted), Initiative: +11

Skills: Acrobatics 9 (+12), Bluff 8 (+8), Climb 11 (+11), Escape artist 5 (+8), Stealth 7 (+10)

Feats: Attack Focus (melee) 2, Dodge Focus 2, Evasion, Ranged Pin, Takedown Attack

Powers: Blast 7 (Cone, Link to Confuse 8 [Cone], Link to Paralyze 7 [ranged, Alternate Save: Fortitude, Cone], Strike 8 [Penetrating, Link to Confuse 8 (touch), Link to Paralyze 7 (Alternate Save: Fortitude)]), Super Speed 2 (Rapid Attack)

Drawbacks: Weakness (Heroin Addict, Common, Moderate, -3)

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 whomever 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.

Costume and Appearance

Flechette keeps her hair swept back, short, and spiky. In a good mood, she'll joke that it's just like her personality, a little prickly. Usually those good moods are due to a recent drug binge, giving her a dull spacey look in her eyes even when she's not immediately high.

She has a lanky, undernourished look to her. Even when flushed with cash, Flechette will just get high more often than eat.

As far as clothing goes, Flechette has no regular costume. She wears trendy fashions, always with her arms exposed so as to be able to use the quills on her forearms. Keeping up with trends has made it easier for her to make it to some of the right parties, and the party scene is one way she can find new drug connections.

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,

Ubernauts

PL: 6

Total Points: 156

STR	DEX	CON	INT	WIS	CHA
35	10	--	--	10	--
+12	+0	--	--	+0	--
Toughness		Fortitude		Reflex	
+12		--		+0	

Combat: Attack +0 (Includes—4 due to size), Damage +12 (unarmed) +12 (Blast), Defense—2 (Includes—4 due to size), Initiative +0

Feats: All out Attack, Fearsome Presence, Power Attack

Powers: Blast 12 (Auto fire), Growth 12 (Permanent, Innate), Immunity 32 (Critical Hits, Fortitude), Protection 12 (Impervious), Speed 5, Super Senses 12 (Communication Link [Radio], Direction Sense, Distance Sense, Infravision, Radio, Radius [All senses], Time Sense)

as well as a degree of super speed.

Iron Reich

Biography

The Iron Reich was created from the remnants of the Third Reich's weapons development program, combined with Atlantean technology and extradimensional magic supplied by the dread sorcerer, Arkainon.

Donnerkrieg					
PL: 8			Total Points: 146		
STR	DEX	CON	INT	WIS	CHA
20	12	--	--	10	--
+5	+1	--	--	+0	--
Toughness		Fortitude		Reflex	
+10		--		+1	
Will		Reflex		Will	
+10		--		+0	
Combat: Attack +6 (Includes—1 due to size), Damage +5 (unarmed) +10 (Blast) +10 (Strike), Defense +4 [Includes—1 due to size] (0 Flat-footed)					
Feats: All out Attack, Fearsome Presence, Improved Critical 2 (Strike), Move by Action, Power Attack					
Powers: Blast 10 (Auto Fire), Growth 4 (Permanent, Innate), Immunity 32 (Critical Hits, Fortitude), Protection 10 (Impervious), Speed 5, Strike 10 (Penetrating, Extended Range 15ft.), Super Senses 12 (Communication Link [Radio], Direction Sense, Distance Sense, Infravision, Radio, Radius [All senses], Time Sense)					

The Germans unleashed the first wave of the Iron Reich during WW2, where conflicts with the Allies' corps of super powered individuals resulted in the complete destruction of a small town outside of Germany. This, along with other destructive clashes between Axis and Allied enhanced forces, led to the proposition of both sides recalling their Neo forces. While both sides agreed to the arrangement, they both also continued using their "super soldiers" in clandestine black-op missions.

The Iron Reich used the lull to step up their production, and planned to unleash their armada of thousands of war machines upon the world at just the right time. Unfortunately for the German war effort, Germany was defeated and Adolph Hitler committed suicide before that time arrived. Infuriated that the Axis forces could not continue the battle until the Iron Reich war machines were prepared to be unleashed in such a devastating force as to make the Allied forces obsolete, Arkainon ordered the forces of the Iron Reich to exterminate the prisoners held in concentration camps across Germany. The American homeland force of Neos, known as the Sentinels of Society, received word of the massacre, quickly mobilized, and swept in, routing the Iron Reich's slaughter and driving the foul sorcerer from this dimension.

After the initial defeat, the supreme council of the Iron Reich that remained went into hiding in the Alps, to regroup and await Arkainon's return. They continued to build and

Blitzenjager

PL: 9			Total Points: 150		
STR	DEX	CON	INT	WIS	CHA
12	16	14	14	16	12
+1	+3	+2	+2	+3	+1
Toughness		Fortitude		Will	
+10/+2		+2		+3	

Combat: Attack +7, Damage +1 (unarmed) +6 (Blast), Defense +6 (+3 Flat-footed), Initiative +3

Skills: Acrobatics 10 (+13), Computers 8 (+10), Pilot 14 (+17)

Feats: Acrobatic Bluff, All out Attack, Evasion, Improved Aim, Improved Defense, Move by Action, Power Attack, Sneak Attack, Ultimate Skill (Pilot)

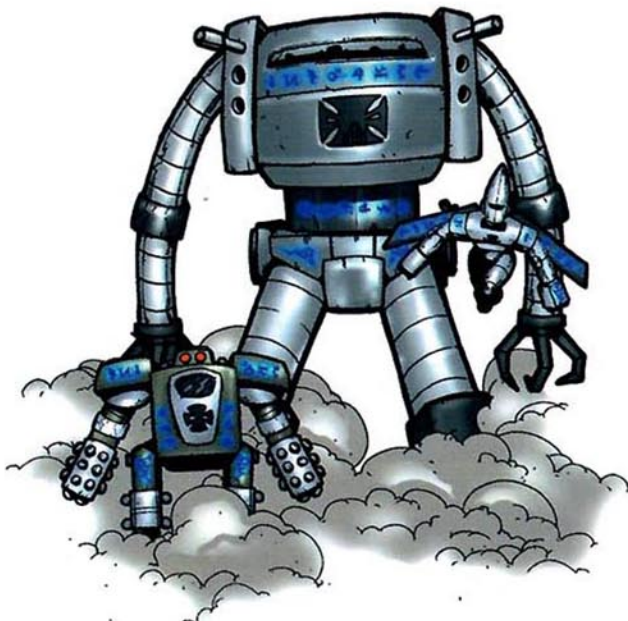
Powers: Device 19 (Power Armor, Hard to Lose)

Power Armor: **Blast 6** (Machine Gun Emplacements, Auto fire, Penetrating), **Electrical Control 8** (Electric Blast, Penetrating), **Flight 6**, **Immunity 9** (Life Support), **Protection 8** (Impervious) **Super Senses 9** (Accurate [Visual], Communication Link [Radio], Direction Sense, Distance Sense, Radio Sense, Time Sense)

stock pile their weapons of terror, as well as recruit more followers to their cause. Auxiliary bases were established in South America and South Africa. Over the decades, The Iron Reich has also inserted sleeper agents into key political and corporate positions throughout the world.

A number of Aryan supremacist groups have assumed the name of the Iron Reich, but none have had the resources or manpower of the true Reich, and have been nothing more than a mild annoyance to Neo and conventional forces over the years.

The true Iron Reich has been bidding their time for



Iron Reich Pilots					
PL: 4			Total Points: 45		
STR	DEX	CON	INT	WIS	CHA
12	16	14	13	16	10
+2	+3	+2	+4	+3	+4
Toughness		Fortitude		Reflex	
+2		+2		+3	
Combat: Attack: +4, Damage: +1(Unarmed), Defense: +4 (+2 Flat-footed), Initiative: +3					
Skills: Concentration 5 (+8), Notice 5 (+8), Pilot 9 (+12), Survival 5 (+8)					
Feats: Second Chance (Piloting)					

many decades, and most believe them to be a threat of the past.

Personality Profile

The Iron Reich's agents are fanatically loyal to the proliferation of what they view as the Master Race. They believe in Aryan supremacy and the destruction of all the 'mongrel' races, especially Neos, which the Reich views as the ultimate abomination. Only the highest ranking officers of their supreme council know that they are preparing the Reich for Arkainon's return.

Costume and Appearance

The mystically powered war machines of the Iron Reich have been designed in three different configurations.

The *Donnerkreig* are large, 10' tall, heavy artillery personal combat armor units. Powerful piston driven legs allow the Donnerkreig units to swiftly run and leap across the battlefield. The operators sit in the torso, a large boxy enclosure. They have extendable, flexible, segmented arms ending in large, spiked, mace-like hands. A powerful double barrel concussion cannon sits where the head would be. Mystical runes run around the lower portion of the torso, across the large shoulder pieces, and on the cannon.

The *Blitzenjager* are fast, agile, flying personal combat armor units, equipped with electro-blasters and fold out, switch blade wings with machine gun emplacements. Mystical runes are inscribed along the wings, on the hand cannons, and on their bullet-like helmets.

The *Ubernaut* is a huge, 50' tall humanoid tank, crewed by 5 pilots from the head, a large control booth running shoulder to shoulder. It possesses long segmented arms and legs. The arms end in massive, three-pronged grasping claws. The feet are thick, heavy rectangular slabs. The shoulder pieces are huge, circular rotating wheels with cannon emplacements. Mystical runes adorn the lower part of the head and the midsection.

The Officers and Council Members of the Iron Reich wear black and silver uniforms, derivative of World War 2 German military uniforms. The Troopers wear protective body armor and employ techno-mystical blaster rifles.

Iron Reich Soldiers					
PL: 7			Total Points: 90		
STR	DEX	CON	INT	WIS	CHA
12	14	14	13	14	11
+1	+2	+2	+1	+2	+0
Toughness		Fortitude		Will	
+8/+2		+2		+2	
Combat: Attack: +6, Damage: +1 (Unarmed) +5 (Blaster Rifle), Defense: +5 (+2 Flat-footed), Initiative: +2					
Skills: Disable Device 6 (+7), Notice 6 (+8), Search 7 (+8), Stealth 7 (+9), Survival 6 (+8)					
Feats: Assessment, Critical Strike, Equipment 5, Move by Action					
Powers: Device 2 (Blaster Rifle, Easy to Loose), Device 7 (Power Armor, Hard to Loose)					
Blaster Rifle: Blast 5					
Power Armor: Immunity 9 (Life Support), Protection 6 , Super Senses 6 (Communication Link [Radio], Direction Sense, Distance Sense, Infravision, Radio, Time-Sense), Sensory Shield 5 (All Senses), Teleport 2					
Equipment: 25 points for weapons and gear.					

Iron Reich Council Members					
PL: 6			Total Points: 60		
STR	DEX	CON	INT	WIS	CHA
12	12	13	16	14	14
+1	+1	+1	+3	+2	+2
Toughness		Fortitude		Reflex	
+1		+1		+1	
Combat: Attack: +5, Damage: +1 (Unarmed), Defense: +7 (+3 Flat-footed), Initiative: +5					
Skills: Bluff 6 (+8), Diplomacy 7 (+9), Disguise 5 (+7), Sense Motive 6 (+8)					
Feats: Assessment, Equipment 6, Improve Initiative, Leadership					
Equipment: 30 points for weapons and gear.					

Known Tactics

The Ubernauts are the first wave of attack, deployed to inspire terror with their monstrous size and massive destructive capabilities. They are capable of long range flight at up to 200 mph and also serve as troop transports: able to carry up to 50 Iron Reich troopers, 20 Blitzenjager units, or 5 Donnerkreig units in the hollowed chest cavity.

The Donnerkreig are powerful hand-to-hand combatants, smashing through enemy positions with their flailing mace-like hands, and delivering powerful concussive blasts from cannons capable of punching through tank armor.

The Blitzenjager are man-sized powered armor suits, capable of swift flight and agile aerial combat. They possess powerful electro-blasters at the end of their arms. Their main function is to fly interference for the other units, and engaging other aerial enemy forces, whether aircraft or flying Neos.

The Troopers act as cleanup, engaging any leftover pockets of resistance once the mechanized units have softened the enemy. They also act as guards in the Iron Reich's secret facilities.

Lord Wyverncrest

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 was 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,



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 Blonde			
Eyes:		Blue			
NCB Case Number:		No Record (not known to be a Neo)			
Affiliation:		Monarch of the Nation of Pax Wyvernian			
Nationality:		Originally British, currently Wyvernian			
Status:		Active			
PL: 15			Total Points: 229		
STR	DEX	CON	INT	WIS	CHA
14	13	16	22	26	28
+2	+1	+3	+6	+8	+9
Toughness		Fortitude		Will	
+3		+6		+6	
+8/+20					
Combat: Attack: +10, Damage: +13 (Mental Blast), +6 (Burst), +2 (unarmed), Defense: +6 (+3 flatfooted), Initiative: +1					
Skills: Bluff 5 (+14), Concentration 4 (+12), Diplomacy 5 (+14), Intimidate 5 (+14), Knowledge (Civics) 4 (+10), Knowledge (History) 5 (+11), Sense Motive 8 (+16)					
Feats: Attractive 2, Benefit (Diplomatic Immunity), Benefit (Status), Equipment X, Master Plan, Minions X, Well Informed					
Powers: Communication 7 (Two-way), Emotion Control 5 (subtle, Link to ESP 3 [visual and auditory]), Mental Blast 13 (Limited to Eye Contact, Alternate Power: Mental Blast 6 [Burst]), Mind Reading 16 (Sensory Link, Alternate Power: Mind Control 15 [Mental Link]), Mind Shield 12, Regeneration 1 (Resurrection only [1 week, not if killed by Mental attack], Reincarnation, Subtle, Source: Descendant)					
Equipment: (+100 points of equipment for head quarters, death traps, and high-tech weaponry.)					

enraged by their interference for a second time, viscerously 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 Wyvernian, 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.

Costume and Appearance

In his current body, he possesses a long, thick, golden mane of hair atop a tall and muscular build. Lord Wyverncrest is strikingly handsome, with a cleft chin and piercing blue eyes. He appears as if he could have stepped off of the cover of any of a number of romance novels.

Extremely vain and appearance conscious, Wyverncrest always appears in regal and very expensive attire. He most commonly wears a long blue vest with purple trim and belt, with a puffy-sleeved white silk shirt with a wide high collar. He compliments the ensemble with baggy black trousers, knee high, blue boots with large folded cuffs and purple trim. His long, flowing gray cloak has an emerald trim, and is clasped at the neck with a golden pendant depicting the Wyverncrest emblem.

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 Wyvernian 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 project-

ing 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 Wyvernica, 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

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 is 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



Lucius Belcar						
Real Name:			Believed to be Lucius Belcar			
Age			Unknown			
Height:			6'8"			
Weight:			210 lbs			
Hair:			Red Gray			
Eyes:			Blue			
NCB Case Number:			LR40-29-5ME2			
Affiliation:			N/A			
Nationality:			Unknown			
Status:			Unregistered			
PL: 9			Total Points: 242			
STR	DEX	CON	INT	WIS	CHA	
14	16	12	16	17	18	
+2	+3	+1	+3	+3	+4	
Toughness		Fortitude		Reflex		Will
+1		+10		+10		+13
Combat: Attack: +8, Damage: +2 (Unarmed), Defense: +10 (+5 Flat-footed), Initiative: +7						
Skills: Bluff 14 (+18), Concentration 14 (+17), Diplomacy 10 (+14), Gather Information 9 (+13), Knowledge (Arcane Lore) 14 (+17), Knowledge (Art) 8 (+11), Knowledge (Behavioral Sciences) 10 (+13), Knowledge (Civics) 8 (+11), Knowledge (Life Sciences) 9 (+12), Knowledge (Streetwise) 8 (+11), Sleight of Hand 8 (+11)						
Feats: Ambidexterity, Chokehold, Connected, Diehard, Fearless, Master Plan, Move By Action, Improved Initiative 3						
Powers: Dazzle 8 (All Senses), Drain 4 (All Ability Scores at Once), Fatigue 6, Morph 10 (Human Form), Paralyze 9 (Continuous), Super-Movement 1 (Dimensional, Hell to Earth)						
Drawbacks: Paralyze takes 1 hour—4						

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.

Costume and Appearance

Lucius has a tall frame with an average build. His black pinstriped suit, black tie, and blood red silk shirt all fall beneath his black hair and mysteriously dark eyes.

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.

Ian MacKenzie

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 soul would then become the property of the demon Nebecar.

Throughout history, Lucius has sought those whose

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 crime scenes: *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

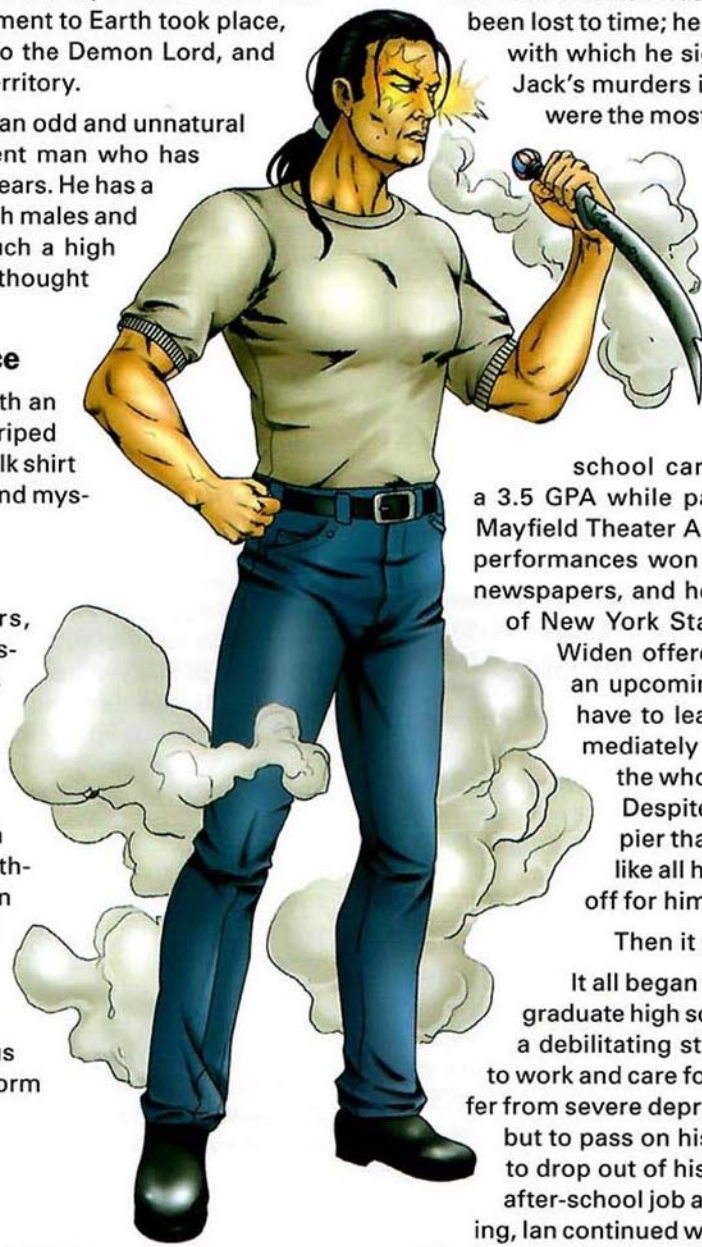
school career, managing to maintain a 3.5 GPA while participating regularly in the Mayfield Theater Association's productions. His performances won him critical acclaim in local newspapers, and he had garnered the attention of New York Stage Producer Henry Widen.

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 he 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



Ian MacKenzie					
Real Name:		Ian MacKenzie			
Age		45			
Height:		6'1"			
Weight:		200 lbs			
Hair:		Black			
Eyes:		Brown			
NCB Case Number:		JR05-452-925			
Affiliation:		N/A			
Nationality:		American			
Status:		Multiple homicides under investigation, no suspects			
PL: 10			Total Points: 120		
STR	DEX	CON	INT	WIS	CHA
14	12	14	14	13	16
+2	+1	+2	+2	+1	+3
Toughness		Fortitude		Reflex	
+2		+2		+1	
Combat: Attack: +7, Damage: +2 (Unarmed) +12 (Strike), Defense: +5 (+2 Flat-footed), Initiative: +1					
Skills: Bluff 6 (+9), Perform (Acting) 8 (+11), Profession (Actor) 8 (+9), Notice 7 (+8), Sense Motive 7 (+8)					
Feats: Fascinate (Bluff), Rage, Sneak Attack					
Powers: Device 20 (Cursed Knife, Easy to Lose)					
<i>Rune Blade of Nebecar:</i> Emotion Control 20 (Hate Only, Mind Blank, Touch), Fatigue 10 (Sleep, Host Only), Mind Control 20 (Mental Link, Touch), Obscure 10 (Fog, Visual), Strike 12 (Penetrating), Super-Movement 1 (Trackless)					

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, playing 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 condi-

tion. 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. 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 cloaked 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'd 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.

Costume and Appearance

Ian is a well-built man just over six-feet tall, with long dark hair usually pulled back into a pony-tail. His brown eyes are deep and intense, adding to his natural charm and making him a very impressionable individual.

Ian prefers to dress casually, generally in a pair of jeans, t-shirt, and boots.

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.

Nebecar

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 over



throw, but replace, God, and was fore banished to a realm of and magma. Throughout human cults emerged whose members were brought to Hell. left behind and replaced with demonic servants, they were ruled by Nebecar.

there-ash, soot, man history, higher ranking With their souls

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

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			
PL: 20		Total Points: 460			
STR	DEX	CON	INT	WIS	CHA
26	20	25	18	18	14
+8	+5	+7	+4	+4	+2
Toughness		Fortitude		Reflex	
+20		+17		+15	
(+13 Impervious)					
Combat: Attack: + 20, Damage: +8 (Unarmed), +18 (Hellfire Control), +20 (Mystic Blast), Defense: +20 (+10 Flat-footed), Initiative: +5					
Skills: Acrobatics 12 (+17), Bluff 18 (+20), Concentration 8 (+12), Gather Information 6 (+8), Intimidate 18 (+20), Knowledge (Arcane Lore) 18 (+22), Knowledge (Behavioral Sciences) 14 (+18), Knowledge (History) 14 (+18), Knowledge (Streetwise) 6 (+10), Knowledge (Theology & Philosophy) 8 (+12), Sense Motive 10 (+14), Sleight of Hand 11 (+16), Survival 9 (+13)					
Feats: Ambidexterity, Chokehold, Contacts, Diehard, Distract 2 (Bluff and Intimidate), Endurance 3, Evasion 2, Favored Environment 3 (Hell), Fearless, Fear-some Presence 8, Jack-of-all-Trades, Improved Grab, Improved Grapple, Improved Pin, Improved Sunder, Improved Trip, Trance					
Powers: Drain 10 (All Powers), Emotion Control 7 (Limited to Fear, Mind Blank), Hellfire Control 18 (Alternate Power: Summon 7 [Up to 2 Demons, Horde, Heroic, Tiring]) Immunity 6 (Aging, Disease, Poison, Need for Sleep, Critical Hits) , Life Control 7 (Alternate Powers: Fatigue 14 , Suffocate 14), Magic 20 (Mystic Blast, Dynamic, Dynamic Alternate Powers: ESP 16 [Sight & Sound, Dimensional through Fire], Mind Control 20 , Mystic Binding 20 , Telekinesis 20), Mind Reading 9 , Morph 6 (Humanoid), Protection 13 (Impervious)					
Drawbacks: Weakness to X'Zalia's Powers (Very Common, Major) -5					

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.

Costume and Appearance

Once a beautiful creature, Nebecar was doomed to have this most degrading appearance as his fall from the heavenly skies scarred and changed him. His appearance is affected by the beliefs of mankind, as he is changed when their mental image of the Devil changes. At the present time, it is said that he is a large, red-skinned humanoid beast. At his forehead sit a pair of immense black horns, bent upward and then back at the top. His elongated ears end in sharp-pointed tips. His face, warped into a nearly perpetual scowl, shows the jagged fangs his teeth have become. His black-furred legs end in cloven hooves, while his tail, the same crimson red of his skin, extends from the base of his spine and ends in an arrow-head shaped point.

Nebecar is the greatest master of illusion. As long as whomever he is interacting with does not know they are speaking with the Devil, he can appear in his Angelic form. The moment that person realizes who he truly is, the illusion is dispelled and his real form takes shape, which then gives him a winning level of intimidation.

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 past 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.

Nathan Peterson

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. 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 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

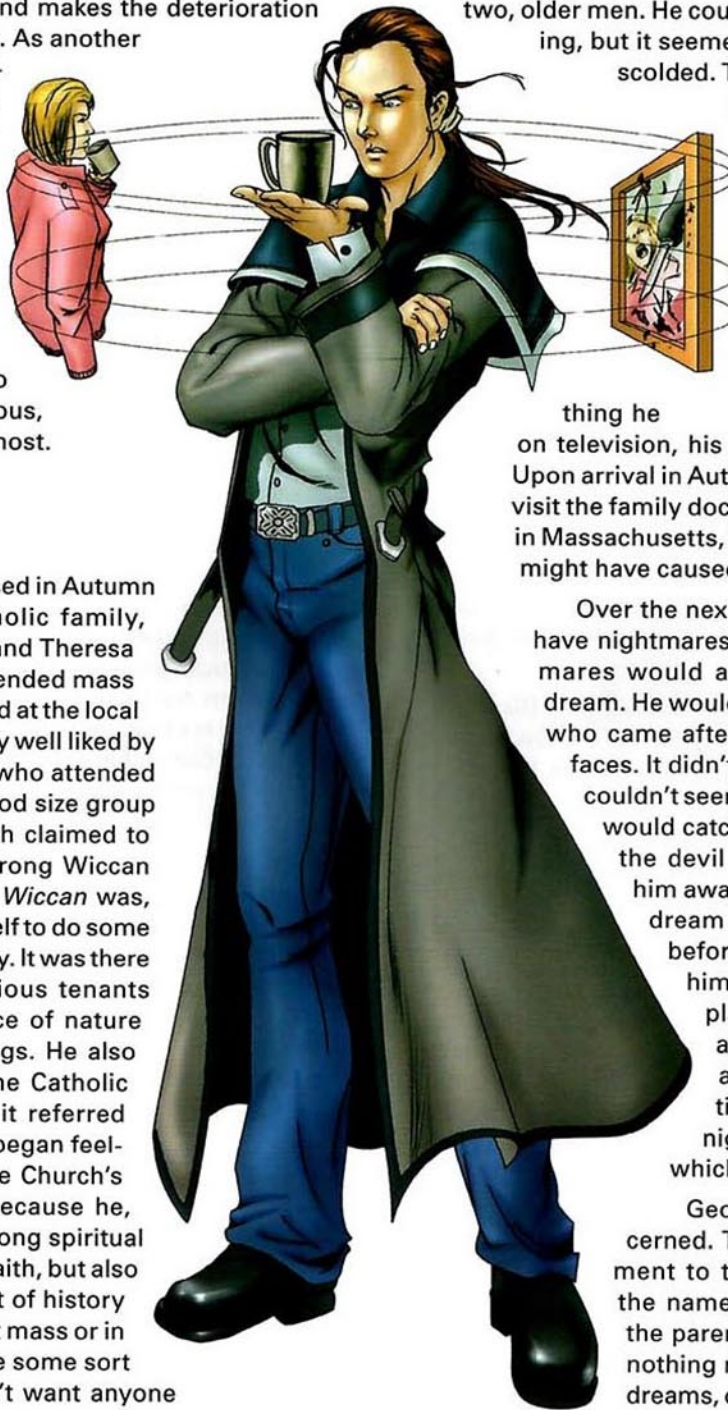
girl was put in jail. Everything faded to black, and then when his vision had returned, he saw the girl hanging by her neck, dead, while a crowd of people stood around her, yelling and with angry expressions on their faces. Assuming that the vision

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 in Massachusetts, it was undetermined as to what might have caused the seizure.

Over the next several weeks, Nathan would have 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.



Nathan Peterson					
Real Name:		Nathan Peterson			
Age		21			
Height:		6'2"			
Weight:		207 lbs			
Hair:		Brown			
Eyes:		Hazel			
NCB Case Number:		X26G-737-271			
Affiliation:		None			
Nationality:		American			
Status:		Active			
PL: 10			Total Points: 108		
STR	DEX	CON	INT	WIS	CHA
14	12	14	14	16	14
+2	+1	+2	+2	+3	+2
Toughness		Fortitude		Will	
+2		+2		+12	
Combat: Attack: +7, Damage: +2 (Unarmed), Defense: +5 (+2 Flat-footed), Initiative: +1					
Skills: Bluff 7 (+9), Concentration 9 (+12), Disable Device 6 (+8), Gather Information 8 (+10), Knowledge (Theology & Philosophy) 10 (+12), Notice 8 (+11), Search 8 (+10)					
Feats: Rage, Trance, Ultimate Will Save					
Powers: Possession 10, Super-Senses 4 (Postcognition, Uncontrollable)					

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 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 did 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 deaths 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.

Costume and Appearance

Nathan, average in height, likes to keep in shape. He usually wears his long, brown hair tied back, leaving his hazel eyes to fully glisten, conveying his intelligence. Preferably dressed in jeans, long shirts, and trench coats, he normally wears some color combination of blue, gray, black and white.

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.

Ramirez

Biography

Alexander, born to wealthy corporate mogul Marcus Ramirez and his wife Elizabeth, was brought up in a high class society, attending the best schools offered to him and pushed greatly by his father to excel. His mother wasn't in his life past the age of 8, as she left his father, unable to deal with his strong devotion to his work and negligence for his family. She mysteriously disappeared shortly thereafter.

Alexander was one who was constantly trying to make his father proud, but always seemed to fall short of his expectations. He grew up to become resentful of his father's influence over him, and acted out his frustration when in high school. Along with his friend, Phelan Blaid, who was a like-minded young man, they had countless incursions with school and the local authorities, but managed to always have it covered up with Marcus' influence and money. Marcus would not allow any son of his to bring disgrace to the family name.

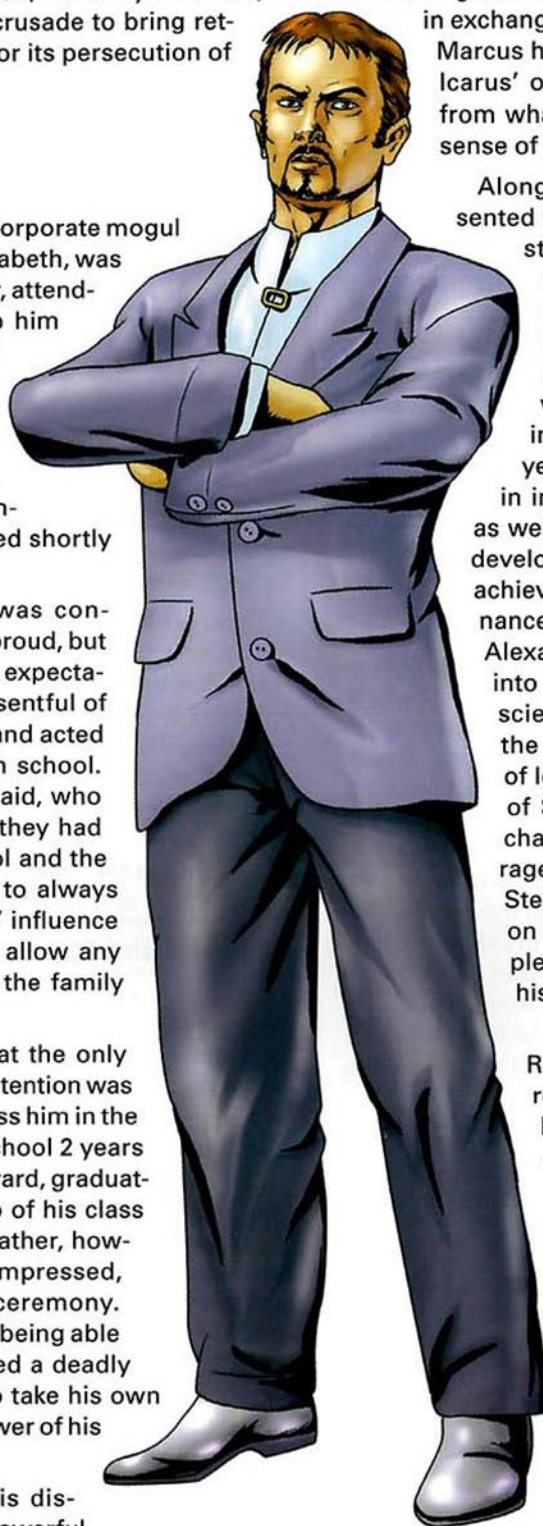
Alexander soon realized that the only way he could grasp his father's attention was to not only succeed, but to surpass him in the business world. He graduated school 2 years early, and went directly into Harvard, graduating in a quick 3 years at the top of his class with a degree in Business. His father, however, seemed even further unimpressed, even missing the graduation ceremony. Alexander's frustration with not being able to please Marcus almost reached a deadly end in 1990, as he attempted to take his own life, planning to leap from the tower of his father's corporate building.

Fortunately enough for this distraught young man, a different, powerful individual had taken a great interest in him—the ancient Atlantean, Icarus.

Having realized Alexander's plot, Icarus revealed his true form to the boy, flying through the sky and saving Alexander as he plummeted from the VanCorp tower. He'd explained to Alexander how he helped his father start the company originally, and was soon betrayed by him. He made an offer to the young Ramirez to assist him in becoming the most powerful businessman in the world, in exchange for helping him regain control of what Marcus had taken from him. Alexander accepted Icarus' offer, with a new outlook on the world from what was revealed to him, and a renewed sense of purpose.

Along with aid from Icarus, Alexander presented a proposal to his father concerning the start of his own company. It would be called Ramirez Enterprises, a subsidiary of VanCorp. Marcus became genuinely impressed with his son's proposal and accepted. By 1991, Ramirez Enterprises was up and running and showed a 70% increase in productivity within its first 2 years. It was a diverse corporation, dealing in import and export trade, entertainment, as well as medical and military technological developments. Finally impressed with his son's achievements, Marcus turned over the maintenance and research of the Stelleron project to Alexander, unaware that he was playing right into his son's plan. The Ramirez Enterprise scientists that Alexander had working on the Stelleron project, along with the help of Icarus, managed to negate the necessity of Stelleron returning to his containment chamber for recharge. Marcus became enraged with the amount of control he lost over Stelleron, the most powerful Neo Champion on the planet, but managed to maintain a pleased front. Yet he holds a grudge with his son to this day.

Alexander continued expanding Ramirez Enterprises, establishing secret research labs across the globe in which he developed cloning, Neo research, and other advancements. These have all taken Ramirez Enterprises to the forefront of the corporate world, regardless of the moral or legal ramifications. It wasn't until 1994 that he rekindled his relationship with Phelan Blaid, and has since assisted Blaid in establishing mercenary training camps around the world for his own company - Blaid International. Alexander also helped his friend form the Cutting Crew, Blaid's elite Neo mercenary force, by sending the deranged scientist, Mortificator, and the probability manipulating corporate raider, Miss Jevious, Phelan's way. To top it all off, Ramirez Enterprises began establishing magical protection for the



Ramirez					
Real Name:		Alexander Ramirez			
Age		34			
Height:		5'11"			
Weight:		165 lbs			
Hair:		Brown			
Eyes:		Blue			
NCB Case Number:		N/A			
Affiliation:		Ramirez Enterprises, Van-Corp, close ties with Blaid International			
Nationality:		American with no criminal record			
Status:		Active			
PL: 11		Total Points: 165			
STR	DEX	CON	INT	WIS	CHA
14	14	14	18	16	18
+2	+2	+2	+4	+3	+4
Toughness		Fortitude		Reflex	
+2/+5		+5		+8	
Combat: Attack: +12, Damage: +5 (Unarmed Strike), Defense: +10 (+5 Flat-footed), Initiative: +6					
Skills: Acrobatics 8 (+10), Bluff 10 (+14), Computers 7 (+11), Diplomacy 10 (+14), Gather Information 9 (+13), Intimidate 8 (+12), Knowledge (Business) 11 (+15), Knowledge (Civics) 9 (+13), Knowledge (Current Events) 9 (+13), Knowledge (Streetwise) 12 (+16), Knowledge (Technology) 10 (+14), Pilot 5 (+7), Profession (C.E.O.) 12 (+15), Sense Motive 12 (+15)					
Feats: Assessment, Connected, Contacts, Defensive Roll 3, Diehard, Elusive Target, Evasion 2, Equipment X, Fearless, Improved Block, Improved Critical (Melee), Improved Initiative, Improved Throw, Improved Trip, Master Plan, Minions X, Prone Fighting, Redirect, Stunning Attack, Well-Informed					
Powers: Chi 11 (Boost Strength, Alternate Power: Strike 3 [Mighty, Penetrating, Penetrating Strength 7])					
Equipment: Gear, Weapons, Vehicles, Headquarters, and Minions (Representing a nearly unlimited Corporate resources.)					

corporation in 2003, when a chance acquisition of the boydemon Abyssian Jr. revealed the company's vulnerability to mystical intrusion.

Alexander continues to elevate Ramirez Enterprises to the height of the corporate world, always with his sights on taking control of VanCorp and bringing down his father.

Personality Profile

Alexander is the consummate businessman, always remaining calm, cool, and hard to fluster. With his arrogance

and self assurance, he is always striving for perfection and never reveals his weaknesses. He is adept at turning any liability or failure into an asset. Underneath it all, however, he struggles to gain height over his father in the business world, with whom he has a rather strained relationship.

Costume and Appearance

Alexander is always seen in fine designer suits. His hair is light brown and worn in a Caesar cut, followed by an impeccably trimmed moustache, beard, and sideburns.

Known Tactics

Alexander, a barracuda in the corporate world, uses his contacts and inside information to get the best deals in any business venture, and is not above using illegal or immoral practices to achieve his goals. By leaving his corporate security to deal with any troubles, he is rarely ever engaged in a personal combat. Despite his projected image, however, he has taken the necessary precautions and is trained in various forms of martial arts, making him a formidable hand-to-hand combatant.

Spring-Heeled Jack

Biography

The legend of the infamous Spring-Heeled Jack reaches back to England's early 19th century, in which reports were scattered among the towns of a man, in an oilskin outfit framed by a cloak and a horned helmet, who was able to leap from the ground onto rooftops in a single bound. He was known for not only his ability to leap great distances, but also for the odd, white-blue flame that would emit from his mouth. Early reports indicate he would normally attack women, whether in groups or alone, ripping open their blouses with his ice-cold claws in order to fondle their breasts. The incident at Aldershot's North army camp also sits on record, when Spring-Heeled Jack was said to have attacked one of the young soldiers, only to then leap into the air to make his escape. Bullets shot at him seemed to have no effect, thus letting him get away once again. He was also spotted hanging from a church steeple before dropping to the ground and leaping away over nearby rooftops. More sporadic reports were filed after World War 2, many dismissed as hoaxes. It's possible the England reports were also just hoaxes, as it was just after World War 2 that Spring-Heeled Jack began his reign of terror in Autumn Arbor.

Spring-Heeled Jack's Autumn Arbor appearances, starting with his first at Beltane Park in 1948, were nearly identical to the reports in England. Once again leaping from the shadows, he would spout white-blue flames from his mouth and then soar into the night. There were times in which he would physically assault his victims, tearing open their blouses to run his cold claws over their skins, as also claimed in England. Investigators pursued him, but little clues were left behind. He, at that time, became known as *The Terror of Beltane Park*, as the media titled him. Even the vigilante, *The Midnight Avenger*, began investigating these attacks, but failed each time to capture Spring-Heeled

Spring-Heeled Jack

Real Name:	Spring-Heeled Jack				
Age	Unknown				
Height:	5'6"				
Weight:	145 lbs				
Hair:	Black				
Eyes:	Orange				
NCB Case Number:	SJ71-B86-P47				
Affiliation:	None				
Nationality:	Unknown				
Status:	Active				
PL: 10	Total Points: 133				
STR	DEX	CON	INT	WIS	CHA
16	16	20	14	16	12
+3	+3	+5	+2	+3	+1
Toughness	Fortitude		Reflex	Will	
+5	+10		+8	+15	
Combat: Attack: +8, Damage: +3 (Unarmed) +7 (Blast) Defense: +7 (+3 Flat-footed), Initiative: +11					
Skills: Climb 5 (+8), Escape Artist 8 (+11), Intimidate 8 (+9), Stealth 11 (+14)					
Feats: Elusive Target, Evasion 2, Fast Overrun, Fearless, Fearsome Presence, Hide in Plain Sight, Improved Initiative 2, Sneak Attack					
Powers: Blast 7 (Fire, From Mouth, Alternate Power: Dazzle 7 [visual]), Concealment 4 (All Visual, Shadows), Leaping 1, Speed 2, Regeneration 7 (Bruised/Unconscious: 1/1 round, Injured/staggered: 1/1 minute, Disabled: 1/1 hour; Resurrection: 1 week, Not vs. Beheaded)					

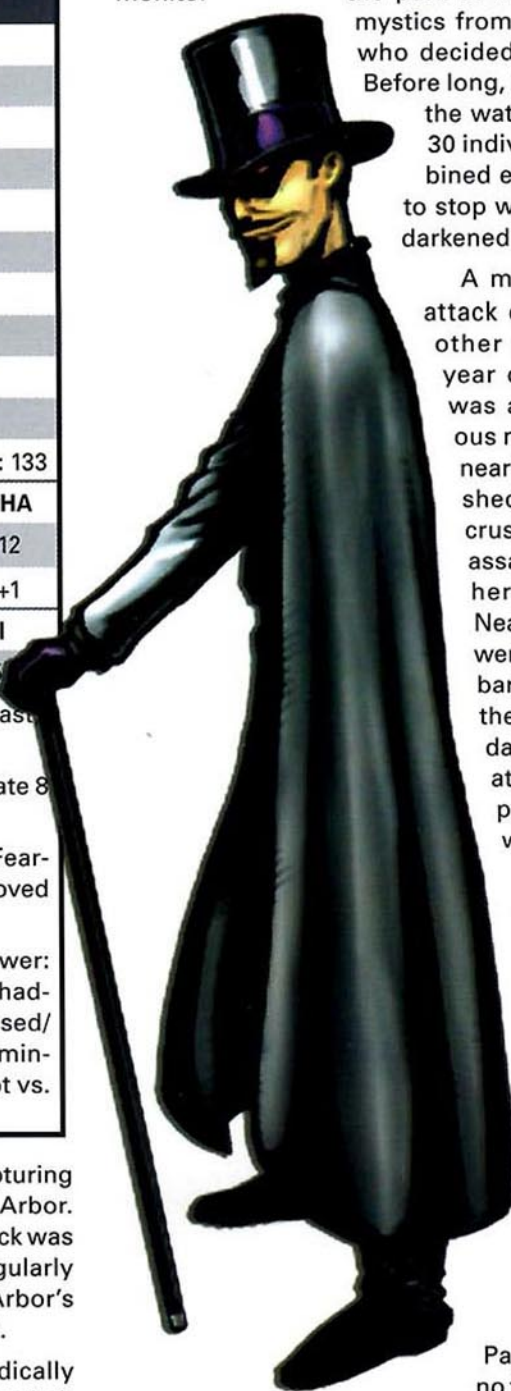
Jack. The Midnight Avenger grew obsessed with capturing him, which became widely known among Autumn Arbor. His determination to find and stop Spring-Heeled Jack was so popular that even the comic books of the era regularly featured stories where the protector of Autumn Arbor's streets encountered his arch-enemy in epic battles.

The attacks in Beltane Park continued sporadically all the way up until 1955. At this point, they stopped altogether.

It wasn't until 1971 that anyone would hear the name of Spring-Heeled Jack again. He began his nightly terror once more, yet this time becoming a little more bold. As a young woman, Rita Blakenship, was cutting through the park on her way home from work, Spring-Heeled Jack attacked and began strangling her. The only thing that stopped Spring-Heeled Jack from killing her was the arrival of a neighborhood man, who happened to be walking his dog. The predator fled the scene with one standing leap over two nearby trees.

A special task force was soon created to patrol and

monitor



the park at night, including several mystics from the Ravenswood area who decided to add their abilities. Before long, Beltane Park was under the watchful eye of more than 30 individuals. Even with combined efforts, nothing seemed to stop whatever prowled in the darkened park.

A month passed after the attack on Rita before yet another woman, this time 37 year old Samantha Gavers, was attacked by a mysterious man who jumped over a nearby maintenance storage shed. Her throat had been crushed by the hands of her assailant, after he'd blinded her with white-blue fire. Nearby task force members were alerted by Samantha's barking dog, and arrived to the scene only to see the darkly-clad suspect laugh at them, turn, and disappear into the shadows with great speed.

Despite attempts from everybody involved in the case, Spring-Heeled Jack continued attacking, claiming 4 victims during 1971, and 30 more between 1972 and 1974. But just as suddenly as they began, the attacks once again came to an unexpected stop.

For 11 years, Beltane Park, despite there being no further attacks, would be known for the Legend of Spring-Heeled Jack. On August 27th, 1995, this name would, once again, hold truth. Gina Pratoria, a 17 year old high school student, was alone with her boyfriend, Keith DiMaggio, in the park. During his later interrogation, Keith stated that they had been making out behind a stand of trees when they were slowly covered by a shadow, like the way dark storm clouds drift over a brightly lit sun. Before either of them knew what was going on, there was a sudden flash of a white-blue flame, a blinding light that temporarily took the sight from both their eyes. Keith, at first, believed it to be a prank, that maybe he had been looking into a flashbulb held by a fellow classmate or friend. It wasn't until

he heard Gina scream that his blood turned cold. Just as quickly as it had started, her scream cut abruptly short, and he found her laying on the ground before him once his vision had cleared. Standing over Gina's now lifeless body, with her midsection completely cut open, was a man dressed in black with a white shirt. His teeth, so white that they almost seemed to glow, were framed by a goatee and mustache. His top hat and cloak served as no distraction from his deep, orange, fire-like eyes. He carried with him a cane in his left hand, a blood soaked sword in his right. Keith believed these to be his final moments of life, but the man simply stared at him, began laughing, and capered off into the shadows of the overhead branches.

The police listened closely to the story of this young boy, with much suspicion. Keith was their main suspect in the ensuing homicide investigation. They clearly had forensic evidence of his presence at the crime scene. Interviews with friends informed the investigators that Gina had recently cheated on Keith with another schoolmate, though Keith said that the situation had already been worked out between the victim and himself. Still, the police had found a motive for the murder. It was the weapon that was used during the crime that they were missing. During the continuing investigation on the murder of Gina Pratoria, another body was discovered in Beltane Park. This one, belonging to a female police officer, had been eviscerated like Gina. In fact, the wounds looked identical, but unfortunately, there were no witnesses. A month later, another appearance was reported by a woman who had been walking along the sidewalk, which wrapped around the perimeter of the park, when a man, identical to the description given by Keith DiMaggio, had come leaping over the six-foot wall that surrounded the park. He blinded her with some sort of intense light, one that she swears came from his mouth. It was only the screeching of local cars that warded the man off, who did a standing leap over the wall and into the park. Eyewitness reports of this man corroborated both the woman's and Keith's descriptions. Once again, it seemed as though Spring-Heeled Jack was on the prowl.

Over the past 10 years, at least thirty bodies have been found around Beltane Park, all equally matching the M.O. of Gina Pratoria's murder. To this day, the identity of Spring-Heeled Jack serves as a mystery to all of society and its protectors. There are those who claim he is a Neo, one who fought during World War 2 and was sadly driven insane by so much death and destruction. Others think of him as a demon that was sent to Earth. Then there are people who believe that Spring-Heeled Jack isn't one single person at all, but a series of copycat killers who use the legend to hide the true motives for their crimes.

Personality Profile

By all conventional standards, Spring-Heeled Jack is insane. He takes absolute pleasure out of the pain and suffering of his victims, with no other motive for these murders but pure entertainment. The various abilities and powers he holds speak of mystical or demonic origins. This could make him either an imbued human, or an extra-planar

being in human form. Whichever the case, he is much more unpredictable to human modes of thinking.

Spring-Heeled Jack attacks at random. His attacks have occurred to a year or more apart, or sometimes as frequent as each night for over two weeks. Criminal profiling is difficult with him, as there doesn't seem to be any particular emotional or mental trigger to set off his crimes. The only thing that seems to remain certain is the fact that with every return he makes, his attacks become more violent. It is believed by leading authorities that if he is not stopped before his next disappearance, the next phase will reach a new level of violence and horror.

Costume and Appearance

Spring-Heeled Jack stands at five-and-a-half feet tall, his hair short and black, and a neatly trimmed goatee with a mustache. His eyes are described by many as appearing to be made from glowing coals, with their deep orange, fiery color. His white shirt is framed by his black dress pants and boots, as well as his dark cloak (like those worn in England at the turn of the 20th century) and top hat. Spring-Heeled Jack carries a walking cane, which helps conceal his thin, yet extremely sharp, blade. His extremely whitened teeth show with the demonic grin he seems to always possess. Unlike the reports from England in the 19th century, the Spring-Heeled Jack of Autumn Arbor does not seem to have horns, making him seem even more human than some would like to believe.

Known Tactics

Spring-Heeled Jack only works in Beltane Park, located in the mystical and Native American neighborhood known as Ravenswood. Leading investigators, over the decades, have questioned whether or not each incarnation of Spring-Heeled Jack is in fact the same individual, or if they are all a series of copycat killers. Though he was said to have appeared in Autumn Arbor in the late 1940's, Spring-Heeled Jack has disappeared for years at a time, and then returned with the nature of his crimes being different than his previous reign of terror.

Spring-Heeled Jack had limited himself to simply terrorizing the local citizens, ripping clothing, fondling, and spitting some sort of flammable liquid, much like that of his 19th century appearances. Over the past decade, Spring-Heeled Jack had started brutally assaulting and murdering women walking through the park after sunset. He has not only successfully attacked and mutilated individuals, but has been seen by witnesses who claim that he has inhuman speed, capable of eviscerating as many as four women within a few seconds, laughing the entire time.

It's extremely difficult to capture Spring-Heeled Jack, even for the Neo community, as he has the ability to flee the crime scene with unnatural speed, leap fully grown trees with no effort, or disappear into the shadows. Investigators are unable to connect his DNA and hairs with those of known offenders, or even with the people who live in the area, further baffling the case and the exact nature of the culprit.

Stargoyle

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

Stargoyle

Real Name:	Unpronounceable
Age	Unknown
Height:	7'2"
Weight:	450 lbs
Hair:	None
Eyes:	Red
NCB Case Number:	NQ7A-J9-PT4
Affiliation:	None
Nationality:	Extraterrestrial
Status:	Unknown, believed to still be Active somewhere in the galaxy

PL: 15

Total Points: 211

STR	DEX	CON	INT	WIS	CHA
24/32	18	22/30	10	14	7
+11	+4	+10	+0	+2	-2
Toughness		Fortitude		Reflex	
+15		+10		+12	
(+5 Impervious)					
Will					
+2/+10					

Combat: Attack: +10, Damage: +15 (Strike) +12 (Cosmic Energy Blast) +11 (Unarmed), Defense: +12 (+6 Flat-footed), Initiative: +4

Skills: Intimidate 12 (+10), Language 1 (Fai'goyian (native), English), Notice 7 (+9)

Feats: All-out Attack, Ambidexterity, Diehard, Environmental Adaptation (Zero-G), Favored Environment (Space), Fearsome Presence 4, Improved Trip, Power Attack, Rage, Startle

Powers: Additional Limbs 2, Cosmic Energy Control 12 (Alternate Powers: **Boost 10** [Physical Ability Scores, Self only, Limited to only In Space Only], **Boost 10** [Cosmic Energy Control, Self only, Limited to only In Space Only] **Healing 10** [Self Only, In Space Only]), **Enhanced Strength 8**, **Enhanced Constitution 8**, **Flight 7**, **Immunity 11** (Aging, Life Support, Starvation), **Mind Shield 8**, **Protection 5** (Impervious), **Sensory Shield 3** (All), **Space Travel 4**, **Strike 4** (Mighty), **Super Senses 3** (Infravision, Tracking [Infravision], Ultra-Hearing)

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 when she arrived on Earth, appeared 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 *Stargoyles*.

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 Stargoyles 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 Stargoyles' 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 Stargoyles 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 Stargoyles 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 Stargoyles 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, Stargoyles 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

Stargoyles 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, Stargoyles 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.

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

Costume and Appearance

Tall, statuesque, other-worldly beautiful, the Stargoyles is an impressive and imposing figure. She resembles a seven-foot tall woman, with a skin tone that is a blend of blue and purple and like rough-cut rock.

Not all Stargoyles' features are human. Large bat-style wings rise above her shoulders, and she has a long barbed tail ending in a blade-like, two-pronged tip. She has three spikes projecting from each forearm and calf, and large spikes on her elbows and knees.

Known Tactics

Stargoyles' 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, Stargoyles can travel at ten times the speed of light, and her other abilities are magnified greatly.

The Anarchitect

Biography

Lionel Fleming grew up as brilliant child prodigy, misunderstood by his parents and peers. His mind able to make connections and formulate theories that were well in advance of his years, Lionel breezed through the advanced placement courses, surpassing even his college professors by age of 14 years old.

Eventually, his amazing cognitive abilities came to the attention of some highly placed military officials, and he was recruited by the United States government to work on new advanced weaponry.

Lionel's own arrogance and disdain for his superiors made him highly disliked and kept him off any major assignments, though some of his theories were incorporated. By the age of 28 he was recruited by Quantum Mechanics, a new R&D enterprise specializing in revolutionary technology for the U.S. military. He was placed in charge of a contract to redesign the Americannon armor, to make them bigger, stronger, and faster, for mass production by the United States Government for law enforcement measures. His co-worker on the project was Isabella Daring, another brilliant young scientist, and the two soon began an intimate relationship.

It wasn't long before they begin experimenting with the Celestial Tear given to Isabella by her father, Major Daring, to use as a virtually inexhaustible energy source. They also redesigned the armor to be utilized as remote controlled robots. Unfortunately, when the Military demanded a field

test to evaluate the progress on the project, Fleming's egotistic attitude and delays in getting the Americans online and functioning properly did little to impress evaluators. The Government contractors decided to pull the contract from Quantum Mechanics. Another up and coming technological development company, Vanguard, Ltd., stepped in and took over the development of the project. Vanguard Ltd. retained Isabella's services, but had no desire to work with Lionel and his overbearing attitude.

Furious at what he saw as short sightedness from his superiors, a disgruntled Fleming vanished from the public eye, taking the shard of the Tear with him. He blamed Isabella and everyone else associated with the project for his failure.

Unfortunately still, just as the contract was pulled from Quantum Mechanics, Isabella learned that she was pregnant, but never had the chance to tell Lionel before he disappeared.

Dr. Lionel Fleming established a secret laboratory, funded by various underworld organizations, and continued his research into robotics, cybernetics, and the Tear energy source. He lived as a recluse, designing and selling his bizarre armaments and technologies to whatever clients

could meet his price. Paranoid and disdainful of human research assistants, Fleming constructed his Servos: robotic servants that would assist him in his work. His uncanny mechanical developments earned him the name of "The Anarchitect" amongst those he dealt with, due to his peculiar designs and obsessive, erratic personality.

The Anarchitect's prime obsession was over the Celes-

The Anarchitect

Real Name:	Dr. Lionel Fleming
Age	83
Height:	5'10"
Weight:	184 lbs
Hair:	Gray
Eyes:	Blue
NCB Case Number:	IV9P-B5-SW3
Affiliation:	None
Nationality:	American
Status:	Active

PL: 14

Total Points: 208

STR	DEX	CON	INT	WIS	CHA
10	9	13	30	18	9
+0	-1	+1	+10	+4	-1
Toughness		Fortitude		Reflex	
+4		+3		+4	

Combat: Attack: +4, Damage: +7 (Strike) +0 (Unarmed), Defense: +5 (+2 Flat-footed), Initiative: -1

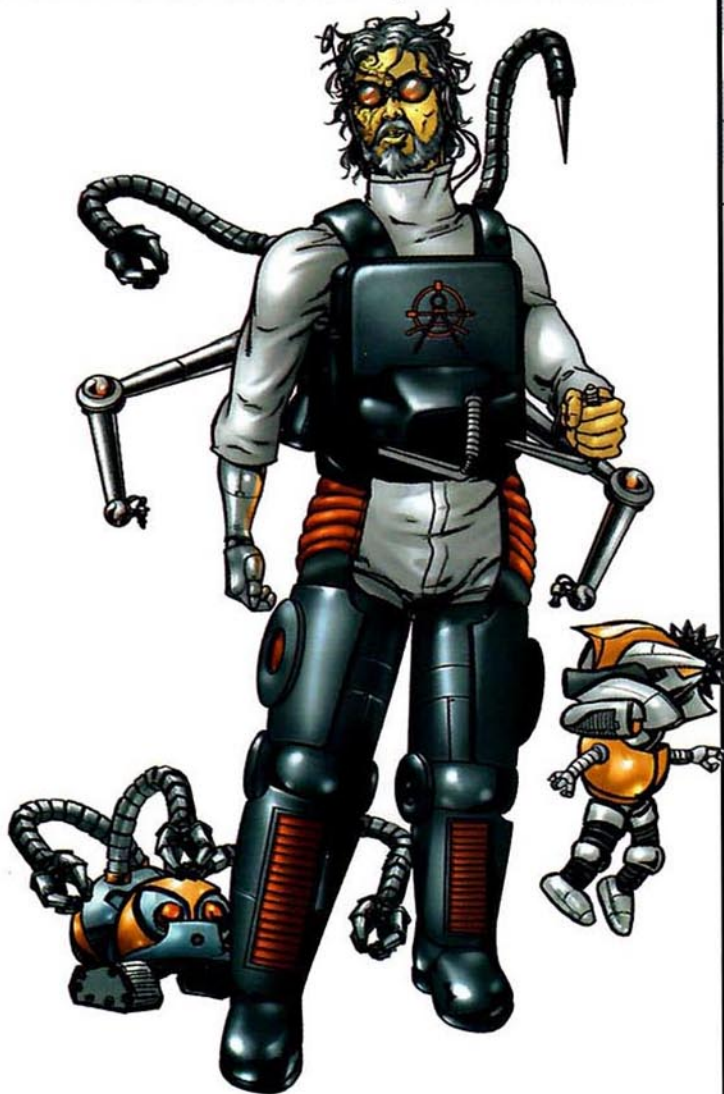
Skills: Computers 10 (+20), Craft (Chemical) 8 (+18), Craft (Electrical) 12 (+22), Craft (Mechanical) 14 (+24), Craft (Structural) 10 (+20), Disable Device 12 (+22), Drive 10 (+9), Knowledge (Life Sciences) 6 (+16), Knowledge (Physical Sciences) 8 (+18), Knowledge (Technology) 14 (+24), Medicine 7 (+11), Pilot 10 (+9), Profession (Weapon Designer) 11 (+15),

Feats: Assessment, Eidetic Memory, Equipment 30, Favored Opponent (The Daring Dynasty), Improvised Tools, Inventor, Master Plan, Minions: X, Skill Mastery (Computers, Disable Device, Craft: Electrical, Craft: Mechanical), Well Informed

Powers: Device 21 (Techno Harness, Hard to Loose)

Techno Harness: Additional Limbs 5 (5 Mechanical Arms, 15 ft reach), Data Link 9 (Machine Control), Flight 3, Mind Control 14 (Conscious, Mental Link, Sensory Link, Limited to sentient machines), Protection 3, Sensory Shield 8 (All), Strike 7 (Extended Reach 2, Penetrating), Super Senses 3 (Communication Link to Servos, Detect Celestial Tear Energy, Radio), Quickness 2

Equipment: (+ 150 points of equipment for bases, death traps, vehicles, constructs, and other offensive or defensive devices, such as a blaster rifle, a force field belt, etc.)



Servo Soldiers					
PL: 8			Total Points: 76		
STR	DEX	CON	INT	WIS	CHA
20	12	--	--	14	--
+5	+1	--	--	+2	--
Toughness		Fortitude		Reflex	
+6		--		+1	
				+12	
Combat: Attack: +6 (+9 Ranged), Damage: +7 (Unarmed) +6 (Blast), Defense: +4 (+2 Flat-footed), Initiative: +1					
Feats: Attack Focus (Ranged) 3, Move by Action					
Powers: Blast (Energy Beam) 6, Immunity 30 (Fortitude), Protection 6, Strike 7, Super Senses 1 (Radio)					

tial Tear and the energy contained within it, and he used the research he had amassed on the shard to develop the power source for many of his mechanical monstrosities. When Daring Man debuted, Fleming realized that the energy that Daring Man wielded was in fact derivative of the Tear, and decided he must have the young man for study. He sent many of his Servos after both Daring Man and his father, Major Daring, to lay claim on the Tear Energy they possessed. The Anarchitect's Servos clashed with the Darings many times before eventually capturing Daring Man. However, it was during the period that he was attempting to apprehend Daring Man that The Anarchitect discovered he had fathered twins from his romantic tryst with Isabella Daring. Theorizing that they, too, might possess latent Tear powers, he deployed his Servos to locate and kidnap

Servo Lab Assistants					
PL: 6			Total Points: 62		
STR	DEX	CON	INT	WIS	CHA
12	10	--	10	12	8
+1	+0	--	+0	+1	-1
Toughness		Fortitude		Reflex	
+5		--		+0	
				Will	
				+1	
Combat: Attack: +4, Damage: +5 (Unarmed), Defense: +6 (+3 Flat-footed), Initiative: +0					
Skills: Craft (Chemical) 6 (+6), Craft (Electrical) 6 (+6), Craft (Mechanical) 6 (+6), Craft (Structural) 6 (+6)					
Feats: Beginner's Luck, Fearless, Interpose					
Powers: Immunity 30 (Fortitude), Protection 5, Strike 5, Super-Senses 1 (Radio)					

his daughters. The mad scientist hooked Daring Man and his own twin daughters, Diane and Darla, to an immense energy transfer device designed to absorb and manipulate the unique energy they possessed.

Major Daring, along with Kodiak and Isabella, tracked down and engaged The Anarchitect as he was siphoning the energy from his captives. In a battle that made headline

news, they managed to rescue Daring Man and the twins, but The Anarchitect escaped and swore vengeance against his former lover and her family, now known to the world as the Daring Dynasty.

A few years later, The Anarchitect returned with a savagely vengeful plot. He viscously murdered Kodiak and resurrected him using unconventional cybernetics and Tear Energy. He christened his creation the Xombehemoth. Unfortunately, Xombehemoth escaped before he was able to further his quest for revenge, hideously scaring one side of The Anarchitect's body in the process.

The Xombehemoth went on to attack the Daring Dynasty repeatedly over the next few years, constantly drawn to their Tear powers and bent on absorbing their energies, before it was brought down by the combined efforts of the Dynasty and the Sentinels of Society.

The Anarchitect stewed in seclusion for many years, until an unlikely alliance was formed between him and the master of the undead, Voodoo Guru. The two villains embarked upon a plot to reanimate the carcass of the Xombehemoth to unleash upon their enemies. The alliance was short lived, though, due to The Anarchitect's paranoia. He turned on the Guru, murdering him and incorporating his remains into the Xombehemoth. Now driven to absorb the remains of deceased Neos to acquire their abilities, The Anarchitect turned the Xombehemoth loose upon the world once again.

The Anarchitect has since embarked on several plots aimed at vengeance on a world that refused to recognize his genius, and has come into conflict numerous times with not only the Daring Dynasty, but also the Sentinels of Society and other Neo Champions.

In between plots, he regularly sends his Servos out to steal technology that he can incorporate into his macabre creations.

Personality Profile

The Anarchitect is a paranoid megalomaniac who believes he possesses the greatest mind on the planet. He views the rest of humanity as ignorant children, unable to comprehend his genius. He is extremely arrogant, and

Servo Hover Soldiers					
PL: 7			Total Points: 72		
STR	DEX	CON	INT	WIS	CHA
18	14	--	--	14	--
+4	+2	--	--	+2	--
Toughness		Fortitude		Reflex	
+7		--		+2	
Combat: Attack: +5 (+9 Ranged), Damage: +4 (Unarmed), Defense: +7 (+3 Flat-footed), Initiative: +2					
Feats: Attack Focus (Ranged) 4, Evasion 2, Move by Action, Precise Shot					
Powers: Blast (Energy Beam) 5, Flight 3, Immunity 30 (Fortitude), Protection 7, Super-Senses 1 (Radio)					

brags about his intellectual superiority incessantly.

Fleming is obsessed with designing outlandish mechanical creations, and even talks to his Servos as if they were his children. He lives as a recluse, keeping his contact with others to an absolute minimum, relying on his Servos to see to any of his needs. His desire for vengeance against the Daring Dynasty and harnessing their Celestial Tear powers is the one factor that occasionally will bring The Anarchitect out of seclusion. He possesses a vehement distain for people in general, and a passionate hatred of Neos in particular, believing that technology is the path of human evolution. He is the ultimate "mad scientist"

Costume and Appearance

The Anarchitect has a mane of thick, wild, unmanaged gray hair, and sports a similar beard and mustache. He typically wears a loose fitting gray jumpsuit with many pouches for tools and other gizmos. He has large, round work goggles connected to a wrap around headpiece, with ear coverings and a small communications antenna. The right side of his face is hideously scarred, and he has a cybernetic right arm and foot due to the damage the Xombehemoth caused upon its awakening. He wears mechanized leg braces and boots to compensate for his injury.

Exposure to the Celestial Tear energy over the years has retarded his aging process, although with the extensive scarring inflicted upon him, he still appears to be quite elderly.

He often employs a large harness and computer rig with a variety of tools and weapons; as well as a jet pack on his back, and a fold out computer screen on his chest that has the stylized Anarchitect A on it. Hand held joy sticks connect to the computer rig from the waist.

Known Tactics

The Anarchitect will rarely be encountered in the field, relying on his Servos to carry out his dirty work. He monitors and directs their actions with the fold out computer screen and hand held joy sticks built into his computer harness. His preference is to remain in hiding while he orchestrates his plots.

When he does make a personal appearance, he will use his computer rig to maneuver his Servos against the Champions, as well as use the offensive and defensive arsenal he has connected to the harness. Telescoping prehensile arms equipped with grasping claws, laser arc welders, and razor sharp buzz saw blades, are but a few of the contraptions The Anarchitect utilizes. He also employs a variety of gadgets, from customized high energy blasters to EMP pulse weapons to anything else his twisted mind can create.

The combination of his cybernetic enhancements, and his exposure to the Celestial Tear energy, has kept him healthy and active despite his age.

Servos

The Servos are the robotic monstrosities created by The Anarchitect. After his dismissal from the Government

Americannon contract, Lionel Fleming became more and more mistrustful of human subordinates stealing his designs. He designed them originally to act as absolutely loyal servants and lab assistants. As Fleming continued on his paranoid downward spiral that led to his transformation into the mad scientist the world would come to know as The Anarchitect, he began to outfit the Servos with advanced armament.

They were first deployed against Daring Man, and after several unsuccessful attempts, finally managed to capture the Tear powered Champion. He then began using them to serve as middle men in conducting his transactions with unscrupulous individuals and organizations; as well as procuring materials and resources for his projects, freeing him to devote more time to his research in the lab.

When left on their own, the Servos simply follow the programmed operating orders installed in them by The Anarchitect. When he is in direct control of them, they may exhibit his personality traits.

The Servos come in many various types and diverse designs, but all have very bizarre configurations. They are equipped with a plethora of equipment, including clockwork gears, antenna, pistons, grasping claws, whirling buzz saws, satellite dishes, tank treads, wires and cables; a veritable hodgepodge of various technological pieces.

They are built for various uses depending upon their functions. Examples include: short humanoid lab assistants, small hovering recon bots, small and large spider/scorpion-like machines, and walking combat tanks

Ultimus

Biography

Hailing from the planet Dael'Rega in a far-off sector of the galaxy, Ultimus is one of the most powerful Neos created by the Menzati. Like Earth, the Menzati had established Neo processing plants on Dael'Rega to perform experiments in unlocking the potential within its populace. However, once he learned the truth of the matter, Ultimus inspired a rebellion on his home world against the Menzati. He convinced his people that the experiments the Menzati were performing on the population were to create a slave race, not an army of soldiers to defend their world.

Ultimus led his people in a revolt, destroying the processing plants and killing every last Menzati on the planet. He then enacted a plan to systematically use his absorption ability to drain the powers from all of the Neos the Menzati had created on Dael'Rega. Ultimus named himself ruler of his world, and with the combined energies of hundreds of absorbed Neos fueling his power, he remained the undisputed monarch of Dael'Rega for nearly 2 centuries. None could stand against him. He became a power mad tyrant, turning his own people into slaves just as he had warned about the Menzati.

Over time, Ultimus discovered that his powers were waning. But with all of the Neos from his homeworld dead, and their power long since absorbed, he had no means to recharge his powers. Using Menzati technology, he com-

manded the construction of an interstellar star fleet so he could begin a campaign of conquest across the galaxy. His goals were to find other Menzati Neo production outposts and absorb the powers of the Neos of those worlds.

Insurgents on Dael'Rega also realized that Ultimus had depleted his powers and staged a rebellion. They managed to depose the tyrant, though he escaped along with a handful of his devoted followers in a flight of the star ships he had commissioned.

For daring to challenge him, Ultimus swore revenge upon the people of Dael'Rega. He and his followers became intergalactic pirates, raiding and pillaging other worlds in search of other Neos. He also sought out other intergalactic marauders to swell his armada.

After finding a few Neos existed and lay-waste to them, Ultimus drained their powers and rekindled his own. He returned to Dael'Rega with his expanded armada and carried out his sworn threat of vengeance, killing more than two thirds of the population and turning the rest into slaves. Dael'Rega became a haven for the scum of the galaxy, a home for any miscreant that would swear loyalty to Ultimus.

The interstellar activity around the world brought Dael'Rega to the attention of The Purge, and even the restored power of Ultimus could not stop them from destroying the planet. With only a fraction of his army remaining, Ultimus was once again forced to flee.

The defeat humbled the space lord only slightly, but it taught him caution. Employing Menzati derived cloaking technology on his ships to avoid being detected by The Purge, Ultimus and his fleet of galactic criminals roamed the space ways in search of more Neo populated worlds. Over the ensuing time, they have ravaged dozens of planets and Ultimus has absorbed thousands of Neos, further empowering his abilities.

Probes that Ultimus sent out to scan various planets have recently discovered the Neo presence on Earth, and the space lord is on his way!

Personality Profile

Ultimus is an egotistical intergalactic tyrant. He is one of the most powerful beings in the galaxy, and is fully aware of that fact. He has been using that strength to his

advantage for centuries of Earth's time.

With few to rival his power, Ultimus learned to rule by proof of force and a willingness to use it. He has become quite an experienced braggart, though he will not hesitate to back up his statements. His cruel streak makes a twisted complement to his personality, and he has drained the powers of thousands of other Neos, many depleted of their life force as well.

To exercise and showcase his strength, Ultimus enjoys challenging the most powerful individual in a conflict of personal combat. He will, of course, call in reinforcements if things start going against him.

Ultimus conquered his home planet twice, and lost it twice. That fact is a two-edged sword, because thinking of the defeats on Dael'Rega still makes him burn with rage, but he also knows that he has rebuilt his fleet before, and the thought of defeat does not intimidate him. He has confidence his dominion will expand again, and he will hold sway over the universe.

Costume and Appearance

The Dael'Regans are a four-armed humanoid race, their prominent jaws highlighted by two large tusks protruding from a fanged mouth. Their feet and hands have sharp talons, and their bodies are covered with red, scaly skin.

Ultimus has impressively large spiral horns covering his brow that curl around to frame his face. He wears a large flowing blue cape hanging from large decorated silver shoulder pauldrons. More than one opponent has been paralyzed by fear when Ultimus would ominously approach, striking the ornate silver bracers on his wrists and shins together with a clang that sounds like a death knell.

The largest piece of armor Ultimus wears is a black breastplate bound down by a strap that starts from the shoulder pieces, crossing his chest under his upper set



Ultimus					
Real Name:		Ultimus			
Age		475 Earth Years			
Height:		7'5"			
Weight:		845 lbs			
Hair:		Silver			
Eyes:		Black			
NCB Case Number:		No Record			
Affiliation:		Monarch of Dael'Rega, Leader of an Intergalactic Strike Force			
Nationality:		Extraterrestrial			
Status:		Active, existence unknown to general population of Earth			
PL: 20			Total Points: 370		
STR	DEX	CON	INT	WIS	CHA
55	16	30	16	16	18
+22	+3	+10	+3	+3	+4
Toughness		Fortitude		Reflex	
+10/+30		+20		+15	
Combat: Attack +16, Damage +22 (unarmed), Defense +13 (+6 Flat-footed), Initiative +3					
Skills: Computers 15 (+18), Concentration 12 (+15), Gather Information 12 (+16), Intimidate 15 (+19), Pilot 14 (+17), Sense Motive 12 (+15)					
Feats: All out Attack Ambidexterity, Assessment, Chokehold, Diehard, Equipment: X, Fearless, Fear-some Presence, Improved Block, Improved Grab, Master Plan, Minions: X, Power Attack, Rage 2, Startle					
Powers: Additional Limbs 2, Flight 10, Transfer 20 (Ranged, Burst, All powers to Force Field [Slow Fade: 1 week], Alternate Powers: Transfer 20 [Ranged, Burst, All powers to Blast, (Slow Fade: 1 week)])					
Equipment: Various troops, space battle cruisers, and atmospheric air-fighters.					

of arms and crossing his midsection under his lower set, and connecting at the bottom to a large black belt. A blue loincloth hangs from his belt down to his knees.

Known Tactics

Ultimus possesses great durability and strength. It is estimated that he can press in the range of 50 tons. He is a skilled grappler and will usually take a fight in this direction, pummeling his foes with his four arms and brute force.

Ultimus can absorb the Neo powers from any individual, rendering them powerless for a time. He then uses the drained power to augment and fuel his own abilities. If Ultimus continues to deplete his target's Neo energies, it will eventually kill them. He is always searching for more Neos to become cattle for his power.

The energy that Ultimus siphons allows him to force fields with a wave of his hand, as well as channel the power to deliver devastating energy blasts.

Wraith

Biography

David Reynolds was raised by his father, Kenneth Reynolds, Major in the United States Army, along with the help of an on-base daycare. He was moved from base to base, among different countries, at an early age, allowing him to receive an education not readily available to children of civilian parents. By the age of 14, he could already speak 4 languages fluently, and also began to have an understanding of the various machinations of Foreign Policy.

David and his father got along just fine, but still didn't actually possess a strong, close relationship. Kenneth had served 2 terms in Vietnam, in addition to spending subsequent decades in various hot-spots around the world. Even without the strong bond that many fathers and sons hold, David still looked up to his father as a hero, seeing him as the man he one day hoped to become. In order to pursue this dream, David enlisted in the United States Army as soon as he turned 18. He made it effortlessly through Basic Training, and eventually went on to become a member of the Military Police. In the early 1980's, he fought in Libya, which is where he earned a Congressional Metal of Honor as well as a Purple Heart.

David was sure since childhood that his career and life would be dedicated to serving in the defense of his country. He applied and received an appointment to the United States Army Special Forces by the age of 24. His training was completed in Germany, serving 4 years in his unit before his valor and dedications for detail attracted the attention of the Central Intelligence Agency.

Over the following 13 years, David trained at many points around the globe, serving as a member of an elite CIA Covert Operations Unit, under the codename *Wraith*. He was an operative in key missions around the world, including (but not limited to): Bosnia, Iraq, Tibet, China, and North Korea. Wraith had been assigned to assassinate a Middle-Eastern diplomat in 2002, one that the CIA felt was creating a serious amount of opposition to certain United States Foreign Policy negotiations. Wraith not only murdered the diplomat, but also the entire household, which would include the servants, his wife, and the children. The attention of the international media was grabbed, and although the deaths were made to appear linked to no less than five possible terrorist cells, the CIA still considered the operation a complete failure. Due to the fact that the deaths of innocent civilians was not a part of the operational parameters, Wraith was deemed a high-risk to the future security of the program. Wraith reported that every individual killed was armed and dangerous, so he had no choice without a ready extraction point. However, no armament was found on any of the bodies other than those of the diplomat's normal retinue of bodyguards.

The CIA's investigation ended about two weeks after

the operation. Wraith was called back to CIA headquarters, fully aware that his superiors planned to *decommission* him and erase any traces of his existence to protect the program. Instead of returning, he decided to disappear off their radar. During the next 18 months, the CIA used their remaining best to locate Wraith, with no success. It wasn't until late 2003 that David resurfaced in Autumn Arbor, the time believed to be when he was responsible for the death of newly elected City Councilman, Gregory Braddock.

Gregory Braddock, a man of high ambition, had always been seen as a sort of risk taker, always believing he had all the variables and odds figured out. Gregory soon decided to expand his political career, attempting to take on position as a Councilman. The only thing he lacked was enough liquid assets with which to fund the necessary campaign. He decided to turn to his long-time friend, James Terenza: a philanthropist and heavy contributor to Autumn Arbor's financial success. James Terenza also happened to be the head of one of the East Coast's most powerful organized crime families. In exchange for certain considerations once Gregory became Councilman, James agreed to give him the help he needed. In particular, he wanted a leash put on the various law enforcement precincts causing problems at some of Terenza's gambling operations throughout the city. Gregory went along with the arrangement, and the two friends sealed the deal.

Things didn't stay that smooth. Once Braddock won the election and became Councilman, things changed, and not for the better. It was almost as though he had forgotten who had helped him get that position, and took a very public stance against the Organized Crime presence in Autumn Arbor. He even went as far as to push for better funding for law enforcement, and then had the nerve to point the officers towards relatively, until then, unknown Terenza Operations. To be expected, James Terenza was furious. Though the thought of having Braddock killed crossed his mind more than once, he decided instead to just ruin the man's career. Terenza had some agents in the media who informed the public of Braddock's long-time friendship with James Terenza, not forgetting to mention the money

the Terenzas had supplied towards his campaign.

Braddock quickly responded, but did something that James Terenza never saw coming. Instead of denying these allegations, he openly admitted to them. The moment that solidified his position as a hero of the people, though, was when he went further, claiming that he did exactly to Mr. Terenza what Mr. Terenza has done to hundreds to others in Autumn Arbor: he simply used the man's need and greed against him. Not only will Law Enforcement inevitably drive the Terenza family from Autumn Arbor, but they'll be taking forth this action with the funds partially supplied by Mr. Terenza, himself. James, undoubtedly, was livid. While watching the press conference on television, his hand took a strong grip on his Scotch glass, holding so tightly that the glass shattered. He then turned to his son, Sonny Terenza, and ordered the hit on Gregory Braddock. He stated that he did not want anybody who worked for them to take on this assignment. They needed to hire a freelancer, an outsider, somebody who would never be traced back to them. James Terenza wanted a professional, the best his money could get him, not some street thug that could botch the job or implicate them later.

Sonny went through the organization's long network of trusted contacts, eventually being told of a man by the name of *Wraith*, who had just recently surfaced in Autumn Arbor. He had heard rumor that this guy was a highly trained, special-covert operative that once worked for the government, successfully completing dozens of operations that didn't officially exist. Sonny arranged a meeting with Wraith, and awaited his arrival.

Wraith appeared 3 days later. He completed his investigation on the Terenzas to make sure this wasn't a CIA retrieval operation, then arrived at their house in a black paramilitary outfit, complete with a full face mask. Two days later, Councilman Braddock was found dead in the bedroom of his home in Mayfield Square. Cause of death: one single gunshot wound to the base of his skull. His wife, who had been asleep next to him, awoke to find the grisly scene early the next morning. Police reports state that she had heard neither the assailant enter the bedroom nor the shot that killed her husband.

It's been since then that Wraith has worked for the underworld and political clients across the globe. Thorough, highly trained, and extremely dangerous, he has clashed with Neos on many occasions; always managing to escape, often leaving his opponent lifeless.



Wraith

Real Name: David Wraith

Age: 41

Height: 6'3"

Weight: 260lbs

Hair: Blonde

Eyes: Blue

NCB Case Number: XA87-D56-J89

Affiliation: None

Nationality: American

Status: Active

PL: 10

Total Points: 182

STR	DEX	CON	INT	WIS	CHA
16	16	18	14	16	12
+3	+3	+4	+2	+3	+1
Toughness		Fortitude		Reflex	
+4/+11		+8		+10	
				+6	

Combat: Attack: +12, Damage: +3 (Unarmed), Defense: +9 (+4 Flat-footed), Initiative: +3

Skills: Acrobatics 8 (+11), Bluff 8 (+9), Computers 6 (+8), Craft (Chemical) 8 (+10), Craft (Electronic) 8 (+10), Craft (Mechanical) 8 (+10), Craft (Structural) 8 (+10), Disable Devices 8 (+10), Disguise 6 (+7), Drive 7 (+10), Escape Artist 7 (+10), Gather Information 10 (+11), Intimidate 6 (+7), Knowledge (Streetwise) 6 (+8), Knowledge (Tactics) 8 (+10), Notice 6 (+9), Pilot 6 (+9), Search 8 (+10), Stealth 10 (+13), Survival 8 (+11), Swim 6 (+9)

Feats: All out Attack, Assessment, Critical Strike, Diehard, Elusive Target, Equipment 20, Evasion 2, Fearless, Hide in Plain Sight, Improved Aim, Improved Disarm, Improved Sunder, Improvised Tools, Master Plan, Prone Fighting, Ranged Pin, Takedown Attack 2, Track

Powers: Device 4 (Commando Armor, Hard to Take Away)

Commando Armor: Concealment 4 (All Visual, Blending), Protection 7, Super-Senses 5 (Direction Sense, Infravision, Lowlight Vision, Radio Sense, Time Sense)

Equipment: 100 points for various weapons and normal equipment.

Personality Profile

It's debatable whether or not David is a psychopath, under clinical definition that is. With his upbringing in the military, combined with his vast training by the United States Government, he has been left with a borderline psychology. Feeling no remorse for the lives he takes during an operation or as part of a contract, he will go to great lengths, any lengths, to complete a mission. He's considered to be one of the most dangerous people on Earth, and

has grown extremely disenchanted with both the United States and those that wield power within it.

David is an extremely paranoid individual. He will thoroughly investigate any client before taking the offered assignment, as well as doing research on the target and all associated locations to make sure the task is not a set-up for a CIA retrieval operation. Once he has done what is asked, he no longer speaks to the client. His payment is wired to a foreign account, then wired through a complicated network of dummy accounts, eventually ending-up at David's real one. No client has ever, thus far, failed to pay David for a job he has completed.

Costume and Appearance

David, a tall, well-built man topped with rich blonde hair, is always wary; his vibrant blue eyes take in an entire scene in an instant, noting points of egress and available weapons at hand. When encountered as Wraith, he wears a state-of-the-art smart-technology outfit, deep black, which is capable of altering its surface color and texture to blend into any environment. He covers his face with a full mask, also black, with eye-lenses allowing him to see into various spectrums. Around his waist is a tactical belt, aiding him in holding over a dozen hand-to-hand weapons and at least 4 different firearms.

Known Tactics

Trained by the best the military has to offer, Wraith is superb at hand-to-hand combat, in addition to being a weapons master in both civilian and military grade weaponry. His world-wide underworld connections allow him to be equipped with some of the more highly advanced technology, including his light-bending camouflage suit, neural disruptors, explosives, and power suppressing wave emitters. He tailors his approach based upon the individual target, but his only calling card is a single gunshot wound to the base of the skull.

Xombehemoth

Biography

The abomination called Xombehemoth was originally Charles Running Bear, also known as Kodiak of the Daring Dynasty. He was a Native American that joined the United States Army during WW1, under the command of Major Daring. The two men became close comrades in arms, and were selected to join a secret elite corps, the Crimson Berets. Kodiak was instrumental in helping Major Daring reunite his wayward family and establish the Daring Dynasty, when they united to take on The Anarchitect. He also became romantically involved with the Major's daughter, Isabella, and the two were to be wed, but tragically, this was not to be.

Infuriated by his past defeats and his inability to obtain the Celestial Tear possessed by the Dynasty, the ruthless Anarchitect embarked upon a plot to destroy the family. He began by luring Kodiak into a trap, unleashing dozens of his mechanized Servos against the lone Champion, and savagely murdering him. He then took the lifeless body to

one of his secret research labs, and through a combination of cybernetic implants, radiation treatments, and powered by an infusion of the Celestial Tear energies contained within the shard The Anarchitect still possessed, the mad scientist reanimated Kodiak's corpse. Calling his creation the Xombehemoth, the vengeful Anarchitect planned to turn the beast against his former allies. How ironic it would be for his most hated adversaries to be laid low at the hands of one of their own.

Unfortunately, once the Xombehemoth's operating systems came online, the creature went berserk, destroying the lab and severely injuring The Anarchitect before escaping into the night.

Following its prime objective, the monster sought out the Daring Dynasty and attacked them. Recognizing their former companion, the Darings attempted to subdue the beast and find a way to save their compatriot. Upon realizing that the body of Kodiak was nothing more than a shell for the foul creature, they unleashed their full might upon the Xombehemoth and managed to put a stop to its rampage. The Darings buried the remains in a memorial to Charles "Kodiak" Runningbear at Mount Legend.

There remains laid dormant for a number of years, until the Voodoo Guru, a Neo villain with the ability to reanimate and control deceased Neo tissue, retrieved the corpse. He contacted The Anarchitect and proposed an alliance. They would rebuild the creature with Anarchitect's cybernetic technology, and graft other deceased Neos' body parts onto the Xombehemoth, to increase its power and exact their revenge. The Anarchitect, though, had his own plans in mind. He betrayed and murdered the Voodoo Guru, and incorporated his remains into the creature, adding the Guru's powers to the monstrosity.

The Anarchitect turned the beast loose against Major Daring as he addressed Congress on Neo rights. When the rest of the Daring Dynasty were unable to arrive due to a teleportation dampening field, Shadowfox contacted the President, offering the services of the Sentinels of Society, whom

after the harsh regulations on Neo activity enacted by the Nixon administration had moved their base of operations overseas. For the first time in over two decades, The Sentinels set foot on United States soil. They defeated Xombehemoth, and in return had their government sanctioning returned.

The body of the Xombehemoth was incarcerated in the depths of Solitaire Island Federal Prison, where it remained until the early 1990's, when it came back on line and escaped the facility. It appeared soon thereafter in a rampage through Autumn Arbor, encountering and defeating the fledgling Vanguardian, and battling the Sentinels to a standstill before managing to escape.

The Xombehemoth has not been heard from since, but it is a sure bet it will one day return.

Personality Profile

The Xombehemoth is a totally insane monstrosity of destruction. While the Xombehemoth's Celestial Tear power source is self-replenishing, the beast hungers to absorb more, seeking out such energies and absorbing them into itself.

The monstrosity doesn't speak, only expressing its unyielding rage in terrifying howls and roars.

Former memories of its conglomerate of parts can occasionally direct the beast. Thus, seemingly random activities that the creature undertakes may be the result of vague impulses from the creature's grafted additions. Resurfacing memories

can make it seem somewhat of a sympathetic creature.

When it obtains new body parts, the Xombehemoth instinctively seeks out The Anarchitect to cybernetically graft the parts to its form. Though The Anarchitect knows from past experiences that the Xombehemoth is impossible to really control, he is more than happy to attach the new body parts and turn it loose upon his enemies.

Costume and Appearance

The Xombehemoth is a hodge-podge of cybernetics and dead Neos, grafted onto the body of Charles Runningbear. Kodiak could transform into a huge powerful bear-like creature, and that is the form that he was killed in, becoming the base for the Xombehe-



Xombehemoth					
Real Name:		Charles Runningbear			
Age		100			
Height:		8'2"			
Weight:		1245 lbs			
Hair:		none			
Eyes:		White, corpse-like			
NCB Case Number:		XG5C-M1-YZ9			
Affiliation:		Pawn of The Anarchitect, formerly the Daring Dynasty, the US army, the Crimson Berets			
Nationality:		Native American, deceased			
Status:		Active			
PL: 18		Total Points: 281			
STR	DEX	CON	INT	WIS	CHA
46	17	32	4	6	3
+18	+3	+11	-3	-2	-4
Toughness		Fortitude		Reflex	
+18		+18		+9	
(+7 Impervious)					
Combat: Attack: +13, Damage: +18 (Unarmed) +13 (Radiation Blast) +18 (Unarmed), Defense: +7 (+3 Flat-footed), Initiative: +7					
Skills: Acrobatics 4 (+7), Intimidate 22 (+18), Notice 10 (+8)					
Feats: All-out Attack, Ambidexterity, Beginner's Luck, Chokehold, Fearless, Fearsome Presence 10, Improved Grab, Improved Initiative, Improved Pin, Power Attack, Rage 6 (+10 Strength, +5 Fort, +5 Will, -2 Defense, 15 rounds), Takedown Attack					
Powers: Additional Limbs 4, Animate Objects X (Limited to Neo corpses only), Drain 2 (Limited to only Celestial Tear energy, All powers at once), Growth 4 (Large, Innate, Permanent), Immunity 9 (Life Support), Mind Shield 8 (Permanent), Protection 7 (Impervious), Radiation Control 13, Regeneration 2 (Resurrection [1 week, Not vs. Atomization], Reincarnation [Source: (Only for Reincarnation) body parts of deceased Neos]), Snare 8 (Regenerating, Tether), Speed 1, Super Movement 1 (Swinging), Super Strength 3 (Ground Strike), Super Senses 4 (Detect deceased Neos, Detect Celestial Tear energies, Tracking [Olfactory], Tremor Sense), Telekinesis 10					

moth. What remains of Kodiak's body is now a hairless, scar covered, grayish color, much like that of a long dead corpse. The upper torso, including the head and right arm of the Voodoo Guru, is attached to the sternum of the Xombehemoth. The left arm of the deceased Neo criminal, Calamity Jack, is attached to a cybernetic prosthesis on its left arm. The legs of another Neo villain, Tremor,

are grafted to outside of the beasts own legs. The upper torso, shoulders, and upper arms of the War Weed are connected across the Xombehemoth's upper back. A raid on the Mount Legend cemetery yielded the right arm and hand of Telica, a former Sentinel that gave her life during The Purge invasion, which is now attached to the creature's right forearm. The cybernetic attachments on the creature are a metallic blue gray.

Known Tactics

Because of the Xombehemoth's chaotic composition, it has no set tactics. It will usually just rely on its monstrous strength to cause as much destruction as possible, reverting to its other powers randomly or when one of the creature's dormant personalities flickers to the surface.

The known abilities that the Xombehemoth has exhibited are as follows:

1. Using Kodiak's super strength, durability, and regeneration to maul any opposition.
2. Using the Voodoo Guru's dead Neo tissue animation and control powers to seek out additional body parts to add to its form, and to reanimate any deceased Neos in the area to set against its opposition
3. Employing Telica's telekinesis to grab and throw its opponents, or to telekinetically assail its enemies with nearby heavy objects.
4. Using Calamity Jack's concussive radiation blasts to pummel and irradiate its foes
5. Generating seismic shock waves with a powerful foot stomp, using Tremor's earthquake generation powers
6. Using the War Weed's prehensile vine like appendages to entangle and hold enemies helpless. It also uses the prehensile vines in conjunction with its ability to leap great distances to swing speedily across cityscapes.

XT-47

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

XT-47					
Real Name:		XT-47			
Age		N/A			
Height:		Variable, 6'5" by default			
Weight:		Variable 320 lbs by default			
Hair:		Variable			
Eyes:		Variable			
NCB Case Number:		Z628-749-265			
Affiliation:		None			
Nationality:		N/A			
Status:		Active			
PL: 10			Total Points: 170		
STR	DEX	CON	INT	WIS	CHA
30	16	--	12	14	12
+10	+3	--	+1	+2	+1
Toughness		Fortitude		Reflex	
+8		--		+3	
				Will	
				+2	
Combat: Attack: +10, Damage: +10 (Unarmed), Defense: +7 (+3 Flat-footed), Initiative: +11					
Skills: Climb 7 (+17), Computers 12 (+13), Disguise 5 (+6/+51), Gather Information 5 (+6), Intimidate 8 (+9), Search 7 (+8)					
Feats: Assessment, Beginner's Luck, Eidetic Memory, Improved Initiative 2, Weapon Break					
Powers: Concealment 4 (All Visual, Blending), Datalink 2 , Immunity 30 (Fortitude), Morph 9 (Humanoid, +45 to Disguise), Protection 8 (Impervious), Regeneration 11 (+1 Bonus; Injured/Staggered: 1/1 minute; Disabled: 1/1 hour; Can't Resurrect), Super-Strength 3					

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 U.S. 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 its 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. 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

Chapter 7: Champions and Rogues

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*.

Costume and Appearance

XT-47 doesn't not have a true physical form. It can manipulate the surface molecules of its pseudo-skin to become anyone it has seen. It does have a default form of a white male, roughly six feet tall, with a bald head and blue eyes.

The unit also has a default clothing configuration that is actually made of the same material as its skin—in fact, it's part of the unit. The default configuration is a black jumpsuit and black combat boots.

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.



APPENDIX

GAMEMASTERING AUTUMN ARBOR

While the *Autumn Arbor Campaign Setting* contains plenty of information for Gamemasters and players to begin playing in the City of Legends immediately, it also only scratches the surface on the history, myths, stories, and drama of Autumn Arbor. The City of Legends is a living, breathing place, where millions live their daily lives, and hundreds of Neos have battled over the past century. Future books, like the *Legends of Autumn Arbor*, *AOES (Academy of Extraordinary Scholastics)*, *Hunter and Prey*, and *Salvation City* will further detail the world's history, Champions, Rogues, and more locations set within the various districts (and beyond). In the meantime, however, GMs can find this section valuable for tips and pointers on how to use various characters, locations, and story devices for Autumn Arbor in their own campaigns.

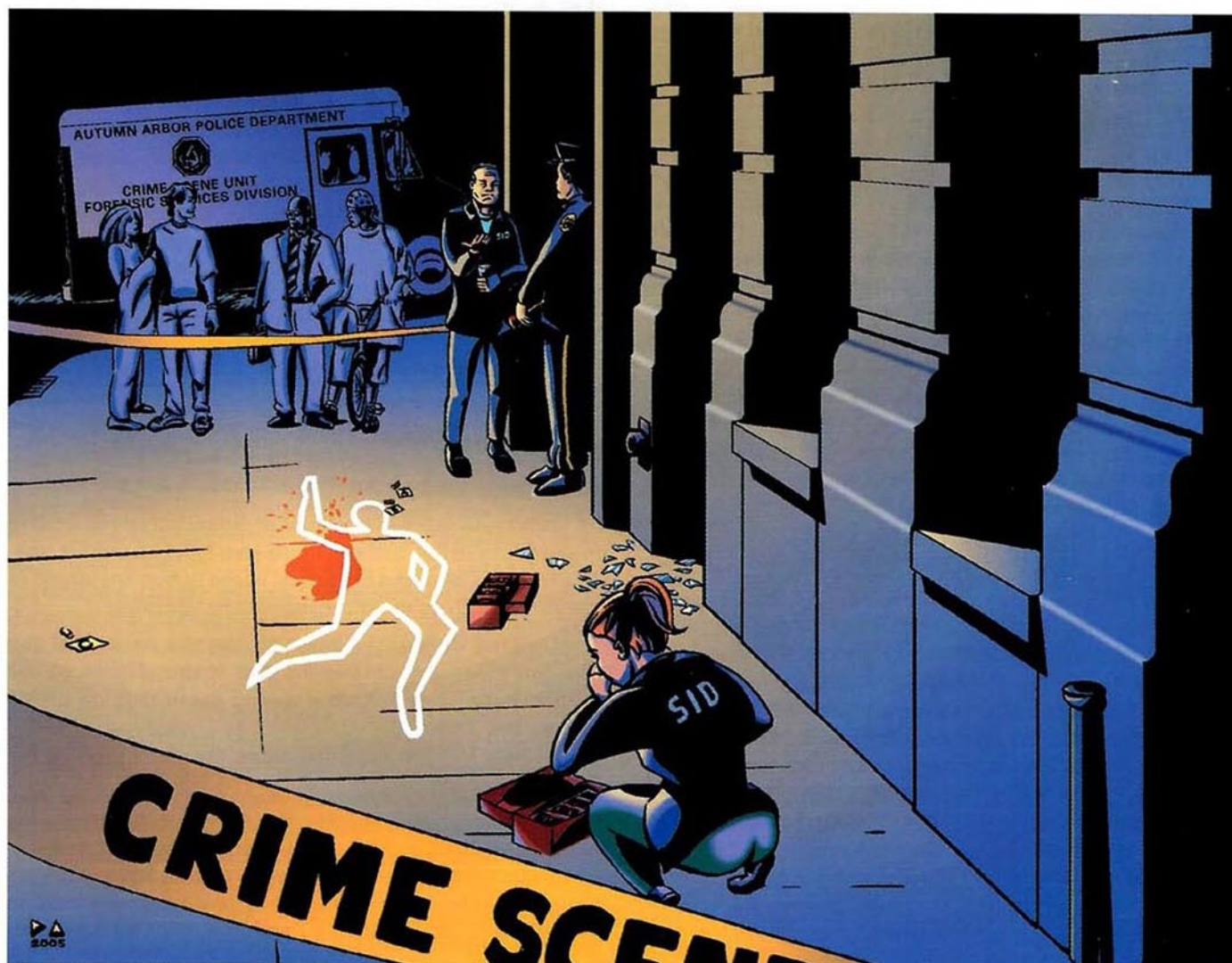
WHAT IS A NEO?

The term *Neo* means something new, different, or abnormal, which definitely fit the bill when extraordinary

beings started appearing en masse in the public eye during the World War 2 era. Although the media coined the term and applied to it the new Champions and Rogues that emerged, the application of *Neo* did not differentiate between those born with powers, those that gained their powers through external mutations or mystic relics, or those whose extraordinary abilities were derived from technological sources. It simply applied to all men and women who, in one form or another, were set apart from the normal people of everyday society due to unique powers and abilities.

Therefore, in the Autumn Arbor setting, any Champion or Rogue with powers, regardless of source, is considered a *Neo* by the world at large. Gamemasters are free to further breakdown the use of the term into concepts like: *Natural Neo* (those born with their abilities), *Mystic Neo*, *Technological Neo*, et cetera.

Under the normal usage of the term, neither the Fed-



eral, State, or Local governments differentiate between “types” of Neos in their law making processes. However, GMs who prefer to further breakdown the types of Neos into specific descriptors can easily create plots and subplots on the applications of Neo Laws, and the reactions various Neos will have to them, claiming such cases as unfair, discriminatory, et cetera. After all, if a Natural Neo is forced to register his or her abilities with the Federal Government, and is somewhat limited in the public application of their powers, “technological Neos might readily argue that they are, in essence, normal humans who simply use advanced and applied technology to achieve their results; and are therefore unduly included into the various Neo Laws.

The possible story uses are endless.

The Neo Laws

Unlike other settings with extraordinary beings, Autumn Arbor does not recognize the time-honored tradition of costumed heroes operating under loopholes in the Citizen Arrest laws. In Autumn Arbor, all Champions must be registered with the Federal Government’s Neo Crime Bureau, and must be commissioned as law enforcement on either the Local, State, Federal, or International level. While this wasn’t always the case, the reinstatement of Neo Champions as law enforcement in the 1980’s did not come without the price tag of government control, and a firm eye towards public safety and national security.

Neo Laws are a good way for GMs to add an extra facet to the role-playing experience. The NCB, either on their own or in conjunction with Local or State authorities, could have the Champions under investigation for violation of certain laws (whether or not they are actually in violation), or could bring the Champions in for questioning on the matter. The Champions and the NCB could come into conflict over the apprehension of a Rogue, leading to a possible confrontation as to actually who is going to make the arrest and have jurisdiction. Additionally, for a Champion team that has a member (or more than one) operating under the age of 18, the NCB would be quick to investigate and either bring the team up on charges of Violation of Neo Child Safety Laws, or fine the team and require the children attend AOES in lieu of further legal action.

Perhaps the greatest story that could be told with the Neo Laws is Neo Registration. The Champions are registered law enforcement and ordered by the NCB to assist in apprehending another Champion operating without a license, basically a vigilante. Now, what if the suspect is a friend or family member of one of the Champions? Or what if the suspect is of an extreme power level, someone normally capable of taking down the group fairly easily; and better yet, a respected member of the Neo community that also refuses to be bound by the NCB’s regulations. Do the Champions bring in their friend, associate, family member, knowing they could face incarceration in Solitaire? Do they risk their own careers and legal status by going against the Neo Laws and the NCB to protect the suspect? Obviously, in the case of a well-respected member of the Neo

Community, the situation could be seen as the NCB flexing its muscles, and as a major public image move, to show their authoritarian position and remind the country that no Neo, no matter how respected or powerful, is above the government’s regulations.

Story-arcs containing such ambiguous questions and situations can make for great role-playing opportunities and really show where the Champions stand on Neo Laws when it comes down to the bottom line.

GENERAL SETTING

A lot of information is contained within the *Autumn Arbor Campaign Setting*. Even at Arbor Productions, with our massive files and *setting bibles*, minor details sometimes get lost in the shuffle as we continue to tell the ongoing saga of the City of Legends. So, even though covering all the possible story aspects of the setting could fill a book by itself, below are some ideas on how to use particular plot

Atlantean Vampire (Adult) Template

Beginning Abilities:

STR	CON	WIS
20	15	15

Feats: Fearless, Improved Initiative 3, Uncanny Dodge 2 (Auditory, Visual)

Powers: Astral Form 6, Emotion Control 5 (calm only), Immunity 5 (aging, critical hits, disease, poison; source: blood), Mind Reading 5 (only while using Vampiric Drain), Regeneration 6 (Source: Blood, No Resurrection, Bruised/Unconscious 1/round, Injured/Staggered 1/minute, Disabled 1/hour), Vampiric Drain 5 (Drain Constitution 5 [blood drain] linked to Boost Strength 5, flow fade: 1 point per hour)

Drawbacks: Weakness (dependent upon blood: very common, moderate, -4 points)

Total Points: 87

elements and adventure possibilities in your campaigns.

Atlantean Vampires

While the more mythic and mystical Vampires exist in the Autumn Arbor setting, there also exists a unique species that has, over the centuries, come to be considered of the same cloth as the more legendary Vampires.

Created during the time of Atlantis as one of the Menzati’s early experiments into manipulation of the human gene-code for what would eventually be called a *Neo*, the Atlantean Vampires are considered a failed experiment by their creators, along the same lines as the Hybreed Society.

As an individual species, the Atlantean Vampires are not able to infect others and transform them into one of their own kind. They are, however, able to have children, though Atlantean Vampire offspring are extremely rare. In the case of a child having a combination of an Atlantean

Vampire and Human parent, there is a 50% the child will develop the traits as they age. Furthermore, Atlantean Vampires are not effected by Holy Symbols, Sunlight, or any of the other mythological weaknesses. They are, however, as a result of a genetic defect, dependent upon the blood of other living things for survival, and do not stop aging until sometime during adulthood (typically PL10 to PL12).

There are approximately 100 Atlantean Vampires liv-

Atlantean Vampire (Child) Template	
Beginning Abilities:	
	DEX
	15
Feats: Improved Initiative 1	
Powers: Immunity 4 (critical hits, disease, poison; source: blood), Mind Reading 2 (only while using Vampiric Drain), Regeneration 3 (Source: Blood, No Resurrection, Bruised/Unconscious 1/round, Injured/Staggered 1/5minutes), Vampiric Drain 3 (Drain Constitution 3 [blood drain] linked to Boost Strength 3 , flow fade: 1 point per hour)	
Drawbacks: Weakness (dependent upon blood: very common, moderate, -4 points)	
Total Points: 21	

ing within Autumn Arbor, whose activities are overseen by Bishop Jacob Tomasz of St. Michael Cathedral, Maximilian Van Volkoff, and Germaine Investigations, Inc.

The template for an Atlantean Vampire Child is for children typically between the ages of 10 and 12 years old, when the genetic traits of their species begin to first manifest.

Beltane Park

Located in the Ravenswood district, a section of Autumn Arbor known for its mysticism and supernatural occurrences, such as the Manitou and Lady D'yre's first appearance, Beltane Park is the perfect place for GMs to bring the macabre and mysterious into their campaigns. Whether it is an appearance by Lady D'yre, a ritual to unleash a demonic spirit upon the world by the Hand of Madness, or an investigation into the occasional attacks and murders of Spring-Heeled Jack, Beltane Park is something of a nexus within the City of Legends.

When using Beltane Park, GMs should keep in mind the distinct flavor of the district. During The Purge Invasion, Ravenswood was left virtually untouched, and thus did not change during the 1999 city-wide rebuild. The majority of its residence are Native American, and there is a strong sense of tradition and shamanism prevalent throughout the neighborhoods. Natural, as well as magical, energy seems to permeate every thing about Ravenswood. Mystic groups come to Beltane Park for their rituals, Spring-Heeled Jack preys on the innocent, and the Manitou appears when the Burial Grounds, or the district itself, are in danger.

It is not uncommon in Ravenswood to see Native American totems as statues throughout parks, in the backs of bars, and in various office buildings as decoration. At the same time, the district is becoming a bit of a melting pot between those of Native American Tradition and Wiccans. Both groups get along just fine, and even share beliefs and myths, as both traditions are steeped in the belief in natural and the guardian spirits.

Celestial Tear

Shards of the Celestial Spire that were cast around the globe upon impact, the Celestial Tears are items of great power, and are meant as a plot device for GMs. Each shard contains special powers (X-Traits), that the GM can use as needed. Some examples include the Heart of Nebecar, the Celestial Tear shards used by the Daring Dynasty and The Anarchitect, and other items of power.

All powers granted by the Celestial Tear have the *magic* descriptor.

City Council

With their varying personalities and ambitions, using the City Council in an ongoing campaign can bring a slightly different flavor to Autumn Arbor stories.

GMs could have a new Mayoral Election take place where Benjamin Sraylin makes his official run against Mayor Foley. Should Sraylin win, Neos operating within the City of Legends could expect tighter laws and more direct control by the government. Perhaps Sraylin even has friends in Washington D.C. that would like to see him bring more rigid control to Autumn Arbor, or friends in the NCB with the same desires, that will help him behind the scenes in gaining the election. GMs could also set Sraylin up to have secret connections to Alexander Ramirez or particular Neo criminals. Particularly devious GMs could even have Sraylin be a Neo criminal, himself, and by lobbying for tighter Neo control could, in effect, be trying to weaken the City of Legends.

Bernard Goldstein could finally succumb to the pressures put upon him by Autumn Arbor's Organized Crime families, especially with the ensuing war. This, in turn, could effectively turn the tide in one family's favor as far as control of the Beauman Straights is concerned, thus giving that family a definitive financial edge in Autumn Arbor's import/export business.

Just as with Goldstein, Councilman Blane Barludi is another member of the city's ruling body that could find himself involved in the ensuing Mob War, whether he would prefer to be or not. The second cousin of Jonathan Barludi, despite Blane's struggle to separate himself from the family name, he could easily find himself in the middle of the underworld power struggle over the lives of Rachael and Lucas. As a matter of fact, should Jonathan and Michelle be killed, Blane would, in effect, be the children's closest surviving relative; which would definitely put him into personal contact with any Champions dedicated to protecting the children's lives.

Judy Carlow is definitely one of the more dangerous

members of the City Council, having been put under the control of the demon known as Lucius Belcar. Nothing more than a puppet for Lucius, Councilman Carlow could easily be used by GMs to bring the demon into a story, either helping him find victims, using city resources to help track down the Heart of Nebecar, or choosing the Champions as the next chosen victims for the demon's macabre works of art.

Councilman Isaac Portson is another danger to the Champions operating within the City of Legends. A charismatic man pledging to protect Neo rights, Portson is secretly in league with various Federal and State officials that would prefer to see a return to the anti-Neo laws of the past decades. Using his charity functions and private parties as a means of gathering continued intelligence on the various Champions of Autumn Arbor, Councilman Portson has a file on the secret lives, identities, and abilities of enough Champions throughout the city to make the NCB pale should they discover his secret. GMs can use Councilman Portson in a variety of ways. He could be used to continuously oppose the Champions through his political ties and corporate influences, either through fines and charges for endangering the lives of civilians, or through blocking an insurance company from paying for damages caused by the Champions, thus forcing a law-suit against them by those victims. Portson could also be revealed to be a Neo Criminal in his own right. Under such a variation, perhaps he and Councilman Sraylin are criminal partners, using their key position in city politics to further weaken the City of Legends for a hostile takeover. GMs could also have an archenemy of the Champions gain possession of Portson's Neo files, thus placing nearly every Champion in the city in danger as the Rogue (or group of Rogues) now knows the secrets and weakness of the city's protectors.

Councilman Jeremy Hadelburg is by far the most famous member of the City Council. With his identity as the Neo known as Everest known to the public, Jeremy is constantly under scrutiny by his peers and the voters. Unfortunately, his fame has brought with it a lot of animosity by his constituents as he has been accused—whether rightly or wrongly is a subject of debate—of a drug addiction, sexual deviance, and other actions unbecoming of a man in his position. Although Jeremy has managed to recover from the various setbacks throughout his career, he has nonetheless gained an image as a playboy and liberal to society at large. GMs can use Jeremy in a variety of ways, both as a man driven by his own inner demons and as a member of the S.O.S.

One of Jeremy's former lovers, or past political opponents, could attempt to blackmail him or embark on a smear campaign against him now that he is back in the limelight again. Such an enemy would stop at nothing to bring him low once more, including attacking anyone associated with him, whether the accusations are true or not.

A mystical group, or an extradimensional being, could locate and abduct Jeremy's human form from the elemental Earth realm, keeping Everest from being able to transform back into human form. Jeremy's spirit—or

psyche—could seek out any magically affiliated Champions to aid him in determining who is responsible.

Alternatively, a sorcerous cabal could perform a magical ritual to bind and control the elemental being to which Jeremy is bound, forcing him to do their bidding. The Champions would have to find out why the mighty Everest has gone on a rampage and not only stop him, but free Jeremy from the evil power.

Following a particularly humiliating defeat, Jeremy could once again fall victim to his insecurities and vices. This could lead the Champions to organize an intervention on his behalf before he ruins his career and life. This concept would also open the door for some serious and heavy role playing.

Genetic Overwrite Development

Genetic Overwrite Development, also referred to as G.O.D., is a secret corporation held by the Terenza crime family and hidden behind an extensive front of dummy corporations. Focusing on genetic engineering using Atlantean Technology revealed to the Germans by Arkainon during World War 2, scientist at G.O.D. regularly capture runaways, homeless, and other individuals without much of a family or social connection, to use in their experiments.

GMs can use G.O.D. in a variety of ways, from having the Champions investigate a series of derelict disappearances that eventually leads them to the dark, scientific secrets of G.O.D., to a loved one or friend of one of the Champion's being taken by the corporation. GMs should also keep in mind that certain groups within the Federal Government are aware of G.O.D.'s existence, and in cases such as Bone-Spur, sometimes strike clandestine deals with the scientists for special projects. Champions investigating a trail that would lead them to G.O.D. might suddenly find themselves the target of a CIA, or other black-ops engagement, from the government.

The Mob War

Although power struggles and territorial disputes are nothing new when it comes to the Mafia, the upcoming war between the top three East Coast crime families that will be fought in Autumn Arbor threatens to be one of the most violent and bloody in American history. Unlike previous conflicts that were settled either in the business arena or between normal human soldiers, the war in Autumn Arbor is preparing to be fought by Neo troops fielded on all three fronts.

The Terenza crime family, headed by James and Sonny Terenza, are gearing for a war fueled by a long desire for vengeance against Jonathan Barludi, for his and Michelle's betrayal that saw Terenza reduced to the second top family on the East Coast. Meanwhile, the Garibaldi family is fighting a war for greed. Tired of being the bottom of the food chain, Garibaldi plans to eliminate key members in the Terenza and Barludi families and secure his family's long desired position as the top-tier power-broker in Autumn Arbor. The top family for over the past 20 years, however,

headed by Jonathan Barludi, is fighting a war of survival. With the other two families gunning more for him than each other, he has been placed in the precarious position of supplementing his own enforcers with Neos. Unfortunately, Jonathan is an old-fashioned and pragmatic man. He knows the inherent risks in using Neos in his operations, viewing them as a cancer that will eat his Empire away from the inside-out before making their own bid to assume control. For Barludi, however, this view is not an irrational hatred or bigotry, but a position viewed by the basic knowledge that individuals allowed to assume underworld or criminal positions of power will do everything within their power to maintain and expand that position. When those individuals possess super-human abilities and powers, the possibility of such an expansion becomes more likely and dangerous. As a result, Jonathan Barludi is deathly afraid of the Neos he is now finding himself forced to hire, and has left dealing with the situation to his, ironically, Neo right-hand, Bone-Spur.

Bone-Spur, however, is the epitome of Barludi's fear. While preparing Barludi's forces for the upcoming war, Bone-Spur has also started forming a Neo unit of his own. Comprised of dozens of Neos, many of whom are also working for the Terenza and Garibaldi families, Bone-Spur plans to wait until the war has sufficiently weakened the three families before revealing his plans and assuming control of the East Coast Organized Crime power scheme. Once he and his Neos have eliminated the heads of each family, Bone-Spur will then create a single, unified power in the underworld that will control various corporate businesses, as well as politics all the way to the national level.

GMs should find plenty of opportunity to involve players in the ensuing Mob War in Autumn Arbor, from creating stories where the Champions might find themselves in a position to impede the Mafia's hiring of Neo soldiers, to attempting to stop the escalating war from claiming innocent lives, to stopping Bone-Spur from solidifying his power base once he assumes control. Champions might also find their actions conflicting with undercover NCB and FBI operations as well, giving the GM plenty of drama between heroic and traditional law enforcement agencies.

GMs should also feel free to put the Champions into unique positions where they may not always see the heads of particular families as monsters, especially in the case of Jonathan Barludi. Although the top Organized Crime figure on the East Coast, Jonathan is also a family man that loves his wife and children very much and would readily give his life to protect them. Not to mention the good he has done for Autumn Arbor, especially with the Barludi Foundation. Jonathan is also a man that, despite being a criminal, lives by a certain code. Neither he nor Michelle will ever allow their operations to enter the prostitution or drug distribution markets. Champions could easily be called upon by Jonathan as a last ditch act of desperation to protect his children from his enemies. GMs could also have the Champions put into a position of protecting Rachael and Lucas Barludi after Jonathan's and Michelle's death, when Bone-Spur is moving to eliminate the heirs

to the Barludi Empire.

Pax Wyvernna

Lord Wyverncrest rules Pax Wyvernna with an iron fist, obsessed with maintaining his vision of a first, true Utopia. Unfortunately, Wyverncrest's vision has been tainted since its inception, for the only thing that keeps Pax Wyvernna citizens as complacent, patriotic subjects is their ruler's extensive and powerful Emotion Control abilities. To the citizens of Pax Wyvernna, he is the epitome of a perfect leader, and their nation is the greatest on Earth. To the rest of the world, Lord Wyverncrest is a power hungry tyrant.

When using Lord Wyverncrest and Pax Wyvernna in a campaign, GMs should keep in mind that he is amongst the greatest mentalists to ever walk the Earth, and is more than able to give a team of Champions, and even Citizen Stranger himself, a serious fight. He regularly uses his ability to control and influence the emotions of others to turn even his greatest enemy into a staunch ally. His offensive mental abilities are extremely deadly. If confronted, Lord Wyverncrest will attempt to subjugate his opponents before resorting to offensive measures. Unfortunately, as well, for the Champions that confront him, his position as a sovereign ruler of his own nation offers him Diplomatic Immunity, making him impossible to imprison.

GMs should be careful about revealing Lord Wyverncrest's true nature. No one, except the immortal tyrant himself, is aware of his method of immortality or that he is anything but the latest in a long hierarchy of Pax Wyvernna rulers.

Power Nullification Science

In the Autumn Arbor setting, Power Nullification, unless a specific character possess the Nullify power, is not a catch-all science. From a technological standpoint, for example in instances of power nullification in the Solitaire Island Federal Prison or in the cases of the C.O.P.s, the available technology is no greater than the ability to cancel powers of a particular descriptor (basically Nullify at 2 points per rank as per M&M, page 94). GMs should keep this in mind when designing nullification devices in the Autumn Arbor setting that are not a part of a character's personal power set. Currently, the Federal Government, in conjunction with scientists from corporations like Van-Corp and Quantum Mechanics, are tirelessly researching methods of advancing the current Nullification technology to levels produced by powered-individuals, but have thus far been unable to achieve consistent results. Even in the cases of disassembling and analyzing powered-armors and other technologically powered devices taken from captured Rogues or donated by various Champions, scientists have mysteriously been unable to duplicate the process on a wider scale. Theories abound as to why, with one theory being that technological Champions and Rogues possess some sort of latent psychic ability that allows the created devices to work for them, but are unrepeatable under the normal rules of science.

The Purge

In all the history of the City of Legends, no one event or name has struck as much fear into the hearts of every Champion, Rogue, and person like The Purge.

The main purpose of The Purge in the galaxy is to stop other species from gaining significant space travel technology, and to destroy the Neos that have been created solely as a means of Menzati opposition.

The Purge are wide and varied in what they can do. Although one version will be explored in the forthcoming *Legends of Autumn Arbor* sourcebook, GMs who use The Purge should do so on an epic scale, and assume a score of X in all traits to fit the unique flavor of the campaign.

Solitaire Island Federal Prison

Although full details into the workings of Solitaire- including Champions, Rogues, history and other facets associated with the Island- will be covered in a later sourcebook, GMs can still use Solitaire in their ongoing campaigns.

Champions could be called into Solitaire by the Federal Government to participate in a prisoner's Therapy as a part of the rehabilitation process; a manner of therapy in which the Rogue is supposed to let go of any hostile feelings towards the Champions that apprehended and incarcerated them in the first place and not seek revenge upon any potential release. This can add a new level of role-play to the story-arc as the Champions start getting into the minds and motivations of the criminals.

Champions that have violated Neo Laws, or been framed for violations, could also find themselves incarcerated on the Island. In this case, the Champions would have to endure daily life amongst the Rogues they have put in there, while at the same time trying to discover a way to escape and clear their names.

Another concept is to place the Champions on an undercover assignment within Solitaire. The reasons could vary from discovering if an incarcerated Rogue is actually committing a series of crimes within the city that fit with his M.O., to uncovering a criminal ring within the prison system, to investigating accusations of prisoner abuse at the hands of Prison Officials.

Subway and Sewer System

Although the 1999 city-wide rebuilding after The Purge Invasion saw a lot of overhaul come to the antiquated sewer system and subway lines, many older, now abandoned, tunnels form a maze-like network beneath the City of Legends. These tunnels are a perfect breeding ground for Neo outcasts, escaped G.O.D. experiments, and whatever other horrors the GM can create.

Some tunnels are also occasionally outfitted as make-shift secret bases by Neo criminals, allowing them to launch their plans against Autumn Arbor from below.

GMs can use the tunnels in a variety of stories, especially those involving Carionette, The Anarchitect, The Gun-Runners, Xombehemoth, Wraith, and Gillian's Ragdoll.

VanCorp

Despite its association with Vanguardian, and the public image the VanCorp media juggernaut has worked hard to maintain over the decades, when all the smoke-and-mirrors they maintain are stripped away, VanCorp is the single greatest power in the world.

With Subsidiaries around the world, dozens of which the general populace (and even most employees) doesn't even realize are owned by VanCorp; not to mention their numerous government defense contracts; their responsibility to supply the needed energy to maintain facilities such as Solitaire Island Federal Prison; and their extreme political pull on Capital Hill, VanCorp is nearly impossible for the Champions to bring down. Even when concrete evidence is brought against them, the NCB is regularly ordered from those in power to look the other way and see to it that all evidence is "lost". Government media agents are on hand to prevent any press that could publicly implicate the corporation, and any Champions that continue to investigate and attempt to bring VanCorp to justice could suddenly find themselves the targets of the NCB, as various "non-existent" government divisions do what is necessary to make sure the Champions are guilty of any series of crimes they never actually committed.

While VanCorp is a power base with its fingers into most areas of business and government, most of their holdings and influence is done behind layers of dummy corporations and spin-control. GMs should also be cautious in over using the corporation as a Rogue in their campaigns. Players could quickly become frustrated in their inability to gain a definitive victory of VanCorp, not to mention the damage a long-term, open rivalry with VanCorp could do to their careers as registered law enforcement agents.

CHAMPIONS AND ROGUES

Alexander Ramirez

The true power in Autumn Arbor, Alexander Ramirez, though not a Neo, is nonetheless one of the most dangerous people on Earth due to his nearly unlimited resources, contacts, and illegal networks around the globe.

Ramirez Enterprises could be used in any game as a corporate adversary for any Champion that may have their own business. Industrial espionage, hostile takeovers, and Public Relations manipulation could be a change of pace from the normal battles of many settings.

In another story, Alexander could bring evidence against his father, whether it be real or not, to the Champions, claiming that though the legal authorities seem to be out of reach when it comes to Marcus, maybe they could use the information to somehow bring down his father.

Alexander may also find that he wants to seek revenge on the group of Champions, as they seemed to have foiled an illegal enterprise secretly funded by Ramirez Enterprises or VanCorp. He sets out to prove to them that he is not a man to be crossed lightly, as he uses his contacts to freeze their bank accounts, leak damaging information to the press, and/or send Neo villains after them and any

family members.

Arkainon and Incindari

When Arkainon returns to Earth, he could begin a planet-wide war, forever changing the face of the campaign world, unless his plot can be interrupted before it reaches completion.

He could reestablish his control over the Iron Reich, and begin a campaign of conquest with his magic-technological war machines, or take a more mystical approach by enacting a powerful spell to restructure the very fabric of reality, changing the Earth into a mirror of one of his extradimensional empires. The Champions could find strange allies in Lord Wyverncrest, The Anarchitect, or even a dissident faction of the Iron Reich, which would want to thwart Arkainon for their own purposes.

Incindari can be encountered sowing chaos in preparation for his master's return to Earth. Arkainon encourages his familiar to use his magical powers to create havoc, gather information on- and soften up- the Neo forces for his eventual return.

Perhaps a mystical Champion could magically track Incindari back to his master when Arkainon summons him to return to his extradimensional stronghold. The Champions may be able to follow the familiar back to his master and take the fight to Arkainon. They could possibly inspire the local residents of the dimension under Arkainon's rule to rebel against the tyrant.

The demon could even have bestowed the powers upon an item of a magically affiliated Champion. This could give the player a very interesting Drawback, Complication, and/or Flaw to their character.

Citizen Stranger

A Champion of World War 2? The latest in a long line of mentalists that have claimed the mantle of Citizen Stranger? An alien force on Earth? Something more? Citizen Stranger is an enigma within the Neo community, as no one knows exactly what to make of him. Although he possesses the knowledge and memories of the original Citizen Stranger, his reappearance after decades of having been believed dead, and his obvious change in attitude, have caused many to wonder as to his true origins. Whether or not the current Citizen Stranger is actually the original, or whether the power has always been contained within the mask and the current incarnation is simply the latest in a long line of hosts, is left to the GM. Whatever the case, however, Citizen Stranger is amongst one of the most powerful telepaths on Earth, and is highly respected, if regarded with suspicion, by the Neo Community.

An old enemy of Citizen Stranger reappears. As the Champions go to stop the threat, so does Stranger. This enemy, knowing of Citizen Stranger's weakness as well as some personal secrets, taunts Stranger into losing control of himself. The Champions must choose to either focus their attention on stopping the villain or on calming Citizen Stranger before his powers go haywire.

Criminals have been showing up with serious brain

damage all over the city. Citizen Stranger has also been spotted throughout the city in the areas of the attacks. Is Citizen Stranger connected to these psychic lobotomies somehow? Is he causing them, or is he trying to search for the true cause of the problem?

An older man comes to the Champions for help. He explains that the world may be in serious trouble, and that the Citizen Stranger currently in the Sentinels of Society is an imposter. He says he knows this for a fact, for he is truly the original Citizen Stranger. The Champions will need to determine which one is the real Citizen Stranger and also decipher the true agenda of each of the men claiming to be the genuine article.

Gillian and the Ragdoll

Young and innocent, Gillian Reddick is a child trapped between two worlds. Not sure what happened to her father, she has been promised by her Ragdoll- which she views as a Guardian Angel- of finding her long lost mother. At the same time, she is quickly becoming the target of an obsession by the same, powerful entity that has vowed to protect her.

The doll is currently leading Gillian on a wandering quest in search of her mother, while also looking for answers into its own purpose and function. GMs can introduce them into stories via a random encounter, as Champions are able to cross paths with these two at any given moment. The Champions would be able to run into Gillian and the doll in many ways, leaving it open for different types of storylines. They could become curious as they see a young girl walking down the street all alone, or when they see the doll and Gillian stealing food, clothes and other necessities. In either case, the Champions should choose to take the strangers along with them in order to help them or seek out higher known authorities (police, child services, etc.), but find themselves in an unexpected turn of events as a real life horror film unfolds before their eyes. They would end up having to battle the doll in a cat and mouse game, as it fights to stop anyone who wishes to come between itself and Gillian. More than likely, the creature would use its abilities to cut power to the base, making it harder for the Champions to find it as it tries to eliminate witness that could take Gillian away from it.

Iron Reich

The Iron Reich has been in hiding for many decades, but could begin their master plan of global conquest at any time, whether on the orders of their supreme council or with the return of the Arkainon, who would surely reclaim command of the Reich upon his return to this dimension.

Following leads on stolen technology or missing scientific researchers, the Champions could stumble upon an Iron Reich secret research installation, delivering a crippling blow to the organization before they are able to unleash their forces.

In a time traveling adventure, the Champions could face the power of the Iron Reich during WW2, either in their initial debut during the conflict, or even in assisting

the Golden Age Sentinels of Society in the liberation of the concentration camps at the end of the war.

Jessica Baker

Though not a Neo, Jessica is nonetheless a formidable opponent for most Neo Champions thanks to her deep connections within the F.B.I. and her exhaustive knowledge of the Champions operating out of Autumn Arbor.

Jessica is one of the most dangerous villains any Champion team could encounter. Not only is she a law enforcement officer, with the full weight of authority and resources that grants her, she is also extremely knowledgeable concerning her targets. As her experience increases, she'll no doubt target the Champions as their popularity

increases, they mistakenly cause property damage or injure a bystander during a battle, or generally become too involved in investigating the deaths of their fellow Neos.

Her biggest asset, however, is her position as a criminal profiler of super-powered criminals and organizations. With her involvement in helping solve the Neo Slayings gripping Autumn Arbor, Jessica is in a perfect position to lead investigators on witch hunts and wild-goose chases, making it unlikely the murders will stop anytime soon.

Lady D'yre

An Avenging Angel. An Undead Spirit thirsting for revenge. An extension of the living essence of Autumn Arbor. Lady D'yre has been called all the above, and more. Whatever she is, the one thing that none can deny is her awesome power and unending determination to protect the City of Legends.

Lady D'yre is a force of nature and should be used by GMs with care, unless the Champions have an experienced magic user on the team.

One method of employing her is to have a mystic enemy of the Champions summon her and bind her with a Geas to destroy the Champions. Should the Champions manage to survive her attacks long enough to figure out the source of the problem and free her, Lady D'yre would then extract her vengeance upon those that sought to corrupt her.

Another idea is to have one or more of the Champions be framed for a crime they didn't commit (or, for a different twist, maybe they did commit the crime), and have Lady D'yre on their trail. The Champions would then have to either clear their names or get out the city (and find a new base of operations) before she gave them a Kiss of Attrition.

Maiden America

A figure of tragedy that tried to do what she could to help her family, Karen was thrust into the role of a Rogue by circumstance, and remains, at heart, a devoted mother and loving person.

Karen has been faced with a situation that she had never expected to have to deal with: her daughter, whom she hasn't seen in years, has been kidnapped. With her undying love for Gillian, she intends on taking matters into her own hands in order to save her lost child. The question that needs to be answered is: will she try to join forces with the Champions who have been after her all this time, or will she take this mission solo? Also, will Karen act differently if Gillian's life is in danger?

Maiden America has finally found love again...with one of the Champions. How does this affect their ability to bring her to justice? What will she do if she were to ever cross paths with her past family? Do the Champions help her find what she once lost, or do they do what they were meant to do in the beginning?



Mega-Gnat

Dragonfly's daughter and under the age of 18, Mega-Gnat wants nothing more than to become a full-fledged Champion and honor the memory of her mother.

Mega-Gnat can be used in practically any story setting. She is a young Champion trying to make a name for herself and start finding her own place in the world. It is inevitable that she will get in a little over her head and need assistance from other Champions before her father finds out just how bad she screwed up. Possibly, she turns to her friends, the Champions, to help her out in bringing down a villain. Using her in any setting gives GMs the perfect opportunity to easily introduce a new villain.

Sabrina is seeking revenge on the people who have done her wrong, and what is better revenge than serving them with a dose of justice. She is savvy enough to know where to hit them the hardest. Possibly she makes a name for herself with these criminals, and then betrays them after finding out their deepest secrets.

GMs can change her from a Champion to Rogue, giving the reason that she was tired of always being held back by her father and wanted to take revenge on her own terms. Dragonfly wouldn't allow her to break the law and fight with the team, but on her own as a Rogue, that restriction would not stop her any longer.

Nathan Peterson

Nathan's talents could have been used for beneficial purposes, but now he is like many other super-powered criminals. His special abilities are the only things that separate him from a mundane serial killer overtaken by his personal prejudices. The strength of those powers is what makes him so effective at carrying out his own agenda, and he has already gotten very good at using them.

Using his abilities to separate his spirit from his body and inhabit and control other people, Nathan takes possession of his desired target. Once inside them, Nathan targets various representatives of the Catholic Church for murder. Thus far, he has hanged, burned, and crucified various clergy members, leaving behind various forensic and trace evidence pointing to the individuals he's possessed. The brazenness of the crimes is due to Nathan's complete disregard for capture or consequence. He cares not for what happens to his "puppets" and the thought that the trail might ever lead all the way back to him does not even enter his mind.

Although authorities have been baffled by the series of unrelated suspects that all seem guilty of obviously connected murders, that none of them can remember committing, they have nonetheless been forced to move forward with the (literally) damning evidence gathered at each crime scene.

Meanwhile, with the innocent charged for his crimes, Nathan is free to continue his personal crusade to bring retribution to the Catholic Church for its persecution of Pagans.

Nothing shakes up a community and gets the media

involved like a series of religion-focused serial murders. Especially murders committed in the unique motif Nathan seems to prefer. He finds terrible pleasure in taking the symbolism of the church's faith and twisting it backwards to make his violence even more shocking and extreme. The media will snap up and replay consistently any photo or footage it can get of the gruesome aftermath of the *Autumn Inquisition*. Any Champion in tune with mass media, or even pausing to watch TV briefly, can end up hearing a news report about the murders as word spreads about the crusade. The local or Federal authorities could also request assistance from the Champions as a special favor. Even some crime syndicates with a connection to the Church (e.g. the Italian Mafia) would pull strings and call in debts to get the crisis over and the culprit apprehended. For that matter some Champions, particularly those with a religious bent, will feel their conscience tugging them to get involved.

However they learn about Nathan's actions, the Champions will probably begin investigating this as a crime wave or a symptom of a new criminal organization. The honest-sounding denials from the innocents will not mean much at first, but with each additional strike by Nathan, it will start to build a noticeable pattern. But they will not learn much of anything from Nathan directly. He has no remaining family, and implicitly trusts no one else with his plan.

It will also be a test of the Champions for, if they do figure it out and find Nathan, they will have to decide whether to try and bring him in for custody or give in to their own feelings of vengeance and retribution.

Catching the individuals who physically committed the murders is the easy part. Nathan takes no pains to hide their identities or destroy any evidence that might point in their direction. They mean nothing to him, and always only further confuse the situation.

Unfortunately, the fact that each suspect seems unconnected to the others, and yet the murders *are* obviously connected, has baffled authorities for the past several months. In fact, once it becomes clear that someone not yet in custody is behind these brutal attacks, they are more likely to try to point fingers at anyone who may have a known connection to any of the suspects, and by-the-book style investigators will insist on talking to each one.

Champions with any sort of telepathic abilities will be able to discover trace psychic residue pointing to some sort of Mind Control or Telepathic influence. Although this residue degrades over time, should the Champions be able to gain access to a suspect soon after a murder, they will be able to get a firm impression (mental image) of Nathan Peterson. For those Champions and Champion Teams without psychic based powers, Nathan can also be traced via Astral Projection.

Finally, each suspect will have their own mental image of Nathan from the time of the possession. While the descriptions vary in minor details, for the most part they bring forth a very good likeness. Champions who decide to tackle the investigation through more traditional chan-

nels can discover that Nathan lives not only in the area surrounding the Churches thus far targeted, but so has each victim . . . indicating a geographic area where Nathan most likely resides since he would have to find each "puppet" prior to the murders. Reducing the search area may be critical to truly tracking down Nathan Peterson, because unless he is caught in the act there will be almost nothing to tie him directly to the murders.

Spring-Heeled Jack

Spring-Heeled Jack is an anomaly of Beltane Park, a place known for its mystical energy and a regular site for various sorcerous cults to perform their rituals. The events of the past 10 years and his continuing legend have made him the local boogeyman, and his introduction into a campaign would likely begin with the discovery of his latest victim in the park. Police and investigators will likely be as baffled as in the past, and the Champions could be asked to help, or could decide to search for Spring-Heeled Jack on their own once the reports hit the media.

Alternatively, Spring-Heeled Jack may play into the background of one or more of the Champions, who may have a relative that was one of the vicious madman's victims. The shock (and the lack of any results from the police) could have been a motivating factor for the Champion to do something about crime. The unpredictability of his returns could turn it into a powerful grudge or burning obsession that would quickly revive when reports of the monster appear again. If the Champions have a personal connection to Spring-Heeled Jack, they will be living with the realization that he may strike at any time, or may not strike again for years.

Being an enigma able to attack, flee, and disappear at a moment's notice makes him extremely difficult to apprehend. Although evidence found at the crime scene would be consistent with previous attacks by Spring-Heeled Jack, the lack of any suspect to actually link the evidence to makes it impossible to apprehend him without catching him in the act.

One of the best ways for a Champion team to catch him would be to setup a sting operation. Either the Champions could stakeout the park, waiting for his next attack; or one of them could act as a decoy hoping to provoke him.

Catching him is an extremely dangerous situation, as the slightest misstep or hesitation could result in a new death...even a fellow teammate's. The Champions should also be ready for a fight. Spring-Heeled Jack is extremely experienced and incredibly powerful.

Stelleron

The epitome of what it means to be a Champion, and respected by the leaders around the globe, the world felt a unified loss when Stelleron sacrificed his life to aid Vanguardian in repealing The Purge Invasion. Since his death in 1998, there has been a void left in the Neo community that, despite the best efforts of VanCorp and

various Champion groups, has remained to this day.

There are many ways to bring back Stelleron's form. Since he had been absorbed by Vanguardian's energy shield, with all the power being used to repel The Purge invasion, it is possible that ambient energy from that release could eventually return as the Champion. It is also quite possible that some of the energy that compromised his form still exists in the Vanguardian armor. Stelleron could at some point reform if Vanguardian's armor was severely damaged and the energy was uncontrollably released. There is also the possibility that another agency could attempt to recreate the process that originally formed Stelleron. The Champion may be reborn, or the new being may have a mindset of its own, becoming a powerful adversary.

The Anarchitect

The Anarchitect is an archvillain, and would be more than a match for just about any single Champion and most teams. A clash with The Anarchitect should be built up over many sessions, perhaps from encounters with his Servos, the Xombehemoth, Cybernetic Gangs, or uncovered illegal technology.

Champions will most likely encounter his Servos on one of their technology scavenger hunts. They could follow leads and eventually confront him in his lair for the big show down.

The Anarchitect often forms short lived alliances with many other criminal organizations and individuals. He could be discovered to be the mastermind behind a recent upgrade in power of some of the Champions' known adversaries.

Any Champion that shows a connection to the Celestial Tear energy would become a target for The Anarchitect. Whether it is a Champion, or one of their family, friends, or allies, The Anarchitect's obsession would result in his attempt to capture and analyze the person in question.

Ultimus

Ultimus and his legions will pose a major galactic threat to Earth once they arrive. He is a power from beyond the stars and a force to be reckoned with, and when he invades it will take a large number of Neos working together to turn him away.

A Champion capable of interstellar travel might come across Ultimus and his fleet before they reach Earth, and then have to rush to the planet to deliver a warning. That feat would also require either avoiding detection by Ultimus, or escaping his wrath.

Ultimus fears The Purge, planning to amass an even larger fleet before moving to wipe them from the galaxy. He knows the usefulness of turning his enemies against one another, and there will always be some weak-minded individuals willing to bargain with an evil this powerful. In true enemy-of-my-enemy style, some villains, and even some Champions, may flock to his banner. Similarly, defeating him may require enlisting the aid of some former foes. Involving Ultimus in a campaign in this manner can

test or change the loyalties of almost any character in the story ... though perhaps only as long as the battle between Earth and Ultimatus rages on.

Vanguardian

Vanguardian is the most famous and highly regarded of the current Champions that call the City of Legends home. An honorable and determined hero for people around the world, Vanguardian struggles to do what is right, despite the marketing power of VanCorp sometimes tainting his image by association.

The Champions can encounter Vanguardian just about anywhere, working on or stopping any crime. He could be in their city as part of a VanCorp Franchise expansion, or due to working out of one of VanCorp's satellite offices.

GMs can introduce Vanguardian into any campaign by having him cross paths with the Champions while on the trail of any villain. More than likely, as well, covert VanCorp agents will do all they can to deter the Champions and slow them down, making sure *their man* makes the arrest and gets the media coverage.

GMs can also introduce Vanguardian by having him discover Tori's illicit affair and tracing it back to one of the Champions. Whether or not the Champion knew she was a married woman is up to the GM, based upon the individual flavor of the campaign. Suffice it to say, Vanguardian will not be happy about the affair.

Finally, GMs can use VanCorp to introduce Vanguardian. If the Champions have become popular in the media, VanCorp might begin to view the Champions' rising popularity as a danger to the Vanguardian Franchise. As a result, VanCorp may use their various and extensive media and underworld ties to frame the Champions for a crime they didn't commit, create skeletons in their closet and expose them to the media, or paint the Champions in some other sort of negative light. If VanCorp manages to paint the Champions as criminals, Vanguardian might be sent to apprehend them. Otherwise, VanCorp would do all they could to stage attacks (even if this means outright hiring villains), and then hindering the Champions while Vanguardian saves the day. Of course, should Vanguardian become aware of VanCorp's crooked involvement, he would do all he could to remedy the situation. GMs should never forget that despite VanCorp, Vanguardian is a true Champion and Dominick is a genuinely good man.

Xombehemoth

The Xombehemoth is a very powerful adversary, and should be a challenge or any group. If the Champion's have run afoul of The Architect, or if they are in possession of some new amazing technology that he might covet, it is highly likely that he would send the Xombehemoth upon them. Also, any Champion with Celestial Tear based powers would always be at risk of an attack by the monster.

The Champions could be called upon to assist the Daring Dynasty when the Xombehemoth attacks and overwhelms the family, perhaps due to a new Neo body part addition.

Any of the personalities of the Xombehemoth's acquired body parts could take a modicum of control over the beast and be working toward his/her own agenda (i.e. Kodiak's mind could resurface and attempt to contact Doc Daring, either in a warped attempt to rekindle their relationship or perhaps to try to get her and the Darings to totally destroy the beast). It could even become a champion of good, if one of its more heroic personalities gained dominance, at least until the Xombehemoth reverts back to a rampaging beast.

GMs should feel free to include any deceased Neos from their campaign in to the Xombehemoth's construction, possibly a former mentor or family member of the Champion's.

XT-47

XT-47 is far from your typical Rogue. Its wide range of abilities makes it highly dangerous, especially in light of the fact that its 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 it can seemingly vanish, even with dozens of witnesses.

Being 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.

XT-47 is more than just a threat to those who have knowledge about it, but a threat to National Security as a whole. Its end goal of making sure no one knows it exists may eventually extend to those who even knew that a program of some sort existed, or to destroy every black-ops participant so as to not bring attention to the fact that all its victims came from one place.

Champions can be involved in this simply by witnessing on of XT-47's murders, or can be called in by the authorities. Another interesting aspect could be the authorities trying to get the champions help without letting them the truth about XT-47.

Bringing XT-47 into a campaign is a perfect way for GMs to add the extra element of government conspiracies.

XT-47 is very difficult to capture. It is designed to evade capture at all cost. While it will first try to escape, it will attack if that is the best option available. It is programmed to win by any means necessary.

Although the unit does not have DNA or skin, the outer layer that allows it to shift shapes is made of a unique nano-molecular substance. If some of this skin were to be damaged in combat and left behind, that would be an opening for anyone investigating.

Another option is to try to figure out what the victims have in common. If the Champions can discover the existence of the project without getting removed by the government, then they should react proactively, guarding potential victims.

Or course, tracking it is one thing. They still have to stop it.

MORE IDEAS!

- Dragonfly is suddenly seen committing a rash of crimes. Has the S.O.S. leader gone Rogue, or is some outside force controlling him or his armor?
- The Champions are out for a quiet dinner at the Golden Age Café when a team of Rogues attack.
- The Champions have been hired by a company to help Neutrino Jade eliminate certain criminals that are tampering with further expansions of their business. The Champions uncover old connections between the criminals and the company, and suspect part of the motive for the mission is to stop Jade from discovering they were involved in her accident. What will they do? Will they help her destroy the company's enemies, or stop her in order to destroy the company?
- A team of Rogue's suddenly holds Centennial Island hostage while the Champions are visiting the park for a day of recreation in their civilian identities.
- A rare scroll is stolen from the Arbor Historical Museum. A scroll believed to have a connection to the Heart of Nebecar
- People are turning up dead in Cathedral Heights, drained of blood. Has Bishop Tomaszo gone on a feeding rampage, or is there another vampire or creature involved?
- Mount Legend is suffering from a series of grave robberies. Is it simply a few kids or collectors looking for souvenirs of their lost Champions, or is it a Rogue with plans for the body parts?
- A few teenagers have invaded the sanctity of the Native American Burial Grounds. The Champions must now find a way for the Manitou to be placated.
- A small child has escaped from Lucius Belcar's mansion. She has told police that he cuts people up and feeds them to his pets. Now it's up to the Champions to investigate the estate and find out what's going on, all the while fighting to stay alive against his demonic powers.
- Shadowfox has been uncovered as a spy. The Champions must now help bring her in for questioning. Does the team find her, or only a trail growing colder by the minute? Is a big plan of world domination revealed? Who is endangered, and is Shadowfox a part of the conspiracy or simply a convenient pawn of a criminal mastermind?
- A rare and dangerous animal has escaped from the Arbor Zoo and is going on a rampage through Autumn Arbor. Unfortunately, the animal is being mutated by an outside source, and growing larger and more powerful by the minute.
- A physical war erupts between the Humanity Labor Union and the Neo Urban Renewal League at the site of a new construction. Can the Champions, Neos themselves, put an end to the conflict?
- Sergeant Robert MacIntyre and his S.I.D. team begin to gather physical evidence of the Champions committing a series of related crimes.
- The Vignette Gang is committing a series of robberies, targeting the various studios and entertainment companies in Autumn Arbor.
- The Masqueraders, using Neo powers granted by Amazadrin, open a bloody confrontation with the Liberty Legion that holds several city blocks hostage.
- The Purge once again return to Earth. Is it the final invasion fleet, or simply remnants of the scout fleet from several years ago making a last ditch effort?
- Flechette comes to the Champions for help, claiming she has kicked her drug habit, but her old employers aren't so willing to let her go. Is she telling the truth, or is it only a ruse to capture the Champions in order to get her latest fix?
- Since her lair is beneath the city, Carionette lays claim to anything that floats down the sewers in a unique application of eminent domain. An important item or piece of evidence finds its way into her hands, and the Champions will have to take it by force or barter for the item. They may find it a tougher challenge than they expect to find things that Carionette will value enough to take in trade.
- Silo's suit has been confiscated by the Champions. Silo will stop at nothing to try to break into the building where the suit is being held and reclaim it. At the same time, several other well known criminals are trying to take the suit for themselves. All available forces are needed just to get the suit from the grounds without it falling into any of the wrong hands.
- Eviscera discovers that Phelan Blaid is the one who had originally delivered Lady Lynxanna to those scientists and helped start the genetic research that lead to her own torture. Phelan Blaid and the Cutting Crew suddenly become the victims to her furious, murderous rage, and the Champions are caught in the middle.
- Someone close to the Champions has been kidnapped by one or more vampires/demons/werewolves. The Champions try to rescue the victim, but are unsuccessful. That is when they are pointed in the direction of a certain group who should be able to help them: Germaine Investigations, Inc. But can they succeed before it is too late?
- The Champions discover that Lord Wyverncrest is in possession of an advanced weapon of mass destruction. As they lead an assault upon Pax Wyvernna, do they have the backing of the U.S. or U.N., or will there be serious political issues that turn the good deed around on them?
- The people of Geodonia finally discover a way to survive on the surface world and lead an invasion, directly into the heart of Autumn Arbor.
- The Anarchitect is now out for revenge against the

person who broke a deal with him, and that person is Fire-Arm. In the middle of one of his largest heists, Fire-Arm discovers some of The Anarchitect's Servos are trying to kill him. Fighting for his life, at the same time he takes down the last Servo he is busted by the Champions. Does he welcome them with open arms, or fight to get away? How is he reacting to the attempts on his life? How will the Champions react to this kind of fighting amongst Rogues?

25. An extremely powerful Rogue group (or extradimensional entity) takes control of A.O.E.S. (or the VanCorp Neo Training Complex). Can the Champions arrive in time, and if so can they save the lives of all the children inside?
26. Disaster strikes when Rogues attack the First Arbor Arena during a major event. The Champions must now help rescue the victims and track down the Rogues responsible.
27. The blood-thirsty and dangerous Kainus has decided he wants to take over the Cutting Crew, and has framed Blaid with the rest of the unit to make it appear like Blaid has sold them out. Now Blaid is turning towards the Champions, planning to ask for help all the while using them to seek his revenge. Will the Champions trust him, and if so then just how far?
28. Children are starting to disappear, and all signs point to the Hand of Madness. Could they be preparing to use the Heart of Nebecar?
29. A series of Neo Champion murders grips the city.
30. Despite being in Solitaire, Full Metal Jacket has been active recently. Is he remotely controlling his armor or is someone else operating it? It's up to the Champions to find out.

AFTERWORD

So there you have it, the creative foundation for Autumn Arbor, also known as the *City of Legends*. Of course, that's what this book has been about: giving the creative foundation for the setting for all of you to dissect and build upon. After all, the *Autumn Arbor Campaign Setting* isn't all inclusive concerning the history, myths, stories, and characters of the City of Legends. To do that would have required a volume that would have easily exceeded 500 pages, and still have left plenty of room for all of you to add your own additions to setting.

For us, and hopefully for all of you, Autumn Arbor is a living, breathing place. It is a place where battles are fought, the trials and tribulations of life are faced, and where legends are made. It is a *what if* place, where extraordinary beings have existed and influenced history, where everyday man must contend with living an existence surrounded by god-like beings, and where even the weakest person can find within themselves the power to become something great. No Champion or Rogue is without those flaws that make all of us human, regardless of how mundane or powerful the individual may be. And no matter the obstacles or cost, the Forces of Good are always there to stand vigilant against the Forces of Evil.

Over the decades there have been a lot of super-hero settings to come along. Some have lasted for the long haul, some simply flared and faded like a flash-bulb. For Autumn Arbor, we wanted to create something that would survive the long-haul. We wanted a world of extraordinary beings that were, underneath it all, also real people. We wanted a world that, while populated by super-powers, was also much like our own. But we also wanted that sense of adventure and discovery of the comic books of the past. While *gray* characters always exist, we also wanted a definitive line between light and dark, good and evil. After all, wasn't it that sense of adventure, and that adrenaline rush of seeing a hero in action, that drew us to comics in the first place?

While *our* stories for Autumn Arbor will be told through role-playing books, and also in forthcoming novels and comic books, the stories we really want to hear are *yours*. We want to know what trials your Champions have faced. What evil they have stared in the face. We want to hear about your victories and defeats, friends and enemies. Log into the Arbor Productions forums through www.arborproductions.com and tell everyone about the Legends in your campaign.

And be sure to watch for our forthcoming books, expanding upon the history, places, people, and secrets of the Autumn Arbor setting: *Legends of Autumn Arbor*, *AOES (Academy of Extraordinary Studies)*, *Merlyn's Guide to Mysticism*, and *Salvation City*- the corrupt sister-city to the City of Legends.

But you don't have to wait to begin. The City of Legends is now in *your* hands. So get out there!

Fight for Justice!

Be a Hero!

Become a Legend!

— LEE F. SZCZEPANIK, JR.

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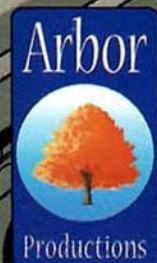
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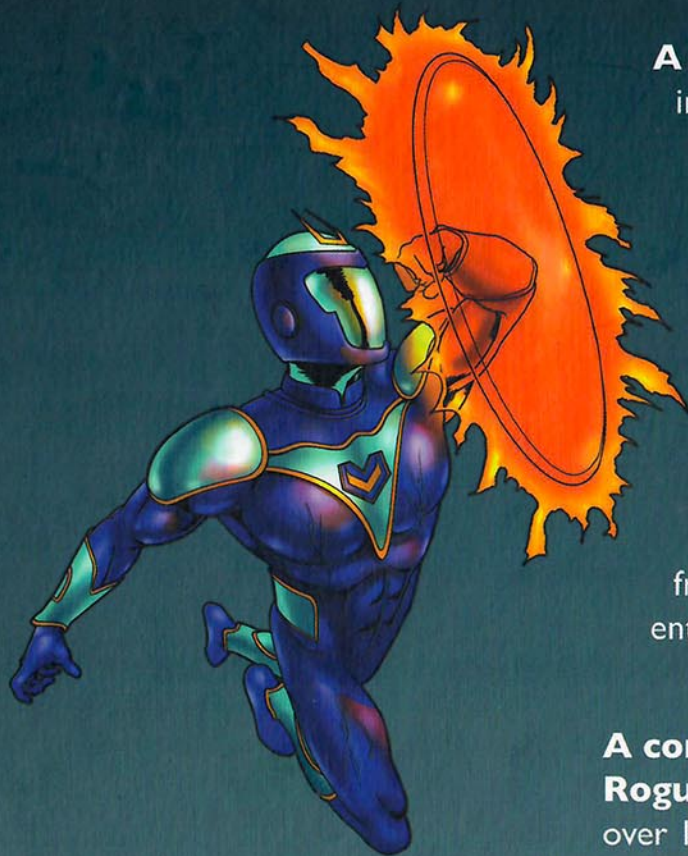
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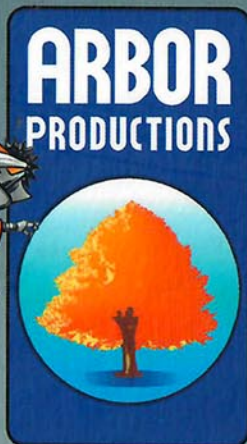
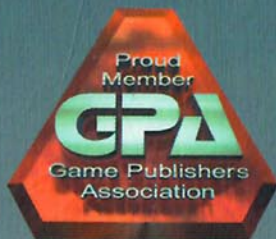
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