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Powerless and Ordinary

NPCs in *Phoenix* use all the same rules as superhero PCs: the same classes, skills, feats, powers, and ads/comps. However, there are less powerful kinds of NPCs as well: the powerless and the ordinary. **The Powerless don't receive 10 Character Points per level.** All else remains the same. Powerless NPCs are most appropriate for **mundane villains and heroes** such as common criminals or the police who chase them. A gang member, a beat cop, a professional mugger, and a private detective would all appropriately be Powerless.

Ordinaries are **unchanged from *d20 Modern***:

- their stats are 15, 14, 13, 12, 10, 8 (arrange to taste)
- their first-level HPs are not maxed
- they do not have action points
- they can take only the Base classes from *d20 Modern*
- they do not gain any Class Features

Ordinaries are most appropriate as **everyday people** who don't engage in the kinds of life-or-death situations that your heroes do. They can go their entire lives without throwing a punch or dodging a bullet, and they're quite happy about that, thank you very much.

Warrior

You can alter this Warrior blank by switching the Weapon Focus feat to Metal Baton (for lethal damage) or Medium Pistol (for range). You can also equip them with heavier armour, or concentrate skill points up to a max of 8 ranks (e.g., into Drive, for example). If you alter its species, make sure to make the appropriate changes to its stats.

Level 4

ECL	2 (4 levels)
Hit Dice	4 d10 (34 HPs)
Mass. Damage	50hp
Initiative	+4 (Dex +2, Improved Initiative +2)
Speed	30 feet
Defence	17 +2* (Dex +2, Class +4, Dodge +2*, Equip +1); Touch 16, Flat-Footed: 15
Knockback	21
Base Attack	+4 (mêlée: +8, ranged +6)
Attacks	
<i>Unarmed Strike</i>	+10, 1d8+4 NL, 20/x2, mêlée (Brawl, Improved Brawl)
<i>Metal Baton</i>	+8, 2d6 HP, 20/x2, mêlée
<i>Medium Pistol</i>	+6, 1d6 +4 HP, 19-20/x2, 30 ft.
Ability Scores	Str 18 +4, Dex 15 +2, Con 16 +3, Int 12 +1, Wis 10 -, Cha 10 -
Size/Reach	Medium / 5 ft.
Allegiance	any
Saves	Fort +7, Ref +4, Will +3
Action Points	4
Reputation	+2
Occupation	Adventurer: Stealth/Jump +1, Bonus Feat (Proficiency: archaic)
Skills	Bluff +2 (rnk 0), Climb +11 (rnk 7), Diplomacy +2 (rnk 0),

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<i>Languages</i>	Drive +9 (rnk 7), Jump +11 (rnk 7), Tumble +9 (rnk 7), Treat Injury +7 (rnk 7)
Feats	English and <i>one more</i> Brawl (Improved), Dodge, Improved Initiative, Improved Grapple, Iron Will, Power Attack
<i>Proficiencies</i>	Armour, Firearms, Weapons (mêlée, improvised, archaic: <i>any one</i>)
Power Die	4 d6 (12pp)
Special Abilities	Natural Aptitude (Bluff, Diplomacy) Cross-Trained (Stealth, Tumble)
Wealth	+6
Gear	
<i>Leather Jacket</i>	Equip +1 (+1), MD +8, Pen. -0, Spd 30, 4 lb., PDC 10
<i>Medium Pistol</i>	2d6/B, 30 ft., S, 10 mag, small, 3 lb., PDC 16, Lic +1
<i>Metal Baton</i>	1d6, 19-20/x2, Bludgeoning, Size: Med, 2 lb., PDC 8
Level 8	
ECL	4 (8 levels)
Hit Dice	8 d10 (68 HPs)
Mass. Damage	50hp
Initiative	+5 (Dex +3, Improved Initiative +2)
Speed	30 feet
Defence	19 +2* +2* (Dex +3, Class +3, Dodge +2*, Defensive Martial Arts +2*, Equip +3); Touch: 17, Flat-Footed: 17
Knockback	24
Base Attack	+8 / +3 (mêlée: +12, ranged +9)
Attacks	
<i>Unarmed Strike</i>	+15/+10, 1d8+8 NL, 20/x2, mêlée (Brawl, Improved Brawl, Weapon Focus)
<i>Metal Baton</i>	+12/+7, 2d6 HP, 20/x2, mêlée
<i>Medium Pistol</i>	+9/+4, 1d6 +4 HP, 19-20/x2, 30 ft.
Ability Scores	Str 18 +4, Dex 16 +3, Con 16 +3, Int 12 +1, Wis 10 -, Cha 10 -
Size/Reach	Medium / 5 ft.
Allegiance	any
Saves	Fort +10, Ref +8, Will +6
Action Points	10
Reputation	+4
Occupation	Adventurer: Stealth/Jump +1, Bonus Feat: Proficiency (archaic)
Skills	Bluff +4 (rnk 0), Climb +15 (rnk 11), Diplomacy +4 (rnk 0), Drive +14 (rnk 11), Jump +15 (rnk 11), Tumble +13 (rnk 11), Treat Injury +11 (rnk 11)
<i>Languages</i>	English and <i>one more</i>
Feats	Action Hero, Brawl (Improved), Defensive Martial Arts, Dodge, Improved Initiative, Improved Grapple, Iron Will (Awesome Will), Team Player (Improved), Weapon Focus: unarmed strikes (Improved)
<i>Proficiencies</i>	Armour, Firearms, Weapons (mêlée, improvised, archaic: any)
Power Die	8 d6 (28pp)
Special Abilities	Natural Aptitude (+4 Bluff/Diplomacy), Cross-Trained

Wealth	(Stealth, Tumble, Disable Device, Knowledge [pop culture]) +12
Gear	
<i>Leather Jacket</i>	Equip +1 (+1), MD +8, Pen. -0, Spd 30, 4 lb., PDC 10
<i>Medium Inserts</i>	Equip +2 (+1), MD +6, Pen -2, 5 lb., PDC 13
<i>Medium Pistol</i>	2d6/B, 30 ft., S, 10 mag, small, 3 lb., PDC 16, Lic +1
<i>Metal Baton</i>	1d6, 19-20/x2, Bludgeoning, Size: Med, 2 lb., PDC 8
Level 12	
ECL	6 (12 levels)
Hit Dice	12 d10 (102 HPs)
Mass. Damage	50hp
Initiative	+5 (Dex +3, Improved Initiative +2)
Speed	30 feet
Defence	26 +2* +2* (Dex +3, Class +8, Dodge +2,* Combat Martial Arts +2, Equip +3, Weapon Parry +2*); Touch: 17, Flat-Footed: 17
Knockback	26
Base Attack	+12 / +7 (mêlée: +16, ranged +15)
Attacks	
<i>Unarmed Strike</i>	+20/+15, 1d8+10 NL, 20/x2, mêlée (Brawl, Improved Brawl, Weapon Focus, Awesome Focus)
<i>Metal Baton</i>	+16/+11, 1d6+4 HP, 20/x2, mêlée
<i>Medium Pistol</i>	+15/+11, 2d6 HP, 19-20/x2, 30 ft.
Ability Scores	Str 19 +4, Dex 16 +3, Con 16 +3, Int 12 +1, Wis 10 -, Cha 10 -
Size/Reach	Medium / 5 ft.
Allegiance	any
Saves	Fort +12, Ref +10, Will +7
Action Points	12
Reputation	+6
Occupation	Adventurer: Stealth/Jump +1, Bonus Feat: Proficiency (archaic)
Skills +20	Bluff +6 (rnk 0), Climb +19 (rnk 15), Diplomacy +6 (rnk 0), Drive +18 (rnk 15), Jump +19 (rnk 15), Tumble +18 (rnk 15), Treat Injury +15 (rnk 15)
<i>Languages</i>	English and <i>one more</i>
Feats	Action Hero, Brawl (Improved), Cleave, Combat Reflexes, Defensive Martial Arts, Dodge (Mobility), Improved Disarm, Improved Grapple, Improved Initiative, Improved Trip, Iron Will (Awesome Will), Team Player (Improved), Weapon Focus: unarmed strikes (Improved, Awesome), Weapon Parry: unarmed strike
<i>Proficiencies</i>	Armour, Firearms, Weapons (mêlée, improvised, archaic: any),
Power Die	12 d6 (42pp)
Special Abilities	Natural Aptitude (+6 Bluff/Diplomacy), Cross-Trained (Stealth, Tumble, Disable Device, Knowledge [pop culture]) +12
Wealth	
Gear	
<i>Leather Jacket</i>	Equip +1 (+1), MD +8, Pen. -0, Spd 30, 4 lb., PDC 10
<i>Medium Inserts</i>	Equip +2 (+1), MD +6, Pen -2, 5 lb., PDC 13
<i>Medium Pistol</i>	2d6/B, 30 ft., S, 10 mag, small, 3 lb., PDC 16, Lic +1

Metal Baton

1d6, 19-20/x2, Bludgeoning, Size: Med, 2 lb., PDC 8

Soldier

Descriptions: Soldiers put their military training and their equipment to effective use. They execute their missions with mechanical precision, and they take great pride in their efficiency. They are exceedingly loyal, placing the needs of the group and the mission above the needs of the individual. They tend toward world-weariness, though. Their practicality can sometimes lead to cynicism and fatalism. Some Soldiers who become extremely embittered can become *Mercenaries*. Instead of acting out of duty to the mission, they sell their skills for money, and their loyalty is based on professionalism rather than belief in their leaders.

Sample Character: [Chaingun Sally](#)

Hit Die: d10

Power Die: d6

Skill Points at 1st Level: (6 + Int per level) x4

Skill Point per Level: 6 + Int modifier

Class Skills: Climb (Str), Drive (Dex), Handle Animal (Cha), Jump (Str), Linguistics (Wis), Perception (Wis), Survival (Wis).

Proficiencies: 6

Soldier

Level	Base Attack	Fort	Ref	Will	Def.	Rep.	Class Features
1	+1	+1	+1	+0	+2	+1	Brawl, Bonus Feat
2	+2	+1	+1	+0	+3	+1	Sneak Attack +1d6
3	+3	+2	+2	+1	+3	+2	Bonus Feat
4	+4	+2	+2	+1	+4	+2	Protective Instincts, Evasion
5	+5	+3	+3	+1	+4	+3	Bonus Feat
6	+6/+1	+3	+3	+2	+5	+3	Sneak Attack +2d6
7	+7/+2	+3	+3	+2	+5	+3	Bonus Feat
8	+8/+3	+4	+4	+2	+6	+4	Skill Mastery
9	+9/+4	+4	+4	+3	+6	+4	Bonus Feat
10	+10/+5	+5	+5	+3	+7	+5	Sneak Attack +3d6
11	+11/+6/+1	+5	+5	+3	+7	+5	Bonus Feat
12	+12/+7/+2	+6	+6	+4	+8	+6	Protective Instincts, Cross-Trained
13	+13/+8/+3	+6	+6	+4	+8	+6	Bonus Feat
14	+14/+9/+4	+6	+6	+4	+9	+6	Sneak Attack +4d6

15	+15/+10/+5	+7	+7	+5	+9	+7	Bonus Feat
16	+16/+11/+6/+1	+7	+7	+5	+10	+7	Skill Mastery
17	+17/+12/+7/+2	+8	+8	+5	+10	+8	Bonus Feat
18	+18/+13/+8/+3	+8	+8	+6	+11	+8	Sneak Attack +5d6
19	+19/+14/+9/+4	+9	+9	+6	+11	+9	Bonus Feat
20	+20/+15/+10/+	+9	+9	+6	+12	+9	Favoured Save, Bonus Feat
	5						

Class Features

Brawl (Ex): At level 1, you get the Brawl feat for free because all superheroes need to throw the occasional punch.

Bonus Feats: At every odd level, Soldiers can choose a bonus feat from the following [groups](#): General, Save, Vehicle.

Sneak Attack (Ex): At levels 2, 6, 10, 14, and 18, Soldiers receive +1d6 Sneak Attack damage. If they can catch an opponent when he is unable to defend himself effectively from their attacks, then they can strike a vital spot for extra damage.

Their attack deals **extra damage any time the target would be denied their Dexterity bonus to Defence** (whether the target actually has a Dexterity bonus or not), **or when the Soldier has flanked them. Critical hits do not multiply Sneak Attack damage.**

Ranged attacks can count as Sneak Attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, Soldiers can make a Sneak Attack that deals NL instead of HP. They cannot use a weapon that deals HP to deal NL in a Sneak Attack, not even with the usual -4 penalty.

Soldiers can perform a Sneak Attack on only **living creatures with discernible anatomies or vital systems**, including people, aliens, and fantasy creatures, but not including undead, constructs, oozes, plants, and phased (incorporeal) creatures. **Any creature that is immune to critical hits is not vulnerable to Sneak Attacks.**

Soldiers must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. They cannot Sneak Attack while striking a creature or target that has concealment, and they cannot strike at the limbs of a creature because their vital spots (body and/or head) are out of your reach.

Protective Instincts (Ex): At level 4 and 12, Soldiers receive one of the three basic Save Enhancer feats (Lightning Reflexes, Great Fortitude, or Iron Will), player's choice. If they already have all three, they can choose to take one of the Awesome save enhancers. If they have all three of them, they can take one of the Supreme save enhancers.

Evasion (Ex): At level 4, Soldiers can avoid even magical and unusual attacks with great agility. If they make a successful Reflex saving throw against an attack that normally deals half damage, then they instead take no damage. They can use Evasion only if they are wearing light armour or no armour. If they are *helpless*, then they do not gain the benefit of Evasion.

Skill Mastery (Ex): At levels 8 and 16, with 2 skills in which Soldiers already have at least one rank, including cross-class skills, they can now Take 10, even under stressful circumstances or when failure involves direct personal risk. If they gain this class feature multiple times, they may pick 1 new skills each time.

Cross Trained (Ex): At Level 12, Soldiers gain this feat.

Favoured Save (Ex): At level 17, Soldiers can Take 10 with one of their Saves (Fortitude, Reflex, or Will, your choice).

Adonis

(created by Orion Ussner Kidder)

Full Name: Dale Muramoto

Appearance: Adonis is, as his name suggests, is one of the most mind-numbingly gorgeous men on Earth. He is *always* 15 minutes ahead of the fashion curve, which means he wears no consistent costume, but he does favour light-coloured suits (blues and greens) with white and off-white shirts and socks. He wears his hair rakishly messy and just a little bit long. His body language and facial expressions continuously communicate warm friendliness with just a hint of sex. Men and women universally find him attractive according to their orientations. Anyone attracted to men will find him sexually appealing. Anyone not attracted to men will just *really* want to sit next to him and "hang out."

Personality/History: Dale grew up shy and unassuming, not a charming student or a popular boy. He never felt comfortable in crowds, and was completely baffled by any form of romantic situation. At the age of 22, still very much alienated from social interaction in general, Dale was diagnosed with a what appeared to be a brain tumour. During the exploratory operation to investigate the tumour, it turned out to be a gland of unknown function lodged in his brain. Not knowing what to do with it, the surgeons left it where it was pending further study.

However, after the operation, it started acting on his neurons in such a way as to rapidly build pathways in exactly those places that govern facial recognition, empathy, logic and recall, and, apparently, sexuality. Where Dale previously had been anxious about social interactions, he suddenly became the life of the party. Where he was confused by romantic signals, he became graceful and alluring. Nothing of his physical appearance changed in the slightest; he could simply start to sense what to do to make people calm and comfortable around him, to engender their trust, and to present himself in such a way that they wanted to be his best friend and/or his lover.

Although these new-found abilities were clearly extra-normal in origin, Dale realised that, to a limited degree, he could teach them to other people. He soon took the name Adonis, and started running classes on everything from high-stakes negotiation to the art of the pick-up. Adonis' central principle of social interaction is honesty—acting and speaking in good faith—and that only people who are honest with themselves can be honest with others. He does not teach manipulation or seduction, but instead direct, honest interaction, and most of all, empathy. Although not a crime-fighter per se, Adonis' astounding professional success lead to a side-line career as a negotiator in high-pressure situations, including hostage-taking and even first contact with non-human species.

Location: Toronto, Ontario, Canada

Power Theme: Adonis' powers are all based on his *Super Charisma* and Intellect. When he can't charm his way out of a situation, he thinks his way out, and vice-versa. In addition to the sheer power of his charm and brains, he has spent years honing his skills to make the most of those basic abilities. Adonis has little to no combat skills. He doesn't believe they're nearly as useful. He has, however, recently learned certain esoteric techniques that allow him to stimulate the pleasure centres of the brain by touching specific nerve clusters on the surface of the body. Making people pass out from sheer bliss is as close as he ever gets to committing violence on his fellow human being.

Combat/Tactics: Adonis always talks first—reasoning, then charming, then intimidating, depending on the circumstance—and only rarely resorts to physical means. In dire circumstances, he prefers to surrender because that gives him a chance to establish a new discourse later. He will defend himself if absolutely necessary, but the majority of the time, talking *is* his best defence. In situations of real desperation, Adonis has recently started immobilising dangerous opponents by triggering their pleasure response, a skill he picked up for personal use somewhere in his mid-twenties and only recently thought to apply anywhere outside of intimate situations.

Class	Thinker 5 / Socialite 5
Species	Human
Ethnicity	Japanese
Nationality	Canadian
Character Level	10 (10 levels + 99CPs)
Hit Dice	5d6 / 5d4 (18 + 12 + Con)
Mass. Damage	50
Initiative	0
Speed	30 ft.
Defence	15 +13* (Soc +4, Thk +1, *Bomb. Aura +13)
Knockback	14
Base Attack	+5 (Soc +3 Thk +2)
Attacks	Unarmed Strike +5 (1d3NL, untrained)
Ability Scores	Str 10, Dex 10, Con 14 +2, Int 38 +14, Wis 12 +1, Cha 36 +13 <i>Natural: Int 18 +3, Cha 16 +4</i>
Size/Reach	Medium / 5 ft.
Allegiance	Honesty
Saves	Fort +4, Ref +2, Will +9 (+8 vs. Fear)
Action Points	10AP
Reputation	+15
Occupation	Celebrity
Skills	Appraise +27 (rnk 13), Bluff +30 (rnk 13), Climb +13 (rnk 13), Computer Use +27 (rnk 13), Cr: Chemical +0 (w research +4), Cr: Electronic +0 (w research +4), Cr: Mechanical +0 (w research +4), Cr: Pharmaceutical +26 (w research +4), (rnk 12), Cr: Structural +0 (w research +4), Cr: Visual Art +27 (w research +4), (rnk 13), Cr: Writing +27 (w research +4) (rnk 13), Decipher Script +20 (rnk 6), Diplomacy +30 (rnk 13), Disable Device +0 (electronics +4), Disguise +23 (rnk 6), Drive +6 (rnk 6), Escape Artist +6 (rnk 6), Forgery +20 (rnk 6), Gamble +18 (rnk 13), Gather Info +30 (rnk 13), Handle Animal +19 (rnk 6), Intimidate +30 (rnk 13), Investigate +27 (rnk 13), Kn: Art +27 (w research +4) (rnk 13), Kn: Behavioural Sciences +27 (w research +4), (rnk 13), Kn: Business +27 (w research +4), (rnk 13), Kn: Civics +27 (w research +4) (rnk 13), Kn: Current Events +27 (w research +4) (rnk 13), Kn: Earth/Life Sciences +27 (w research +4) (rnk 13), Kn: History +27 (w research +4) (rnk 13), Kn: Physical Sciences +27 (w research +4) (rnk 13), Kn: Popular Culture +27 (w research +4) (rnk 13), Kn: Tactics +0 (w research +4) Kn: Technology +27 (w research +4) (rnk 13), Kn: Theology/Philosophy +27 (w research +4) (rnk 13), Observe +14 (rnk 13), Perform +19 (rnk 6), Profession +7 (rnk 6), Psicraft +0 (address powerstone +4), Repair +20 (art/paintings +4, electronics +4, supertech +4) (rnk 6), Research +27 (w research +4) (rnk 13), Ride +15 (rnk 13), Search +27 (rnk 13), Sense Motive +14 (rnk 13), Sleight of Hand +10 (rnk 6), Spellcraft +0 (decipher scrolls +4), Stealth +6 (rnk 6), Survival +0 (tracking +4), Powercraft +0 (fiddle with the knobs +4), Swim +13 (rnk 13), Treat Injury +11 (rnk 6), Tumble +6 (rnk 6), Use Device +26 (scrolls +2, supertech +4) (rnk 13), Use Rope +6 (bindings +2) (rnk 6),
Languages	English, French, Spanish, Japanese, Cantonese, Korean, Cree, Polish, Portuguese, Ojibwa, Swahili, Mandarin, Russian,

Feats	Vietnamese Brawl, Unshakable (Fearless), Battle Cry, Moral Authority, Skill Aptitude, Diplomacy (Amazing, Supreme), Skill Aptitude, Sense Motive (Amazing, Supreme), Skill Aptitude, Behavioural Sciences (Amazing, Supreme), One-Liner (Verbal Riposte), Parley (Improved Parley)
Power Die	5d12 / 5d6 (50)
Origin	Bio
Powers	87cp
<i>Ability Enhancement</i>	Int rnk 10, Cha rnk 10 40cp
<i>Amazing Initiative</i>	Initiative +20, Power 10cp
<i>Cause Pleasure 37cp</i>	Debilitating Pleasure rnk 3, Enhanced Pleasure rnk 3, Extended Duration rnk 3, Fatiguing Pleasure
Special Abilities	
<i>Socialite</i>	Comfortable Lifestyle], Reputation +3, Perks: Ally, Rank 3 (Editor, <i>Toronto Star</i>)
Thinker	Cross-Trained, Bombastic Aura, Swaggering Bravado Jack of All Trades, Renaissance Man, Special Ability: Skill Mastery (Diplomacy, Intimidation), Plot Device, Sixth Sense
Wealth	22
Equipment	+12
Ads	Feat x11 22cp Skill Aptitude, Diplomacy (Amazing, Supreme), Skill Aptitude, Sense Motive (Amazing, Supreme), Skill Aptitude, Behavioural Sciences (Amazing, Supreme), Verbal Riposte (Improved Parley)
Comps	
Forsworn From Firearms	(Rank 1) + 2cp
Hero's Code	Honesty + 2CP
Glass Jaw	(Ranks 1) + 2CP
Monologuer	(Rank 1) + 4CP

Alpha

(created by Orion Ussner Kidder)

Full Name: Alpha.

Appearance: A slight werewolf, she has the claws, the teeth, the appearance of her kind but not the sheer bulk. She doesn't cower from a fight so much as she hangs back, watching, waiting for an opportunity.

Personality/History: Alpha rose to power in Vancouver when she united the werewolf packs of the Lower Mainland and Pacific North West. She is rarely seen in person, instead working through pack leaders who she has a specific, personal relationship with.

Location: Vancouver, Canada.

Power Theme: Werewolf.

Combat/Tactics: Alpha is not a fighter. She uses lieutenants to do her fighting for her, and she is *very* good at inspiring them to fight ferociously.

Class	Mastermind 20
Species	Werewolf
Ethnicity	Caucasian
Nationality	Canadian
ECL	20 (20 CLs + 200 CPs)
Hit Dice	20 d6 (105)
Mass. Damage	50hp
Initiative	+6
Speed	30 feet
Defence	31 +2* +2* +10* (Dex +2, Class +9, Natural +10, Dodge*, DMA*, Bombastic +10*) Touch: 31 +10*, Flat-Footed: 29 +10*
Knockback	12
Base Attack	+15/+10/+5 (mêlée: +16, ranged +17)
<i>Unarmed Strike</i>	1d3 NL
<i>Wolf Slam</i>	1d3 +1; +16i
<i>Claw</i>	1d6 +1; +16i
<i>Bite</i>	1d6 +1; +16i
Ability Scores	Str 12 +1, Dex 14 +2, Con 14 +2, Int 12 +1, Wis 20 +5, Cha 30 +10 <i>Normal</i> : Str 8, Dex 10, Con 10, Int 8, Wis 18, Cha 26 Medium / 5 ft.
Size/Reach	
Allegiance	
Saves	Fort +13 (+9, +2, +2) Ref +12 (+6, +2, +4) Will +17 (+12, +5)
APs	20
Rep.	15
Occupation	Academic
Skills 161	Bluff +38 (Cha, rnk 20, Syn +8), Diplomacy +38 (Cha, rnk 20, Syn +8), Handle Animal +30 (Cha, rnk 20), Intimidate +38 (Cha, rnk 20, Syn +8), Knowledge : arcane lore +21 (Int, rnk 20), Knowledge : behavioural sciences +21 (Int, rnk 20), Perception +25 (Wis, rnk 20), Sense Motive +25 (Wis, rnk 20)
<i>Languages</i>	English,
Feats	Brawl , Dodge , Defensive Martial Arts , Combat Expertise , Lightning Reflexes (Awesome Reflexes), Great Fortitude , Power Focus (Improved , Greater), Field Commander V (4 teammates, 15 ft.), Improved Initiative
<i>Proficiencies</i>	Weapons (melee) , Weapons (ranged) , Firearms
Power Die	20 d10 (210 pp)
Origin	Mystical
Powers	201 cp
Ability Enhancement	Str +4, Dex +4, Con +4, Int +2 Cha +1 30cp
Amazing Leap	Jump +10 1cp
Animal Affinity	3cp
Catfall	ignore 50', 2cp
Cause Fear	Will DC 34, 1d6 rounds, shaken (-2 att, save, skills, ability), frightened (run away), panicked (drop everything); Ranged 30' 10cp
Damage Reduction	Super DR 10/silver 13cp
Natural Armour	+10 20cp

[Natural Weapons](#)
[Regeneration](#)
[Super Senses](#)
[Summon Creature](#)

Creature

claws 1d6, Extra Weapon: bite, 1d6 **3cp**
Rapid Regen Rnk 6 18hp/round (silver), Cling to Life **20cp**
Perception +2, Blindsense I, Scent (30', as seeing) **9cp**
2pp/rank (By CL); full-round, Extended Range 60', Move
Action, Large Creature **3cp**, Powerful Creature rnk 27 **90cp**
HP: 70, Speed: Walk 75 ft, Defence: 20 (Natural +1, Dex +10,
Large -1); DR 2 /super; **BAB: +10, Mêlée: +20, Ranged: +20;**
Attack: 30cp Energy Attack/Natural Weapon; Size/Reach:
Large / 10 ft., **Saves: Fort +21, Ref +21, Will +21; Ability**
Scores: All 30 +10, Skills: Perception +23, Stealth +23
Energy Strike: 20 d6, melee; 1pp/d6; att +20/+15; knockback
(supreme, distance)
Ranged Energy: 12 d6, 50'; 1pp/d6; att +20/+15 19-20/x3;
lingering 12
Energy Cone: 10 d6, 40'; 3pp/d6; Ref 30 for half
Natural Weapons: claw/claw/bite 8d6; +20/+15; super, extra,
retractable
Form Shift (1pp; move): human, hybrid, wolf (+0cp); **Curse**
of Lycanthropy: bite, Con save (+0cp)
Imposing Presence +8 (Bluff, Dip, Intim), Tactical Genius +8
(skills/attacks), Inspiring Presence +8 (at/dmg/will)
Encyclopedic Memory: re-roll failed Knowledge check twice
/ session
Exhort Lieutenants (1AP;free action): +1 bonus skill & saves,
10 people, 50' R
Opportunist: someone in mêlée reach takes damage, you get
an AO; once per turn (counts against total per turn)
Scare Tactics: roll two d20s Intimidate once per turn
Slippery Mind: re-roll failed mind-affecting Will Save on your
next turn (once per effect)**Field Commander V: 4 teammates,**
15' reposition

Ads & Comps

Special Abilities

Wealth

Bengal

(created by Jen Starling)

Full Name: Adwitiya "Addie" Mukerji

Appearance: Bengal is over six feet tall and has a lean, muscular frame. She sports punky hair cuts and changes her hair colour on a semi-regular basis. Her dark skin sets off her gleaming white teeth (not quite fangs), which she often bears in battle just before leaping on her targets.

Personality/History: Bengal's charismatic presence is not the result of a sly wit or keen fashion sense. When her powers appeared, one of the side effects was an increase in her self-confidence which resulted in the emergence of a jovial, magnanimous personality, a part of herself that had always been hidden before.

Location: Portland, Oregon, USA

Power Theme: Bengal possesses the strength, reflexes, and super-acute senses of the Indian tiger that she named herself after. Her height and weight increased out of proportion with the average girl. She was over six-foot and 200 pounds (all of it

muscle) by the age of 16. Although she took some early abuse from her peers for this, she quickly realized just how much confidence her size and physical strength could lend her. She is not one to threaten to get her way. Instead, she possesses the quiet confidence of someone who who doesn't have to.

Combat/Tactics: Bengal leaps into battle with the enthusiasm of pouncing cat, relying on her strength and speed. She doesn't have formal combat training and doesn't often find that she needs it. She prefers to knock out her opponents rather than killing them, but has a tendency to bat them around a little first.

Class	Warrior 6
Species	Human
Ethnicity	Indian
Nationality	American
ECL	8 (6 levels +102cp)
Hit Dice	6 d10 (72HPs)
Mass. Damage	50hp
Initiative	12
Speed	40 feet
Defence	24 (Dex +4, Class +5, Amazing Dodge +5) Touch: 24, Flat-Footed: 15
Knockback	21
Base Attack	+6/+1 (mêlée: +13, ranged +10)
Attacks	
<i>Unarmed Strike</i>	+20/+15 (1d3 + 1d6 +7)
Ability Scores	Str 25 +7, Dex 19 +4, Con 22 +6, Int 12 +1, Wis 15 +2, Cha 15 +2 <i>Normal:</i> Str 9, Dex 11, Con 9, Cha 12
Size/Reach	Medium / 5 ft.
Allegiance	
Saves	Fort +11, Ref +7, Will +4
Action Points	9
Reputation	3
Occupation	Athlete
Skills	45 Climb +16 (rnk 9), Diplomacy +2 (rnk 0), Gather Info +2 (rnk 0), Intimidate +11 (rnk 9), Jump +39 (rnk 0), Ride +2 (rnk 0), Sense Motive +11 (rnk 9), Stealth +13 (rnk 9), Tumble +13 (rnk 9), English, Hindi
<i>Languages</i>	
Feats	Athletic, Brawl, Combat Reflexes, Dodge, Mobility, Spring Attack, Agile Riposte, Improved Initiative (Awesome Initiative), Combat Nerves, Light-Footed, Lightning Reflexes (Awesome), Merciful Mauler, Power Attack, Improved Knockback, Vicious Knockback, Run, Fast Move, Standing Jump, Track, Wariness
<i>Proficiencies</i>	Armour, Weapons (mêlée, improvised), Firearms
Power Die	d6 (21pp)
Origin	Biological (spontaneous mutant)
Powers	102cp
Ability Enhancement	Str +16, Dex +8, Con +13, Cha +3 80cp
Amazing Dodge	+5 Dodge bonus 10cp
Amazing Leap	Powered Leap rnk2 (+30) 3cp
Super Senses	+4, Low-Light Vision 9cp
Special Abilities	Natural Aptitude (+2 Intimidate/Diplomacy)

Cross-Trained (Balance, Move Silently)

8

Wealth

Brain Doctor

(created by Orion Ussner Kidder)

Full Name: Jamal Carver, MD/PhD

Appearance: Jamal Carver is a Black man in his 30s. At 5'9" and 170 lb., he's not especially imposing, but what he lacks in bulk he makes up for in presence. His eyes can just as easily bore into your soul as they can fill you with a sense of safety. In his every-day life, Carver dresses the part of the medical professional: slacks and a tie, lab-coat when called for. In his *other* life, Brain Doctor wears a long leather coat and form-fitting body-armour underneath, both in shades of blue, the most calming colour.

Personality/History: Jamal Carver was always the kid that other kids went to with their problems. He listened. He didn't actually say much, but the few words he did speak were enough to make people feel better. He was always listening, always concentrating on what people had to say. A career in psychotherapy simply made sense, to him and everyone who'd known him.

He wrote his doctoral dissertation in how micro-expressions are controlled by the motor-centres of the brain, and at some point during one of his half-awake nights of writing and research, something in him clicked into place. He no longer had to *listen* to hear what people were thinking. Body language, tone of voice, even just the way someone breathed was enough to open their minds to him. He spent the first several months learning to hone this skill, which started as extremely fine-tuned observation before it blossomed into full-blown telepathy. Then he spent the next few months learning how to turn it off.

After being in private practise for several years, he began to see the possibilities of introducing his keen insight and telepathic powers to world at large, intervening in dangerous situations with his mind, ending violent confrontations not with a fist or a gun, but with a thought.

Location: Halifax, Nova Scotia, Canada

Power Theme: Brain Doctor's powers are all telepathic in nature. He can read minds and sense emotions, nudge people's thoughts into particular directions, and even perform instant psychotherapy. He doesn't just fight crime, nor does he just stop criminals. He stops criminality itself.

Combat/Tactics: Brain Doctor rarely raises his fists in anger or has to shield himself from danger, although it has happened just often enough that he protects himself from accidental harm. He first engages a dangerous person in dialogue, employing his highly trained skills (Sense Motive, Bluff, Diplomacy) in concert with his *Telepathy* (Listen, Long-Term Reading) to "talk" the person down, get them to resolve the situation voluntarily. Failing that, he will resort to more manipulative means (Diplomacy and Telepathic Influence). Once that happens, he then continues the dialogue and uses Instant Therapy to help alleviate the negative feelings and traumas that lead the individual to such dangerous activities to begin with.

Class	Socialite 10
Species	Human
Ethnicity	Trinidadian
Nationality	Canadian
ECL	10 (10 levels + 100CPs)
Hit Dice	10d6 (50HPs)

Mass. Damage	50
Initiative	+13 (Dex, Feat)
Speed	30 ft.
Defence	25 +8* (Cls +7, Dex +1, *Bombastic Aura +8, Heavy Inserts +3, Undercover Vest +3) <i>Touch: 17 +5*, Flat-Footed: 24 +5*</i>
Knockback	13
Base Attack	+7/+2
Attacks	Brawl +8/+3 (1d6 NL) <i>Psychic Scream DC 22 (stunned, 3PPs)</i> <i>Telepathic Influence DC 22 (Diplomacy, 2PPs)</i>
Ability Scores	Str 10, Dex 12 +1, Con 10, Int 14 +2, Wis 16 +3, Cha 27 +8 <i>Natural: Cha 20 +5</i>
Size/Reach	Medium / 5 ft.
Allegiance	The Canadian Medical Association
Saves	Fort +3, Ref +4, Will +11
Action Points	10AP
Reputation	+13
Occupation	Doctor
Skills	104 Bluff +25 (rnk 13), Cr: Chemical +0 (w research +4) (rnk 0), Cr:Electronic +0 (w research +4) (rnk 0), Cr: Mechanical +0 (w research +4) (rnk 0), Cr: Pharmaceutical +0 (w research +4) (rnk 0), Cr: Structural +0 (w research +4) (rnk 0), Cr: Visual Art +0 (w research +4) (rnk 0), Cr: Writing +8 (w research +4) (rnk 6), Diplomacy +45 (rnk 13), Disguise +12 (rnk 0), Intimidate +18 (rnk 6), Kn: Art +0 (w research +4) (rnk 0), Kn: Behavioural Sciences +15 (w research +4) (rnk 13), Kn: Business 0 (w research +4) (rnk 0), Kn: Civics +0 (w research +4) (rnk 0), Kn: Current Events +2 (w research +4) (rnk 0), Kn: Earth/Life Sciences +0 (w research +4) (rnk 0), Kn: History +0 (w research +4) (rnk 0), Kn: Physical Sciences +0 (w research +4) (rnk 0), Kn: Popular Culture +2 (w research +4) (rnk 0), Kn: Tactics +0 (w research +4) (rnk 0), Kn: Technology +0 (w research +4) (rnk 0), Kn: Theology/Philosophy +0 (w research +4) (rnk 0), Observe +11 (rnk 8), Profession +16 (rnk 13), Research +15 (w research +4) (rnk 13), Sense Motive +36 (rnk 13), Sleight of Hand +5 (rnk 0), Treat Injury +9 (rnk 6)
<i>Languages</i>	English, French
Feats	Brawl, Improved Initiative (Awesome, Supreme), Power Focus <i>Telepathy (Improved, Greater)</i>
<i>Proficiencies</i>	Armour, Weapons (simple)
Power Die	10d6 (65PPs)
Origin	Psionic
Powers	104cp
Ability Enhancement	Charisma +5 10cp
Amazing Diplomacy	rank 20 Diplomacy +10 20cp
Amazing Scrutiny	rank 20 Sense Motive +40 20cp
Resist Power	(PR 33) 25cp
Telepathy	Save DC +6 (feats), Listen In, Psychic Scream, Short-Term Reading, Long-Term Reading, Swift-Action Telepathy, Instant Therapy 17cp
Special Abilities	Comfortable Lifestyle, Bonus Feat x2, Reputation +5, Perks (8CP), Cross-Trained (Kn [behavioural sciences], Profession

Wealth
Equipment
Ads

[therapist], Research), Bombastic Aura, Swaggering Bravado, Rakish Charm +4, Connection (4CP), Chutzpah!
+15

Long Coat (Heavy Inserts), Undercover Vest

[Good Rep](#) rnk 4 (Rep +4) 4cp

Perks: ??? rank 2 free

[Good Rep](#) rank +4 free

[Connection](#)

Rank 3: Chief Editor, Halifax Gazette (Government, Local History/Pop Culture)

Rank 1: Human-Rights Lawyer (Law/Legal History, Law Enforcement) free

Comps

[Hero's Code](#): Mercy, Extreme Mercy +8cp

Brainchild

(created by Orion Ussner Kidder)

Full Name: Kyle Uszkalo

Appearance: Brainchild is a thing, White guy in his mid-20s. He wears a light jacket with a white T-shirt that has a cartoony brain stencilled on the front as well as beige cargo pants (or shorts, if it's warm), and army boots. Back when he was Jr. Mind (see below), he had an Amazing Costume coloured in blue and purple that matched Mr. Mind's, but those days are long gone.

Personality/History: Kyle was a child prodigy whom Mr. Mind, a telepathic superhero, identified early on and trained to be his sidekick (with Kyle's parents' permission). While Mr. Mind specialised in mental communication and projecting illusions, Kyle's ability was geared towards sheer *Telekinetic* strength. By the age of 12, he could throw a car, if needs dictated. His incredible *Telekinetic* power was only rivalled by his once bottomless intellect. Sadly, when Mr. Mind was killed in action, Kyle, only 15 at the time, became embittered. He now ignores his intellect as much as possible and has long since dropped his flashy superhero costume. He can't quite kick the hero habit, though, and although he denies that he has any interest in heroism as such (he claims he does it ironically), the fact is that he's still out there, risking life and limb to save innocent people. He's not really sure why he does it either.

Location: Chicago, Illinois, USA

Power Theme: Brainchild's powers are all *Telekinetic*. He started with simply lifting and manipulating objects, but under Mr. Mind's tutelage, learned to deflect objects, and even raise himself into the air. Since Mr. Mind's death, he has developed a bit of a nervous *Telekinetic* tick. Whenever a threat gets within 10 feet of him, he reflexively blasts his *Telekinetic* energy in all directions. He has learned to restrain himself to the point where these blasts are not lethal, but without Mr. Mind to train him, he doesn't know how gain more control over this potentially useful ability.

Combat/Tactics: Brainchild's grasp of combat is somewhat limited. He was trained up as a fighter by Mr. Mind but has little grasp of actual strategy. When his back is to the wall and he feels he needs to fight for his life, he tends to simply throw a dumpster at his attacker but usually just after *Flying* to a safe position, above and away from the fight. However, if he is not directly threatened and can keep his wits about him, he will initiate a *Telekinetic* grapple and simply remove his enemies from the battlefield. Based on his study of architecture, Brainchild is also good at (but reluctant to) do strategic damage to buildings such that they fall down on people. Like dropping heavy weights on them, this is a last-ditch effort on his part as he is not comfortable doing serious bodily harm to anyone. This is not a moral stance, per se, so much as an unwillingness to have it on his conscience.

Class	Soldier 6
Species	Human
Ethnicity	Ukrainian
Nationality	American
ECL	6 (6 levels + 60cp)
Hit Dice	6d10 (35hp)
Mass. Damage	50hp
Initiative	1
Speed	30 ft.
Defence	21 (Class +5, Dex +1, <i>Amazing Deflection</i> +5) <i>Touch</i> 16; <i>Flat-Footed</i> 20
Knockback	15
Base Attack	+6/+1 (mêlée: +6/+1, ranged +7/+2)
Attacks	
<i>Unarmed Strike</i>	+0 (<i>1d3nl, provokes</i>)
<i>TK Throw</i>	90 ft. +8/+3 (<i>by weight, 20/x2</i>)
<i>TK Slam</i>	90 ft. +17/+12 (<i>by weight, 20/x2</i>)
	<i>TK Burst</i> (kinetic, NL) 10-ft. burst (5d6, +4 to knockback)
Ability Scores	Str 10, Dex 12 +1, Con 10, Int 30 +10, Wis 12 +1, Cha 10 +26cp Normal: Int 14 +1
Size/Reach	Medium / 5 ft.
Allegiance	Slacker
Saves	Fort +5, Ref +6, Will +5
Action Points	6
Reputation	3
Occupation	Adventurer
Skills	144 Climb +4 (rnk 4), Computer Use +14 (rnk 4), Cr: Mechanical +16 (rnk 6), Cr: Structural +14 (identify weak points +2) (rnk 4), Demolitions +19 (rnk 9), Disable Device +14 (rnk 4), Drive 3 (rnk 0), Escape Artist +5 (rnk 4), Gather Info +6 (rnk 4), Intimidate +9 (rnk 9), Investigate +14 (rnk 4), Kn: Earth/Life Sciences +12 (rnk 0), Kn: History +19 (rnk 9), Kn: Popular Culture +14 (rnk 4), Kn: Tactics +19 (rnk 9), Navigate +19 (rnk 9), Observe +10 (rnk 9), Pilot +10 (rnk 9), Psicraft +14 (rnk 4), Repair +19 (engines/machines +2) (rnk 9), Search +14 (rnk 4), Stealth +10 (rnk 9), Survival +10 (rnk 9), Treat Injury +5 (rnk 4), Use Device +4 (rnk 4)
<i>Languages</i>	English, French, German, Spanish, Russian, Czech, Polish, Ukrainian, Norwegian, Swedish
Feats	Brawl, Merciful Mauler, Lightning Reflexes, Weapon Focus (Telekinetic Throw), Iron Will, Great Fortitude, Stealthy
<i>Proficiencies</i>	Armour, Weapons (simple, improvised)
Power Die	6d6 (21pp)
Origin	Psionic
Powers	89cp
Ability Enhancement	Intelligence +16 32cp
Amazing Deflection	+5 (power) 7cp
Flight	Speed 30 ft., Average Skill, Air Lift +2000lbs 10cp
Energy Attack	<i>Burst</i> (kinetic), 10 ft. radius, 5d6, Knockback, Non-Lethal, Maximum Power 8cp
Telekinesis	Mental Muscle (532/1064/1600 lb.) Extra Hands rnk 2, Imbue Hardness rnk 6, Max Power (Limitation) 32cp

Special Abilities

Evasion, Sneak Attack (+2d6)

Wealth

8

Comp

Anxious Activation

Proximity mk 1 (*Burst Energy Attack*) +3cp

Chaingun Sally

(created by Orion Ussner Kidder)

Full Name: Sally Fjelgard

Appearance: Chaingun Sally dresses in black fatigues reminiscent of a SWAT uniform, complete with visored helmet and bullet-proof vest. Her hair is usually tied in a loose pony tail and hangs behind her helmet. Her real "uniform" is the, on average, dozen firearms she has on her person at any given time, all of them either custom-made or heavily altered.

Personality/History: Sally Fjelgard spent several years in the Canadian military where she excelled at target shooting, electrical engineering, and ballistics. She left the military under somewhat mysterious circumstances with an honourable discharge and full pension, but her records are sealed past that. Subsequently, in need of a job but not an income, she consciously chose the life of a vigilante and assembled a "costume" based entirely on practical necessity. In Edmonton, she teamed up and soon began dating Whip Lass, becoming one of Canada's few out superhero couples. As a duo, they are jokingly, but fondly, known as "Whips and Chains."

Location: Edmonton, Alberta, Canada

Power Theme: Chaingun Sally doesn't have any overt powers, but her technical expertise runs distinctly into the realm of the fantastic. Unlike many super-scientists, she also has a firm grounding in traditional engineering and hard science. She combines power-enhanced firearms with her own skills, honed over years of training and practise. Since teaming up with Whip Lass, she has significantly expanded her repertoire of non-lethal weapons, starting with rubber bullets and bean-bag rounds, but working her way up to various kinds of launchers for hand-cuffs and bolas-like entanglers. She carries conventional firearms as well, of course, for those situations where only lethal stopping power will do the job. She tends to travel in an armoured SUV with a full toolkit and fold-out gun racks in the trunk. At any given time, Sally also carries 20CP-worth of *Inventions* that she has created using *Supertech Invention* power, some examples of which are below under "equipment."

Sally's Chainguns are mini machine pistols designed to take linked ammo that feeds from Sally's backpack. As such, she almost never runs out of bullets. Sally follows the "lefty-lethal" rule. All guns she fires from the right hand are loaded with non-lethal rounds, which use a custom-made polymer that is extremely unlikely to ever cause permanent injury, but everybody knows that her left-hand gun fires lethal rounds.

The *Cuff Gun* is a forearm-mounted launcher that fires a pair of locking rings connected to a chain. Resembling a bolas more than actual hand-cuffs, the rings spin in a circle until they hit something, usually the legs or arms of someone trying to run away, and then wrap tight and lock.

The *Net Launcher* fires a human-sized net made of high-tension plastic that opens and then envelopes the target. The edges of the net have small, smooth hooks that latch onto the net itself, thus wrapping the target up tightly. The Net Launcher is still in the development phase, however, since it's hard to aim and has a very short range.

Combat/Tactics: Sally very much enjoys sneaking up on her targets and hitting them before they have a chance to fight back. Ending the fight quickly is her way of keeping casualties to a minimum. She has a strict policy of meeting force for force. She is perfectly willing to go easy on targets who don't employ deadly force, but once they show intent to do real harm, she does not see any reason to hold back.

Class	Soldier 14
Species	Human
Nationality	Canadian
ECL	14 (14 levels + 140CP)
Hit Dice	14d10 (77HPs)
Mass. Damage	50HPs
Initiative	8
Speed	30 ft.
Defence	27 (Class +9, Dex +2, Tactical Vest +6) <i>Touch: 21, Flat-Footed: 25</i>
Knockback	20 HPs
Base Attack	+14 / +9 / +4 Mêlée: +14/+9/+4, Ranged: +21/+16/+11
Attacks	
<i>Chaingun</i>	+26/+21/+16 (2d6 19-20/x3)
<i>Dual Chainguns</i>	+24/+24/+19/+19/+14/+14 (2d6 19-20/x3 40 ft.)
<i>Chaingun Rapid Shot</i>	+24/+24/+19/+14 (2d6 19-20/x3 40 ft.)
<i>Dual-Chaingun Rapid Shot</i>	+22/+22/+22/+17/+17/+12/+12 (2d6 19-20/x3 40 ft.)
<i>Chaingun Many Shot</i>	+22/+22 (6d6 19-20/x3 40 ft.)
<i>Heavy Rifle</i>	+18/+13/+8 (2d12, 20/x2, 180 ft.)
<i>Heavy-Rifle Rapid Shot</i>	+16/+16/+11/+6 (2d12, 20/x2, 180 ft.)
<i>Heavy-Rifle Many Shot</i>	+14/+14 (6d12 20/x2, 180 ft.)
<i>Bean-Bag Gun</i>	+18/+13/+8 (2d8 NL, 20/x2)
<i>Cuff Gun</i>	+18/+13/+8 Touch attack (20 ft.)
<i>Net Launcher</i>	+18/+13/+8 Touch attack (10 ft.)
<i>Baton</i>	+18/+13/+8 (1d6 20/x2)
<i>Dual Batons</i>	+16/+16/+11/+11/+6/+6 (1d6 20/x2)
Special Attacks	Blazing Charge: full-attack while charging Grazing Shot: NL firearm attacks Skip Shot: ignore cover, -2 attack, -1 die Sneak Attack: +4d6 Sniper: sneak attack beyond 30' Str 10, Dex 18 +4, Con 14 +2, Int 22 +6, Wis 10, Cha 13 +1 Medium / 5-foot
Ability Scores	
Size/Reach	
Allegiance	
Saves	Fort +10, Ref +10, Will +10
Action Points	14 APs
Reputation	6
Occupation	Technician
Skills	108 Cr: Electronic +23 (rnk 15), Cr: Mechanical +16 (rnk 10), Cr: Structural +6 (identify weak points +4) (rnk 0), Demolitions +21 (rnk 15), Drive +22 (rnk 15), Kn: Technology +12 (rnk 6), Craft +6 (address power stone +2) (rnk 0), Repair +23 (electronics, machines/engines, supertech +6) (rnk 17), Spellcraft +6 (decipher scrolls +2) (rnk 0), Stealth +12 (rnk 5), Powercraft +25 (fiddle with the knobs +2) (rnk 17), Use Device +9 (supertech +6) (rnk 8)
<i>Languages</i>	English, Urdu, Arabic, Pashto
Feats	Brawl, Mastercraft (Advanced), Invent Super Equipment (Invent Super Armament, Invent Doohicky, Invent Ray Gun [Improved Ray Gun], Invent Gizmo, Invent Superchemical),

	Improved Critical Damage (Range), Improved Initiative, Point-Blank Shot (Precise Shot, Combat Shot, Grazing Shot, Deadeye, Sharpshooter, Sniper, Rapid Shot, Many Shot, Shot on the Run, Blazing Charge, Skip Shot), Two-Weapon Fighting (Improved x2, Mixed), Weapon Finesse, Weapon Focus: chaingun (Weapon Specialisation, Greater Focus, Greater Specialisation)
<i>Proficiencies</i>	Armour, Firearms (exotic [chaingun, cuff gun, net launcher]), Weapons (simple, over-sized)
Power Die	14d6 (51PPs)
Origin	Supertech
Powers	100cp
Ability Enhancement	Intelligence +6 12cp
Mighty Lifting	rnk 4 (x4) 8cp
Supertech Invention	Increased Power rnk 10 (20cp cap), Multiple Activations, Sustain Power 72cp
Esoteric Item	Chainguns (pair) custom heavy machine pistols (see below) attack/damage +10, DNA Key +2 24cp
Special Abilities	Bonus Feats x7 (ranged, saves, vehicle), Sneak Attack (+4d6), Protective Instincts x2 (Great Fortitude, Iron Will), Evasion, Cross-Trained (Cr: Electronic, Powercraft). +20
Wealth	Feat x20 40cp
Ads	Favours Owed +9cp General Paul St. Pierre CAF
Comps	Insatiable Curiosity +2cp Notoriety (Violent Rep) +5cp
Equipment	Armour +6, MD +2,
<i>Tactical Vest</i>	2d8NL, 20 ft., S, 4 internal, B-rounds
<i>Bean-Bag Shotgun</i>	1d6L/NL, mêlée, 1d6, 19-20/x2
<i>Sleepy Stick</i>	scope (Range x1.5) 2d12, 180 ft., S, 12 clip, L3
<i>Heavy Rifle</i>	heavy machine pistols (2d12, 20/x2, 40 ft.), customised: linked
<i>Chainguns</i>	ammo, left hand: lethal rounds, right hand: rubber
<i>Cuff Gun</i>	touch attack, -4 attack (must hit legs), 20 ft., impedes
	movement faster than 5 ft., hit while running, Reflex (DC 20)
	or fall/trip
<i>Net Launcher</i>	touch attack, 10 ft. range or <i>entangled</i>

Sally's Inventions:

The [Amazingly Accurate Maglight](#) is one of Sally's favourite *Inventions*: a flashlight loaded with *Amazing Accuracy* (as a power). She holds the flashlight with one hand, over the barrel of her gun, and fires with the other hand. Turning the flashlight on activates the power. It grants her ranged attacks a +10 enhancement bonus. (*Amazing Accuracy*: CP 15, Activate: 1pp per round per rank (By CL); use-activated [ranged attack]).

The [Amazing Combat Gloves](#) are a pair of black, leather, fingerless gloves that, to most people, would look like driving gloves. Instead, they are a form-fitting pair of flexible circuit-boards that wirelessly interface Sally's guns with her optic nerves. The upshot is that, when she wears the gloves, they increase her BAB by +5 (to +19/+14/+9), and grant an additional iterative attack. For the gloves to work, both must be in contact with the weapon she fires, and so she cannot use them to wield two weapons at once. (*Amazing Combat Skill*: CP 20, Activate: 1pp per round per rank (By CL); use-activated [attack]).

The [Amazingly Deflective Riot Shield](#) is the equivalent of a small shield made of clear plastic. It projects a force field that repels physical objects, thus granting Sally a +5 Deflection bonus to Defence. There is a small activation stud on the handle. (*Amazing Deflection*, CP 8, Activate: 1pp per round per rank [By CL]; free action.)

The Sleepy Stick is a standard, telescoping stun baton, the likes of which Sally regularly carries anyway, which delivers a special nerve-scrambling signal from its tip. Anyone hit by the baton (either hit for damage or hit as a touch attack) must roll a Fort save (DC 18) or fall unconscious for 1d4 rounds. (*Cause Unconsciousness*: CP 12, Activate: 2pp; use-activated [attack])

The Bubble Blower looks like a handle with a button on top. When Sally presses the button, a barely visible sphere inflates and surrounds her at a range of about 2 feet (i.e., a Force Field). The bubble has an effective Will of +14 because of the Tough Bubble enhancement. (*Force Field*: CP 10, Activate 1pp per round/hour; move action).

The Big Clunky Aviators are a large pair of glasses that bend light around Sally and funnel a small cone of it into the lenses, thus rendering her invisible but still able to see. The glasses require constant, manual adjustment in order to keep the light-well properly aligned, so she has to keep one hand on them at all times. (Invisibility, CP 14; Activate: 1PP; full-round action.)

Sally built the Power-Seeking Phone out of the shell of an old cell phone. It can sense the activation of powers, including Inventions or *Gadgets/Power Armour*, within 90 ft. It's also a functioning cell phone, cause why not. (*Power Detection*, CP 9, Activate: 1pp; move action.)

The Power Jammer is built out of the shell of an MP3 player. It generates a very short-range signal that disrupts the natural energies that some people seem to use to create super-power effects, although it so far has no effect on mysticism and psionics (which Sally only just barely believes in). The upshot is that the *Power Jammer* grants Sally a PR score of 19 against cosmic, bio, and supertech. (*Resist Power*, CP 11, Activate: none; use-activated.)

The Web Sprayer is a small fire-extinguisher that Sally altered and filled with a liquid polymer that sprays out in the form of many thin strands; it appears and behaves like silk webbing, although it has the oily texture of plastic. The *Webbing* has an effective Strength of 18, and anyone who is *entangled* by it takes a -8 to attack, -16 to Dexterity, and cannot move, although they can take move actions. (*Webbing*, CP 14, Activate: 1pp per 50 ft. (By CL); standard action.)

Cyrus Samedi

(created by Orion Ussner Kidder)

Full Name: Cyrus "Saturday" Graham

Appearance: Cyrus is a tall, African-American man who stands at just a hair over six feet, has dark brown eyes that seem black, and black curly hair. He typically dresses in dark colours, the only exception being the occasional splash of a crimson or darker red. He almost always also wears a black leather longcoat which is reinforced with armouring plates. Despite his good looks, the force of his personality is what really makes him noticeable. He exudes a feeling of power and competence, and his eyes seem to pierce into your soul, seeking your fears and secrets. Being in his presence is definitely unsettling.

Personality/History: Cyrus Graham was born in New Orleans, Louisiana 42 years ago. His parents were married early—too early—and had fallen out of love by the time Cyrus was 3. While they tried to show their son their love for him, their indifference towards each other made this difficult. Therefore Cyrus found the bulk of love and friendship in the family dog. Unfortunately, the dog died in Cyrus' 14th year, devastating the young man.

It was then that Cyrus' affinity for the dead became apparent. One night, a week after the dog had been buried in the small back yard, Cyrus awoke to find his dead friend curled up in its usual spot at the foot of his bed, its dead eyes watching him as if waiting for something. The boy was understandably startled, but felt that the creature meant him no harm.

Cyrus sought advice from the neighbourhood "wise woman," who, while never having seen one herself, told the boy the stories of Vaudun high priests that were said to have the power to raise the dead and summon spirits to do their bidding. Hearing this, Cyrus was excited, if somewhat reticent. He would never have to lose a friend again.

Cyrus since has studied much in the realm of death magic, starting with Louisiana Voodoo/Vaudun, and going back to some of the "root" belief systems from west Africa. This earned him the nickname "Saturday," meant derisively, but when he built a reputation as a *real* practitioner of the dark arts, that name faded and he started going by Cyrus Samedi, so named after the loa, Baron Samedi. Cyrus' main preoccupation is understanding Vaudun on the deepest possible level. He sells his services to the highest bidder in order to fund his curiosity.

Location: Unknown, Louisiana, USA

Power Theme: Cyrus is a Necromancer. His entire power set is based around death and the dead, whether he is creating death, or controlling it.

Combat/Tactics: Since Cyrus is not as adept in direct combat as those he may face, he will generally stand back and direct his minions from relative safety. He will cast any appropriate defensive spells (that aren't already active) such as *Greater Invisibility* and *Protection from Arrows/Bullets*, and use his offensive spells as needed. Favoured spells are ranged damage spells, such as *Flame Strike* and *Ray of Enfeeblement* and ranged touch spells via *Spectral Hand*. When confronted in his lair, he usually has multiple spells cast on the area, such as *Desecrate* and *Unhallow*.

Class	Mystic 14
Species	Human
Ethnicity	Black
Nationality	American
ECL	12 (14 levels + 98 CPs)
Hit Dice	14d6 (71hp)
Mass. Damage	50
Initiative	+3
Speed	30 ft.
Defence	23 (Dex +3, Class +7, <i>Bombastic Aura</i> +3)
Knockback	20
Base Attack	+11
Attacks	Unarmed Strike +11 (1d3NL, untrained) Bane Dagger +11 (1d4, +2d6 "good") Darkwood staff +11 (1d6/1d6 dmg) Medium Pistol +14 (2d6 dmg, 30' range, 7 round clip, armour-piercing rounds -2 DR)
Ability Scores	Str 10, Dex 16 +3, Con 12 +1, Int 16 +3, Wis 20 +5, Cha 20 +5 <i>Natural:</i> Wis 16 +3
Size/Reach	Medium / 5 ft.
Allegiance	None
Saves	Fort +10, Ref +10, Will +18
Action Points	10AP
Reputation	+11
Occupation	Criminal
Skills	102 Autohypnosis +11 (rnk 0), Bluff +10 (rnk 5), Concentration +16 (rnk 15), Cr: Visual Art +10 (rnk 7), Diplomacy +12 (rnk 5), Disguise +7 (rnk 0), Gamble +7 (rnk 0), Intimidate +7 (rnk 0), Kn: History +8 (rnk 5), Kn: Tactics +8 (rnk 5), Kn: Theology/ Philosophy +8 (rnk 5), Observe +20 (rnk 15), Repair +18 (art +2, supertech +6) (rnk 15), Search +13 (rnk 10), Spellcraft +18 (rnk 15), Survival +5 (tracking +2) (rnk 0), Use Device +5 (supertech +6) (rnk 0)
<i>Languages</i>	English, Latin, French, Haitian, Bantu

Feats

Brawl, Arcane Armour Mastery, Combat Casting, Great Fortitude, Iron Will (Awesome), Lightning Reflexes, Mystical Aptitude, Power Penetration, Extend Spell, Spell Focus (Necromancy)

Proficiencies

Armour, Weapons (mêlée)

Power Die

14d10 (92)

Origin

Mystic

Powers

98cp

Ability Enhancement

Wisdom +4 **8cp**

Mystic Spellcasting

rnk 8 (0th to 8th) 8th-level caster **90cp**

Special Abilities

Imposing Presence (+4), Tactical Genius (+4), Reassuring Presence (+4), Bombastic Aura, Cross-Trained (Concentration), Inflexible Will, Mind Expansion (Cha +1), Chutzpah!

Wealth

22

Equipment

Dagger, Bane "good" (1d4, 19-20/x2)

Spells

Orisons

All

First

Deadline

(created by Charlie Dunn)

Full Name: Jack Dupp

Appearance: Deadline wears a porcelain mask and a black trench coat and fedora. Those who have seen under the mask know that his face is severely burned and unrecognisable. He doesn't wear it to keep his identity secret. The mask and coat are in fact manifestations of pure will. They will dissipate on the day he dies.

Personality/History: Ace reporter Jack Dupp was incorruptible. Time after time, he published the dirty laundry of a dark and heartless city. He scoured the underworld to expose the worst of humanity to the light of day. This insatiable desire to meet out justice was his undoing.

Following a lead from an anonymous source, Jack followed the right-hand man of Vinnie "The Nose" Scarpitelli deep into the warehouse district. He snuck into the abandoned warehouse with only his courage and his video camera to protect him. Inside he found barrels and barrels of toxic waste. Rather than properly dispose of the sludge that was produced by the city's chemical factories, The Nose took the money for the disposal contracts and stored it temporarily before pouring into the sewers.

Jack had just finished collecting enough evidence to put The Nose away for good when he began to smell an acrid burning. As he burst out of the warehouse office he saw the cavernous space filled with smoke and the fierce orange glow on all sides. Seconds later the warehouse exploded with enough force to level all the surrounding structures, spreading a toxic cloud over the area. Jack Dupp had only enough time to try to shimmy down the floor drain when the building went up, but not before he was horribly scarred and changed for life.

Regaining consciousness on the banks of the river, a shadowy figure rose up, a force of justice and vengeance. Having no fingerprints, no face and no identity, he took the name Deadline. He dons a white porcelain mask, a symbol of the empty page yet to be printed, and travels the darkened streets in a black suit, trench coat and fedora. His weapon is the gun, his justice is final, and his mission is to wipe the city clean once more.

Location: New York, NY, USA

Power Theme: Deadline's powers are, like his costume, manifestations of pure, angry will power, awakened by the accident

that cost him his face. They give him an unusual sensitivity to danger as well as physical toughness.

Combat: Deadline prefers to get the drop on his opponents, hitting them hard so they never get a chance to hit back. He sneaks up on them, often counting on his high initiative to get the first blow, and then unloads his pistol. Deadline is very careful about who he kills, though, and so he's trained himself to hold his own in a fist-fight without doing permanent harm. His justice may be blind, but it's not without mercy.

Class	Sleuth 4
ECL	4 (4 levels + 40cp)
Species	Human
Ethnicity	White
Nationality	American
Hit Dice	4d6 HP (16)
Power Points	6+3d6 (16)
Origin	Psionic
Initiative	7
Speed	30ft
Defence	+17 (Class +2, Dex +2, <i>Danger Sense</i> +3)
Touch	+17; Touch: +17 , Flat Footed: N/A
Base Attack	+3 (mêlée: +3, ranged +13)
Attacks	
Fist	+4 (1d6 NL)
Medium Pistol	+15 "Colt 1911" (2d6 ballistic)
Double Tap Medium Pistol	+13 (3d6 ballistic)
Ability Scores	Str 10, Dex 14 +2, Con 10, Int 16 +3, Wis 16 +3, Cha 8 -1
Size/Reach	Medium / 5 ft.
Saves	Fort +2, Ref +7, Will +9
Reputation	0
Action Points	8
Occupation	Investigative
Skills	41 points Climb +7 (rnk 7), Computer Use +6 (rnk 3), Cr: Writing +6 (rnk 3), Disable Device +10 (rnk 7), Investigate +10 (rnk 7), Kn: Current Events +6 (rnk 3), Observe +10 (rnk 7), Repair +3 (locks +2) (rnk 0), Search +10 (rnk 7), Sense Motive +10 (rnk 7), Stealth +9 (rnk 7), Survival +3 (tracking +2) (rnk 0), Treat Injury +4 (rnk 1)
<i>Languages</i>	English, Spanish, German
Feats	Brawl, Double Tap, Holdout, Point Blank Shot
<i>Proficiencies</i>	Armour, Firearms, Weapons (mêlée)
Class Features:	Connection (4CP), Investigative Knack, Bonus Feat: Iron Will, Slippery Mind, Sharp Eyes I, Sixth Sense
Powers	35cp
<i>Amazing Accuracy</i>	ranged +10 20cp
<i>Amazing Initiative</i>	rank 5 (Initiative +5) 5cp
<i>Amazing Leap</i>	Wall Spring 3CP
<i>Catfall</i>	rank 2 4CP
<i>Danger Sense</i>	3CP
Advantages	7cp Amazing Costume 2CP ??? rank 2 4CP Fearless 3CP

Comps

Skill Points rank 4 (16 points) **2CP**

+4cp

Calling Card +**2CP**

Insatiable Curiosity +**2CP**

9

Wealth

Equipment

Amazing Costume

black trench-coat and two-piece suit with white, featureless mask

Medium Pistols

2, "Colt 1911"

Hand-Held Digital Video Camera

30 minutes of memory

Doc Sprocket

(created by Jan-Carlo "Jay" Garcia)

Full Name: n/a

Appearance: Doc Sprocket is an intricately worked, well-articulated bronze-and-steel robot dressed in a snappy, but somewhat worse-for-wear, pin-stripe suit and top-hat. The Doc's immobile face is decorated with precious metals, gold and silver, its fingers are tipped with soft leather, and its feet covered in rubber treads, although it insists on wearing size-16 wing-tips with spats. When it goes out in public, it tends to wear its suit and top hat, black gloves, a thick scarf wrapped around its lower face, and large sunglasses over its "eyes." Its voice emanates from its head, but its lips do not move, and it sounds like a record-player from the 1890s. The Doc has never allowed anyone to open it and inspect its inner workings. However, passive observation indicates that it contains technology and materials from a variety of historical eras, including Hellenic mechanics, Medieval metallurgy, Victorian steam power, automobile parts, and modern electronics.

Personality/History: As part of an estate salvage sale, carnies from one of America's great travelling carnivals purchased an odd item quite cheaply: an ancient-looking steamer trunk with the words "Doc Sprocket" stencilled in fading black ink on the side. Locked within was the folded form of the Doc himself. Padded around this "statue" were decaying clothes from a variety of eras; ancient Greek togas, Renaissance doublets and hose, Victorian gentlemen's evening-wear, and (the last being the least ruined) a dark blue threadbare suit with matching top hat. The statue was dressed in the suit and hat and put on display in their Gallery of Curiosities. The day after it went on display, it went missing.

Doc Sprocket no longer remembers for what reason it was created. All it knows is that it seeks to find and protect "strangeness." Thankfully for the world, it finds most humans "strange."

Delusions of Humanity (Custom Mental Comp): Doc Sprocket is (apparently) a clockwork and steam-driven robot that thinks that it is human. Nothing that anyone can do or say will dissuade it from believing this fact. It does realise that even for a human, it is rather unusual, but highly unusual humans are all over the place. The Doc believes in its humanity so strongly that it reacts "appropriately biological" even when it shouldn't. If it becomes aware of an effect that *should* harm a human, it will mimic whatever it thinks a human reaction would be, "drowning" underwater, "asphyxiating" from lack of oxygen, making coughing noises in smoke, or even suffering from a psychosomatic flu. For game purposes, this means that Doc Sprocket rolls a Will save (instead of a Fortitude save) against any such effects once it becomes aware of them, and it suffers the appropriate consequences. If it doesn't know the appropriate consequences, the Doc will fake them.

Location: Vancouver, BC, Canada

Power Theme: Doc Sprocket's "powers" are all the results of its robotic body, as such it's tougher and faster than humans, and surprisingly agile. Its main weapons are two ratcheting, steam-impact fists. When "the gloves come off," his forearms revolve

outwards and expand, steam hisses from artfully-concealed brass-and-steel fittings, and the fingers of its hands telescope outward and lock into "Pugilism Mode."

Combat: The Doc is a speedy, hand-to-hand brawler who leaps into the fray with simulated gusto. It is seemingly incapable of deliberately harming an innocent human, but anyone it identifies as a "villain" or "monster" will receive a good thrashing. Doc Sprocket has little technique and no panache, but it makes up for that with single-mindedness.

Class	Champion 10
Species	Biodroid
Character Level	10 (10 levels + 101 CPs)
Hit Dice	10d10 (89 HPs)
Mass. Damage	n/a
Initiative	7
Speed	30 ft.
Defence	30 (Class +5, Dex +7, Cha +8); DR 30 Touch: 30, Flat-Footed: 23
Knockback	13
Base Attack	+10 / +5 Mêlée:+18 / +13Ranged: +17 / +12
Attacks	Unarmed Strike +19/+14 (d6 +8 NL, Knockback +8) Pugilism Mode +19/+14 (6d6 +8 NL, Knockback +8)
Ability Scores	Str 26 +8, Dex 25 +7, Con n/a (Robot), Int 10, Wis 8 -1 , Cha 26 +8 Natural: Str 18 +4, Dex 17 +3, Cha 20 +5
Size/Reach	Medium / 5 ft.
Allegiance	Strangeness
Saves	Fort +9, Reflex +12, Will +4
Action Points	10 AP
Reputation	+9
Occupation	none
Skills	52 Climb +18 (rnk 10), Intimidate +15 (rnk 10), Jump +20 (rnk 10), Observe +4 (rnk 5), Repair +10 (rnk 10), Treat Injury +4 (rnk 5), Tumble +16 (rnk 5)
<i>Languages</i>	English
Feats	Brawl (Knockout Punch), Great Fortitude (Awesome), Power Attack (Improved Knockback, Awesome Knockback), Standing Jump, Toughness x4
<i>Proficiencies</i>	Armour, Shields, Weapons (mêlée, improvised, over-sized)
Power Die	35 PPs
Origin	Supertech
Powers	100cp
<i>Ability Enhancement</i>	Str +8, Dex +8, Cha +8 48cp
<i>Amazing Leap</i>	Powered rnk 4 (Jump +50) 5cp
<i>Catfall</i>	60 ft. 4cp
<i>Damage Reduction</i>	DR 30, Density Increase x4 30cp
<i>Mighty Lifting</i>	2 Ranks (x3 to lift) 4cp
<i>Natural Weapons</i>	"Pugilism Mode" 9cp Improved Damage 6d6, Retractable Swaggering Bravado, Iconic Attack +3, Chutzpah!, Iconic Presence +1, Bombastic Aura I, Bonus Feat (Brawl, Knockout Punch, Power Attack), Unshakable Resolve
Special Abilities	

Ads

Highly Experienced

(Robot LA +1) **10cp**
Skill Points rnk 1 **1cp**

Comps

Bizarre Area Effect

Delusions of Humanity

Wealth

2 Ranks **+4cp**

custom Comp **+6cp**

+10

Doctor Byrdapak

Full Name: unknown

Appearance: Dr. Byrdapak appears as a very old man with pale skin and long gray hair. He dresses as an Eastern-European count, in a flowing red cape and ornate walking stick.

Personality/History: The being known as "Dr. Byrdapak" is shrouded in mystery, his past largely unknown. He first appeared to the modern world in Romania, displaying an encyclopaedic knowledge of the past. In the 1990s, Byrdapak left Europe for New York City and began working with a small group of heroes. He has served as a mentor for that group since.

Location: New York, NY, USA

Power Theme: Byrdapak's abilities are all necromantic in nature. His very presence can inspire great fear and his touch drains subjects of their life force. Although he appears ancient, Byrdapak has not aged since he moved to New York and no one has ever seen him eat or sleep. He has not once turned

Combat/Tactics: At will, the Doctor sprouts long fingernails he can use as claws, though he prefers to let the younger heroes engage in battle while he coordinates from the sidelines.

Class	Thinker 10
Species	unknown
Ethnicity	Russian
Nationality	none
ECL	10 (10 levels + 10 levels)
Hit Dice	10d4 65)
Mass. Damage	50HPs
Initiative	7
Speed	30 ft.
Defence	19 (Dex +3, Class +3, <i>Amazing Defence</i> +3) <i>Touch:</i> 19, <i>Flat-Footed:</i> 16, DR 3/super
Knockback	15
Base Attack	5 <i>Mêlée:</i> +6, <i>Ranged:</i> +8
Attacks	Claws +6 (2d6, 20/x2) <i>Power Leech</i> +6 (3d6 HPs)
Ability Scores	Str 12 +1, Dex 16 +3, Con 18 +4, Int 20 +5, Wis 18 +4, Cha 16 +3
Size/Reach	Medium / 5 ft.
Allegiance	

Saves

Action Points

Reputation

Occupation

Skills

Fort +4, Ref +6, Will +11

10 APs

6

Religious

195

Bluff +5 (rnk 0), Computer Use +12 (rnk 5), Cr: Chemical +12 (rnk 5), Cr: Electronic +12 (rnk 5), Cr: Mechanical +12 (rnk 5), Cr: Pharmaceutical +10 (rnk 5), Cr: Structural +12 (rnk 5), Cr: Visual Art +10 (rnk 5), Cr: Writing +10 (rnk 5), Decipher Script +10 (rnk 5), Demolitions +7 (identify weak points +2) (rnk 0), Diplomacy +5 (rnk 0), Disable Device +19 (electronics +2) (rnk 14), Forgery +7 (rnk 0), Gather Info +5 (rnk 0), Intimidate +5 (rnk 0), Investigate +19 (crime scene analysis +2) (rnk 14), Kn: Art +10 (rnk 5), Kn: Behavioural Sciences +10 (rnk 5), Kn: Business +10 (rnk 5), Kn: Civics +10 (rnk 5), Kn: Current Events +10 (rnk 5), Kn: Earth/Life Sciences +10 (rnk 5), Kn: History +10 (rnk 5), Kn: Physical Sciences +10 (rnk 5), Kn: Popular Culture +10 (rnk 5), Kn: Tactics +10 (rnk 5), Kn: Technology +10 (rnk 5), Kn: Theology/Philosophy +10 (rnk 5), Navigate +19 (rnk 14), Psicraft +10 (power stones +4) (rnk 5), Repair +5 (machines, electronics, buildings, art, locks/security, supertech +2) (rnk 0), Research +13 (rnk 8), Search +5 (hidden compartments +2) (rnk 0), Spellcraft +10 (scrolls +4) (rnk 5), Powercraft +17 (knobs +4) (rnk 10), Treat Injury +16 (rnk 10), Use Device +15 (rnk 10)

English, French, German, Rumanian, Russian

Brawl, Toughness, Improved Initiative, Cloak Fall, Diehard, Hostile Mind, Surgery, Swift Healing

Weapons (mêlée), Armour

10d12 (65)

Mystical

59cp

rnk 3 Defence +3 **3cp**

ranged **10cp**

rnk 3: DR 3 **6cp**

2d6 **6cp**

8cp

claws 2d6 **3cp**

4cp

1cp

2cp

Offensive 3d6 **6cp**

Cold rnk 5 **10cp**

Jack of All Trades, Renaissance Man, Plot Device, Sixth Sense, Slippery Mind, Encyclopaedic Memory, Inflexible Will, Tactical Genius +2, Mind Expansion, Learn From Your Mistakes, Bafflegab

Feats x4

+12

Languages

Feats

Proficiencies

Power Die

Origin

Powers

Amazing Defence

Cause Fear

Damage Reduction

Life Leech

Longevity

Natural Weapons

Need Not Breathe

Need Not Eat

Need Not Sleep

Power Leech

Resist Energy

Special Abilities

Advantages

Wealth

Force Majeure

(created by Orion Ussner Kidder)

Full Name: Major Guy le Duc

Appearance: Guy le Duc is a lanky man with a large frame. He wears his dark hair short and, off-duty, permits himself the affectation of a pair of sunglasses. He dresses immaculately but is perpetually two years behind the current fashion. While he is on base or performing duties as a soldier, he wears his fatigues, but on-mission, he is usually undercover, wearing whatever he needs to in order to blend in with local fashion.

Personality/History: Guy le Duc joined the French army when he came of age and was immediately drafted into the psionics division after having scored extremely high on a series of military tests designed to reveal supernatural abilities. Le Duc dutifully served his country, often performing seemingly innocuous tasks such as delaying a subject for a specific amount of time, implanting simple suggestions in a mind, making people turn left when they would have turned right, and so on. It was five years before he even began to think about investigating the consequences of his activities.

He discovered that he had, without his knowledge, been transferred to a top-secret French intelligence division called *Les Horlogeries*. Operating under little if any oversight, "the Clockworks" had put him to work sabotaging good deeds: preventing human-rights activists from arriving for court appearances, stalling high-level bureaucrats during international crises, scrambling the minds of ambassadors on peace missions. By his own count, le Duc was responsible for the deaths of thousands and the suffering of tens of thousands. Knowing that there was no way to officially leave the agency, he simply disappeared. He has worked tirelessly since, undoing his own bad deeds and subverting *Les Horlogeries* in any way he can.

Location: Paris, France

Power Theme: Force Majeure is conversant in a great number of psionic techniques, concentrating on low-key combat and stealth. He chooses not to study any technique (i.e., psi-power) that has a visual effect, anything that advertises itself as supernatural but instead focuses on those abilities that enhance his ability to survive a fight, sneak past wary opponents, or simply survive his espionage-oriented lifestyle. He also maintains a small number of mind-affecting powers that he uses to cover his tracks, such as *Mindwipe*.

Combat/Tactics: Force Majeure does not engage in direct combat if he can instead distract or evade his opponents using psionic techniques. He will sneak past, distract, or confuse, if possible, and engage in direct combat only when absolutely necessary. Even then, he usually seeks to escape the combat and achieve his primary goals rather than stick around and "win." He utterly refuses to use deadly force against non-combatants of all kinds, including low-level hired muscle who have no actual stake in the larger game.

Class	Mentalist 6
Species	Human
Ethnicity	Occitan
Nationality	French
ECL	13 (6 levels + 17CP)
Hit Dice	6d4 (14HP + Con)
Mass. Damage	50HPs
Initiative	Dex +2
Speed	30 ft.
Defence	18 +2* (Dex +2, Cls +2, Leather Jacket +1, Heavy Inserts +4, *Dodge +2)
	<i>Touch: 14, Flat-Footed: 16</i>
Knockback	15

Base Attack	+3
	<i>Mêlée: +3, Ranged: +5</i>
Attacks	Combat Martial Arts +3 (1d4 L/NL) Heavy Pistol +5 (2d8, 40 ft., S)
Ability Scores	Str 10, Dex 14 +2, Con 16 +3, Int 12 +1, Wis 10, Cha 19 +4
Size/Reach	Medium / 5 ft.
Allegiance	La France
Saves	Fort +5, Ref +4, Will +5
Action Points	6 APs
Reputation	+1
Occupation	Military
Skills	40 Autohypnosis +2 (rnk 0), Bluff +9 (rnk 5), Concentration +8 (rnk 5), Diplomacy +11 (rnk 5), Gather Info +11 (rnk 5), Psicraft +8 (power stones +2) (rnk 5), Sense Motive +5 (rnk 5), Spellcraft +3 (scrolls +2) (rnk 0), Stealth +7 (rnk 5), Powercraft +3 (knobs +2) (rnk 0), Use Device +9 (psionic +2) (rnk 5), French, German
<i>Languages</i>	
Feats	Brawl, Combat Martial Arts (Blinding Strike), Defensive Martial Arts, Improved Initiative, Daredevil Driver
<i>Proficiencies</i>	Armour, Firearms, Weapons (mêlée, ranged)
Power Die	6d12 (42)
Origin	Psionic
Powers	17cp
<i>Psionic Manifestation</i>	rank 4 , Increased Manifester Level rank 1 17cp
1st Level	<i>Burst, Chameleon, Empathy, Far Hand, Force Screen, Hammer, Know Direction and Location, Missive, Telepathic Projection, Thicken Skin</i>
2nd Level	<i>Body Adjustment, Body Purification, Cloud Mind, Darkvision, Psionic Knock, Psionic Levitate, Mental Disruption, Sustenance, Psionic Tongues, Wall Walker</i>
3rd Level	<i>Dimension Slide, Empathic Feedback, Eradicate Invisibility, Mental Barrier, Mind Trap, Psionic Blast, Forced Share Pain, Telekinetic Force, Time Hop, Touchsight</i>
4th Level	<i>Correspond, Psionic Dimension Door, Psionic Divination, Empathic Feedback, Energy Adaptation, Psionic Freedom of Movement, Inertial Barrier, Mindwipe, Personality Parasite, Psychic Reformation</i>
Special Abilities	Psionic Meditation, Narrow Mind, Bonus Feat
Wealth	9
Equipment	Leather Jacket (Armour +1), Inserts (Equipment +4), Heavy Pistol
Ads	Additional Identity Rank 3 (DC 25) 3cp Protected Identity Rank 2 (DC +30) 2cp Skill Points rnk 1 1cp
Comps	Nemesis: Les Horlogeries Frequency Rank 2 (30%) Strength Ranks 3 (100%) +5cp

Lone Star

(created by Charlie Dunn)

Full Name: Jackson Walker

Appearance: Lone Star is a tall, wiry man with a head of blond hair under a white Stetson. He favour button-up shirts and bolo ties. Lone Star is every bit the smiling cowboy, head to foot.

Personality/History: Lone Star is an honest-to-goodness Texas Ranger, and he insisted on being posted to remote areas of the state so that he could patrol them on a horse. After 10 years as a ranger, he found that the wilderness made him tough and fast, like a mountain lion.

Location: Texas, USA (the whole state, darnit!)

Power Theme: Lone Star's powers are all related to the animals of the great wilderness he patrols. He can leap like the mountain lion, has hide as tough as the armadillo, fights like a bear, and sees with the eyes of an eagle.

Combat/Tactics: Lone Star leaps into fights with a rough-and-tumble enthusiasm, punching jaws and rasslin'. When he pulls his guns, he aims to wound.

Class	Warrior 8
Species	Human
Ethnicity	White
Nationality	American
ECL	9 (8 levels + 77cp)
Hit Dice	8d12+16 (64 HP)
Mass. Damage	50
Initiative	2
Speed	25 ft
Defence	22 (Class +4, Equip +6, Dex +2) Touch: 16, Flat-Footed: 20
Knockback	24
Base Attack	+12/+7/+2 Mêlée: +19/+14/+9, Ranged: +14/+9/+4
Attacks	
<i>Fists</i>	+19/+14/+9, 1d8+8, 20/x2
<i>Shotgun</i>	+14/+9/+4, 2d8, 20/x2, 30ft
<i>Revolver</i>	+14/+9/+4, 2d6, 20/x2, 30ft
Abilities	Str 26 +8, Dex 14 +2, Con 15 +2, Int 10 +0, Wis 14 +2, Cha 12 +1 <i>Natural:</i> Str 20 +5
Size/Reach	Medium / 5 ft.
Allegiance	Texas
Saves	Fort +6 +2 Ref +4 +2 Will +2 +2
Action Points	8 AP
Reputation	7
Occupation	Law Enforcement
Skills	56 Climb +6 (rnk 5), Diplomacy +8 (rnk 0), Gather Info +10 (rnk 0), Intimidate +16 (rnk 10), Jump +11 (rnk 10), Kn: Civics +5 (rnk 1), Observe +10 (rnk 5), Ride +12 (rnk 10), Sense Motive +12 (rnk 5), Swim +6 (rnk 5), Treat Injury +10 (rnk 5), Tumble +6 (rnk 0)
<i>Languages</i>	English

Feats

Proficiencies

Power Dice

Origin

Powers

Ability Enhancement

Amazing Combat Skill

Amazing Leap

Amazing Scrutiny

Damage Reduction

Catfall

Mighty Lifting

Special Abilities

Ads

Equipment

Police Cruiser

Revolver

Tactical Vest

Action Hero, Brawl, Combat Martial Arts, Improved Unarmed Damage rnk 3 (1d10), Heroic Intervention, Quick Draw, Rapid Reload

Armour, Firearms, Weapons (mêlée, ranged, exotic [chain, chainsaw, grenade launcher])

8d6 (24 PP)

Cosmic

89cp

Strength +6, Ability Trait rnk 6 **18cp**

rnk 4 (BA +4), Power rnk 4 **12cp**

+10 Jump, Powered Leap rnk 3 (Jump +30), Seven-League Leap, Wall Spring, **8cp**

rnk 3, (Sense Motive +6) **3cp**

rnk 12; Super, Thick Skinned **18cp**

rnk 2 (all 60 ft.) **4cp**

rnk 4 (weight x4) **12cp**

Bonus Feats x8, Natural Aptitude (Bluff/Diplomacy +4), Cross-Trained

Skill Points rnk 3 **3cp**

Walkie-Talkie, Hip Holster (Revolver), Cell Phone, Zip-Tie Handcuffs (x25), Flashlight, Shotgun: 8 S-type magazines Sedan, High-Performance

Medium, Mastercraft +1; speed loaders (x4), P2 bullets (x30)

Armour +6, Max Dex +2, Check Pen. -5, Speed 25 ft., 10 lb.

Minion

Minions are low-level, quasi-loyal followers who do the bidding of a leader, often a Mastermind or a Champion. They are non-combat characters, but they can have a variety of uses. Minions can, for example, do bank runs, perform mundane labour, answer phones, relay information, act as spies, or even parley with the enemy. They do not, however, have any combat abilities. They cower and surrender at the first sign of violence. They have no feats and certainly not powers. They don't even have a BAB.

Class

n/a

Species

any (without special abilities)

ECL

½

Hit Dice

1d4 (2HPs)

Mass. Damage

10

Initiative

0

Speed

30 ft.

Defence

10

Touch: 10, Flat-Footed: 10

Knockback

+0

Base Attack

n/a

Attacks

none (cower in fear at any sign of danger)

Ability Scores

Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10

Size/Reach

Medium / 5 ft.

Allegiance

Leader

Saves

Fort +0, Ref +0, Will +0

Action Points	n/a
Reputation	+0
Occupation	none
Skills	none
<i>Languages</i>	a single language (Leader's choice)
Feats	none
<i>Proficiencies</i>	none
Power Die	n/a
Origin	n/a
Powers	none
Special Abilities	none
Wealth	+0
Equipment	provided by Leader
Ads	none
Comps	none

Monkey Queen

(created by Orion Ussner Kidder)

Full Name: Hu Xia-Fan

Appearance: The Monkey Queen wears a classical Chinese Monkey mask, altered slightly to appear more feminine, and 18th-century Chinese 'adventurer' clothes straight out of a Wuxia film. No one has yet seen her face.

Personality/History: Hu Xia-Fan was inducted into the Triad very young and trained as a cat burglar and fighter. Her skills quickly reached supernatural proportions. She grew up in Southern China and has lived in Singapore, Taiwan, and Hong Kong working for the syndicate. She finally moved to Vancouver several years ago and, for whatever reasons, decided she was done working for the Triads. With her physical abilities, very few non-powered Triad gangsters could stop her from leaving, so that's what she did.

She now works as a free-lance mischief maker and occasional high-class burglar around the city. If she works for other people, it's because the job is particularly interesting, but she has a tendency to ignore the mission and pursue her own sense of fun. Some members of the Chinese community, especially little girls, think of her as a Robin Hood figure, and indeed Monkey Queen has occasionally stopped in mid-fight (or mid-flight) to give a little girl a toy and a pat on the head. The fact that she then leaps away from a gang of pursuers or goes back to a fight only makes the moment more exciting. Parents of little girls are not as happy about their daughters' new-found hero, and among adults in general, she's usually thought of as entertaining but ultimately dangerous. Since she arrived in Vancouver, Monkey Queen has killed three men, all Triad members, all of whom had powers.

Location: Singapore; Taiwan; Hong Kong, PRC; and Vancouver, BC, Canada

Power Theme: Monkey Queen's physical skills are the result of many years of training and experience, but the extent of her abilities is quite literally supernatural. She has been observed jumping to the top of a two-story building from the ground, routinely leaps across roof-tops as a matter of transportation, and can fend off the attacks of a dozen people at once. Her punches and kicks can crack concrete, and she routinely shrugs off blows from fists and knives, although she has been shot on two occasions.

Combat/Tactics: Monkey Queen's fighting style is not graceful, but instead totally unpredictable, arms and legs snapping out

of her whirling body at unexpected moments. She rolls around on the floor tripping her opponents one moment and then dances on their heads the next. Literally *dances*. The Monkey Queen has also taken to carrying a bag of gas grenades for when she doesn't feel like being lethal.

Class	Martial Artist 8
Species	Human
Ethnicity	Chinese
Nationality	Singaporean (Canadian resident)
Character Level	8 (8 levels + 82cp)
Hit Dice	8d8 (36hp)
Mass. Damage	50hp
Initiative	+4
Speed	40 ft.
Defence	23 +2* (Class +4, Dex +4, <i>Amazing Dodge</i> +5, *Dodge +2) <i>Touch</i> : 23, <i>Flat-Footed</i> : 14
Knockback	20
Base Attack	+8 /+3 (mêlée: +9, ranged: +12)
Attacks	
Unarmed Strike	+12/+7 1d8 (19-20, x2)
<i>Energy Strike</i>	(kinetic) +12/+7 (5d6NL)
Special Attacks	Disarm, Feint, Trip +4 (as mêlée attack), Knockback (confirm +12, distance x2), Pressure-Point Attack +12/+7 (-1 attack, -2 defence, 1d6 rounds)
Ability Scores	Str 13 +1, Dex 18 +4, Con 16 +3, Int 13 +1, Wis 16 +3, Cha 8 -1
Size/Reach	Medium / 5 ft.
Allegiance	The Job
Saves	Fort +7, Ref +9, Will +7
Action Points	8
Reputation	4
Occupation	Criminal
Skills	77 Climb +11 (rnk 10), Drive +9 (rnk 5), Jump +16 (rnk 11), Kn: Current Events +6 (rnk 5), Kn: Popular Culture +6 (rnk 5), Observe +8 (rnk 5), Ride +13 (rnk 5), Search +6 (rnk 5), Stealth +14 (rnk 10), Survival +3 (tracking +2) (rnk 0), Swim +6 (rnk 5), Tumble +19 (rnk 11)
<i>Languages</i>	English, Cantonese
Feats	6 + 1 (Bonus Feat) + 13 (Ads) Athletic, Brawl, Combat Expertise (Imp Disarm, Imp Trip), Combat Reflexes, Dodge (Mobility, Spring Attack), Improved Critical Damage (unarmed strike), Improved Critical Range (unarmed strike), Knockback (Improved, Awesome, Supreme, Distance), Light-Footed, Merciful Mauler (bonus feat), Pressure-Point Attack, Run (Fast Move), Standing Jump, Weapon Finesse
<i>Proficiencies</i>	Armour, Weapons (mêlée, ranged, exotic [nunchaku, three-section staff, kama])
Power Die	8d8 (36pp)
Origin	Mystic
Powers	56cp
<i>Amazing Dodge</i>	+5 10cp
<i>Amazing Leap</i>	Jump +30 ft., Powered rnk 3 3cp

Catfall

Damage Reduction

Energy Attack

Special Abilities

Wealth

Ads

Feat x13

Equipment

Rank I 6cp

DR 30 / Ballistic **30cp**

kinetic touch, 5d6NL, knockback **7cp**

Evasion, Defensive Awareness, Uncanny Dodge (Improved), Bonus Feat (Merciful Mauler), Combat Martial Arts, Improved Unarmed Damage rnk 2 (1d8), Lightning Reflexes

9

(Fast Move, Mobility, Spring Attack, Imp Disarm, Imp Trip, Knockback (Imp, Awe. Sup, Distance), Pressure-Point Attack, Standing Jump, Light-Footed, Imp Crit Damage) **26cp**

Throwing Knives (lots), Collapsable Quarter Staff, Nunchaku, Throwing Stars (lots), Monkey-Girl Dolls (to give away)

Ms. Comet

(created by Randall "Rando" Donaldson)

Mixed-Class Sample Character

Full Name: Carol Moritz

Appearance: Carol is a tall, striking woman with a head of curly black hair and nearly olive-toned skin. Her brown eyes have been known to make grown men, and none too few women, weep. She stands proudly, feet planted and shoulders level. She is covered in muscles from neck to ankles, although she hides it well with creative tailoring. Ms. Comet wears a red-and-yellow costume with a flaming comet on the chest, and when Carol invokes any of her powers, her hair turns bright red and her body becomes engulfed in a very small aura of flame which radiates a small amount of heat, but not enough to do damage.

Personality/History: Carol Moritz was born in Manhattan's Lower East Side, the daughter of progressive Jewish parents who had a life-long in social justice. Upon graduation from Yeshiva University, she became a career and academic councillor. After a series of brief positions at various universities, she found herself in Honolulu, counselling students at the University of Hawaii at Manoa.

On a hike near a dormant vulcano, Carol slid into a lava outlet and found herself trapped in the heart of the ancient mountain. She followed the only path available to her, which only lead her deeper into the vulcano. After a whole day of following the caverns, she found a chamber deep underground. The chamber glowed with a dull blue light. With nowhere else to go, she pushed on but soon passed out from exhaustion. When Carol woke up, she felt not only refreshed but invigorated. She kept moving until she came to a point from which she could see daylight a hundred feet above her. Frustrated, she reached for the light only to find herself floating upward toward it. She flew into the air above the vulcano and found she could control her ascent and descent with a thought. Over the next few weeks, Carol discovered that the mysterious radiation had also toughened her body, making her strong and tough, and even able to survive without oxygen and in the vacuum of space.

Location: The Big Island, Hawaii, USA

Power Theme: Ms. Comet's powers are heat-based, despite the fact that comets are balls of frozen gas. The radiation caused her body to absorb some of the Earth's volcanic heat, which she can release upon command (Energy Attack). It also made her body strong and her mind keen, a combination which also made her inhumanly charismatic.

Combat/Tactics: Ms. Comet always works, first, to clear any endangered bystanders from an area, often carrying them to safety in her arms, on her back, or in a convenient vehicle which she can fly to safety. She does not consciously prioritise; it is simply part of her personality that she gives aid before attacking a perceived villain. When attacking a villain is the quickest way to solve a problem, however, she leaps into action, first using her Comet Collision (Iconic Attack) against the most powerful opponent, and then slugging it out with anyone left standing.

Class	Charming 2 / Strong 4 / Champion 6
Species	Human
Ethnicity	Jewish
Nationality	American
ECL	12 (12 levels + 121CPs)
Hit Dice	2d6 Charming / 4d8 Strong / 6d12 Champion (106HPs)
Mass. Damage	50 HPs
Initiative	2
Speed	30 ft.
Defence	22 +8* (Dex +2, Class +6, <i>Amazing Defence</i> +4, *Bombastic Aura +8) <i>Touch:</i> 22, <i>Flat-Footed:</i> 20, DR 5/super
Knockback	29
Base Attack	+11/+6/+1 <i>Mêlée:</i> +21/+16/+11, <i>Ranged:</i> +13/+8/+3
Attacks	
Unarmed Strike	+23/+18/+13 (1d8 +10 NL)
<i>Energy Attack</i>	+22/+17/+12 (6d6 +1 cold)
<i>Special Attacks</i>	Iconic Attack "Comet Collision" (charge +4)
Ability Scores	Str 30 +10, Dex 14 +2, Con 14 +2, Int 16 +3, Wis 14 +2, Cha 26 +8 <i>Natural:</i> Str 18, Int 16, Wis 14, Cha 16
Size/Reach	Medium / 5 ft.
Allegiance	Social Justice
Saves	Fort +9, Ref +9, Will +8
Action Points	12
Reputation	8
Occupation	Academic (Comp, Kn [bus, civics])
Skills	132 Bluff +17 (rnk 7), Cr: Chemical +3 (research +2) (rnk 0), Cr: Electronic +3 (research +2) (rnk 0), Cr: Mechanical +3 (research +2) (rnk 0), Cr: Pharmaceutical +3 (research +2) (rnk 0), Cr: Structural +3 (research +2) (rnk 0), Cr: Visual Art +3 (research +2) (rnk 0), Cr: Writing +3 (research +2) (rnk 0), Diplomacy +29 (rnk 15), Disguise +10 (rnk 0), Gather Info +29 (rnk 15), Intimidate +25 (rnk 15), Kn: Art +3 (research +2) (rnk 0), Kn: Behavioural Sciences +10 (research +2) (rnk 7), Kn: Business +3 (research +2) (rnk 0), Kn: Civics +10 (research +2) (rnk 7), Kn: Current Events +10 (research +2) (rnk 7), Kn: Earth/Life Sciences +3 (research +2) (rnk 0), Kn: History +3 (research +2) (rnk 0), Kn: Physical Sciences +3 (research +2) (rnk 0), Kn: Popular Culture +3 (research +2) (rnk 0), Kn: Tactics +3 (research +2) (rnk 0), Kn: Technology +3 (research +2) (rnk 0), Kn: Theology/Philosophy +10 (research +2) (rnk 7), Observe +17 (rnk 15), Repair +3 (research +2) (rnk 0), Research +10 (rnk 7), Sense Motive +17 (rnk 15), Treat Injury +17 (rnk 15),

Languages

Feats

Proficiencies

Power Die

Origin

Powers

Ability Enhancement

Amazing Defence

Damage Reduction

Energy Attack

Flight

Mighty Lifting

Need Not Breathe

Special Abilities

Talents

Class Features

Wealth

Ads

Field Commander

Windfall

Comps

Bizarre Area Effect

Hero's Code

Monologuer

English, Hebrew, Arabic

Windfall x2, Skill Aptitude (Diplomacy), Brawl (Improved), Iron Will, Point-Blank Shot, Power Attack, Weapon Focus (*Energy Attack*)

Weapons (mêlée), Shields, Armour, Firearms

2d6 Charismatic / 4d6 Strong /

6d6 Champion (78PPs)

Cosmic

131cp

Strength +12, Dexterity +4, Intelligence +4, Wisdom +4, Charisma +10 **68cp**

rnk 4 Defence enh +4 **4cp**

rnk 6 **12cp**

Ranged, 50 ft., 6d6, heat (lava blast) **12cp**

Flight Skill rnk 1, Good, Flight Speed rnk 4, 120 ft., Cruising Speed rnk 2, 360 ft., Vacuum Flight **25cp**

rnk 3 **6cp**

4cp

Coordinate, Ignore Hardness (Improved)

Swaggering Bravado, Iconic Attack +4 (Comet Collision), Chutzpah! +2, Iconic Presence +2, Bombastic Aura I, Bonus Feat

+18

rnk 2 **6cp**

rnk 2 **4cp**

rnk 2 (fire aura) **+4cp**

Loyalty, Mercy **+6cp**

rnk 2 **+6cp**

Officer X-Ray

(created by Charlie Dunn)

Full Name: Raymond Cortez

Appearance: Officer X-Ray wears a SWAT uniform with a radiation symbol stylised to look like an X. His uniform is less bulky (it doesn't have the vest and the helmet is more sleek) because X-Ray doesn't need the protection. He wears the uniform out of solidarity with his fellow officers.

Personality/History: Ray is a Police Officer, the son of a Police Officer who was the son of an immigrant... who was a police officer in Spain. Upholding the Law is in his blood. He practised every day with his service pistol, he read every manual and attended every seminar. He made his way into the elite ranks of SWAT, the city's Special Weapons And Tactics unit. Then came the day that life changed for Ray Cortez. He responded to a break-in and hostage situation at GlobalDynaBio Corp. Leading the assault team into the research wing, Ray was caught in the crossfire between Super Powered Criminals and a Super Powered Vigilante called OmniMAX. It seems that discharging high energy weapons inside a lab with biological and chemical experiments could prove dangerous (what are the odds, right?).

Well, after clearing the rubble, rescuers discovered most of the pieces of OmniMAX and an apparently unharmed Raymond

Cortes. As such things tend to happen, Raymond had his own super powers now. He is left with the power to project high energy bolts of X-ray radiation as well as use low levels of x-rays to peer through most materials. His high energy state also allows him to greatly improve the efficiency of his own body boosting his strength, toughness and neurological responses. Loathing the vigilantism that precipitated his condition and owing to his own history, Ray elected to remain in the police department and is now a very special part of the SWAT team. For far too long, the city has been helpless in the face of super powered threats except to call upon unknown and unpredictable "Heroes." Now, Officer X-Ray is on the job.

Location: Detroit, Michigan, USA

Power Theme: Officer X-Ray's powers are all based on x-rays. He projects powerful blasts of radiation as his *Energy Attack*, deflects blows and projectiles by melting them in the air, super-heats the air in order to create small gusts of wind that aid his jumping distance, and of course he can project x-rays through his eyes and render solid objects temporarily transparent, but only to him. Temporary infusions of x-rays can also increase his heart-rate and blood flow, thus granting him increased strength, speed, and physical durability.

Combat/Tactics: X-Ray likes to enter combat by the book, first announcing his presence and offering his opponents the chance to give up, and then after an appropriate amount of time, storming the area with the maximum force required to subdue his opponents but without risking civilian casualties.

Class	Adventurer 10
Species	Human
Ethnicity	Puerto Rican
Nationality	American
Character Level	10 (10 level + 100CPs)
Hit Dice	10d10 (59HP, <i>Boosted</i> 109HP)
Mass. Damage	50HPs
Initiative	+4 (<i>Boosted</i> +9)
Speed	45 ft.
Defence	23 (Class +5, Dex +4, <i>Amazing Defence</i> +4), <i>Touch</i> : 19, <i>Flat-Footed</i> : 19 <i>Boosted</i> : Defence 28(Dex +9); <i>Touch</i> : 24
Knockback	18 (<i>Boosted</i> 23)
Base Attack	+7/+2; <i>Mêlée</i> : +7/+2, <i>Ranged</i> : +11/+6 <i>Boosted</i> : <i>Mêlée</i> : +13/+8, <i>Ranged</i> +16/+11
Attacks	
<i>Energy Attack</i>	"X-Ray Shot" +16 (+21 <i>Boosted</i>) Range 100ft. (10d6 heat, 19-20/x3)
Medium Pistol	"Glock 9mm" +17 (+22 <i>Boosted</i>) (2d6 ballistic, 20/x2)
Ability Scores	Str 10, Dex 18 +4, Con 12 +1, Int 14 +2, Wis 16 +3, Cha 10 <i>Boosted</i> : Str 20 +5, Dex 28 +9, Con 22 +6
Size/Reach	Medium / 5 ft.
Allegiance	Police Department
Saves	Fort +8, Ref +11, Will +10 <i>Boosted</i> : Fort +13, Ref +16
Action Points	11
Reputation	+9
Occupation	Law Enforcement
Skills	78 Climb +10 (rnk 10), Cr: Mechanical +7 (rnk 5), Drive +18 (rnk 10), Jump +10 (rnk 10), Kn: History +7 (rnk 5), Kn: Tactics +7 (rnk 5), Observe +8 (rnk 5), Pilot +17 (rnk 13), Repair +7 (engines +2) (rnk 5), Swim +5 (rnk 5), Treat Injury +8 (rnk 5),

Feats

Proficiencies

Power Die

Origin

Powers

Ability Boost

Amazing Accuracy

Amazing Deflection

Amazing Leap

Energy Attack

Penetrating Vision

Special Abilities

Wealth

Equipment

Dodge (Fast Move, Mobility), Great Fortitude, Iron Will, Lightning Reflexes, Plot Device, Point Blank Shot (Precise Shot, Shot on the Run)

Weapons, Firearms, Armour, Shields

45PPs

Cosmic

83cp

Physical rnk 10 (+10) **20CP**

rnk 5 (Ranged +5) **10CP**

rnk 4 (Defl. +4) **8CP**

Jump +10 **1CP**

heat, 10d6, 100 ft., Improved Crit Range/Damage **36CP**
8CP

Law-Enforcement Powers, Lucky Item, Jack of All Trades, Uncanny Dodge, Fabled Luck, Evasion

10

Lucky Item: father's brass police badge

Glock 9mm

Phoenix Maximus

(created by Orion Ussner Kidder, with help from James Gifford and Lindsay Parker)

Omega-Class Sample Character

Full Name: N????? ??????????? (Nestor Katsuftrakis)

Appearance: Nestor is a tall, powerful man with dark hair, olive skin, and deep, brown eyes. He dresses in modern Greek clothing, but when he operates as Phoenix Maximus, he changes into the mystical armour that his father gave him: helm, breastplate, shield, grieves, and bracers. Under his armour, he wear a modern bodysuit, decorated in a pattern of reds and oranges, and modern footwear, usually a heavy boot.

Personality/History: Nestor is a native of Kerkyra (Corfu) who joined the Greek army as soon as he was old enough and was killed in action very soon after. On the day of his own funeral, he returned wearing Ancient Greek armour and surrounded by divine flame. He explained that he was, in fact, the most recent mortal son of Ares, the god of war, civil order, and courage. Ares took pity on his dead son and granted him a form of immortality. Like the Phoenix, whenever Nestor dies, he rises from his own corpse.

Nestor took the name "Phoenix Maximus" and started operating as Greece's national defender. Despite his father's thirst for war, Phoenix Maximus believes that global peace is in Greece's best interests, so he consistently fights for peace rather than military dominance, much to the disappointment of certain members of the Greek government. The EU granted him special law-enforcement powers only a few years after his debut, and he joined the Global Guardians during the most recent extra-terrestrial invasion of Earth.

Since his rebirth, he has also become a pious worshipper of the Ancient Greek Pantheon, and he accepts the prayers of many around the globe because he considers himself to be a demi-god. Many of his fellow Greeks do not believe his story of divine progeny, however—it's a majority Christian nation—and therefore they strongly object to his pretension to god-like status.

Phoenix Maximus is a collection of philosophical paradoxes. He believes that only strength of arms can guarantee global peace, and he occasionally implies that a global, fascist state with himself as the leader would guarantee freedom and social order throughout the world. When asked about this position, he has answered, "*Wouldn't* the world be better with me in

charge?"

Location: Kerkyra, Greece

Power Theme: Phoenix Maximus's powers all derive either from his father's gift of pseudo-immortality or the mystical armour that he gave his son after his rebirth. His skin is supernaturally tough. He also heals at a fantastic rate and even returns from death if anyone does manage to kill him. His armour is infused with the ashes of the Phoenix, and thus it allows him to fly; the shield generates a Force Field of impenetrable heat; the right bracer produces a spear made of divine flame; and finally the thorax can radiate heat on command and protects him from all forms of burning or fire.

Combat/Tactics: Phoenix Maximus enters battle with a steely resolve that is terrifying to behold. He usually flies in at full speed, slamming into the ground, surrounded by a ball of godly flames. If innocent bystanders are in danger, his first priority is to evacuate, but while in a "war zone," he takes his time because he knows that his body is nigh indestructible. He always activates his armour, regardless of threat level, and then usually employs Intimidation to scare his enemies into submission. If that does not work, he gauges the enemy's strength and decides how much force is necessary to neutralise them. He has, on a few occasions, simply employed blinding, deadly force upon first encountering a dangerous opponent, but for the most part, he matches force for force, first non-lethal hand-to-hand combat, then low-powered but lethal flame strikes (*Energy Attacks*), and finally, high-powered flame strikes. Phoenix Maximus does not shy away from deadly force because he is squeamish or even out of a simple moral injunction against killing. Instead, he merely believes that killing is unnecessary and counter-productive to his ultimate goal of creating stable, global, peaceful order.

Class	Soldier 20 / Mastermind 20
Species	Human/Olympian
Ethnicity	Phaiakes (Kerkyran)
Nationality	Greek
ECL	40 (40 levels + 403 CPs)
Hit Dice	20d10 + 20d6 (340 HPs)
Mass. Damage	50HPs
Initiative	+4
Speed	30 ft.
Defence	45 +2* +7* (Sld +12, Mst +9, Dex +4, Power Armour +10, Armour Specialisation +1, *Dodge +2, *Bombastic Aura +7) <i>Touch:</i> 31 +7*, <i>Flat-Footed:</i> 36 +7*
Knockback	39
Base Attack	+35/+30/+25/+20/+15 <i>Mêlée:</i> +42/+37/+32/+27+22, <i>Ranged:</i> +39/+34/+29/+24/+19
Attacks	
Unarmed Strike	+43/+38/+33/+28/+23 (1d4 +7 20/x2)
Medium Pistol	+40/+35/+30/+25/+20 (2d6 20/x2)
Rapid Shot	+38/+38/+33/+28/+23/+18 (2d6 20/x2)
Manyslot	+36/+36 (2d6 20/x2)
Flaming Spear	(<i>Ranged Energy Attack</i>) 100 ft. / ranged touch+43/+38/+33/+28/+23 (1d6 – 10d6 19-20/x2)
Rapid Shot	+41/+36/+31/+26/+21 (1d6 – 10d6 19-20/x2)
Manyslot	+39/+39 (1d6 – 10d6 19-20/x2)
Special Attacks	
Sneak Attack	+5d6
Energy Aura	touch, 1d6 – 10d6, +1d6 for 10 rounds
Energy Burst	20 ft. radius Reflex DC 34 (1d6 – 10d6)
Ability Scores	Str 25 +7, Dex 18 +4, Con 18 +4, Int 12 +1, Wis 16 +3, Cha 25 +7
<i>Natural</i>	Str 16 +3, Dex 12 +1, Con 14 +2, Wis 10, Cha 18 +4

Size/Reach	Medium / 5 ft.
Allegiance	Ares / The Pantheon
Saves	Fort +22, Ref +21, Will +23 (<i>Take 10</i> Will and Fort; -6 vs. Cold)
Action Points	40 APs
Reputation	21
Occupation	Military
Skills	478 Appraise +14 (rnk 10), Bluff +15 (rnk 0), Climb +17 (rnk 10), Cr: Chemical +18 (rnk 10), Cr: Electronic +6 (rnk 0), Cr: Mechanical +18 (rnk 10), Cr: Structural +18 (rnk 10), Demolitions +8 (identify weak points +4) (rnk 0), Diplomacy +30 (rnk 15), Disable Device +14 (rnk 10), Drive +14 (rnk 10), Gather Info +30 (rnk 15), Handle Animal +17 (rnk 10), Intimidate +38 (rnk 23), Investigate +4 (crime-scene analysis +4) (rnk 0), Jump +30 (rnk 15), Kn: Behavioural Sciences +24 (rnk 20), Kn: Civics +14 (rnk 10), Kn: Current Events +24 (rnk 20), Kn: Earth/Life Sciences +14 (rnk 10), Kn: History +24 (rnk 20), Kn: Physical Sciences +14 (rnk 10), Kn: Popular Culture +19 (rnk 15), Kn: Tactics +24 (rnk 20), Kn: Technology +9 (rnk 5), Kn: Theology/Philosophy +24 (rnk 20), Navigate +14 (rnk 10), Observe +23 (rnk 20), Repair +24 (engines/machines, buildings, locks +4; electronics, supertech +2) (rnk 20), Ride +32 (animals +4) (rnk 20), Search +14 (secret doors +4) (rnk 10), Sense Motive +23 (rnk 20), Spellcraft +14 (rnk 10), Survival +13 (tracking +8) (rnk 10), Powercraft +6 (rnk 0), Swim +27 (rnk 20), Treat Injury +17 (rnk 10), Tumble +30 (rnk 20), Use Device +7 (supertech +2, mystic +4), Use Rope +24 (rnk 20)
<i>Languages</i>	Arabic, English, Greek, Ancient Greek
Feats	Armour Focus: <i>Phoenix Armour</i> (Specialisation), Brawl, Combat Expertise (Improved, Awesome), Combat Martial Arts (Improved, Advanced), Dodge, Improved Damage Threshold, Iron Will, Lightning Reflexes, Point-Blank Shot (Precise Shot, Rapid Shot, Manyshot, Greater Manyshot, Long Shot), Power Attack (Cleave), Rapid Reload, Run (Fast Move), Shield Focus: <i>Phoenix Shield</i> (Specialisation), Toughness (Hard to Kill, Swift Healing), Weapon Familiarity, Weapon Focus: <i>Ranged Energy Attack</i> (Greater Weapon Focus, Weapon Specialisation, Greater Weapon Specialisation), Weapon Parry, Weapon Speed
<i>Proficiencies</i>	Armour, Firearms, Shields, Weapons (mêlée, ranged, improvised, over-sized)
Power Die	20d10 + 20d6 (180PPs)
Origin	Mystical
Powers	393cp
<i>Ability Enhancement</i>	Str +7, Dex +4, Con +4, Wis +3 36cp
<i>Fast Healing</i>	Cling to Life, Regeneration rnk 10, Resurrection, Purification, Ability Point Regeneration rnk 5, 44cp
<i>Mighty Lifting</i>	rnk 4 (1064/2132/3200) 8cp
<i>Power Armour</i>	"The Phoenix" Armoured rnk 4, Increased HPs rnk 30 (+90HPs), Self-Repairing 2HP/round, Power Armour Resurrection 52cp
<i>Energy Resistance</i>	<i>Power Armour: Helm</i> , rnk 20 32cp
<i>Energy Attack</i>	<i>Power Armour: Right Glove</i> , manifests as a flaming

<i>Flight</i>	spear, Ranged 100 ft., 10d6, Improved Crit/Range, Touch Attack 32cp <i>Power Armour: Back Plate</i> (manifests as flaming wings), Air Lift rnk 6 (3000 lb.), Cruising Speed rnk 2 (420 mph), Flight Speed rnk 4 (140 mph), Flight Skill (perfect) 29cp
<i>Force Field</i>	<i>Power Armour: Left Arm</i> , manifests as a feathered shield Tough Bubbles rnk 100 85cp
<i>Energy Attack</i>	<i>Power Armour: Breast Plate</i> Burst, 20 ft., 10d6, Knockback 26cp
<i>Energy Attack</i>	<i>Power Armour: Belt</i> , Aura, 10d6, Lingering Damage rnk 10 26cp
<i>Space Adaptation</i>	4cp
<i>Damage Reduction</i>	Resistant Skin, Super Skin 20cp
Special Abilities	
<i>Soldier</i>	Bonus Feats x10 (Ranged, Save, Vehicle), Sneak Attack (+5d6), Protective Instincts x2, Evasion, Skill Mastery x2 (Diplomacy, Intimidate), Cross-Trained (2 class skills), Favoured Save
<i>Mastermind</i>	Imposing Presence (Bluff, Dipl, Intim. +8), Tactical Genius (skills/attacks w/in 50' +8), Special Ability (Opportunist, Scare Tactics, Bonus Feat x3), Inspiring Presence (attack/damage/saves +8), Bombastic Aura, Bonus Feats x4 (Def. Save, Skill), Cross-Trained, Inflexible Will: Take 10 on Will, Mind Expansion x3, Chutzpah! +6
Wealth	30
Equipment	
<i>Medium Pistol</i>	2d6, 30 ft., S, 10 clip, P2
<i>Phoenix Armour</i>	"The Phoenix" (half-plate power armour)
Ads	31cp
<i>Amazing Costume</i>	2cp
<i>Ally</i>	rnk 4 8cp
<i>Field Commander</i>	rnk 5 15cp
<i>Law-Enforcement Powers</i>	rnk 3 6cp
Comps	+21cp
<i>Bizarre Area Effect</i>	rnk 2 + 4cp
<i>Favours Owed</i>	rnk 3 + 9cp
<i>Hero's Code</i>	Loyalty + 2cp
<i>Vulnerability</i>	Cold rnk 6 + 6cp

Powerless and Ordinary

NPCs in *Phoenix* use all the same rules as superhero PCs: the same classes, skills, feats, powers, and ads/comps. However, there are less powerful kinds of NPCs as well: the powerless and the ordinary. **The Powerless don't receive 10 Character Points per level.** All else remains the same. Powerless NPCs are most appropriate for **mundane villains and heroes** such as common criminals or the police who chase them. A gang member, a beat cop, a professional mugger, and a private detective would all appropriately be Powerless.

Ordinaries are **unchanged from d20 Modern**:

- their stats are 15, 14, 13, 12, 10, 8 (arrange to taste)
- their first-level HPs are not maxed

- they do not have action points
- they can take only the Base classes from *d20 Modern*
- they do not gain any Class Features

Ordinaries are most appropriate as **everyday people** who don't engage in the kinds of life-or-death situations that your heroes do. They can go their entire lives without throwing a punch or dodging a bullet, and they're quite happy about that, thank you very much.

Rage

Full Name: Jose Gonzalez

Appearance: Rage and Fury (Jose and Jaime) are both burly lads, with great strapping chests that look like bags full of bowling balls. When Fury was alive, they dressed in fighting trunks, lace-up shoes and made a show of tag-team fighting, but since Rage was left on his own, he has fallen back on a more subdued combination of jeans and a red T-shirt with the duo's old red fist logo. When he's especially mad, he rips the shirt off.

Personality/History: Rage and Fury were twin brothers, born with the same powers. They used to be a somewhat hot-headed by loveable "dynamic duo," who made a show of being angry at villains but always with a chuckle and a wink. When Fury was killed by a supervillain, Rage was left alone. He now rides a fine line between hero and bully. He spends most of his time on the side of the angels, but even his friends worry about letting him loose.

Location: Mexico City, Mexico

Power Theme: Rage and his brother were born with their powers, and although they don't have a theme per se, the two brothers built their personae as "fightin' mad" heroes. That anger wasn't real, of course, until Fury's death.

Combat/Tactics: As his name suggests, Rage tends to bound into fights, counting on his strength and ferocity to see him through. Although he is a skilled fighter, from years of practise with Fury, you'd never tell from the way he barrels in to every confrontation. Since Fury died, Rage started carrying an over-sized axe. So far, he uses it only on those villains that he knows can't be seriously injured by it.

Class	Sidekick 4 / Martial Artist 1
Species	Human
Ethnicity	Mexican
Nationality	Mexican
ECL	4 (5 levels + 51cp)
Hit Dice	5d6 (44hp)
Mass. Damage	50hp
Initiative	+3
Speed	30 ft.
Defence	23 (Dex +3, Natural Defence +5), Touch 23, Flat-Footed 15
Knockback	15 (<i>Boosted</i> 20)
Base Attack	+4
Attacks	
Unarmed	+13 (1d6 +9 super)
War Axe	+13 (1d12 +9 super)
Sneak Attack	+1d6
Ability Scores	Str 18 +4, Dex 14 +2, Con 16 +3, Int 12 +1, Wis 10, Cha 10

Size/Reach

Allegiance

Saves

Action Points

Reputation

Occupation

Skills

Feats

Proficiencies

Power Die

Origin

Powers

Ability Boost

Natural Armour

Ads

Feat

Skill Points

Special Abilities

Equipment

Boosted: Str 28 +9, Dex 24 +7, Con 26 +8

Medium / 5 ft.

none currently (formerly "Rage and Fury")

Fort +1, Ref +5, Will +3

Boosted: Fort +9, Ref +12

5

+1

Celebrity

127

Bluff +10 (rnk 8), Climb +12 (rnk 8), Diplomacy +2 (rnk 0),

Disguise +2 (rnk 0), Drive +10 (rnk 8), Escape Artist +10 (rnk

8), Gamble +2 (rnk 0), Gather Info +10 (rnk 8), Intimidate +10

(rnk 8), Jump +14 (rnk 8), Kn: Popular Culture +9 (rnk 8),

Observe +8 (rnk 8), Perform +8 (rnk 8), Repair +5 (rnk 4),

Ride +4 (rnk 0), Search +9 (rnk 8), Sense Motive +8 (rnk 8),

Sleight of Hand +12 (rnk 8), Stealth +10 (rnk 8), Survival +0

(tracking +2) (rnk 0), Swim +12 (rnk 8), Treat Injury +8 (rnk

8), Tumble +12 (rnk 8), Use Rope +9 (bindings +2) (rnk 7),

Brawl, Improved Grapple, Defensive Martial Arts, Combat

Throw, Skill Aptitude (intimidate, use rope),

Armour, Weapons (mêlée, ranged)

d6 (18pp)

Biological (mutant)

51cp

Physical rnk 10 (+10) **20CP**

rnk 5 (Natural +5) **10CP**

x2 **4cp**

x17 (68 points) **17cp**

Combat Martial Arts, Improved Unarmed Damage,

Cooperative Attack, Improved Flanking I, Armour of

Obscurity, Sneak Attack I, Heroic Intervention, Bonus Feat

War Axe

Sentinel

(created by Orion Ussner Kidder)

Full Name: Martin Carver

Appearance: As himself, Martin Carver is a tall, gangly man. When he activates the device inside of him, he glows with a soft, blue/white light that is particularly bright in his chest, eyes, mouth, and hands.

Personality/History: Martin Carver always wanted to be a cop, so he applied to his local academy, aced the entrance exams, and started his training... only to wash out just two months later. The procedures were easy enough to learn, and he could absorb the legal knowledge quite well, but he despised the sense of power and authority. His classmates and teachers seemed more interested in scaring citizens into conformity than protecting them. So he quit, and started researching theories on alternative policing. That's when he started to see rumours of people called "Beacons," members of a galactic police maintained by a group called The Collective. He found a way to contact them--it wasn't actually all that hard, once he figured

out where to look--and they invited him to join them.

The Collective is a leaderless group of aliens, including some humans, that believes it is their moral duty to protect life, especially intelligent life, from immanent harm, but that in order to affect long-term change, they must work through debate and consensus. The Collective itself is organized around the same principles: internal debate that wavers between consensus and democracy, and subgroups that take on particular tasks as determined by the larger group. Several of those subgroups worked on the moral and organizational problem of direct intervention (i.e., how to protect people without imposing on them), and several others worked on general technological research. The first group theorized a group whose job would be to put themselves between danger and life, and the scientists assembled a group of inventions together into the device that would eventually create the Sentinels.

The Sentinel device amplifies the mental abilities of its wielder, granting wide-ranging powers that coalesce around telepathy and telekinesis. The telepaths can communicate with other Sentinels, and if trained, with any thinking creature. In time, they can learn to enter others' minds, to erase and rewrite memories, and to create telepathic illusions. Telekinetics can push, pull, and throw physical objects at first, but with training, they can learn much finer manipulation, and eventually to exert their power on the sub-atomic level as well as on a macro-scale. Groups of Sentinels have been known to rescue planets that have been pushed out of orbit. They also learn to manipulate light, creating true holograms, and can project force fields of various shapes, thus creating temporary objects. Experienced Sentinels are forever finding new applications for the powers of the device.

The Sentinels themselves apply for the honour of having the device implanted within them, and they must convince the greater Collective that they can be trusted with it. There are formal tests, but also informal discussions. The Collective is a community, not a hierarchy, after all. Groups of Sentinels also have the power to shut off individual devices if they determine that someone has begun to use their power to dominate rather than protect. This happens. There will always be those whose desire for power outweighs their desire to help.

Location: Earth

Power Theme: Space Cop (telepathy/telekinesis)

Combat/Tactics: Martin's first instinct is to protect whomever or whatever would seem to be the victim of a given situation. Looks can be deceiving, but protection is the first duty of a Sentinel. He will lightly read minds to determine who is attacking whom, and in situations where motivations are murky, he will simply separate the combatants. He is willing and capable of defending himself.

Class

Species

Ethnicity

Nationality

Character Level

Hit Dice

Mass. Damage

Initiative

Speed

Defence

Knockback

Base Attack

Attacks

Ability Scores

Str , Dex , Con , Int , Wis Cha

Natural: Int , Cha

Medium / 5 ft.

Size/Reach

Allegiance

Saves

Fort , Ref , Will

Action Points AP
Reputation
Occupation
Skills
Languages
Feats
Power Die d ()
Origin
Powers

Special Abilities

Wealth
Equipment
Ads

Comps

Sharky

(created by Orion Ussner Kidder)

Full Name: Leonard Calvino

Appearance: Sharky *appears* to be a handsome, burly young man in his 20s. He favours suits of a cut and style that went out of fashion in the 1950s and overindulges in gaudy rings, but he makes it look *good*. When he activates his cyberwear, two long, curved blades extend from his wrists and out about a foot, which slices his sleeves (and he *always* complains when someone "makes" him do that), and a large steel "fin" pops out of the top of his head.

Personality/History: Leonard "Sharky" Calvino retired from a life of crime at the age of 70 and his nephew and namesake, Leonard Jr., took over. Leonard Sr. had been a loneshark in San Francisco for many years and learned to be not only a sneaky bastard, but also, eventually, a leader of men. When he stepped down as local boss for the Calivetti family, he thought he was done, but then superheroes started showing up in *his* town, and he wasn't having it. He spent his remaining years using up family resources harrying and annoying any superhero he didn't like. His nephew didn't like giving up the money, he didn't feel like he could say "no." When Sharky died of a combination of physical injury and being way too old to get into a fight with a bunch of superheroes, a plan he had instigated years before went into action. His poor schmuck of a nephew was killed, and Sharky's brain was put into his young body, along with a whole pile of cybernetic enhancements that made him a real shark. Sharky knows very little about how these cybernetics work and often is delighted to find he can do something or wreak havoc in a way he hadn't previously anticipated. The doctor who installed it all and killed his nephew (who soon after became his lover), fixes him when he gets damaged.

Location: San Francisco, California, USA

Power Theme: Sharky's cybernetics are loosely based on his nickname, specifically the wrist blades, which faintly resemble fins, and of course his functionless head fin. The energy blasters in his forearms and his ability to *Fly* are in no way shark-like, but he thinks they're pretty cool anyway.

Combat/Tactics: If he's alone, Sharky stays above fights and fires at his enemies, and will only physically enter a fight if he has no choice. If he's in a group, which he prefers, he will have his underlings flank his opponents so that he can stab them from behind (i.e., sneak attack). He uses his ability to inspire his underlings immediately, and although he's not much of a strategist, sheer guts and bravado can count for a lot.

Class	Mastermind 5 / Sneak 5
Species	Human
Ethnicity	Italian
Nationality	American
Character Level	8 (10 levels + 60cp)
Hit Dice	10d6 (75hp)
Mass. Damage	50hp
Initiative	0
Speed	30 ft.
Defence	26 +4* (Class +6, <i>Amazing Deflection</i> +5, <i>Natural Armour</i> +5, <i>Bombastic Aura</i> +4*) <i>Touch</i> : 26 +4*; <i>Flat-Footed</i> : 26
Knockback	19
Base Attack	+6/+1 (mêlée: +9/+4, ranged: +6/+1)
Attacks	
Natural Weapons	(fins) +9/+4 (2d6 +3)
<i>Energy Attack</i>	+6/+1 (5d6, conc., NL)
Unarmed Strike	+9/+4 (1d6 +3, NL)
Special Attacks	
<i>Cause Fear</i>	30 ft. (Will DC 19) <i>Sneak Attack</i> +3d6
Ability Scores	Str 16 +3, Dex 10, Con 14 +2, Int 12 +1, Wis 10, Cha 18 +4
Size/Reach	Medium / 5 ft.
Allegiance	The Calivetti Family
Saves	Fort +6, Ref +5, Will +5
Action Points	10
Reputation	+4
Occupation	Criminal
Skills	147 Appraise +6 (rnk 5), Bluff +17 (rnk 13), Diplomacy +13 (rnk 5), Disguise +8 (rnk 0), Drive +5 (rnk 5), Forgery +6 (rnk 5), Gamble +6 (rnk 6), Gather Info +18 (rnk 10), Intimidate +21 (rnk 13), Profession +7 (rnk 7), Sense Motive +10 (rnk 10), Sleight of Hand +4 (rnk 0), Stealth +10 (rnk 10),
<i>Languages</i>	English, Italian
Feats	Brawl, Co-operative Attack (Improved Co-Operative Attack), Dodge (Riposte), Stick-Up Artist, Quick Draw
<i>Proficiencies</i>	Armour, Firearms, Weapons (mêlée, ranged)
Power Die	5d10 + 5d6 (75pp)
Origin	Supertech
Powers	60cp
<i>Ability Enhancement</i>	Constitution +4 8cp
<i>Amazing Deflection</i>	(power) +5 7cp
<i>Cause Fear</i>	30ft, Will 6cp

Energy Attack
Fast Healing
Flight
Natural Armour
Natural Weapons
Special Abilities

Wealth
Equipment

Concussive, 50 ft. ranged 5d6, Non-Lethal **8cp**
Regeneration, Cling to Life, Back From the Dead **12cp**
Speed 40 ft., *Average Skill* **6cp**
+5 (power) **7cp**
Improved Damage rnk 2, Retractable **6cp**
Sneak Attack +3d6, Uncanny Dodge, Evasion
Imposing Presence, Tactical Genius, Reassuring Presence,
Bombastic Aura
+10
Pin-Stripe Suit, SUV (Black), at least three Grunts, Mobile
Phone

Silver Sabre

(created by Orion Ussner Kidder)

Full Name: Joyce Gigliotti-Chiang

Appearance: Silver Sabre rarely dresses in exactly the same costume twice, but her theme is consistently somewhere between Musketeer and Zorro, complete with hose, lace, buckles, long coat, rapier dangling from her hip, and a bandolier of throwing daggers. She is every bit the swashbuckler, from top to bottom. A colour-coordinated Carnival-style domino mask covers her face, and she rotates through several wigs of long black hair, some straight, some curly, some wavy, etc. Although Silver Sabre is a bit of a clothes horse at the best of times, she also uses her rotating costumes and wigs to hide her height, her exact features, even her ethnicity.

Personality/History: Joyce never quite fit anyone's expectations. She was part tom-boy and part girly-girl, so when she discovered swashbucklers in old movies, she found her happy middle-ground. It turned out that you *can* wear lace and wigs and kick ass at the same time. She quickly appointed herself protector of the playground and became very, very good with a pointed stick. When she was 18, she started venturing out in a much simpler version of her present costume, and she has never stopped.

Location: Vancouver, BC, Canada

Power Theme: Silver Sabre has no powers but instead has trained her fighting skills to their peak. She specialises in the rapier, and although she has trained with it as a duelling weapon, she concentrates on non-lethal applications.

Combat/Tactics: Silver Sabre usually tumbles into combat with a hearty "ha HA!" and displays her weapon(s). She is pathologically incapable of not talking while fighting, and she usually starts with an encouragement to surrender in the form of an Intimidate check. If that fails, she proceeds to disarm, trip, and generally embarrass her opponent(s). She's particularly fond of slicing off men's clothing (Sunder) and nailing them to walls (Staple). Once she feels she has to hammer the moral lesson home, she'll use her Sword Spank attack, in which she allows her attacker to approach, spins around behind them, and then literally spansks their butt with the flat of her rapier (hence the non-lethal damage).

Class	Champion 4
Species	Human
Ethnicity	Chinese-Italian
Nationality	Canadian

ECL	4 (4 levels + 41 CPs)
Hit Dice	4d12 (31)
Mass. Damage	48
Initiative	+12
Speed	35 ft.
Defence	18 +41 +22 +23 (Cls +2, Dex +4, Leather Armour +2, 1Bombastic Aura +4, 2Dodge, 3Two-Weapon Defence +2) Touch: 16 +41 +22 +23, Flat-Footed: 14 +41
Knockback	14
Base Attack	4 Mêlée: +4, Ranged/Finessed: +8
Attacks	
Rapier	+9 (1d6 18-20/x2)
Dual Rapiers	+7 (1d6 18-20 x2)
Dagger	+8 (1d4 19-20/x2)
Dual Daggers	+6 (1d4 19-20/x2)
Thrown Dagger	8
Brawl	+10 (1d8NL 20/x2)
<i>Special Attacks</i>	
Disarm	+12 (Dual +10)
Staple	+12 (Dual +10)
Sunder	+12 (Dual +10)
Iconic Attack	"Sword Spank" +11 (1d6 +2NL 18-20)
Sucker Punch	20/x3
Ability Scores	Str 10, Dex 18 +4, Con 12 +1, Int 15 +2, Wis 10, Cha 18 +4
Size/Reach	Medium / 5 ft.
Allegiance	Poetic Justice
Saves	Fort +3, Ref +6, Will +2
Action Points	4APs
Reputation	+5
Occupation	White Collar
Skills	42 Climb +7 (rnk 7), Computer Use +3 (rnk 1), Diplomacy +7 (rnk 3), Diplomacy +7 (rnk 3), Escape Artist +7 (rnk 3), Gather Info +7 (rnk 3), Intimidate +7 (rnk 3), Jump +9 (rnk 7), Kn: Popular Culture +4 (rnk 2), Sleight of Hand +7 (rnk 3), Tumble +13 (rnk 7)
<i>Languages</i>	Cantonese, English, Italian
Feats	Action Hero, Brawl (Improved), Cross-Trained (tumble, use rope), Combat Expertise (Improved Staple, Improved Disarm, Improved Feint, Improved Sunder), Dodge, Fast Move, Improved Initiative (Awesome, Supreme), Merciful Mauler, Mercy Blow, Quick Draw, Quick Sheath, Skill Aptitude (Tumble), Super Strike, Two-Weapon Fighting (Defence), Weapon Finesse, Weapon Focus (rapier)
<i>Tongue-In-Cheek</i>	Parley, One-Liner
<i>Proficiencies</i>	Armour, Shields, Weapons (mêlée, ranged)
Power Die	-
Origin	n/a
Powers	none
Special Abilities	Swaggering Bravado, Iconic Attack, Chutzpah! I, Iconic Presence, Bombastic Aura
Wealth	+8
Equipment	Rapiers (x2), Leather Armour, Zip-Tie Handcuffs, Throwing Daggers (x6)

Ads

Fearless

Feats

Comps

Hero's Code

Monologuer

Fearless **3cp**

3cp

x23 **46cp**

Fair Play **+4cp**

+4cp

Slag

(created by Scott Sharplin)

Full Name: Dr. Martin Grosvener

Appearance: Slag can transform from a lean, unathletic man in his mid-20s to a hulking mass of molten steel. To an outside observer, this form appears unstable, as Slag's skin is constantly roiling with heat and liquid metal. However, his body is incredibly dense, weighing over 700 lbs. Heat waves constantly distort the air around him.

Personality/History: Grosvener injected himself with an experimental drug while running from corrupt corporate scientists. His reluctance to surrender the compound has made him powerful enemies, so he remains a fugitive, and a somewhat reluctant hero. His body has also become addicted to the drug, and he requires higher doses each time in order to activate his transformation.

Location: Vancouver, BC, Canada

Power Theme: Slag's powers are elemental, channelling the magnetic power of mineral alloys in order to perform feats of daunting strength. He can also control earth from a distance, hurling chunks of stone at his enemies, or trapping them beneath the ground. His transformed body radiates corrosive heat, but through force of will, he is able to control these emissions to an extent, so that he is not a threat to those he would rescue.

Combat/Tactics: Grosvener tends to be cautious in battle, aware of the damage his strength may inflict. He uses the first few rounds of combat to assess his foes (and, often, to inject himself with his transformative drug), then attacks enemies who he thinks pose the greatest threat to innocent bystanders. Grosvener is paranoid about having his secret identity exposed, so he sometimes needs to withdraw from combat before he reverts to his normal, human form.

Class

Mastermind 5

Species

Human

Ethnicity

White

Nationality

Canadian

Character Level

5 (5 levels + 50cp)

Hit Dice

5d6 (25hp normal, 65hp super)

Mass. Damage

60hp

Initiative

+1

Speed

30 feet

Defence

14 (Class +3, Leather Jacket +1)

Boosted 22 (Cls +3, *Natural Armour* +10, Size -1)

Knockback

Normal: 15; *Activated:* 22

Base Attack

+3; *Mêlée:* +3, *Ranged:* +3

Attacks

Unarmed (normal)
Unarmed Strike (super)
Energy Attack

Activated: Mêlée: +10

+3 (1d3nl)
+10 (2d8 +7nl)

Soldier

Level 4

ECL

2 (4 levels)

Hit Dice

4 d10 (34 HPs)

Mass. Damage

50hp

Initiative

+2

Speed

30 feet

Defence

21 (Dex +6, Class +4, DMA +2*, Equip +1); Touch 20, Flat-footed: 15

Knockback

19

Base Attack

+4 (mêlée: +8, ranged +6)

Attacks

Unarmed Strike

+10, 1d8+4 NL, 20/x2, mêlée (Brawl, Improved Brawl)

Medium Pistol

+6, 2d6 HP, 20/x2, mêlée

Metal Baton

+6, 1d6 +4 HP, 19-20/x2, 30 ft.

Ability Scores

Str 18 +4, **Dex** 14 +2, **Con** 17 +3, **Int** 12 +1, **Wis** 10 -, **Cha** 10

-

Size/Reach

Medium / 5 ft.

Allegiance

any

Saves

Fort +5, **Ref** +4, **Will** +3

Action Points

5

Reputation

+3

Occupation

Adventurer (Stealth/Jump +1), Bonus Feat: Proficiency (archaic)

Skills

49: Craft (mechanical) +8 (7 rnk), Jump +11 (7 rnk), Intimidate +7 (7 rnk), Observe +7 (7 rnk), Repair +7 (7 rnk), Stealth +9 (7 rnk), Survival +7 (7 rnk)

Languages

English and *one more*

Feats

Action Hero, Brawl (improved), Defensive Martial Arts, Light-footed, Sucker Punch, Unshakable

Proficiencies

Armour, Firearms, Weapons (mêlée, exotic, improvised, ranged)

Power Die

4 d6 (14pp)

Special Abilities

Sneak Attack I, Protective Instincts (Iron Will), Evasion

Wealth

+7

Gear

Leather Jacket

Equip +1 (+1), MD +8, Pen. -0, Spd 30, 4 lb., PDC 10

Medium Pistol

2d6/B, 30 ft., S, 10 mag, small, 3 lb., PDC 16, Lic +1

Metal Baton

1d6, 19-20/x2, Bludgeoning, Size: Med, 2 lb., PDC 8

Level 8

ECL

4 (8 levels)

Hit Dice	8 d10 (76 HPs)
Mass. Damage	50hp
Initiative	+2
Speed	30 feet
Defence	24 +2* (Dex +6, Class +6, DMA +2*, Equip +2); Touch 23, Flat-Footed: 18
Knockback	22
Base Attack	+8 (mêlée: +12, ranged +10)
Attacks	
<i>Unarmed Strike</i>	+14/+9, 1d8+4 NL, 20/x2, mêlée (Brawl, Improved Brawl)
<i>Medium Pistol</i>	+10/+5, 2d6 HP, 20/x2, mêlée
<i>Metal Baton</i>	+13/+8, 1d6 +6 HP, 19-20/x2, 30 ft. (Weapon Focus)
Ability Scores	Str 18 +4, Dex 14 +2, Con 18 +4, Int 12 +1, Wis 10 -, Cha 10 -
Size/Reach	Medium / 5 ft.
Allegiance	any
Saves	Fort +8, Ref +6, Will +5
Action Points	8
Reputation	+4
Occupation	Adventurer (Stealth/Jump +1), Bonus Feat: Proficiency (archaic)
Skills	77: Craft (mechanical) +12 (11 rnk), Jump +15 (11 rnk), Intimidate +11 (11 rnk), Observe +11 (11 rnk), Repair +12 (11 rnk), Stealth +13 (11 rnk), Survival +11 (11 rnk)
<i>Languages</i>	English and <i>one more</i>
Feats	Action Hero, Anti-Vehicle Speciality, Brawl (improved), Defensive Martial Arts, Light-Footed, Lightning Reflexes, Sucker Punch, Unshakable, Weapon Focus (baton)
<i>Proficiencies</i>	Armour, Firearms, Weapons (mêlée, exotic, improvised, ranged)
Power Die	4 d6 (14pp)
Special Abilities	Evasion, Protective Instincts (Iron Will), Skill Mastery, Sneak Attack II
Wealth	+10
Gear	
<i>Leather Jacket</i>	Equip +1 (+1), MD +8, Pen. -0, Spd 30, 4 lb., PDC 10, Light Inserts (Mastercraft, Def +1, MD +10, ECP +0)
<i>Medium Pistol</i>	Mastercraft (att +1), 2d6/B, 30 ft., S, 10 mag, small, 3 lb., PDC 16, Lic +1
<i>Metal Baton</i>	1d6, 19-20/x2, Bludgeoning, Size: Med, 2 lb., PDC 8

Sponge

(created by Orion Ussner Kidder, with special thanks to Scott Sharplin)

Full Name: Haroldine Kowarthy

Appearance: Sponge wears a yellow leather jacket over black and yellow tights. When she is flush with other people's power, her skin is a ruddy pink, but when she is low on power, she takes on a sickly, sallow tone. She also loses her hair when she has no *Leeched* power, so it rarely gets longer than an inch or so, and she is often completely bald.

Personality/History: Haroldine grew up in the Mid-West a very happy and well-adjusted child, but at age 13, she came down with a still unidentified infection that sapped her energy to the point where just walking for more than a few minutes exhausted her. An as-yet misunderstood combination of this infection, her own unique body chemistry, and a collection of experimental drugs granted her the ability to *Leech* the vital energies of super-powered humans. Unfortunately, paying for her medical treatment bankrupted her parents, and so she turned to a life of crime. Starting out very young, 14 years old, and never particularly interested in the spotlight, she became a professional sidekick, teaming up with an older and flashier villain so that she could stay hidden in his, her, or its shadow. Now in her mid-20s, Sponge is a career criminal. She long since saw to her parents financial comfort, which they accepted only reluctantly although they do stay in touch with her, and she makes just enough money in theft or mercenary pay to support herself.

Location: the American Mid-West, USA.

Power Theme: Sponge's powers are all based on sapping the vital energies of super-powered people. She can actively *Leech* other people's power points with a touch, but she can also attempt to convert energy-based attacks into PPs or just Reflect them back at her attacker(s). She does not have a great deal of fine control over her powers, though; just brushing up against her can accidentally set them off.

Combat/Tactics: She prefers to stay hidden for as long as possible, using Stealth, but once she's cornered, she will first attempt to actively *Leech* her opponent's PPs in order to render them powerless, and she will, of course, attempt to *Leech* and/or Reflect any attacks that are thrown at her. Her primary goal is rarely to beat an opponent, though. Given the choice, she would rather escape than fight.

Class	Sidekick 6
Species	Human
Ethnicity	White
Nationality	American
ECL	6 (6 levels + 60 CP)
Hit Dice	6d8 (27 + Con mod)
Mass. Damage	50
Initiative	+4
Speed	30 ft.
Defence	21 (Class +5, Dex +4, Leather Armour +2) plus Armour of Obscurity Touch: 19, Flat-Footed: 16
Knockback	15
Base Attack	+4; Mêlée: +4, Ranged: +8
Attacks	
Unarmed Strike	+9 (1d6NL 20/x2)
<i>Power Leech</i>	Offensive touch +9 (4d6 PPs)
Sneak Attack	+1d6
Ability Scores	Str 10, Dex 18 +4, Con 16 +3, Int 10, Wis 10, Cha 14 +2
Size/Reach	Medium / 5 ft.
Allegiance	
Saves	Fort +2 +3, Ref +5 +4, Will +3
Action Points	6
Reputation	+1
Occupation	Criminal

Skills	45 Bluff +11 (rnk 9), Climb +5 (rnk 5), Diplomacy +4 (rnk 0), Disable Device +5 (rnk 5), Gamble +2 (rnk 0), Intimidate +4 (rnk 0), Jump +7 (rnk 5), Kn: Popular Culture +4 (rnk 4), Repair +0 (locks +2) (rnk 0), Ride +6 (rnk 0), Search +5 (rnk 5), Sleight of Hand +8 (rnk 2), Stealth +9 (rnk 5), Survival +0 (tracking +2) (rnk 0), Tumble +11 (rnk 5)
<i>Languages</i>	English
Feats	Armour Focus (Specialisation), Brawl, Dodge (Mobility, Spring Attack), Weapon Finesse
<i>Proficiencies</i>	Armour, Firearms, Weapons (mêlée, ranged)
Power Die	6d8 (52 PPs)
Origin	Bio
Powers	72cp
<i>Resist Powers</i>	PR 33 Increased PD rnk 10, Reflect Power 30cp
<i>Power Leech</i>	Offensive rnk 4, Defensive rnk 6 Non-Lethal Defensive Leech rnk 6 42cp
Special Abilities	Restore Confidence, Cooperative Attack (Improved Cooperative Attack), Improved Flanking I, Heroic Intervention, Sneak Attack (+1d6), Armour of Obscurity, Evasion, Bonus Feat
Wealth	+12
Equipment	Leather Armour
Comps	Touch-Activated Power rnk 4 + 8cp

The Batter

(created by Orion Ussner Kidder)

Full Name: Alexandra Krakus

Appearance: The Batter is an attractive woman in her mid-20s with bleach-blond hair. She wears a costume that looks like a white and purple baseball uniform reminiscent of the Yankees in the 1920s, complete with a batter's helmet and bat (both made of polished steel) and a satchel full of "baseballs" (grenades) slung over her shoulder. In cold or wet weather, she wears a purple leather coat.

Personality/History: No one knows that much about The Batter because she doesn't stick around long enough for people to ask questions. She was born in Poland but immigrated at a young age, and at some point she gained the ability to run at several hundred miles an hour. These abilities seem to be inherent to her body and not the product of technological or mystic enhancement.

The Batter tends to choose her own safety above all else. As hired muscle, she does an impeccable job of never getting caught, which is a plus, but it means that she abandons jobs when the threat level gets too high. If she perceives that she can't win, she runs away. She seems to have no sense of embarrassment and has even gloated about it on the rare occasions she's stayed in one place long enough to have a conversation. She is neither a major threat nor a push-over. She remains a very effective professional mercenary by avoiding putting herself in a position of real risk.

Location: Western Canada/Pacific North-Western USA

Combat/Tactics: Instead of putting herself *in* fights, The Batter runs in from a safe position using *Super Speed*, delivers a series of devastating attacks, often using Bonus Actions, and then retreats to another safe position, usually somewhere out of

sight. She employs her signature weapons, a solid steel bat polished to a gleaming shine, and a bag of custom-made baseball grenades.

She will start a fight by either hitting the baseball grenades at her opponents to throw them off-guard, or threatening innocent bystanders (thereby occupying hero-types). Sometimes, if she's feeling cheeky, she'll just drop a half-dozen grenades at her opponent's feet, but usually only if she knows that particular target is a genuine threat, like a brick, a tank, or another speedster. The Batter will usually withdraw from a fight if she's reduced to less than 1/4 of her hit points or she is outnumbered more than 4 to 1. She has no interest in fighting to the death, and neither is she particularly interested in the legal consequences of killing anyone.

Baseball Grenades: the Batter's baseball grenades look just like regular baseballs but are rigged to denote when they take an initial hit, and explode one a second. That way, she can launch them with her bat, and they explode on contact with the ground or her hapless target. She also has had them rigged with special explosives and soft shrapnel, which makes them cause only NL. She enjoys creating chaos by blowing up innocent bystanders but sees no reason to have murder charges following her around.

Class	Sneak 6
Species	Human
Ethnicity	Polish
Nationality	Polish (resident of America and Canada)
ECL	6 (6 levels + 63cp)
Hit Dice	6d6 (33 + Con)
Mass. Damage	50hp
Initiative	11
Speed	120 ft.
Defence	34 +2*(Class +3, Dex +4, <i>Amazing Dodge</i> +5, <i>Amazing Deflection</i> +5, Long Coat +2, Undercover Vest +3, Helmet +2, *Dodge +2) Touch: 22 +2*, Flat-Footed: 25
Knockback	17
Base Attack	+4 (mêlée: +7, ranged: +8)
Attacks	
<i>Bat</i>	+7 (1d8nl +3 20/x2)
<i>Baseball Grenades</i>	+8 (4d6 NL)
<i>Unarmed Strike</i>	+8 (1d6nl, 20/x2)
Ability Scores	Str 16 +3, Dex 18 +4, Con 14 +2, Int 10, Wis 10, Cha 12 +1
Size/Reach	Medium / 5 ft.
Allegiance	Survival
Saves	Fort +4, Ref +9 Will +2
Action Points	6
Reputation	1
Occupation	Criminal
Skills	Appraise +9 (rnk 9), Climb +12 (rnk 9), Cr: Chemical +5 (rnk 5), Cr: Structural +5 (rnk 5), Demolitions +6 (identify weak points +2) (rnk 4), Disable Device +9 (rnk 9), Escape Artist +13 (rnk 9), Investigate +0 (crime scene analysis +2) (rnk 0), Jump +14 (rnk 9), Kn: Current Events +9 (rnk 9), Kn: Popular Culture +4 (rnk 4), Repair +0 (buildings +2, locks +2) (rnk 0), Search +0 (secret doors +2) (rnk 0), Sleight of Hand +13 (rnk 9), Stealth +13 (rnk 9), Tumble +15 (rnk 9), Use Rope +4 (bindings +2) (rnk 0)
<i>Languages</i>	English, Polish
Feats	Brawl, Dodge (Lightning Reflexes, Mobility, Spring Attack),

Proficiencies

Power Die

Origin

Powers

Super Speed

Amazing Dodge

Amazing Deflection 10cp

Special Abilities

Wealth

Ads

Feats

Skill Points

Equipment

The Mad Engineer

Improved Initiative, Super Strike, Undercover Vest

(Focus/Specialise), Merciful Mauler

Armour, Weapons (mêlée, improvised)

6d6 (21pp)

Biological

42CP

Run rnk 4, Speed rnk 3, Bonus Actions rnk 3 **22cp**

rnk 5 (+5) **10cp**

rnk 5 (+5)

Sneak Attack (+3d6), Evasion, Uncanny

8

x12 **12cp**

4cp

(created by Orion Ussner Kidder, with special thanks to the real Dr. David Tsang)

Full Name: David C. Tsang, PhD (Engineering)

Appearance: Dave is a friendly Chinese man in his 30s who usually wears a very lived-in lab coat. He isn't built like a superhero because he's not one. He's not a supervillain, either. He's an engineer, with the messy hair and black-frame glasses to prove it.

Personality/History: Dave always loved taking things apart and putting them back together. At a very early age, he discovered that if you get your hands on some simple tools and a piece of technology, you can reduce it to bits within minutes. If you're really clever, you can use the bits for other things, things other than what they're normally used for, things not intended by their manufacturers. His parents were not amused by this almost pathological practise, but he didn't particularly care. As he grew up, Dave got better and better at it until he started building things that even *he* knew really shouldn't be able to work, things that violated the most basic laws of physics. That's when he, along with a lot of other quasi-sane people working in basements and attics across the world, discovered supertechnology. He pursued his work first as an amateur and then as an academic, earning a Bachelor's degree and then a PhD. Along the way, he started calling himself the Mad Engineer because he's not a mad "scientist." He's an *engineer*. He builds things. Things that work.

The Mad Engineer largely builds things out of interest, sometimes just assembling parts until they *become* something, almost as if the parts have a mind of their own. He becomes instantly uninterested in them as soon as they're done, and he has seemingly no awareness that some of them are quite dangerous, but neither is he interested in hurting anyone. The inventions are their own reward. He sells whatever he makes in order to buy more parts to make more inventions, and he's both very happy and very rich as a result.

Location: Vancouver, BC, Canada

Power Theme: The Mad Engineer's main powers are *Super Intelligence* and *Supertech Invention*. He uses those powers to build Supertech devices and very little else.

Note to GMs: the Mad Engineer is a great justification for the presence of Supertech to your game. Anyone who takes an Item power but doesn't have a good reason to have made such an Item him/her/itself could have simply purchased it from the Mad Engineer.

Combat/Tactics: The Mad Engineer does not often get into fights. He has almost no combat skills, and anybody who knows

him either wants to do business with him at some point in the future or is afraid of that he might have rattling around in his pockets. If and when the Mad Engineer ends up in the middle of a skirmish, he touches a button on his watch and it expands into a suit of full-body armour.

Class	Inventor 20
Species	Human
Ethnicity	Chinese
Nationality	Canadian
ECL	20 (20 levels + 200CPs)
Hit Dice	20d4 (51.5 HPs)
Mass. Damage	50
Initiative	+0
Speed	30 ft.
Defence	16 (Cls +6)
Armoured	35 (Cls +6, Plate Mail +19) Touch: 16, Flat-Footed: 35
Knockback	16 HPs
Base Attack	+10 / +5 Mêlée: +10 / +5, Ranged: +10 / +5
Attacks	
<i>Blaster: Ranged</i>	100 ft. +10/+5 ray, (6d6, cold, HP or NL, 19-20/x3)
<i>Blaster: Cone</i>	40 ft., (6d6, cold, HPs or NL, Ref. 20 [half])
<i>Wrap Can</i>	Ref. DC = Attack Roll, 5-ft. Spread DC = ½ Attack Roll
<i>Healing Gloves</i>	move-action, touch, +10/+5 (10d6 healing)
Ability Scores	Str 11, Dex 11, Con 11, Int 24 +7, Wis 11, Cha 11
Size/Reach	Medium / 5 ft.
Allegiance	Science!
Saves	Fort +6, Ref +6, Will +2
Action Points	20APs
Reputation	6
Occupation	Technician (Comp Use, Craft [chemicals, electrical, mechanical, structural], Knowledge [business, earth/life sci, physical science, tech], Repair, Research
Skills	414 Computer Use +35 (rnk 20), Cr: Chemical +27 (rnk 20), Cr: Electronic +35 (rnk 20), Cr: Mechanical +35 (rnk 20), Cr: Pharmaceutical +27 (rnk 20), Cr: Structural +35 (identify weak points +8) (rnk 20), Demolitions +35 (identify weak points +8) (rnk 20), Disable Device +27 (electronics +8) (rnk 20), Drive +14 (rnk 10), Investigate +7 (crime scene analysis +8) (rnk 0), Kn: Business +27 (rnk 20), Kn: Earth/Life Sciences +27 (rnk 20), Kn: Physical Sciences +27 (rnk 20), Kn: Popular Culture +12 (rnk 5), Kn: Technology +27 (rnk 20), Navigate +17 (rnk 10), Pilot +10 (rnk 10), Profession +20 (rnk 20), Psicraft +12 (rnk 5), Repair +31 (electronics, engines/machines, buildings, locks +8; supertech +14) (rnk 24), Research +27 (rnk 20), Search +7 (secret doors/compartments +8) (rnk 0), Spellcraft +12 (scrolls, power stones, knobs +4) (rnk 5), Powercraft +50 (rnk 35), Treat Injury +28 (rnk 20), Use Device +10 (supertech +14; psionic, mystic +4) (rnk 10), Cantonese, Czech, English, French, Japanese, Latin, Mandarin
<i>Languages</i>	Brawl, Control Anything Mastercraft (Advanced), Invent Super
Feats	

<i>Proficiencies</i>	Equipment (Invent Super Armament, Invent Doohicky, Invent Ray Gun, Improved Ray Gun, Invent Gizmo, Invent Superchemical), Skill Aptitude x3: Powercraft
Power Die	Armour
Origin	20d12 (135PPs)
Powers	Supertech
<i>Supertech Invention</i>	64cp
	Increased Power rnk 18, Multiple Activations, Sustain Power
Special Abilities	64cp
	Bonus Feats x5 (General, Supertech, Vehicle), <i>Supertech Invention</i> (I, II, III), Special Ability (Delay Disaster, Encyclopaedic Memory, Jack of All trades, Learn From Your Mistakes, Steady Hands, Rapid Deployment Cycle, Plot Device, Bafflegab), Invent Nullifier (Penetration, Ranged 25 ft.)
Wealth	30
Ads	Database/Library rnk 2 4cp
Comps	rnk 2 (Crit x4) +4cp
Glass Jaw	+2cp
Insatiable Curiosity	+2cp
Magnetic Signature	
Equipment	
<i>Instant Armour</i>	Plate Male, Armour +9, Max Dex +4, Equip Penalty -4, Hardened (Armour +1), Ultra-Light (Max Dex +3, Equip Penalty +2, Speed +10 ft., Weight -75%), Enhancement (Supertech) +10, DR 7/Super, Retractable (wristwatch)

The Mad Engineer built the *Instant Armour* as his first line of defence in case he ends up in the midst of a fight. He is quick to activate it and then remove himself from a fight or simply hide somewhere safe. When it's retracted, the *Instant Armour* takes the form of an expensive-looking wristwatch.

The Mad Engineer's Inventions

The Inventions that Tsang carries with him tend to be non-lethal and highly functional. He machines his own parts, which costs more but produces more attractive and convenient Inventions, and they tend to have an aesthetic that incorporates rounded corners and chrome: Space Opera meet fifties American automobiles. He carries 40CP worth of Inventions at any given time, to be selected from the following list. GMs can also, of course, give him any new Invention that they might think of.

The *Anti-Gravity Rod* renders the wielder's body immune to the effects of gravity and inertia. By also emitting powerful bursts of kinetic energy, it allows the Mad Engineer to fly through the air with extreme precision and speed. He usually uses it to simply remove himself from a dangerous situation, if at all possible. (*Flight*, Flight Skill Excellent, Speed 160 ft/mph, CP 24, Activate: free; free)

The *Blaster* emits inverse microwaves which instantly freeze whatever they're pointed at, and when in non-lethal mode, they simply render the targets so numb that they fall to the ground. It looks like a prop from a 60s science-fiction TV show, with a small radar dish at the tip and a rounded, oblong grip. The Mad Engineer almost always uses it in non-lethal mode, but he will defend himself with deadly force if he deems it necessary. He will use the Cone mode if his attackers are within its radius, and

the Ranged mode if they are not. He doesn't mind hitting bystanders, but *only* if the Blaster is in non-lethal mode. (*Energy Attack*, Cone or Ranged, 6d6, Cold, Touch Attack, Improved Critical Damage/Range, Knockback, Controlled Damage; CP 35, Activate: 1pp per 1d6 (By CL))

The *Force Shield* is a small, shield-shaped disk that the Mad Engineer grips in his hand. The edges of the disk project a globe of agitated molecules that react to physical force or powerful energy by swirling close together and thus protecting whomever is within the globe. If the Mad Engineer has to remain mobile or agile, he uses the Force Shield rather than his Instant Armour. (*Force Field*, Tough Bubbles (Will +20), CP 36, Activate: 1pp per 1d6; move action, Sustain: per round/hour; free action)

The *Healing Gloves* are covered with micro-needles at the fingertips and those needles deliver a short-living retrovirus that both supplies nearby cells with calories and instructs them to devote all their energy to healing process. The upshot of the effect is that subjects heal as they would normally but at a highly accelerated pace. The backs of the gloves are covered with a series of chambers, delivery tubes, and a delicate sensory web that maintains just the right levels of retroviral matter so as not to inadvertently give the patient cancer. (*Healing Touch*, Move-Action Healing, Full-Attack Healing, Lesser Restoration rnk I, Restoration [6pp Full-Round Action], CP 20, Activate: 1pp per 1d6 (By CL))

Wrap In A Can is a cylindrical device that shoots out a sheet of what looks like plastic-wrap but is far stronger. It instantly sticks to almost anything, most especially itself, which in effect means that it tends to wrap itself around whatever it touches. The Mad Engineer uses Wrap In A Can when he wants to capture someone and talk to them; all he has to do is cut a hole in the Wrap, which also helps the subject breath. He has improved the design over the years so that the Wrap seriously debilitates its targets' ability to move (Improved Entangling rank 2), and it spreads outwards from its target (Expanded Entangling). If his targets are clumped in a small area, he can also simply empty the can into the area (Voluminous Entangling). The Mad Engineer has works for years to make the Wrap nearly unbreakable (Strength 24). (*Webbing*, 50 ft. range, Str 24, Improved Entangling rnk2, Expanded Entangling, Voluminous Entangling, CP 14, Activate: 1pp per 50 ft. [By CL]; use-activated [attack]).

Tim Toady

(created by Dan "Danderson" Anderson)

Full Name: Timothy Towdti

Appearance: Tim Toady tends to walk with a bit of a stoop and has green, rubbery skin and bug-eyes every since his powers manifested at puberty. He has no one costume, but he tends to dress in dark greens and browns, often with a long coat over top. He often dramatically drops the coat when he leaps into a fight.

Personality/History: Timothy grew up Baton Rouge, but he always hated the swamps that surround the city. He got the name "Toady" in elementary school, where he was mercilessly teased for his frog-like appearance. That's also where he got his violent streak and his mean attitude. He severely beat two of his tormenters when he was 14 years old and over the next few years, he transformed himself from victim to bully. He led a small gang in downtown New Orleans, but since the floods, the gang broke up and when there separate ways. He has been moving from town to town ever since, mugging when he needs the money and selling his services when the opportunity arises.

Location: Baton Rouge/New Orleans, Louisiana, USA

Power Theme: Tim Toady leaps around like a frog and can drain his opponents of their vital energies through his extending tongue. He can also reproduce himself on command.

Combat/Tactics: Tim Toady likes to leap into battle, catching victims unaware, and then replicate himself immediately. When he fights normal people, this is usually enough to scare people into giving him all their money, but against more powerful opponents, he is forced to follow through by having his duplicates surround a target and stab it repeatedly while he shoots out his 20-foot tongue and drains the victim of their power.

Class	Soldier 8
Species	Human
Ethnicity	White
Nationality	American
Character Level	8 (8 levels +80cp)
Hit Dice	8d10 (96hp)
Mass. Damage	50hp
Initiative	+1
Speed	40 ft. (Fast Move)
Defence	22 (Class +6, Dex +3, Dodge *+2, <i>Amazing Dodge</i> +4)
Knockback	19
Base Attack	+8/+3 (mêlée: +11/+6, ranged: +11/+6)
Attacks	
<i>Unarmed Strike</i>	+11/+6 (1d3 NL)
<i>Switch Blade</i>	+11/+6 (1d4 +3, 19-20)
<i>Special Attacks</i>	
<i>Power Leech</i>	(20-ft. tongue) +11/+6 (2d6 PPs, touch attack)
<i>Sneak Attack</i>	+2d6, Evasion, Protective Instincts
<i>Power Nullification</i>	(20' tongue) +11/+6 (3d6 PPs, touch attack)
Ability Scores	Str 16 +3, Dex 16 +3, Con 19 +4, Int 10 +1, Wis 12 +1, Cha 6 -2
Size/Reach	Medium / 5 ft.
Allegiance	Self
Saves	Fort +8, Ref +9, Will +5
Action Points	4AP
Reputation	+4
Occupation	Criminal
Skills	77 Climb +8 (rnk 5), Cr: Mechanical +6 (rnk 5), Escape Artist +8 (rnk 5), Gather Info +2 (rnk 0), Intimidate +8 (rnk 10), Jump +15 (rnk 10), Kn: Earth/Life Sciences +3 (rnk 0), Observe +11 (rnk 10), Ride +5 (rnk 0), Stealth +13 (rnk 10), Survival +8 (rnk 7), Swim +13 (rnk 10), Tumble +12 (rnk 5), Use Rope +3 (bindings +2) (rnk 0)
Feats	Brawl, Dodge (Agile Riposte), Iron Will, Lightning Reflexes (Awesome, Supreme), Run (Fast Move, Standing Jump, Weapon Finesse)
Proficiencies	Armour, Firearms, Weapons (mêlée, ranged)
Power Die	8d6 (28pp)
Origin	Biological (mutant)
Powers	83cp
<i>Amazing Dodge</i>	rnk 4 (Dodge +4), Power 4CP
<i>Amazing Leap</i>	(Jump +40) Powered Leap rnk 3, Seven-League Leap, Wall Spring 8CP
<i>Duplicate Self</i>	rnk 3 Dupe Traits, Dupe Powers 32CP

Power Leech

Power Nullification

Ads

Comps

Phobia

Light Sensitive

Bizarre Area Effect

Wealth

Equipment

Toady's Dupes

rnk 2, Ranged (20 ft.) **7CP**

(Bio) Ranged (20 ft.), Enhanced Nullification rnk 2 Origins (Cosmic, Mystic, Psi), Variable Null rnk 3 (Cosmic, Mystic, Psi) **32CP**

Feat: Weapon Finesse

Light Sensitive **+2CP**

fire, public knowledge **+4CP**

+2CP

amphibious appearance **+4CP**

+9

Switch Blade

48HPs, no PPs, all powers except *Duplicate Self*

Titan Omega

(created by Charlie Dunn)

Full Name: Major Ted Nelson, USAF

Appearance: In human form, Ted Nelson had dark hair, dark eyes, and olive skin. He was a lean, wiry man. Since his transformation, however, he grew to nearly 8-feet tall and he lost all his wiriness in exchange for sheer bulk. His body is also now sheathed in pure, white light, with a yellow-and-red sunburst on his chest (Amazing Costume).

Personality/History: Air Force Major Theodore Nelson was exactly where he wanted to be: alone in a space capsule getting ready to be the first man to perform a high orbit over the earth. But unseen and unknown gravitational fields cast his Mercury pod far off the planned trajectory. He veered off course and with little power to correct it, Major Nelson watched helplessly as the Earth got smaller and the Moon grew larger in his porthole. His fears of a slow death followed by a sudden stop were interrupted by a solar flare which washed over the Moon and Major Nelson's poorly protected Mercury capsule. It was destroyed instantly, but Major Nelson was infused with the power of the Sun. Blown back, he slammed into the Moon's surface and slept.

Meanwhile, the very same gravitational disturbance that cast Major Nelson's mission astray began to enter Earth's atmosphere: an alien spacecraft. Though invisible, its super-sonic wake alerted the American Air Force, which ordered troops and planes to converge at the ship's landing site. Upon spotting them, the alien ship opened fire with its advanced weapons, but it was ultimately outgunned and outnumbered. That lone scout never managed to report to its masters, but Air Force intelligence did discover that this ship was only the first of many.

Major Nelson awoke deep in a crater on the far side of the moon, his body infused with raw solar power. With little effort, he lifted from the surface and went seeking answers in the only place he knew... Home.

Location: Somewhere over the Central United States.

Power Theme: Titan Omega is an ex-astronaut who now serves as the Earth's primary planetary defence against extra-terrestrial threats, be it from invading forces from space or world-killing asteroids. Titan is nigh indestructible and can pulverise granite with his mighty fists.

Combat/Tactics: Since his transformation, Titan (as he now calls himself) has stalwartly ignored his military training and instead embraces an exceedingly direct approach in combat: he flies strait at the target and hits it with his fists until it doesn't get up any more. During his Re-Entry attack, his body engulfed in solar flame and he full-body tackles his opponents. He is also quite adept at dropping large things onto people's heads.

Class	Champion 20
Species	Human
Ethnicity	White
Nationality	American
Character Level	20 (20 levels + 200 CPs)
Hit Dice	20d12 (301HP)
Mass. Damage	50HPs
Initiative	0
Speed	30 ft (move), 960ft/mph (fly)
Defence	18 (Champ +9, Large -1); DR 30 / – Touch: 18, Flat-Footed: 18
Knockback	37
Base Attack	+20/+15/+10/+5 (-1 Large-sized) Mêlée: +36, Ranged: +20, Grapple: +40 Unarmed Strike +36/+31/+26/+21 (1d8 +17)
Attacks	
<i>Special Attacks</i>	Aura (heat) 5d6
<i>Energy Attack</i>	"Re-Entry" charge while flying, unarmed strike +5 hit/damage (19-20/x2)
<i>Iconic Attack</i>	
Ability Scores	Str 27 +8, Dex 10, Con 24 +7, Int 14 +2, Wis 10, Cha 15 +2 <i>Natural:</i> Str 24 +7, Con 18 +4
Size/Reach	Large / 5 ft.
Allegiance	Earth
Saves	Fort +20, Ref +9, Will +11
Action Points	20APs
Reputation	+15
Occupation	Military
Skills	138 Climb +28 (rnk 20), Diplomacy +30 (rnk 20), Gather Info +18 (rnk 8), Intimidate +22 (rnk 20), Jump +18 (rnk 10), Observe +20 (rnk 20), Profession +20 (rnk 20), Sense Motive +20 (rnk 20), Tumble +2 (rnk 0)
Feats	Astrobatics, Brawl, Combat Martial Arts (Improved Unarmed Damage x3), Improved Damage Threshold, Cooperative Attack, Toughness (Hard to Kill, Indomitable), Great Fortitude (Awesome), Power Attack, Super Strike Armour, Firearms, Weapons (mêlée, ranged)
<i>Proficiencies</i>	
Power Die	20d6 (73PP)
Origin	Cosmic
Powers	154cp
<i>Ability Enhancement</i>	<i>Strength</i> +3, <i>Constitution</i> +6 18cp
<i>Damage Reduction</i>	rnk 30; Super, Density Increase 60cp
<i>Energy Attack</i>	Aura (heat) 5d6 Reduced Power Drain rnk 10 (-10PPs) 15CP
<i>Regeneration</i>	Regeneration, Cling to Life, Resurrection 8CP
<i>Flight</i>	Perfect Manoeuvrability, Air Lift: 2000 lbs. Flight Speed rnk 10, Sublight Flight 0.9C, FTL 100C 51CP
<i>Mighty Lifting</i>	rnk 10 (weight x10) 18CP
<i>Space Adaptation</i>	4CP
Special Abilities	Swaggering Bravado, Iconic Attack "Re-Entry," Iconic Presence, Bombastic Aura, Unshakable Resolve, Inflexible Will
Ads	
Amazing Costume	solar suit 2CP

Law Enforcement	Rank 2 (National) 4CP
Large Size	2CP
Comps	
Bizarre Area Effect	Rank I, radiant +2CP
Magnetic Signature	+2CP
Wealth	+16

Warrior

You can alter this Warrior blank by switching the Weapon Focus feat to Metal Baton (for lethal damage) or Medium Pistol (for range). You can also equip them with heavier armour, or concentrate skill points up to a max of 8 ranks (e.g., into Drive, for example). If you alter its species, make sure to make the appropriate changes to its stats.

Level 4

ECL	2 (4 levels)
Hit Dice	4 d10 (34 HPs)
Mass. Damage	50hp
Initiative	+4 (Dex +2, Improved Initiative +2)
Speed	30 feet
Defence	17 +2* (Dex +2, Class +4, Dodge +2*, Equip +1); Touch 16, Flat-Footed: 15
Knockback	21
Base Attack	+4 (mêlée: +8, ranged +6)
Attacks	
<i>Unarmed Strike</i>	+10, 1d8+4 NL, 20/x2, mêlée (Brawl, Improved Brawl)
<i>Metal Baton</i>	+8, 2d6 HP, 20/x2, mêlée
<i>Medium Pistol</i>	+6, 1d6 +4 HP, 19-20/x2, 30 ft.
Ability Scores	Str 18 +4, Dex 15 +2, Con 16 +3, Int 12 +1, Wis 10 -, Cha 10 -
Size/Reach	Medium / 5 ft.
Allegiance	any
Saves	Fort +7, Ref +4, Will +3
Action Points	4
Reputation	+2
Occupation	Adventurer: Stealth/Jump +1, Bonus Feat (Proficiency: archaic)
Skills	Bluff +2 (rnk 0), Climb +11 (rnk 7), Diplomacy +2 (rnk 0), Drive +9 (rnk 7), Jump +11 (rnk 7), Tumble +9 (rnk 7), Treat Injury +7 (rnk 7)
<i>Languages</i>	English and <i>one more</i>
Feats	Brawl (Improved), Dodge, Improved Initiative, Improved Grapple, Iron Will, Power Attack
<i>Proficiencies</i>	Armour, Firearms, Weapons (mêlée, improvised, archaic: <i>any one</i>)
Power Die	4 d6 (12pp)
Special Abilities	Natural Aptitude (Bluff, Diplomacy) Cross-Trained (Stealth, Tumble)
Wealth	+6
Gear	
<i>Leather Jacket</i>	Equip +1 (+1), MD +8, Pen. -0, Spd 30, 4 lb., PDC 10

Medium Pistol
Metal Baton

2d6/B, 30 ft., S, 10 mag, small, 3 lb., PDC 16, Lic +1
1d6, 19-20/x2, Bludgeoning, Size: Med, 2 lb., PDC 8

Level 8

ECL

4 (8 levels)

Hit Dice

8 d10 (68 HPs)

Mass. Damage

50hp

Initiative

+5 (Dex +3, Improved Initiative +2)

Speed

30 feet

Defence

19 +2* +2* (Dex +3, Class +3, Dodge +2*, Defensive Martial Arts +2*, Equip +3); Touch: 17, Flat-Footed: 17

Knockback

24

Base Attack

+8 / +3 (mêlée: +12, ranged +9)

Attacks

Unarmed Strike

+15/+10, 1d8+8 NL, 20/x2, mêlée (Brawl, Improved Brawl, Weapon Focus)

Metal Baton

+12/+7, 2d6 HP, 20/x2, mêlée

Medium Pistol

+9/+4, 1d6 +4 HP, 19-20/x2, 30 ft.

Ability Scores

Str 18 +4, **Dex** 16 +3, **Con** 16 +3, **Int** 12 +1, **Wis** 10 -, **Cha** 10

-

Size/Reach

Medium / 5 ft.

Allegiance

any

Saves

Fort +10, **Ref** +8, **Will** +6

Action Points

10

Reputation

+4

Occupation

Adventurer: Stealth/Jump +1, Bonus Feat: Proficiency (archaic)

Skills

Bluff +4 (rnk 0), Climb +15 (rnk 11), Diplomacy +4 (rnk 0), Drive +14 (rnk 11), Jump +15 (rnk 11), Tumble +13 (rnk 11), Treat Injury +11 (rnk 11)

Languages

English and *one more*

Feats

Action Hero, Brawl (Improved), Defensive Martial Arts, Dodge, Improved Initiative, Improved Grapple, Iron Will (Awesome Will), Team Player (Improved), Weapon Focus: unarmed strikes (Improved)

Proficiencies

Armour, Firearms, Weapons (mêlée, improvised, archaic: any)

Power Die

8 d6 (28pp)

Special Abilities

Natural Aptitude (+4 Bluff/Diplomacy), Cross-Trained (Stealth, Tumble, Disable Device, Knowledge [pop culture]) +12

Wealth

Gear

Leather Jacket

Equip +1 (+1), MD +8, Pen. -0, Spd 30, 4 lb., PDC 10

Medium Inserts

Equip +2 (+1), MD +6, Pen -2, 5 lb., PDC 13

Medium Pistol

2d6/B, 30 ft., S, 10 mag, small, 3 lb., PDC 16, Lic +1

Metal Baton

1d6, 19-20/x2, Bludgeoning, Size: Med, 2 lb., PDC 8

Level 12

ECL

6 (12 levels)

Hit Dice	12 d10 (102 HPs)
Mass. Damage	50hp
Initiative	+5 (Dex +3, Improved Initiative +2)
Speed	30 feet
Defence	26 +2* +2* (Dex +3, Class +8, Dodge +2,* Combat Martial Arts +2, Equip +3, Weapon Parry +2*); Touch: 17, Flat-footed: 17
Knockback	26
Base Attack	+12 / +7 (mêlée: +16, ranged +15)
Attacks	
<i>Unarmed Strike</i>	+20/+15, 1d8+10 NL, 20/x2, mêlée (Brawl, Improved Brawl, Weapon Focus, Awesome Focus)
<i>Metal Baton</i>	+16/+11, 1d6+4 HP, 20/x2, mêlée
<i>Medium Pistol</i>	+15/+11, 2d6 HP, 19-20/x2, 30 ft.
Ability Scores	Str 19 +4, Dex 16 +3, Con 16 +3, Int 12 +1, Wis 10 -, Cha 10 -
Size/Reach	Medium / 5 ft.
Allegiance	any
Saves	Fort +12, Ref +10, Will +7
Action Points	12
Reputation	+6
Occupation	Adventurer: Stealth/Jump +1, Bonus Feat: Proficiency (archaic)
Skills +20	Bluff +6 (rnk 0), Climb +19 (rnk 15), Diplomacy +6 (rnk 0), Drive +18 (rnk 15), Jump +19 (rnk 15), Tumble +18 (rnk 15), Treat Injury +15 (rnk 15)
<i>Languages</i>	English and <i>one more</i>
Feats	Action Hero, Brawl (Improved), Cleave, Combat Reflexes, Defensive Martial Arts, Dodge (Mobility), Improved Disarm, Improved Grapple, Improved Initiative, Improved Trip, Iron Will (Awesome Will), Team Player (Improved), Weapon Focus: unarmed strikes (Improved, Awesome), Weapon Parry: unarmed strike
<i>Proficiencies</i>	Armour, Firearms, Weapons (mêlée, improvised, archaic: any),
Power Die	12 d6 (42pp)
Special Abilities	Natural Aptitude (+6 Bluff/Diplomacy), Cross-Trained (Stealth, Tumble, Disable Device, Knowledge [pop culture])
Wealth	+12
Gear	
<i>Leather Jacket</i>	Equip +1 (+1), MD +8, Pen. -0, Spd 30, 4 lb., PDC 10
<i>Medium Inserts</i>	Equip +2 (+1), MD +6, Pen -2, 5 lb., PDC 13
<i>Medium Pistol</i>	2d6/B, 30 ft., S, 10 mag, small, 3 lb., PDC 16, Lic +1
<i>Metal Baton</i>	1d6, 19-20/x2, Bludgeoning, Size: Med, 2 lb., PDC 8

Werewolf (Soldier 8)

Full Name: not applicable

Appearance: These lycanthropes have three forms: human, hybrid, and cougar. The hybrid form is slightly taller than the human form, and features red-brown to grey-brown colouring with lighter fur on the chest and belly. They have long, lean muscles and stand very lightly on their feet.

Personality/History: Werecougars form loose prides across North America, but prefer a degree of autonomy from each other. They will gather together if the need arises, but otherwise, they maintain contact with a single alpha and other members of their pride, but not with a larger werecougar community.

Location: more concentrated in in the north-eastern part of North America, but found everywhere

Power Theme: The werecougar's animal and hybrid forms have all the inherent strength and agility, not to mention claws and fangs, of a cougar.

Combat/Tactics: Werecougars tend to stalk their prey alone, and preferably at night. They will lie in wait for some time before springing. This general mentality applies to actual stalking and hunting as well as simply executing plans. As a result, werecougars tend to be long-term thinkers and planners, strategizing far in advance.

Class	Soldier 8
Species	Werecougar (afflicted), shapechanger
Ethnicity	any
Nationality	any
ECL	8 (8 levels, LA +3, 50CPs)
Hit Dice	8 d10 (68 HPs ; 92 HPs)
Mass. Damage	50hp
Initiative	+7 (Dex +3, Improved Initiative +4)
Speed	40 feet
Defence	27* [33 in mêlée] (Dex +3, Class +6, Natural +2, Dodge +2*, Combat Martial Arts +2*, Shield +2*, Deflection +5, Equip +1); Touch: 26, Flat-Footed: 24
<i>Cougar/Hybrid</i>	33* [39 in mêlée] (as above, but Dex +9); Touch: 32, Flat-Footed: 26; DR 5 / silver
Knockback	19 ; 22
Base Attack	+10 / +5 (mêlée: +19, ranged +13 ; mêlée: +25, ranged +19)
Attacks	
<i>Unarmed Strike</i>	+21/+16, 1d8+6 NL, 20/x2, mêlée ; +22/+17 (Brawl: Improved)
<i>Claws</i>	n/a ; +28/+23, 1d8 +16 19-20/x2, mêlée (Weapon Focus: Improved, Awesome)
<i>Bite</i>	n/a ; +19/+14, 2d6 +10 20/x3, mêlée
<i>Metal Baton</i>	+19/+14, 1d6+4 HP, 20/x2, mêlée ; +25/+20
<i>Medium Pistol</i>	+13/+8, 2d6 HP, 20/x2, 30 ft. ; +19/+14
Ability Scores	
<i>Cougar/Hybrid</i>	Str 30 +10, Dex 28 +9, Con 22 +6, Int 12 +1, Wis 12 +1 -, Cha 10 -
<i>Natural</i>	Str 30 +10, Dex 28 +9, Con 16 +3, Int 12 +1, Wis 12 +1 -, Cha 10 -
Size/Reach	Medium / 5 ft.
Allegiance	any
Saves	Fort +7, Ref +13, Will +7 ; Fort +13, Ref +13, Will +7
Action Points	8
Reputation	+4
Occupation	Adventurer: Stealth/Jump +1, Bonus Feat: Proficiency (archaic)
Skills	Climb +14 / +24 (rnk 5), Drive +8 / +14 (rnk 5), Gather Information +4 (rnk 0), Intimidate +4 (rnk 0), Jump +44 / +50 (rnk 10), Observe +5 (rnk 5), Sense Motive +6 (rnk 5), Stealth +12 / +18 (rnk 5), Tumble +15 / +21 (rnk 10), Treat Injury +11 (rnk 5)

Languages

English and *one more*

Feats

Brawl (Improved), Defensive Martial Arts, Dodge, Improved Initiative, Improved Grapple, Iron Will (Awesome Will), Power Attack, Run (Fast Move), Weapon Focus: claws (Improved, Awesome), Weapon Parry (claws)
Armour, Firearms, Weapons (mêlée, improvised, archaic: any)
10 d6 (35pp)
52 / 80CPs = 28
enhancement +5, melee only; **10cp**
deflection +5; **10cp**
Jump +30; **3cp**
ignore 100 ft. of falling damage; **2cp**
never flat-footed; **3cp**

Proficiencies

Power Die

Powers

Amazing Fighting

Amazing Deflection

Amazing Leap

Catfall

Danger Sense

Super Speed

Cause Blindness

Run x8 (4cp), Speed x3 (6cp), Bonus Actions x2 (12cp); **22cp**
(8cp) Enhanced Save +5 (5 ranks, 10cp), Ranged Use 30 ft. (1
rnk, 3cp), **Fort 16; 21cp**

Duplicate Self

three dupes (24cp), Traits (3cp), Contact Cancellation (+3cp),
Argumentative (+3cp); **21cp**

Energy Attack

electrical aura (static fur), 14d6 (14cp), Knockback (Improved,
Awesome, Distance; KB +8, distance equals damage; 8cp),
1pp/rank; 1/round Ref 11; 22cp

Energy Attack

chemical cone (acid breath), 4d6, 40' Cone (12cp), Tougher
Save +5 (5 ranks, 10cp), 2pp/d6, Ref 16; 22cp

Energy Attack

sonic strike (thunder punch), 14d6 (14cp), Improved Critical,
Improved Critical Range, Touch Attack, 1pp/d6, 19-20/x3; 22cp

Flight

(6cp) Flight Skill "good" (5cp), Air Lift +500lbs (1cp), Imp
Grapple (2cp), "Grab"; **22cp**

Invisibility

(10cp) Invisible Attack (4cp), Swift Shift (6cp); **20cp**

Phase

(12cp) Swift Phase (4cp), Reflexive (DC=attack; 3cp), Fly in
Matter (2cp), Phase Other (3cp); **22cp**

Special Abilities

Class: Sneak Attack III, Protective Instincts, Evasion, Skill
Mastery

Werecougar: Alternate Form (cougar, hybrid), Damage
Reduction 5 / silver, Big Cat Empathy, Low-Light Vision,
Scent, Stealth/Tumble +4
+10

Wealth

Gear

Leather Jacket

Medium Pistol

Metal Baton

Equip +1 (+1), MD +8, Pen. -0, Spd 30, 4 lb., PDC 10
2d6/B, 30 ft., S, 10 mag, small, 3 lb., PDC 16, Lic +1
1d6, 19-20/x2, Bludgeoning, Size: Med, 2 lb., PDC 8

Werewolf (Warrior 8)

Full Name: not applicable

Appearance: These lycanthropes have three forms: human, hybrid, and wolf. The hybrid form is slightly taller than the human form, and is most often brown or black, but occasionally shades and patterns of white. They have bulky muscles and walk like body builders.

Personality/History: Werewolves form tight, organized packs that can become large and complex, like a military hierarchy. Each smaller pack will have an alpha that reports to another alpha. Not all werewolves are organized in a single, global hierarchy, but the extended packs can span small countries (Europe, Africa, Asia) or states/provinces (North America).

Location: Everywhere there are wolves.

Power Theme: The werewolf's animal and hybrid forms have all the inherent strength and power, not to mention claws and fangs, of a wolf.

Combat/Tactics: Werewolves form hunting packs to attack their prey, using group tactics to surround and overwhelm them. Approximately half of them will attack at any given time while the other half hangs back. The wolves will rotate position so that the healthiest is always on the front line.

Class	Warrior 8
Species	werewolf (afflicted), shapechanger
Ethnicity	any
Nationality	any
ECL	8 (8 levels, LA +3, 50CPs)
Hit Dice	8 d10 (68 HPs ; 92 HPs)
Mass. Damage	50hp
Initiative	+7 (Dex +3, Improved Initiative +4)
Speed	40 feet
Defence	27* [31 in mêlée] (Dex +3, Class +6, Natural +2, Dodge +2*, Combat Martial Arts +2*, Deflection +5, Equip +1); Touch: 26, Flat-Footed: 24
<i>Wolf/Hybrid</i>	33* [37 in mêlée] (as above, but Dex +9); Touch: 32, Flat-Footed: 26; DR 5 / silver
Knockback	19 ; 22
Base Attack	+10 / +5 (mêlée: +19, ranged +13 ; mêlée: +25, ranged +19)
Attacks	
<i>Unarmed Strike</i>	+21/+16, 1d8+6 NL, 20/x2, mêlée ; +22/+17 (Brawl: Improved)
<i>Claws</i>	n/a ; +28/+23, 1d8 +16 19-20/x2, mêlée (Weapon Focus: Improved, Awesome)
<i>Bite</i>	n/a ; +19/+14, 2d6 +10 20/x3, mêlée
<i>Metal Baton</i>	+19/+14, 1d6+4 HP, 20/x2, mêlée ; +25/+20
<i>Medium Pistol</i>	+13/+8, 2d6 HP, 20/x2, 30 ft. ; +19/+14
Ability Scores	
<i>Wolf/Hybrid</i>	Str 30 +10, Dex 28 +9, Con 22 +6, Int 12 +1, Wis 12 +1 -, Cha 10 -
<i>Natural</i>	Str 30 +10, Dex 28 +9, Con 16 +3, Int 12 +1, Wis 12 +1 -, Cha 10 -
Size/Reach	Medium / 5 ft.
Allegiance	any
Saves	Fort +9, Ref +7, Will +7 ; Fort +12, Ref +10, Will +7
Action Points	8
Reputation	+4
Occupation	Adventurer: Stealth/Jump +1, Bonus Feat: Proficiency: Weapon (archaic)
Skills	Climb +14 / +24 (rnk 5), Drive +8 / +14 (rnk 5), Gather Information +4 (rnk 0), Intimidate +4 (rnk 0), Jump +14 / +20 (rnk 10), Perception +5 (rnk 5), Sense Motive +6 (rnk 5), Stealth +14 (rnk 5), Tumble +19 (rnk 10), Treat Injury +11 (rnk 5)

Languages

Feats

Proficiencies

Power Die

Powers

Amazing Fighting

Amazing Deflection

Amazing Leap

Catfall

Danger Sense

Super Speed

Cause Blindness

Duplicate Self

Energy Attack

Energy Attack

Energy Attack

Flight

Invisibility

Phase

Teleport

Telekinesis

Special Abilities

Wealth

Gear

Leather Jacket

Medium Pistol

Metal Baton

English and *one more*

Brawl (Improved), Defensive Martial Arts, Dodge, Improved Initiative, Improved Grapple, Iron Will (Awesome Will), Power Attack, Run (Fast Move), Weapon Focus: claws (Improved, Awesome)

Armour, Firearms, Weapons (mêlée, improvised, archaic)
8 d6 (28pp)

enhancement +5, melee only; **10cp**

deflection +5; **10cp**

Jump +30; **3cp**

ignore 100 ft. of falling damage; **2cp**

never flat-footed; **3cp**

Run x8 (4cp), Speed x3 (6cp), Bonus Actions x2 (12cp); **22cp**
(8cp) Enhanced Save +5 (5 ranks, 10cp), Ranged Use 30 ft. (1
rnk, 3cp), **Fort 16; 21cp**

three dupes (24cp), Traits (3cp), Contact Cancellation (+3cp),
Argumentative (+3cp); **21cp**

electrical aura (static fur), 14d6 (14cp), Knockback (Improved,
Awesome, Distance; KB +8, distance equals damage; 8cp),
1pp/rank; 1/round Ref 11; 22cp

chemical cone (acid breath), 4d6, 40' cone (12cp), Tougher
Save +5 (5 ranks, 10cp), 2pp/d6, Ref 16; 22cp

sonic strike (thunder punch), 14d6 (14cp), Imp Crit, Imp Crit
Range, Touch Attack, 1pp/d6, 19-20/x3; 22cp

(6cp) Flight Skill "good" (5cp), Air Lift +500lbs (1cp), Imp
Grapple (2cp), "Grab"; **22cp**

(10cp) Invisible Attack (4cp), Swift Shift (6cp); **20cp**

(12cp) Swift Phase (4cp), Reflexive (DC=attack; 3cp), Fly in
Matter (2cp), Phase Other (3cp); **22cp**

300' (8cp), Standard Action (2cp), Blink Attack (2cp), Full
Blink (2cp), Blink Blitz (2cp), Reflexive Teleport (3cp),
Certain Teleport (3cp), Sight Only (+2cp); **20cp**

small objects (4cp), Increased Strength +8 (8cp), Imbue
Hardness 8 (8cp)

Class: Natural Aptitude (+4 Gather Information/Intimidate),
Cross-Trained (Stealth, Tumble, Disable Device, Knowledge
[pop culture])

Werewolf: Alternate Form (wolf, hybrid), Damage Reduction 5
/ silver, Wolf Empathy, Low-Light Vision, Scent
+10

Equip +1 (+1), MD +8, Pen. -0, Spd 30, 4 lb., PDC 10
2d6/B, 30 ft., S, 10 mag, small, 3 lb., PDC 16, Lic +1
1d6, 19-20/x2, Bludgeoning, Size: Med, 2 lb., PDC 8

Whip Lass

(created by Orion Ussner Kidder)

Full Name: Diane Kovalevsky

Appearance: Whip Lass wears an Old-West-themed costume, with jodhpurs and a button-up tunic in shades of dusty brown leather. She keeps her curly hair cut short and almost always wear shades. The faster her whips flash, the more calm her expression becomes until it's almost blank, her eyes hidden from view.

Personality/History: Diane discovered a talent for whips and ropes at an early age. She used them for utility, art, and also just for fun. As a teenager, she happened to have been carrying one of her whips when she witnessed a gang of boys about to beat up a young woman. Acting on instinct, she scared them off with the crack of her whip and a few stern words. She learned two things that day. First, it doesn't take much to scare the bejezus out of bullies. Second, she liked saving people. She's been doing it ever since. In Edmonton, she teamed up with and then began dating Chaingun Sally, which made them one of Canada's few out superhero couples. As a duo, they are jokingly, but fondly, known as "Whips and Chains."

Location: Edmonton, Alberta, Canada

Power Theme: Whip Lass has no powers, but she has honed her physical abilities and transformed herself into an extremely capable fighter. She has trained specifically in non-lethal combat with a whip and in psychological confrontation, either intimidating opponents into leaving or just reasoning with them, as the circumstances require.

Whip Lass's Whips were designed and built by Chaingun Sally (after she promised not to mount firearms on them). They are made from metallic fibres that, at the press of a button, can tightly curl on the end, thus locking the whip onto anything from a low-hanging branch to someone's legs. The whips combine all the functionality of weapons and tools. Whip Lass rides a speed bike and has trained to drive it one-handed so that she can use her free hand to swing a whip.

Combat/Tactics: Whip Lass first and foremost employs her ability to reason with or scare off any would-be combatants. Her ideal fight never starts. When it does, however, she employs non-lethal combat manoeuvres—tripping, disarming, entangling—to render her opponents unable to fight back, and then she once again attempts to convince them to disengage entirely. She can make multiple attacks of opportunity per round, and she often uses them to make Opportunist attacks against opponents who take damage from her partner, Chaingun Sally. She can also immediately attack anyone whom she disarms, so she often disarms and then trips opponents, leaving them weaponless and flat on their backs. When desperate, she can repeat one of her Per Day abilities, and she often converts her inner strength into death-defying feats of acrobatics or combat skill (using the Action Hero feat).

Class	Mastermind 7 / Warrior 7
Species	Human
Ethnicity	Ukrainian
Nationality	Canadian
ECL	14 (14 levels; 142CP)
Hit Dice	7d6 + 7d10 (87 HPs)
Mass. Damage	50HPs
Initiative	+16
Speed	40 ft.
Defence	34 +21 +22 +43 ; DR 16 (super) (Mst +3, Wrr +3, Dex +4, Bombastic Aura +4, Two-Weapon Defence +2, 1Dodge +2, 2Def. Martial Arts +2 in mêlée, 3Elusive Target +4 vs. ranged when in mêlée, Light Helmet +2, Leather Armour +2 [Heavy Inserts +3, Armour Specialisation +1]) <i>Touch: 20, Flat-Footed: 24</i>

Knockback	20
Base Attack	+12/+7/+2 Mêlée: +12, Ranged: +16
Attacks	
Whip	+19/+14/+9 (1d3 +1 super)
Dual Whips	+17/+17/+12/+12/+7/+7
Whip Disarm/Trip	+12 to opposed tests
<i>Special Attacks</i>	Attacks of Opportunity: 4 per round
Ability Scores	Str 10, Dex 19 +4, Con 14 +2, Int 12 +1, Wis 10, Cha 18 +4
Size/Reach	medium/5 ft.
Allegiance	Whips and Chains
Saves	Fort +10, Ref +9, Will +7 (-5 vs. Mysticism)
Action Points	14 APs
Reputation	10
Occupation	Technician
Skills	105 Bluff +23 (Feint +34) (rnk 15), Diplomacy +25 (rnk 15), Disguise +10 (rnk 0), Escape Artist +14 (rnk 10), Intimidate +23 (rnk 15), Jump +21 (Swing +17) (rnk 15), Kn: Behavioural Sciences +11 (rnk 10), Profession +5 (rnk 5), Ride +25 (rnk 15), Sense Motive +10 (rnk 10), Sleight of Hand +15 (rnk 5), Treat Injury +11 (rnk 11), Tumble +25 (rnk 15), Use Rope +4 (bindings +4 (rnk 0)
<i>Feats</i>	Action Hero, Armour Focus (Armour Specialisation), Combat Diagnosis, Brawl, Combat Driving, Combat Expertise (Improved, Awesome, Improved Trip, Improved Disarm, Improved Feint, Turnabout Disarm, Third Hand), Daredevil Driver, Dodge (Agile Riposte, Mobility, Spring Attack, Whirlwind Attack), Defensive Martial Arts (Elusive Target), Endurance (Improved), Run (Fast Move, Sprint), Great Fortitude (Awesome, Supreme), Improved Initiative (Awesome, Supreme), Iron Will (Awesome, Supreme), Last Desperate Trick, Lightning Reflexes (Awesome, Supreme), Merciful Mauler, Mounted Combat (Ride-By Attack), Quick Draw, Standing Jump, Super Strike, Super Style, Improved Swinging (Combat Swinging), Toughness x5, Swift Healing, Hard to Kill, Two-Weapon Fighting (Improved x2, Two- Weapon Defence), Vehicle Focus (Greater), Weapon Finesse, Weapon Focus (Weapon Specialisation) Armour, Shields, Weapons (mêlée, ranged, exotic [whip]) 7d10 + 7d6 (59PPs) n/a 24cp The Whips, Super +1, Trip/Disarm +8, Touch Attack to latch (x2) +1 8cp Leather Armour, DR 16 16cp
<i>Proficiencies</i>	
Power Die	
Origin	
Powers	
<i>Esoteric Item</i>	
<i>Esoteric Item</i>	
Special Abilities	Imposing Presence, Opportunist, Bonus Feat (Dodge), Reassuring Presence, Bombastic Aura, Bonus Feat, Cross- Trained (tumble/escape artist)
<i>Mastermind</i>	
<i>Warrior</i>	Bonus Feats, Combat Diagnosis, Combat Expertise (Improved, Awesome, Supreme), Natural Aptitude, Cross-Trained x2 (move silently/research, tumble/use rope)
Ads	

Database	rnk 2 Knowledge, Profession, Craft (all) +2 2cp
Feat	x66 112cp
Skill Points	x9 36cp
Comps	
Foresworn From Firearms	Rank 1 + 2cp
Hero's Code	Loyalty, Extreme Mercy + 6cp
Origin Vulnerability	rnk 5: -5 vs. Mysticism + 5cp
Wealth	+12
Equipment	Whips (x2), Leather Armour (Heavy Inserts, DR 16 [supertech]), Light Helmet, Motorcycle Racing Bike, Init. +0, Man. +1, Speed 370 (37), Def. 14, Hard. 10, HPs 18, Size: L Armour Plated (Def. +4), Hardness 10, Man. -2
<i>Motorcycle</i>	

White Knight

(created by Orion Ussner Kidder)

Full Name: Jesse McGovern

Appearance: Out of armour, Jesse is the embodiment of the cliché of a Neo-Nazi skinhead: 6'2", muscles on top of his muscles, a patchwork of tattoos that combine various types of swastikas and other imagery that he thinks represents the Third Reich. He consistently wears a self-righteous expression that is simultaneously scowl and sneer.

In his power armour, White Knight looks like an idealised vision of a medieval chevalier, the kind of imagery only available in children's books or historically inaccurate films. His armour is painted to resemble a Crusader's tabard, with white tunic and red cross on the chest.

Personality/History: Jesse grew up exceedingly poor in Alabama and was raised in racism from an early age. He was taught to blame his inability to find a girlfriend on gay people, his poverty on liberal governments, lack of what he perceives as appropriate political leadership on Muslims (whom he spuriously believes are a race), and everything else on a dimly-conceived cabal of Jews, African-Americans and assorted "foreigners." In fact, he thinks that anyone who is not White is a "foreigner" and that anyone who is not a Neo-Nazi is a "traitor." He unproblematically equates being White with being American and being a racist. In his teens, Jesse gravitated to the Neo-Nazi movement. His killer instinct was noticed by one of the wealthier leaders of his local group, one David Miller, and that man gave Jesse the White Knight armour. Miller continues to be Jesse's patron, although he has displayed little ability or desire to actually control him. Jesse has spent a significant amount of his adult life in jail, but thus far, Miller has managed to use the White Knight armour to break him out. The two remain at large, hiding in the homes of various Neo-Nazi sympathisers around the US and occasionally in Canada.

Location: Alabama, USA

Power Theme: Jesse's powers are all built into his White Knight armour, which is built around the theme of a mediaeval knight, complete with sword and shield. Even without the armour, however, Jesse's most powerful offensive weapon is his pathological (and highly illogical) hatred of anything that does not conform to his exceedingly narrow definition of "normal."

Combat/Tactics: Jesse has very little sense of strategy, but makes up for it in ferocity. He dives straight for his target and commits as much grievous bodily harm as he can until that target drops, at which point he moves to the next target. Working in this way, Jesse can do a great deal of damage before police or superheroes arrive and attempt to subdue him. At that point, he starts attacking *them*.

Class	Warrior 10
Species	Human (barely)
Ethnicity	Not as White as he thinks he is
Nationality	American
ECL	10 (10 levels + 99cp)
Hit Dice	10d10 (85HPs, <i>Boosted</i> 135HPs)
Mass. Damage	50HPs
Initiative	+3, <i>Boosted</i> +7
Speed	30 ft.
Defence	21 (Class +7, Dex +5, Size -1) Flat-Footed: 16, Touch: 14
<i>Power Armour</i>	37 (Class +7, Dex +5, Size -1, Armoured +8, Shield +7); Flat-Footed: 32, Touch: 22
Knockback	24 (<i>Boosted</i> 29)
Base Attack	+10 / +5; Mêlée: +13/+8, Ranged: +11/+7 <i>Boosted</i> : Mêlée: +18/+13, Ranged: +16/+12
Attacks	
Unarmed Strike	+13/+8 (1d3 +4)
Medium Pistol	+12/+7 (2d6 +2)
<i>In Armour</i>	
Unarmed Strike	+13/+8 (1d3 +4); <i>Boosted</i> +18/+13 (1d3 +9, super)
Greatsword	over-sized, +16/+11 (3d6 +4); <i>Boosted</i> +21/+16 (3d6 +12, super)
Shield Bash	over-sized, +13/+8 (1d6 +4); <i>Boosted</i> : +18/+11 (1d6 +9, super)
<i>Special Attacks</i>	<i>Knockback</i> : +4 to provoke
Ability Scores	Str 18 +4, Dex 14 +2, Con 16 +3, Int 10, Wis 10, Cha 12 +1 <i>Boosted</i> : Str 28 +9, Dex 24 +7, Con 26 +8
Size/Reach	Large / 10 ft.
Allegiance	David Miller/American Neo-Nazi Movement
Saves	Fort +10, Ref +7, Will +3 <i>Boosted</i> : Fort +15, Ref +12, Will +3
Action Points	10AP
Reputation	+5
Occupation	Criminal
Skills	52 Climb +9 (rnk 5) <i>Boosted</i> +14, Escape Artist +12 (rnk 10) <i>Boosted</i> +17, Gather Info +15 (rnk 10), Intimidate +11 (rnk 10), Kn: Philosophy (Nazism) +5 (rnk 5), Repair +10 (rnk 10), Use Rope +4 (bindings +2) (rnk 2) <i>Boosted</i> +9
Feats	Armour Focus (Armour Specialisation), Brawl, Cleave, Blind Fight, Endurance (Diehard) Improved Critical Range (Damage), Power Attack (Improved Knockback), Improved Shield Bash, Weapon Focus: Supertech Sword (Weapon Specialisation, Greater Focus)
<i>Proficiencies</i>	Armour, Shields, Firearms, Weapons (mêlée, ranged, improvised)
Power Die	10d6 (34)
Origin	Supertech
Powers	87cp
<i>Power Armour</i>	Armoured rnk 2, Large-Sized, 50HPs 55cp
<i>Ability Boost</i>	<i>Power Armour</i> , Belt, rnk 20 (+20)
<i>Flight</i>	<i>Power Armour</i> , Boots, Flight Speed rnk 4, Flight Skill "good"
<i>Esoteric Item</i>	Sword, Supertech +8, Energy (+1), Retractable (+1) 16cp

Esoteric Item

Special Abilities

Equipment

Power Armour

Greatsword

Heavy Shield

Wealth

Comps

Shield, Supertech +9, Retractable (+1) **16cp**

Bonus Feats x10, Natural Aptitude +4, Cross-Trained

(Knowledge theology/philosophy, Escape Artist), Armsmaster

Medium Pistol (2d6, 30 ft., P2 Magazine)

Armour +6, Check Penalty -3, Max Dex +6, Large-Sized

(Attack -1, Defence -1, Grapple +4, Stealth -4, 12-ft. tall)

sized for Large wielder, 3d6 19-20/x2 (+8 supertech), Energy

Weapon (electricity), Retractable (extends from right gauntlet)

sized for Large wielder, Shield Bonus +2 (+9 supertech),

Retractable (unfurls from left forearm)

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Favours Owed rnk 3 (David Miller) +9cp

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