

CMSH REVAMP



THE
Unofficial
COMPENDIUM
OF
CHARACTERS

*Compiled By:
Andrew McFayden (aka: Fangs)*

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Introduction & Credits

Welcome to what is a labor of love that has come to be known as The Unofficial Compendium of Characters. This book is intended as the next step repository for the multitude of characters created by the many inventive and creative people who have attended and contributed to the forum discussions at www.classicmarvel.com.

Also one will notice that a large number of the Character Images located here in are have been created using a product known as Hero Machine. A Web based Character design tool. The Website address for the program is: <http://www.heromachine.com/> Definitely worth looking into it if your drawing skills are not what you would consider up to par.

A long time in development this booklet has taken the better part of a year or two to compile. The characters contained here have been created and contributed by the GM's (Game Masters) and the Players of the original game released by TSR back in 1982. A few characters listed in this compendium are of my own creation, some were the created by my players. Consider this compendium as an unofficial Supplement with which to utilize characters from, for your own games.

It must be clearly stated that without the submission of character information by many of the people on the above listed forum that this booklet would not exist today. As a result I would like to thank the following, known on the forum by their aliases:

Warlock, Gerrod_2002, Gerrod, Dr Archeville, moonrazor, Jester, Chance, Blacksilver, Fangs, Tormain, Darkhawk, General E., wal lace, Hawk, Meltdown, Tomm1013, Wolfspider, Epyon, PowerUntold, Frenzy, Drax ap Athius, Detonator, Detonator X, Digital_Spyder also known as "The Jake", MIC Rulz.

Guys and Gals thank-you for putting up with my constant hounding for information and pictures from yourselves. It is my sincere hope and wish that this booklet provides you all with enjoyment and that it continue to float around on the Internet for many years to come.

This book was not authorized, prepared, approved, licensed or endorsed by any entity involved in creating or producing the Marvel Superheroes Role Playing Game. The Marvel Superheroes Role Playing Game is a property of TSR, Inc, and it's holding company and partners and Marvel Entertainment Group Inc, and it's holding company and partners.

This book was conceived and created to be a supplement to the existing rules of the Marvel Superheroes Role Playing Game originally released in the 1980's. The Characters contained here in are not official characters and a few may contain names the same as in the main stream Marvel Universe. Any incidence of this occurring is completely separate and unrelated to that of any Original Marvel Characters released by Marvel Comics.

Meanwhile, to all the fans of the Original Classic Marvel Supper Heroes Game. I hope that you find this supplement useful and enjoy it so. *Depending on how this Booklet is received I may put my efforts into compiling another Compendium of Characters.*

The Front Cover Art Work was created & Composed By Andrew McFayden.

Meantime in the interim, **True Believers** I hereby give to you the release of this supplement to the Internet as:

The Unofficial Compendium of Characters.....

GAME ON!!!

Andrew McFayden
(aka : Fangs)
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16th April 2003

The Unofficial Compendium of Characters

ALBINO

HERO / VILLIAN NAME		Albino	
HERO / VILLIAN REALNAME		Jason Moonrunner	
Character Concept By		Tomm1013	
Race	Native American	Sex	Male
Height	8' / 5'11"	Weight	500lbs \ 210lbs
Age	25	Hair Color	White / Black
Origin	Altered Human	Eye Color	White w/ Blue Tint / Blue

Ability	RANK	NUMBER	Health	206 / 69
FIGHTING	In / Ex	41 / 21	Karma	108 / 47
AGILITY	In / Gd	45 / 11	Resources	Gd(11)
STRENGTH	Am / Ex	59 / 16	Popularity	3
ENDURANCE	Am / Ex	61 / 21	Total Karma:	
REASON	Pr / Gd	4 / 8		
INTUITION	Am / Ex	52 / 20		
PSYCHE	Am / Ex	52 / 19		

NB: Jason's stats are shown second

Powers:

Alter Ego- Albino's alter ego is Jason Moonrunner. In this form he has only sketchy memories of actions taken as Albino and is reluctant to turn back. In times of stress he has been known to loose control and turn into Albino. Jason only retains the regeneration from his Albino form, all other powers are Unique to Albino. Jason can change to Albino at will but changing back only happens when Albino is knocked out or goes to sleep.

Jason's stats are F-Ex(21), A-Gd(11), S-Ex(16), E-Ex(21), R-Gd(8), I-Ex(20), P-Ex(19), Health-69, Karma-47.

Hypersensitive hearing and olfactory In(40)- Albino's ability to hear and smell are greatly enhanced. He has used these abilities to track, and guard against surprise attacks in the past.

Natural Weaponry Mn.(96) - Albino's claws are his weapons of choice. Paired with his deadly fangs he attacks dealing edged damage. The claws and fangs are material strength.

Regeneration Mn(64) - Albino and Jason both share the ability to heal at faster rate.

True Invulnerability Ex(21) - Albino is Protected from most forms of attack.

Berserker- When the bestial Albino is feeling threatened or stressed it can go into a berserker state raising it's **Fighting to Mn(70)** and it's **Strength to Mn(88)**. Both it's **Reason and Psyche drop to Feeble** ranks during this and Albino gets **Iron will at Ex(20)**.

Talents:

As Albino

Martial Arts B
Wrestling
Resist domination

As Jason

Martial arts B
Occult Lore (Native American)
Language (Native American)
Wrestling

Contacts:

The Watchers in both forms

History / Additional Notes:

Occupation: Unknown

Legal Status: unknown

Identity: Secret

Place of Birth: Unknown

Marital Status: Unknown



Known Relatives: Unknown

Base of Operations: Unknown

Group Affiliations: The Watchers

Equipment:

Jason carries three pieces of equipment with him on his journeys. They are as follows.

Force Pistol- An Am(50) material strength gun that fires bolts of force doing Ex.(20) dmg for 4 areas. It is rechargeable and carries 20 rounds before it needs to recharge. It recharges one round for every turn it is connected to a Gd (10) power source or greater.

Watcher Signal-A small device all the watchers wear that signals them when the Watchers are needed. It can be reached at any location on Earth and cannot be jammed. It is an Un(100) material strength. Albino's is implanted in his skin so it is not lost during transformations.

Dagger- In.(40) material weapon.

Jason Moon-runner went looking for his ancestry and what he found was more than he bargained for. An old Indian shaman showed him the spirit world and what he saw was the form of a large white wolf. The wolf the shaman explained was Jason's spirit and he told him he must quest with this spirit.

Jason laughed and ridiculed the shaman for believing in all the old myths. The Shaman grew angry at him and weaved a spell that would force Jason to believe and take the journey he spoke of. When the spell was complete Jason began his first Transformation. The shaman explained that a day would come when the white wolf and Jason would save the world and the spirits that inhabit it.

Jason flew into a blind rage as the transformation continued and lashed out at the shaman accidentally killing him. Jason has walked the country side since that day, not sure when, but definitely believing that some day the spirits would need a savior, and he now believes in the old myths.

Jason is a 25 year old Native American with long black hair and blue eyes(a gift from his not full Indian mother). He stands 5'11" and weighs 210lbs. He is well built and his skin is tanned and worn from long days on the open road.

Albino is 8' tall and weighs around 500lbs. It is a huge werewolf type beast, often mistaken for one, with white hair covering its entire body. It has white eyes with a tint of blue. Though it may seem so the Albino isn't a mindless beast, it is animalistic in nature. It cannot speak but understands when spoken to and is capable of making moral choices (ie...Eat the little girl is bad, punch Nasty Rhino in face good).

ALEX HAWK

HERO / VILLIAN NAME Alex Hawk
HERO / VILLIAN REALNAME Alex Hawk *Alias: Hawk*
Character Concept By Hawk

Race	Human	Sex	Male	Age	Unknown	Origin	Altered Human
Height	5'3"	Weight	200lbs	Hair Color	Brown	Eye Color	Brown

Ability	RANK	NUMBER	Health	130
FIGHTING	Rm	30	Karma	95
AGILITY	In	40	Resources	Gd(10)
STRENGTH	Rm	30	Popularity	3
ENDURANCE	Rm	30	Total Karma:	
REASON	Gd	10		
INTUITION	Gd	10		
PSYCHE	Mn	75		

Powers:

- Thermal Vision Ex(20):
- Regeneration* Ex(20):
- Hyper-Intelligence Gd(10):
- Invisibility Gd(10):
- Absorption Power Gd(10):
- Mind Control* Ty(6):
- Probability Manipulation Ty(6):

Talents:

- Guns
- Blunt Weapons
- Weapons Master*
- Weapons Specialist*
- Martial Arts H (+1attack/round after 1st)

Contacts:

- Hero Group (ULTRA)
- Hero Group (SHIELD)
- Nick Fury

History / Additional Notes:

- Occupation:** Team Leader
- Legal Status:** Dead
- Identity:** Secret Id
- Place of Birth:** Unknown
- Marital Status:** Single
- Known Relatives:** Unknown
- Base of Operations:** New York
- Group Affiliations:** ULTRA
- Weaknesses:** Stakes! (Wood, metal, whatever)



Equipment:

ULTRA SPECIAL ISSUE: .50 CALIBER RAPID FIRE AUTOMATIC MACHINE PISTOL. ARMOR-PIERCING .50 CALIBER SHELLS HAVE SPENT URANIUM (HIGH DENSITY) CORES. EACH CLIP HOLDS 20 ROUNDS ON A DISINTEGRATING LINK BELT.

HIGH CYCLIC RATE (VARIABLE RATE OF FIRE: FROM SINGLE SHOT TO 4 ROUNDS PER SECOND) ACHIEVED BY ONE-PIECE FLOATING BOLT/RECEIVER. 40 points of damage to all in target area.

Necklace:

Has special power to let Alex walk in sunlight without been damaged.

Alex Hawk was a normal college student. He attended class, slept, ate, and partied. One night at one of these parties, he notices a very beautiful woman dressed in black. They hook-up and wander off. For three days no one knows where he is.

Then one day:

(sound of door opening)....."Turn that light on and I'll kill you!"

As his roommate opens the door he notices that the whole room has been changed. It is pitch black Its all painted black and the windows has been covered with black spray paint.

"I need to turn the light on so I can see."

"Alright...give me a few seconds."

As the lights came on, Alex rose up with his new glasses and look. All black. The only thing not black was his hair and a necklace around his neck.

"Where have you been?"

"Don't know and its none of your business anyways."

BLUR

HERO / VILLIAN NAME		Blur	
HERO / VILLIAN REALNAME		Unknown	
Character Concept By		Fangs	
Race	Human	Sex	Male
Age	20-30	Origin	Altered Human
Height	5'00"	Weight	Unknown
Hair Color	Green	Eye Color	Unknown

Ability	RANK	NUMBER	Health	305
FIGHTING	Mn	75	Karma	36
AGILITY	Un	100	Resources	0
STRENGTH	Un	100	Popularity	-05
ENDURANCE	Rm	30	Total Karma:	
REASON	Ex	20		
INTUITION	Gd	10		
PSYCHE	Ty	06		

Powers:

Speed/Agility Un(100) / Mn(75): As long as the villain has a ready feed/supply of the drug he will maintain this power. Once cut off from supply. Will go into convulsions then coma in 20 rounds until the bio-organic nanites kick in to allow the body to generate its own supply. Which will then drop to Mn(75).

Strength Un(100) / Mn(75): As long as the villain has a ready feed/supply of the drug he will maintain this power. Once cut off from supply. Will go into convulsions then coma in 20 rounds until the bio-organic nanites kick in to allow the body to generate its own supply. Which will then drop to Mn(75).

Bio-organic Nanites Mon(75): These nanites are able to monitor the stresses the body is under and makes changes to assist the body to best survive. These changes take up to power rank number of rounds to complete once the body is at rest. Any new ability gained is only up to a max of Monstrous. The nanites live off the electrical energy generated by the body. Thus if the host dies so do they.

Talents:

Martial Arts A
Martial Arts B
Martial Arts E
Acrobatics

Contacts:

Don Quioty
Lawyer (Jim Portin)
Arms Dealer (Fisher)
Dr Vincent Kasaron

History / Additional Notes:

Occupation: Mercenary
Legal Status: Wanted Felon
Identity: Secret Id
Place of Birth: Unknown
Marital Status: Unknown
Known Relatives: Unknown
Base of Operations: Unknown
Group Affiliations: Qon Quioty



Equipment:

Body Armour Un(100): This is his suits material strength and is only provides protection against friction caused by the wind to prevent injury to wearer.

Oxygen Breather Rm(30): This is contained in his suit. It is located on the back and allows the wearer to breath while moving at high speeds. If damaged the wearer of the suit will only be able to move for 2 continuous rounds before needing to rest for 4 rounds.

Protected Senses Rm(30): This is contained in his suit. It Protects the Eyes and Ears. up to the Ranks intensity

Adamantium Taser Talons Mn(75): This is contained in his suit. It produces a stunning attack up to the Ranks intensity. This attack can be instigated once every 2 rounds. The suit stores the static electricity in the area and must be discharged after 10 rounds or take Power Rank intensity damage. As a result the character can only stay hidden for a total of ten rounds before being discovered.

Blur is a mercenary he has trained extensively in hand-to-hand combat. He learns from his mistakes. He is one of the new test subjects on one of the new test serums. He enjoys a good fight, although sometimes he will jump in when he should hold back and observe. He does this if he is over confident.

With the current powers he is able to accomplish 8 actions per round. (more to come). He can go from 0 to 150 miles per hour in one round or visa versa, can leap 100 feet up 100 feet forward and 150 feet down. He is agile enough in his current state to maneuver at his agility rank. And is currently able to lift up to 100 tons.

His suit only provides protection against wind friction. It also allows him to breath via an air collector on his back. The suite also contains Taser Gloves, which work by gathering static electricity from the surrounding area. His headgear provides him with infra vision, which allows him to see in the dark. It also works to protect his senses as far as sight as the goggles have an automatic cut off sensor.

He has contacts with Don Quioty (Drug barron) who he works for, his Lawyer Jim Portin, also with an arms dealer whom he refers to only as Fisher and a Doctor by the name of Dr Vincent Kasaron.

BUCKSHOT

HERO / VILLIAN NAME Buckshot
HERO / VILLIAN REALNAME Ronald Bucklin
Character Concept By Warlock

Race Human **Sex** Male **Age** 38 **Origin** Mutant
Height 5'9 **Weight** 175 lbs **Hair Color** Unknown **Eye Color** Unknown

Ability	RANK	NUMBER	Health	120
FIGHTING	Ex	20	Karma	24
AGILITY	Rm	30	Resources	Gd(10)
STRENGTH	Ex	20	Popularity	-10
ENDURANCE	In	40	Total Karma:	
REASON	Pr	4		
INTUITION	Gd	10		
PSYCHE	Gd	10		

Powers:

Magnetic Control In (40): Manipulate metal objects weighing up to 10tons. Due to his limited capacity for abstract thought, he mainly uses his powers to propel small metal objects at high velocity causing Incredible damage. As a **Power Stunt**

He can shoot a handful of small metal objects over an entire area causing Excellent damage to all within. He can also erect a Force Field giving Incredible protection vs. Metal objects and Excellent vs. Physical and Energy.

Talents:

Crime (+1CS when dealing with all things criminal)
 Farming (Can grow enough food to live off from)
 Marksman (+1CS to hit with ranged weapon no penalties for distance)
 Martial Arts B (+1CS to Fighting when unarmed)

Contacts:

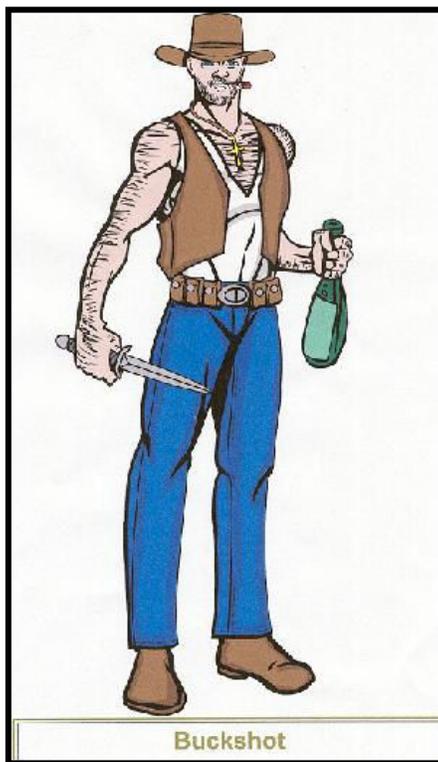
Nadine Bucklin-3rd Cousin/Wife
 The Bucklin Clan in Texas

History / Additional Notes:

Occupation: Professional Bank robber
Legal Status: Wanted Criminal in California, Texas, Massachusetts and Florida
Identity: Public
Place of Birth: Ribeye, Texas, U.S.A.
Marital Status: Married
Known Relatives: Nadine Bucklin-3rd cousin /Wife, The Bucklin extended family in Bucklin County, Texas.
Base of Operations: none
Group Affiliations: Ex-member of the Bigtop Circus Gang

Equipment:

Ammunition Belt: 15 pockets
Five pockets holding enough 1" ball bearings for 10 shots.: In (40).
Five pockets holding enough scattershot for 5 area shots.: Ex (20).
Three pockets filled with sharpened Titanium Shards that ignore all
One pocket holds his incidentals like keys, money, Credit Cards and a mini-flashlight.: Ty (5).
One pocket holds his bag of chewing tobacco.: Ty (5).



Body Armor or Force Ex (20): Fields of Incredible Strength or less and do Power Rank damage.

A ruthless (if ignorant) killer who, when threatened, is not afraid to kill innocents to make an escape.

When Ronald Bucklin's mutant ability to manipulate metal through the use of magnetism surfaced in his late teens, the family knew that it was Ronald who would have to leave the holler' to go into the world and make the money that would lift the family out of the 1700's and into the present. He married his 3rd cousin and went out in search of success. He soon joined a Circus as the Fabulous Man-Magnet and that was where he met Byran "Big Top" Branson, the Owner and Ring Leader of the B&B Traveling Circus. Ronald's boss knew better than to let him use his powers at full strength, he knew a side show act that can bend spoons with "Magic" will not be chased off stage in some places like a Mutant who could lift cars with magnetism would. After Roland had been with the troop for a couple months, Bigtop called Buckshot Bucklin into

his office and told him that the circus was a front for his secret mutant band of bank robbers. The whole circus was just a front for the sideshow which was composed entirely of mutants and was brought together by Bigtop to rob the banks of places they had stoped in the year before. Buckshot soon learned that the troop would come into a town stake out the bank and then plan the next years tour path to a town 50 miles outside of the places they had played the year before. That way they had never been there recently and would not be connected to the crimes. When Buckshot was wounded and left behind at a failed attempt, he swore he would destroy Bigtop. Buckshot now travels the country with his relative/bride and robs banks to fund his crusade to wipe out the Circus and kill Bigtop. Unfortunately for him he isn't smart enough to successfully track them down, he stumbles around five steps behind Bigtop at all times. Although no matter where he goes he always sends 25% of every heist home to the family back in the holler'.

CAPTAIN REALITY CHECK

HERO / VILLIAN NAME Captain Reality Check
HERO / VILLIAN REALNAME Horace Peeknockle
Character Concept By Jester:

Race Unknown **Sex** Male **Age** 10 **Origin** Alien
Height Unknown **Weight** Unknown **Hair Color** Unknown **Eye Color** Unknown

Ability	RANK	NUMBER	Health	46
FIGHTING	Gd	10	Karma	90
AGILITY	Gd	10	Resources	Ty (6)
STRENGTH	Ty	6	Popularity	-10
ENDURANCE	Ex	20	Total Karma:	
REASON	Rm	30		
INTUITION	Ex	20		
PSYCHE	In	40		

Powers:

'Reality Check': Horace, due to his extra dimensional nature has the power to impose 'Real world' physics on super powered characters. This power is ranked at Unearthly and has several unusual effects. Horace must be able to actually converse with someone to target this power. If he can communicate with the target, it automatically hits. Opponents can resist the power if they're aware of it (One round of successful attack DEFINITELY makes the target aware of this power) by making a Psyche FEAT roll vs Unearthly Intensity. All of Horace's effects wear off (except damage) in 10+1d10 rounds after Horace stops talking to them.

Against Mythological characters: People like Thor, Hercules or vampires are physically ripped apart by such an attack, as they are not in fact 'Real'. They take Unearthly damage every turn they are subjected to this power ignoring any body armor based on mythological properties or magical in nature.

Against Mystically Powered individuals: Horace can counter any spell of up to Unearthly power by simply stating 'Um... that can't happen, dude!'.

Against Mutants and the like: Horace's power is very individualized against such characters, depending on their powers. This usually takes the form of negating inherent safeguards built in the power i.e The Human Torch still can flame on, but loses his Resistance to Flame and Heat. The Hulk simply would take Amazing damage every round as the cancers that gamma radiation causes in reality. In some cases, this simply acts as Unearthly Power Negation. The exact effects are based on the players and the Referees sadistic sense of humor.

Against 'normal humans': His power is less effective against these people, but can have effects such as: a certain justice obsessed vigilante of the night jumps down from a third story window, cape fluttering. A word from Horace causes the cape to snarl around his legs, tripping him so he falls and breaks his leg. Or any character with devices, which require fuel or ammo, will run out at a normal rate instead of at comic book rates. Again, the Referee is encouraged to be both sadistic and funny.

Special Age Attack: This attack works best on popular characters. Horace once looked at Spider-man and asked 'How old are you now anyway?'. Since Spidey came out in the 60's, he suddenly aged to his proper late 50's/Early 60's age, causing a phenomenal drop in stats.

Talents:

Comic Book lore *
 Chinese
 Martial Arts A

Contacts:

None

History / Additional Notes:



Occupation: janitor
Legal Status: none
Identity: Public
Place of Birth: Unknown
Marital Status: Unknown
Known Relatives: Unknown
Base of Operations: Unknown
Group Affiliations: None

* Horace is well versed in Comic Book lore and therefore knows a hell of a lot more about some characters than they know about themselves. And is fluent in Chinese and Martial Arts A from the time he was obsessed with Chinese culture in high school.

Horace was a normal geek kid from our Earth. He was reading a comic book when a freak electrical storm causes the power to go out in his home. When it did, Horace also blacked out. He awoke in some silly comic book looking criminal base with a 'villain' he didn't recognize from his books. He kept going on and on about how Horace held the key to destroying the World. Horace had enough. He calmly told the villain that "Sir, your powers are based on projecting sound, right?' The villain demonstrated by blasting a section of wall. As he did, Horace felt something snap in his mind, and the villain fell over dead from ruptured eardrums. He quietly left and got a job in New York as a janitor for the firm calling itself Damage Control. He works there now, messing with supers and laughing at all the spandex.

DAMIEN BARNET

HERO / VILLIAN NAME	Damien Barnet
HERO / VILLIAN REALNAME	Damien Barnet
Character Concept By	Andrew Connor

Race	Human	Sex	Male	Age	30	Origin	Mutant
Height	5'10"	Weight	163lbs	Hair Color	Black	Eye Color	Brown

Ability	RANK	NUMBER	Health	88
FIGHTING	Gd	08	Karma	155
AGILITY	Am	46	Resources	0
STRENGTH	Rm	26	Popularity	-5
ENDURANCE	Gd	08	Total Karma:	
REASON	Mn	63		
INTUITION	Am	46		
PSYCHE	Am	46		

Powers:

Mechanical Aptitude UN(46): The more intelligent the machine the better chance he has of conversing with it and controlling it. # **Limitation:** Because of his love of computers he loses all karma for destruction of computers memory.

Invisibility MN(46): Is completely invisible cannot be physically detected by any means. The only why to detect him is via his mental presence. # **Limitation:** Damien has no control over when it activates. It normally activates under stressful situations. Physical obstacles still need to be navigated around.

Talents:

Detective
Computers
Martial Arts A
Martial Arts C
Military

Contacts:

Espionage FLAME
Zechariah Longdam (SHIELD)
SHELL

History / Additional Notes:

Occupation: Ex Computer Specialist
Legal Status: Escaped Felon
Identity: Public
Place of Birth: London England
Marital Status: Single
Known Relatives: none
Base of Operations: none
Group Affiliations: none

Equipment: none

Raised in England, entered the military service, and due to his natural aptitude for computers, was assigned to MI6, as a computer specialist.

Damien was mis-informed by anti mutant factions with in MI6 that MI6 do NOT permit mutants amongst their ranks and when he 'thought' they had discovered his genetic heritage he fled to Australia, where he began working for the Public Service to upgrade their National Computers, linking ATO with DSS and the CES.

When he was doing this he "leeches" a lot of files from the Public Service and had them backed up on to a invisible part of the mainframe that on he is able to access. Also included in this mainframe is "FLAME" his Fully Logical Artificial Mainframe Entity, which is the closet to AI (Artificial Intelligence) that anyone has ever come. She is only lacking emotion.

He completed the complete transition from the separate mainframes to his Super mainframe and the whole system is now completely online. He was employed by the Public Service to ensure that everything is working fine and to maintain other computers, mainframes, VPN's, ISDN's, LAN's and WAN's.

One night while monitoring the surrounding area of the apartments he noticed two some individuals on the train tracks. He was able to determine that they were placing a bomb. Activated by a pressure pad when the wheels of the carriage go over it. He was able to remotely deactivate the device so that the train passed safely over it.



Trying to place an anonymous call to warn authorities he came up against red tape and inexperience frustrating him when he declined to identify himself. Shortly afterwards he noticed two youths on the tracks in the area applying spray paint (graffiti) to a old shack near by the tracks when one of the youths discovered the bomb.

While the youth was holding the device Damian Barnett used his affinity with machines to direct it to complete its instructions. This resulted in the Death of the two youths. One of which was the son of the Head of ASIO (Sarah Kletes).

A group of Heros, Edwin Highfield, Jake Roberts, Mosiac, and the Shield Operative known as Plasma (Lisa Carlos). Were enlisted to capture Barnett after he escaped from police custody. Through their combined efforts they were able to capture him and bring him to justice.

He was sentence and to 15 years confinement. B/c of his unique mutant ability any technical access to any form of technology. Thus began his long incarceration. During a mishap during his containment he received exposure to technology and discovered that he was innocent. Some how he had been manipulated. Not by shield but by an external entity. His incarceration continued a further 18 months.

During that time he developed a repor of sorts with young shield cadets assigned to provide him with food one of them was Zechariah Longdam. It was this interactive with people that kept Damien sane and indeed allowed him to experience the milk of Human Kindness as such as it was in this containment room.

It was during the Attack by the Red Skull's Sleeper Robots on the Heli-Carrier that created his first opportunity to escape. Zach was serving him his food at the time. The attack caused the Heli-Carrier to crash injuring Zach and creating the chance for escape.

Damien fled taking the injured agent with him. It was not discovered until later that he had escaped. (During the clean up process on the Heli Carrier) It was thought that he perished in the attack as shortly after his escape the cell wall that had been torn opened by the crash received a direct hit.

He escaped to parts as yet unknown. A search operation is underway and he is considered extremely dangerous. A Capture or Terminate policy has been deployed regarding this individual.

DARKLIGHT

HERO / VILLIAN NAME	Darklight
HERO / VILLIAN REALNAME	Marcus Knapp
Character Concept By	Jester

Race	Human	Sex	Male	Age	Unknown	Origin	Altered Human
Height	Unknown	Weight	Unknown	Hair Color	Unknown	Eye Color	Unknown

Ability	RANK	NUMBER	Health	90
FIGHTING	Ex	20	Karma	70
AGILITY	Ex	20	Resources	In(40)
STRENGTH	Ex	20	Popularity	20
ENDURANCE	Rm	30	Total Karma:	
REASON	Gd	10		
INTUITION	Rm	30		
PSYCHE	Rm	30		

Powers:

Demi-Plasma Darklight Am(50): Marcus has been imbued with the demi-plasmic energy known as Darklight. Darklight is an extremely dark red colored energy. Darklight gives off minimal illumination, bathing the area in an eerie red light, and registers on both IR and UV scans.

The demi-plasma of Darklight (so named because the radiation aspect is mostly IR and UV light) has several characteristics that set it apart from all previous forms of demi-plasma. Although Darklight seems to damage both organic and inorganic matter the same way (Amazing damage) it has a number of curious effects on living subjects. Most notable is the fact that the appearance of Darklight seems to have a disconcerting effect (targets must make a Psyche FEAT or become fearful of the wielder, suffering a -2 CS to all FEAT rolls) on organic minds (inorganic minds, ie robotic or computer, are not effected). Also, damage inflicted by this energy seems to heal at a slowed rate (the targets Endurance rank is reduced by -2 CS when determining how much health he recovers).

Darklight does however have a notable weakness to any traditional plasma composed of light and/or electricity (reduces any protection gained by Darklight by -1 CS, including the energy reflection stunt, and the hero suffers a -1 CS to all FEATs for a round).

Power Stunts:

True Flight In(40):
Reflection In(40) (Only for energy attacks):
Infrared/Ultraviolet Vision In(40):

Talents:

Guns
 Criminology
 Martial Arts B

Contacts:

Helix labs
 Law Enforcement through the L.A.P.D.
 The Radiant's

History / Additional Notes:

Occupation: Crime Fighter
Legal Status: Unknown
Identity: Secret Id
Place of Birth: Unknown
Marital Status: Unknown
Known Relatives: Unknown
Base of Operations: Helix Labs
Group Affiliations: The Radiant's



Equipment:

Battle Uniform: composed of a mixture of woven beta-cloth and unstable molecules which are both immune to the energies of their wearers as well as providing Typical(6) protection from physical attacks. The collars are equipped with two way voice activated radios with satellite boosting capabilities allowing contact anywhere in the world unless jammed or off planet. The radios are also connected to a command center located in Helix labs. This command center is staffed 24/7 by a member of the Radiants support team, who can perform computer checks for information on opponents faced, pull up maps of buildings, and generally perform any action an expert web-surfer with access to restricted files could do.

Limitation: Due to the simultaneous creation and tuning of the demi-plasmic powers, their powers do not affect the other Radiants in regards to attack vulnerabilities. Indeed each of the Radiants enjoy Unearthly resistance to each other's abilities.

A Retrofitted Quinjet:

Donated to Helix by Stark International

Type: Air

Cost: Am

Control: Rm

Speed: Sh-Y

Body: Ex

Protection: Gd

The Quinjet is piloted by a member of the Radiant's support crew.

There is always a medic on board, both to help a wounded Radiant, as well as any injured civilians.

<Extract>

From the final subject selection meeting held at Helix labs, given by Dr. Julius Bennett, January 23rd, 2002.

"Gentlemen. First off, I'd like to congratulate the four of you on your being selected for this project. As you all know by now, the four of you have passed the physical, psychological, and genetic screenings, which will be vital in this project. The mutagenic alterations that will be preformed will in all probability be quite painful, but we do believe with almost 100% certainty that you will both survive the Demi-plasmic awakening procedure through a system of high-energy demi-plasmic bombardment and nano-technological augmentation to both your central nervous systems and the limbic portions of your brains. You have been trained in VR simulations based on the energies we will be attempting to imbue you with. We are confident that the training you have received, based on the studies of the individual or individuals who have naturally possessed these abilities as well as studies of how the brain processes and focuses energy powers in general, will allow you almost immediate control of the energies that will hopefully be coursing through your bodies.

Now, I expect to see the four of you bright and early tomorrows morning at 9 am. Please make sure all your confidentiality contracts as well as your liability waivers and Next of Kin papers are all signed and handed in to Ms. Greenbaum in Human Resources...

Gentlemen... a brighter future awaits.. one with the four of you in it! Good Luck, and may God have mercy on your souls..."

</Extract>

Marcus was a good cop. He was fired from the force for defending a Hispanic man who was being beaten with unnecessary force. He was somewhat down on his luck when he was contacted by Helix for an experiment which would allow him to once again protect and serve. He jumped at the chance.

Battle Tactics: Marcus primarily deals with civilians trapped in super-battles. He often performs rescues of normals trapped between raging super-beings. He is often the legal consultant for the team, making sure that the letter of the law is upheld, sort of acting as a guide.

Radiant Members are funded by Helix Labs. And also are supported by a massive PR campaign.

DETONATOR

HERO / VILLIAN NAME	Detonator
HERO / VILLIAN REALNAME	Markus "Mark" Roderick Webster
Character Concept By	Detonator

Race	Human	Sex	Male	Age	Unknown	Origin	High Tech Wonder
Height	5'11"	Weight	200lbs	Hair Color	Brown	Eye Color	Hazel Green

Ability	RANK	NUMBER	Health	66 / 215
FIGHTING	Ex / In	20 / 40	Karma	160
AGILITY	Gd / Am	10 / 50	Resources	In / Am
STRENGTH	Ty / Mn	06 / 75	Popularity	50
ENDURANCE	Rm / Am	30 / 50	Total Karma:	
REASON	Am	50		
INTUITION	Gd	10		
PSYCHE	Un	100		

Powers:

All of Detonator's abilities are derived from his battle armor:

Body Armor:

Resistance to Corrosives Mn(75):

Resistance to Energy Monstrous(75):

Resistance to Magic In(40): (armor treats as unknown energy attacks)

Resistance to Physical Attacks Mn(75):

Resistance to Radiation Am(50):

Resistance to Sense attacks Rm(30):

Flight Sh-X (150): Shift X speed

Absorption Sh-X(150):

Recovery Regeneration Ex(20):

Computer Interface In(40):

Life support: Suit is able to maintain life support for up to a week. He is able to recycle the air supply for a month before filters become to polluted and need cleansing.

Cybernetic Detonation Pulse: Materiel strength damage against inorganic material only.

Tractor Beam: Incredible strength force manipulation

Disruption Field: Unearthly disruption of any electronics with in a 1 area radius. Appropriate FEATS indicate how long the generator functions and if the armor takes damage.

Utility Equipment (various torches, lasers, cryo devices, micro tools):

Remarkable

Nano-Tech Generation: Amazing damage if used as a weapon, normally used to repair armor (see Regen/Recover)

Talents:

Leadership

Engineering

Computers

Electronics

Repair & Tinkering

Bi-lingual (German and English)

Contacts:

Department of Defense

Webster Innovations

eXcaliber

X-Factor LGM

Astrometrics

History / Additional Notes:

Occupation: Adventurer, CEO of Webster Innocations and Synergy Laboratories

Legal Status: Legal Citizen of the United States without a criminal record.

Identity: Secret

Place of Birth: Racine, WI

Marital Status: Married



Known Relatives: Kenneth Remington Webster (Father), Joy Anne Webster (mother), Geoffery Roland Webster (brother), Wanda Webster (wife)

Base of Operations: Raiders Peak, Colorado

Group Affiliations: Raiders, Inc., Leader of Team Omega, (previously) Omega Raiders

Date of Birth: August 6th, 1972

Current Residence: Anaheim, CA

Distinguishing Marks: scar on right ankle from surgery

Weakness or Limitations: Mark is near-sited and relies on contacts. He is legally blind with out them.

In the boardroom, Mark is an outspoken, no nonsense leader of his company. He is stern, but respectful with his underlings, listening to their points of view and explaining himself when he disagrees. He believes in teamwork and is not above getting his hands dirty if it helps foster better communications with his workers, and he expects that of his managers. This philosophy extends to his adventuring. He won't put his team into danger willingly unless he is at the forefront.



ECHOLIGHT

HERO / VILLIAN NAME	Echolight
HERO / VILLIAN REALNAME	Alexander Bennington
Character Concept By	Jester

Race	Human	Sex	Male	Age	Unknown	Origin	Altered Human
Height	Unknown	Weight	Unknown	Hair Color	Unknown	Eye Color	Unknown

Ability	RANK	NUMBER	Health	90
FIGHTING	Ex	20	Karma	60
AGILITY	Ex	20	Resources	In (40)
STRENGTH	Gd	10	Popularity	20
ENDURANCE	In	40	Total Karma:	
REASON	Gd	10		
INTUITION	Ex	20		
PSYCHE	Rm	30		

Powers:

Demi-Plasma:- Sound and Light Am(50): Alexander has the induced super ability to create and control the demi-plasmic force known as Echolight. Echolight manifests as a semi-transparent, pale white energy. Despite being partially composed of Light energy, Echolight only gives off illumination for a split second.

The demi-plasma of Echolight has several unique characteristics that set it apart from other forms of energy and demi-plasma. As expected, Echolight seems to inflict the same damage on all types of target (Amazing force-type damage instead of energy-type), but it has a truly impressive additional effect on sensory targets. Sensory targets exposed to Echolight have had their sight and hearing affected (the target must make an Endurance check or suffer a -3 CS on all FEAT rolls for 1-10 rounds) often causing severe disorientation for short periods of time. It as also been observed that Echolight proves difficult to protect against (all forms of protection are reduced by -1 CS versus Echolight attacks, including Reflection) although not impossible.

Echolight does however have a notable weakness to any traditional plasma composed of hard radiation and/or magnetism (protection gained from hard radiation and/or magnetism-based plasma is increased by +1 CS and so is the damage inflicted to the Echolight wielder as well).

Power Stunts:

Hyper-Running In(40):

Illusion Casting In(40): Light and Sound components:

Hypnosis In(40):

Talents:

Guns
Heavy Weapons
Wrestling
Martial Arts C

Contacts:

Helix Labs as well
The Marine Corps
The Radiant's

History / Additional Notes:

Occupation: Crime Fighter

Legal Status: Unknown

Identity: Secret

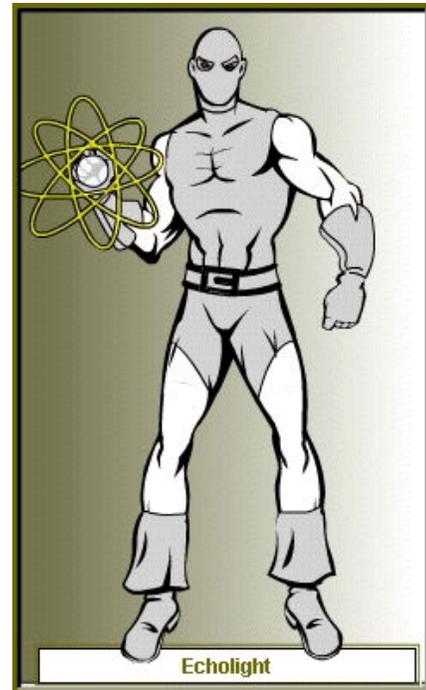
Place of Birth: Unknown

Marital Status: Unknown

Known Relatives: Unknown

Base of Operations: Helix Labs

Group Affiliations: The Radiant's



Equipment:

Battle Uniform: composed of a mixture of woven beta-cloth and unstable molecules which are both immune to the energies of their wearers as well as providing Typical(6) protection from physical attacks. The collars are equipped with two way voice activated radios with satellite boosting capabilities allowing contact anywhere in the world unless jammed or off planet. The radios are also connected to a command center located in Helix labs. This command center is staffed

24/7 by a member of the Radiants support team, who can perform computer checks for information on opponents faced, pull up maps of buildings, and generally perform any action an expert websurfer with access to restricted files could do.

Limitation: Due to the simultaneous creation and tuning of the demi-plasmic powers, their powers do not affect the other Radiants in regards to attack vulnerabilities. Indeed each of the Radiants enjoy Unearthly resistance to each other's abilities.

A Retrofitted Quinjet:

Donated to Helix by Stark International
Type: Air
Cost: Am
Control: Rm
Speed: Sh-Y
Body: Ex
Protection: Gd

The Quinjet is piloted by a member of the Radiant's support crew.
There is always a medic on board, both to help a wounded Radiant, as well as any injured civilians.

<Extract>

From the final subject selection meeting held at Helix labs, given by Dr. Julius Bennett, January 23rd, 2002.

"Gentlemen. First off, I'd like to congratulate the four of you on your being selected for this project. As you all know by now, the four of you have passed the physical, psychological, and genetic screenings, which will be vital in this project. The muta-genic alterations that will be preformed will in all probability be quite painful, but we do believe with almost 100% certainty that you will both survive the Demi-plasmic awakening procedure through a system of high-energy demi-plasmic bombardment and nano-technological augmentation to both your central nervous systems and the limbic portions of your brains. You have been trained in VR simulations based on the energies we will be attempting to imbue you with. We are confident that the training you have received, based on the studies of the individual or individuals who have naturally possessed these abilities as well as studies of how the brain processes and focuses energy powers in general, will allow you almost immediate control of the energies that will hopefully be coursing through your bodies.

Now, I expect to see the four of you bright and early tomorrows morning at 9 am. Please make sure all your confidentiality contracts as well as your liability waivers and Next of Kin papers are all signed and handed in to Ms. Greenbaum in Human Resources...

Gentlemen... a brighter future awaits.. one with the four of you in it! Good Luck, and may God have mercy on your souls..."

</Extract>

Alexander was a model student. Perfect grades, captain of the Wrestling team, and all around 'better-than-thou' type. When he enlisted in the Marine core, no one was surprised. He had always been driven to excel, and when offered the ability to sign up for an experiment to possibly make him more than human, he readily accepted. His natural leadership abilities made him selected for leadership of the Radiants. He likes to have his team operate as a well-oiled machine, and while his teammates are sometimes annoyed by his constant drive, they appreciate his abilities in combat.

Battle Tactics: Echolight often enters combat using his Echolight illusions to ferret out opponent abilities before risking his men in battle. He has no fear of mixing it up with super-villains, but would rather operate intelligently, rather than charge headlong into battle as he's seen done too many times by other 'costumed heroes'. He rarely uses his Hypnosis ability, feeling it to be 'dirty pool', as it were.

Radiant Members are funded by Helix Labs. And also are supported by a massive PR campaign.

FADE

HERO / VILLIAN NAME Fade
HERO / VILLIAN REALNAME Fade
Character Concept By General E:

Race	Unknown	Sex	Unknown	Age	Unknown	Origin	Altered Human
Height	Unknown	Weight	Unknown	Hair Color	Unknown	Eye Color	Unknown

Ability	RANK	NUMBER	Health	130
FIGHTING	Ex	20	Karma	100
AGILITY	In	40	Resources	Gd(10) \ Mn(75)
STRENGTH	Rm	30	Popularity	0
ENDURANCE	In	40	Total Karma:	
REASON	Ex	20		
INTUITION	Rm	30		
PSYCHE	Am	50		

Powers:

Blending: IN (40) Limitation: always active

Paralyzing Touch Rm(30):

Body Resistance Ex(20):

Thermo Control IN(40):

Power Stunts:

Resist Heat and Cold attacks by IN (40)

Telepathy: IN (40)

Power Stunts:

Mind probe limited to 10 areas

Suggestion/Mind Control

Talents:

Psychiatry

Military

Espionage/Detective

Hypnosis/Mesmerism

Contacts:

Hell Fire Club: Shabastion Shaw

Cobra: paramilitary organization

Taskmaster: Training School

History / Additional Notes:

Occupation: Unknown

Legal Status: Unknown

Identity: Unknown

Place of Birth: Unknown

Marital Status: Unknown

Known Relatives: Unknown

Base of Operations: Cobra base in a rundown part of Manhattan.

Group Affiliations: Unknown

Equipment:

Silent Running Motor Bike

Control= Rm 30, Speed= IN 40, Body= EX 10, Prot= GD 10

Grenades (6)

2 Flash Bangs: AM intensity stunning

2 Knock out: IN intensity Knockout

2 High Explosive: AM energy 3 area radius

2 Special Variable Pistols with laser sights (+1 cs to hit), silencer (doesn't work for HE or HS rounds)

Range: In (11areas), Damage Ex(20),

Type: Shooting,

Rate: 2(Burst up to 3 target)

Shots: 20, Material: RM(30)

Can shoot HE40 dam in one area)



AR (ignore 30 body armor),
Mercy (IN intensity),
Rubber shot(20 blunt),
Heat Seeking (+2cs shooting, and may make a second roll in the following round)

Image Inducers that allows RM Immitation

Cell Phone (secure transmitter AM (50))

Caltrops (Pr dam and make endurance of IN or be unable to walk /run for 1-10 rounds)

Camera

Beta Cloth suit (Ty body armor with Gas Mask and goggles built in)

Goggles with Infra-red (5 areas), polarized lenses Ex(20), and telescopic(AM) functions

Tracking Device (cobra can locate him)

Watch and a ring

After Graduating Taskmaster's Paramilitary Program, Fade did a lot of Freelance work with the Hellfire Club and Taskmaster. It was mostly industrial espionage work. After a particularly hard job, Cobra, an evil organization out to rule the world, approached him about being an operative for them. He agreed, how could he not with job benefits like the ones they offered him? He is currently in New York committing crimes while masquerading as a mutant to increase the need for the new Sentinel Program. Fade is a master of getting in and out unseen.

FLAMING FOX

HERO / VILLIAN NAME		Flaming Fox	
HERO / VILLIAN REALNAME		Asla Radno	
Character Concept By		Fangs : Traolcoladis@yahoo.com	
Race	Dankodian	Sex	Hermaphrodite
Height	5'00"	Weight	Unknown
Age	157	Hair Color	Brown
Origin	Alien	Eye Color	Black
Ability	RANK	NUMBER	Health
FIGHTING	Am	54	240
AGILITY	Am	46	Karma
STRENGTH	Mn	67	56
ENDURANCE	Mn	73	Resources
REASON	Ex	20	In (45)
INTUITION	Ex	17	Popularity
PSYCHE	Ex	19	5
			Total Karma:

Powers:

Sound Gen Am(50): The Hero is able to generate sonic waves projected from the forehead. At power rank range and intensity

Stunts:

Resonant Frequency Am(50): The hero is able to tune into the structural integrity of an object and locate the frequency that causes it to literally explode. The Target takes power Rank Damage and then shatters as it shakes itself apart. This may take several rounds as the damage accumulates till the structure or target is sufficiently weakened.

Flying: In(40): The Hero is able to project force waves to create a sound wave which to ride on. The Hero is able to fly at Power rank speed.

Force field Deflection Am(50): The hero is able to create a sonic barrier to deflect Physical and energy attacks. This isn't so much stopping the attack as diverting it by bouncing the attack off an angular sonic wall. The Attack then proceeds till it disperses or is stopped by something else.

Hypnotic Sound Am(50): The Hero is able to generate a hypnotic sound wave that emanates forward in a 90 degree arc. The hypnotized victim is then open to suggestions. This is similar to the mind control spell in that it allows them a chance to resist if it would place them in a karma losing situation. The target makes a Psyche Feat to resist. Takes one round to achieve the hypnotic state and another round to make a suggestion while the sound wave is present. The Wave hypnotic wave is then dropped and the victim then acts on the suggestion.

Radar all Round Am(50): The Hero is able to generate a spherical sonic wave that acts like a sonar. It will allow the Hero to detect movement in the area surrounding him and the distance of targets or objects as well as general size (eg: small, medium, large). It will allow the hero to safely navigate in darkness. Similar to the sonar that bats use only more advanced.

Sound Force Bolts Am(50): The hero is able to generate sonic force bolts that have power rank range and power rank damage at power. The force bolt is channeled into compact cylindrical bolt projected from the forehead.

Fire Generation In(45): Mainly Generated from hands the hero is able to project and generate fire. At power rank intensity and range. The hero is also able to Manipulate existing flames.

Stunts:

Fireball In(45): The Hero is able to generate fireballs that can travel up to power rank range speed and damage. The fireballs are mainly generated from the heroes hands.

Human Torch Ex(20): The Hero is able to emit and generate flame from all parts of his body with the heat being projected outwards. The heat generated is at Excellent level and does power rank damage to any one touching it.

Flight Ex(20): While as a human torch the hero is able to generate wind currents to hover in place or project the hero as though he was flying. The hero can travel up to power rank speed.

Flaming Images Exe (20): The hero is able to generate flaming images and forms in the shape of himself or other humanoid, animal or vegetable forms. The forms burn at power rank intensity and must be concentrated on to keep their shape or they will disperse.

Body Armour Exe (20): While in human torch form the flames provide protection (body Armour) from up to power rank cold attacks as well as physical from items whose material strength is Excellent power rank or less.

Shrinking: Amazing (55): The hero is able to reduce his size down to 1/400th of his original size along with anything he is holding. This does not diminish his strength or the intensity of his powers only the area of effect. The hero can only reach the size intensity and may return to normal size at any time it is desired. The range of this power is touch.



Stunts:

Shrink (self) Am(55): The Hero can reduce his own size down to power rank size, in this case 1/400th of the heroes original size. This does not reduce the intensity of his powers. Only the area of effect. The above limitations for this power apply.

Mass Shrinking Am(55): The hero is able to extend his ability to shrink other people down to power rank size of 1/400th of the original size. This includes anything that they were carrying at the time. The hero must be in contact with those he wishes to reduce in size, however continual contact is not necessary to keep the subjects at this reduced level.

Shrink Object Am(55): The Hero is able to touch an object along with anything contained there in and reduce that object down to power rank size (1/400th). The above limitations apply.

Shrink Without Accessories Am(55): The hero is able to touch and object or person and reduce the size of one without the attachments. Example the hero could shrink someone with a mutant inhibitor collar on and shrink the person and not the collar. Thus allowing safe removal of the collar or to free someone from a cell or to reduce someone in size so that their armor falls off or is not as effective or encumbering. The Hero must be touching some part of the object he wishes to shrink.

Selecting Shrinking Am(55): The hero is able to select a component of the target and shrink that component. Eg someone holding on to a grenade could be touched on his shoe and have his hands reduced to an extent as to make it extremely difficult to keep hold of. Or the Hero could be seated in a plane and touch a wall and make aircrafts wings shrink so as force the plane to dive into an uninhabited area before it could reach the densely populated location it was intended for.

Health Drain Mn(67): The Hero is able to drain the life essence- health from a target at will by touch alone. This is done at power rank intensity. This health can then be added to the Heroes own health but not beyond his initial normal health levels. The Range of this rank needed is touch skin on skin contact

Stunts:

Health Transmission Mn(68):

The hero is able to transmit his own health to that of a target or from one target to another. The health is transferred at power rank number and is deducted from the first target or the hero himself then transferred to another target. This transfer of health can be at a slower rate to allow the donor a chance to recover. The damage is healed and the hero or target the health was taken from takes on the physical damage the target being heal originally had. Thus if the healing victim was badly beaten the hero would develop the cuts bruises and soreness. If the victim was diseased however the hero would show symptoms of the disease but not develop the disease itself. This is the case if the hero was not infected. The hero will need to make an Endurance feat yellow or higher to avoid contracting the disease if it is contagious. Other limitations apply.

Necrometry Mn (68): The hero is able to gain emotive information from the dead this is done by touch. Feats up to 1 year is a Green Feat, up to 4 years is a Yellow Feat beyond 4 years is a Red Feat. All other limitations apply.

Psychometry Mn (68): This allows the hero to touch an object and taste the life essence of the last person to touch it or the strongest life essence on the object. This will allow the hero to determine benevolent or malevolent intent and then match it to the subject if the hero has already been in contact with the subject or enable the hero to match the subject to the object at a later day if they come into physical contact with them. All other limitations apply.

Talents:

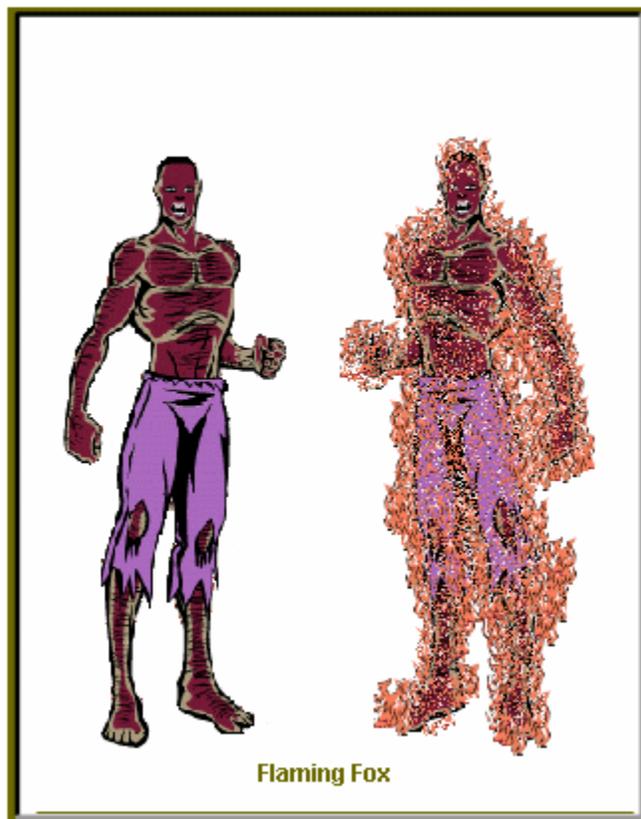
- Thrown Objects
- Electronics
- Engineering
- Pilot

Contacts:

- Osiris
- Professor X
- Xenergy (Hero Team)
- Shi-Ar Empire

History / Additional Notes:

- Occupation:** Unknown
- Legal Status:** Unknown
- Identity:** Secret
- Place of Birth:** Dankodia
- Marital Status:** none
- Known Relatives:** none
- Base of Operations:** Benevolent AI ship (Osiris)
- Group Affiliations:** Xenergy



Asla Radno was part of a peaceful race outside the milky-way galaxy when his planet was attacked by a race known only as the Talaxians. Majority of his race were killed off except for the numerous individuals who displayed abnormal

characteristics. (powers) He along with others were enslaved and kept in suspended animation. He underwent a number of experiments during his transportation to the slave pens, which is an unknown location. He only knows that it took him past a planet called earth where the Talaxians stopped briefly to inspect this planet to see if it was worth taking over. Part of this Process was to determine resistance from the "Terrans" most powerful groups... it turned out that these were mutants.

As a result they took on board some mutants. Shortly after this they lost control of some of the new arrivals and Asla and the remaining fellow captives were able, in the confusion break out of their cells. Asla had seen his fellow Dankodians perish and had no wish to remain in the Talaxians company any longer. They made contact with the mutants and informed them of whom their captors were and what they did. Asla and the escapees then set about removing from the Talaxians minds any information about the planet below them that the new captives called Earth. Also erased any of the relevant ships logs and sent them on their way. The escaping prisoners files were re-filed in the computer system as deceased and logged as being jettisoned. Thus they escaped to the planets surface.

It turned out that the Mutants he escaped with were trainees under the tutelage of a Professor Xavier. Asla joined the group and proved himself in working with the team on several missions. The Team went independent and formed under the name of Xenergy. In that time they have made contact with and saved a Benevolent AI ship that they named Osiris. Preventing its destruction along with that of the Earth. They now reside on the ship and utilize its Facilities. The ship is fully autonomous. And is able to generate several training facilities.

They have also had contact with Shi-ar empire galaxy ships and assisted them in a battle with an unknown Bio-organic force. We have since maintained good relations.

GENERAL ELECTRIC

HERO / VILLIAN NAME G.E., General Electric , Kilowatt Kid
HERO / VILLIAN REALNAME George Everest
Character Concept By General E.

Race Unknown **Sex** Male **Age** 25 **Origin** Mutant
Height 6'2" **Weight** 245lbs **Hair Color** Unknown **Eye Color** Blue

Ability	RANK	NUMBER	Health	195
FIGHTING	In	40	Karma	120
AGILITY	In	40	Resources	Fe (2)
STRENGTH	In	40	Popularity	Ty (6)
ENDURANCE	Mn	75	Total Karma:	
REASON	Rm	30		
INTUITION	In	40		
PSYCHE	Am	50		

Powers:

Invulnerability to Electricity CL1000
Electrical Generation/Control Am 50

- electrical device control
- simple devices as a simple act
- complex devices as a green feat
- scramble electronic devices
- create Ac, Dc, lightning bolts and static electcity
- Energy detection
- life detection (bio electric fields)
- Magnetic field detection
- Carrier Wave propolsion
- energy field creation
- aiming his energy bolts with Electrical Control
- Energy convection teleport

Energy Vampire/absorbtion In 40

- absorbs In(40) Energy blast
- Drains Energy projection powers as a power feat vs opponents psyche
- drain electrical devices of their power
- power drained can be used to raise FASEP, Health or Electrical control.
- 40 points of drained powers can raise a stat or power +1cs with a max of +3cs power gained in this manner drains -1cs per hour.
- because he has Self Sustenance (unique mutant make-up) he has no need to feed. His stats don't go lower than baseline if he doesn't feed. He has no need to eat, sleep or breath.

Talents:

Electrical Engineering
 Martial Arts A
 marksman.

Contacts:

Police Commissioner (Father)
 Sister
 Freedom Fighters

History / Additional Notes:

Occupation: Unemployed
Legal Status: None
Identity: Secret
Place of Birth: Unknown
Marital Status: Unknown
Known Relatives: Father and Sister
Base of Operations: Freedomhold Manhattan, Newyork
Group Affiliations: Freedom Fighters

Costume: Altered green Power Ranger outfit bought in costume shop with a cam camera mounted on shoulder.



Appearance: Black male height 6'2" weight 245 blue eyes with course dreadlocks in hair that reaches down to his shoulder blades.

Born in 1975. Father Jaromn Everest-police commissioner running for state senator. Mother Deceased(Neo). Born and raised in Atlanta. Recently unemployed because Stark enterprises Atlanta downsized him when it was incorporated. He was trained in self defense by father and brother (ex-Marine now police officer in Atlanta).

His sister and mother died in an attack by a berserk giant robot in downtown Atlanta. He was shielded from the mutant registration by his families connections. He went to New York looking for work. He led a rather ordinary life until he was kidnapped for being a mutant, and saved by the freedom fighters. After that he was recruited by the Freedom fighters to fight evil and injustice.

GHOST

HERO / VILLIAN NAME Ghost
HERO / VILLIAN REALNAME Lucita Jimenez *Alias: Moll Flanders, Patricia Clark*
Character Concept By Warlock

Race Human **Sex** Female **Age** 16 **Origin** Mutant
Height Unknown **Weight** Unknown **Hair Color** Unknown **Eye Color** Unknown

Ability	RANK	NUMBER	Health	60
FIGHTING	Gd	10	Karma	56
AGILITY	Ex	20	Resources	Ty(04)
STRENGTH	Gd	10	Popularity	0
ENDURANCE	Ex	20	Total Karma:	
REASON	Ty	06		
INTUITION	Ex	20		
PSYCHE	Rm	30		

Powers:

Ethereal Form Un (100):

Power Stunts:

Body Armor Un(100): Body Armor vs. Energy and Physical.

Ethereal Transference Ex (20): Range 2 areas. Can make non-living objects of less than Excellent material strength Ethereal for as long as she concentrates.

True Flight Pr (4): 4areas/60mph. When Ethereal she gains Power Rank Flight and is unaffected by wind and gravity.

Limitation: She is fixed into her Ethereal Form due to a traumatic experience in her past. She uses her Ethereal Form power not to become intangible, but to make herself solid so she can interact with the physical world. She can continuously maintain solidity for no more than 1 minute and then must return to incorporeal form for at least one half hour before being able to become solid again.

Talents:

- Street Smarts(+2cs)
- Thrown Objects (+1CS)
- Thrown Weapons (+1CS)

Contacts:

- Janet James-Social Worker
- La Familia-Street Gang
- The Prometheans

History / Additional Notes:

Occupation: Adventurer

Legal Status: Convicted-Two assaults and one grand theft auto. Time served in Juvenile Correction Facility.

Identity: Public

Place of Birth: San-Fransisco, California, U.S.A.

Marital Status: Single

Known Relatives: Deceased

Base of Operations: The Barrio

Group Affiliations: Unknown

Equipment:

Iron Throwing Rings- : Ex (20). Uses power to phase past Body Armor and Force Fields with a range of 2 areas.



She is afraid and feels all-alone. She does not like to fight but will use he specialized hubcap covers to defend herself quite well. If someone could get inside her defenses and befriend her she would make a worthy friend.

She was born to poverty and joined a gang at the age of 12. By the time she was 14 she had a criminal record and was headed to jail if she got busted one more time, no juvenile hall, straight to jail. Her gang buddies where hanging at her house one afternoon when a rival gang hit them. As they sprayed the house with small machine gun fire, her mutant power manifested. As her friends and family got mowed down in hail of lead, she accidentally Phased through the floor boards into the cellar and she alone was left alive. Her entire family as well as all her friends was dead. She hid in the basement, using her powers to avoid detection, while the police cleaned up the grisly scene upstairs. She lived for months

in the condemned house, floating like a wraith around the neighborhood at night, the only time she can go out without risking being seen. She was so traumatized by the events of that day she now has a mental block that keeps her constantly in Ethereal form. She can maintain solidity for around 2 hours before she must return to corporeal form for one half hour before being able to become solid again.

JET STREAM

HERO / VILLIAN NAME Jet Stream
HERO / VILLIAN REALNAME Jerry Mills
Character Concept By Warlock

Race Human **Sex** Male **Age** 17 **Origin** Mutant
Height Unknown **Weight** Unknown **Hair Color** Unknown **Eye Color** Unknown

Ability	RANK	NUMBER	Health	90
FIGHTING	Ex	20	Karma	60
AGILITY	Ex	20	Resources	Ty(06)
STRENGTH	Ex	20	Popularity	10
ENDURANCE	Rm	30	Total Karma:	
REASON	Gd	10		
INTUITION	Ex	20		
PSYCHE	Rm	30		

Powers:

Air Control In (40): Power Rank ability to manipulate air and form currents to achieve certain effects. Shields vs. Missile Weapons, air Distance Attacks that do Power Rank damage at a distance of 11 areas. Also can generate winds of Power Rank Intensity.

Power Stunts:

Flight In (40): 20areas/300mph

Limited Weather Control In (40): Summon Tornadoes with Power Rank winds and damage. It takes a Power Rank Feat to control them after they take 1 turn to form.

Talents:

Pilot

Contacts:

The Young Guns

History / Additional Notes:

Occupation: Student/Member of The Young Guns

Legal Status: Unknown

Identity: Public

Place of Birth: New York City, New York, US

Marital Status: Single

Known Relatives: None, Orphan

Base of Operations: none

Group Affiliations: The Young Guns

Jerry was an average kid, from an average family. That is until he was 14 and saw a window-washer about to fall off a ledge and without thinking used his Air Control to cause a gust of wind to push him back on the ledge to safety. He put on a hood and cape and went out to fight crime as Wind Boy. During his first attempt at super heroism, he blew down the newspaper stand he was trying to stop from being robbed. The robber got away. His next attempt resulted in half the trees in the park being completely defrocked of leaves and major damage to the grounds in general. The mugger got away. Finally he used his powers to summon a wind strong enough stop a getaway truck from leaving the scene of a bank robbery. When the press showed up afterwards, he was hamming it up in front of the cameras when he accidentally summoned up a little too strong of a wind and blew his hood clear off his head. There he stood on front of all the cameras revealed to be the pimply-faced little kid he really was. He ran off crying and was soon in all the papers. He soon found out it wasn't the end of the world (although he did have to do Community Service to repair the damage he'd caused in his earlier attempts at super heroism), and did a lengthy stint on the talk show circuit. Soon after he went into hiding for 3 years to develop and learn to control his powers. He has returned to the spotlight, now as Jet Stream and is ready to prove to the world that he is all grown up and ready to kick some villain ass.



Mastadon

HERO / VILLIAN NAME	Mastadon
HERO / VILLIAN REALNAME	Jeremy Pillano
Character Concept By	Tomm1013:

Race	Unknown	Sex	Male	Age		Origin	Mutant
Height	8'1"	Weight	697lbs	Hair Color	brown	Eye Color	brown

Ability	RANK	NUMBER	Health	271
FIGHTING	In	39	Karma	37
AGILITY	Ex	17	Resources	Ex (22)
STRENGTH	Un	110	Popularity	7
ENDURANCE	Un	105	Total Karma:	
REASON	Gd	9		
INTUITION	Ex	21		
PSYCHE	Ex	17		

Powers:

Resistance to toxins and Disease Sh-X(130) - Mastadon has a highly developed immune system.

Body Resistance Un(100) - His skin is tough and thick giving him protection from physical and energy attacks.

Hyper-Leaping Sh-X(150) - This allows him to leap up or across 1.5 areas, and down 2.5.

Invulnerable to Cold Class 1000- Mastadon has a protection from cold.

Hyper-Running Rm(36) - this is Mastadons favorite choice of travel. This allows him to run at 90mph/6 areas per round. In the past he has used this power to perform charging attacks with devastating effects.

Talents:

Martial Arts B

Martial Arts C

Wrestling

Security (Mastadon is a body guard and security expert)

Contacts:

The Watchers

J.P. Security (Owner)

History / Additional Notes:

Occupation: unknown

Legal Status: unknown

Identity: Secret

Place of Birth: Unknown Possibly Mexico

Marital Status: Unknown

Known Relatives: Father

Base of Operations: Unknown

Group Affiliations: The Watchers

Equipment:

Watchers Signal- He wears his built into his watch. It is a small device Watchers use for signaling each other. It can be reached anywhere on Earth and cannot be jammed. It is made of Un.(100) material.



Mastadon is 8'1" tall and weighs 697lbs. He has brown hair and eyes and usually sports a trimmed beard. His costume isn't much of one, being the same clothes he would wear in the streets.

Jeremy Pillano was born into a broken home and bounced from one parent to the other. When his mother died he went to live with his father, a small town sheriff in New Mexico.

In his early teens He began to grow at a rapid rate, never suspecting he was a mutant. By time he was 17 he was 7'7" tall and weighed over 500lbs. That is when he was approached by a woman known as Essence.

She told him he was mutant(by this time he kind of new it) and told him she could teach him how to use his powers to get him and his father out of the dying little town. He took her offer, but she turned against him when he wouldn't kill for her. She took his father hostage and threatened to kill him unless he eliminated an enemy of hers.

This enemy was Spearblade, one of the founding members of the Watchers. When Mastadon confronted Spearblade with the situation Spearblade came up with a plan and helped Mastadon save his father. Mastadon and Spearblade have been good friends and team mates ever since.

MAXIMUS

HERO / VILLIAN NAME	Maximus
HERO / VILLIAN REALNAME	Steve Maxwell
Character Concept By	Warlock

Race	Unknown	Sex	Male	Age	30	Origin	Hi-Tech Wonder
Height	6'0" or in Armour 6'3"	Weight	190lbs or in Armour 450lbs	Hair Color	Unknown	Eye Color	Unknown

Ability	RANK	NUMBER	Health	175 / 70
FIGHTING	Rm / Ex	30 / 20	Karma	80
AGILITY	Rm / Gd	30 / 10	Resources	In (40)
STRENGTH	In / Gd	40 / 10	Popularity	10
ENDURANCE	Mn / Rm	75 / 30	Total Karma:	
REASON	Am	50		
INTUITION	Ex	20		
PSYCHE	Gd	10		

Powers:

Alter Ego: All of Steve's powers come from his battlesuit. His stats outside the suit change to F:20 A:10 S:10 E:30. Health:70.

M.A.X. Battle Suits Powers:

Body Armor: In (40). Using Safety Protocol Override this becomes Mn (75).

On Board Computer: In (40).

Battle Computer: It calculates speed, trajectory and predicted movements which in effect grants the wearer added Fighting Talents Martial Arts B, D and Marksman.

Life Support: Un (100). The armor can instantly be sealed and provides Unearthly 100 protection from Radiation, Heat and Cold. Provides oxygen for 2 hours. With the enhancements tanks this can be extended to 7 days.

Communications Array: Am (50). Send, receive, scan for and intercept all AM/FM, short wave, HAM and cell phone signals with tie-ins to all the government channels. Range 12 areas.

Radar: Gd (10). HUD telemetry gives full 360' view for a range of 10 areas at ground level, up to 10 miles above all obstructions.

Flight: Am (50). 25/375mph. With Safety Protocol Override this speed increases to Shift X 50/750 or roughly Mach 1.

Plasma Cannon: Am (50). Located in each palm they inflict Power Rank Blunt damage and Rm (30) points each of Light and Electricity damage (total of 110 points of damage to unprotected targets).

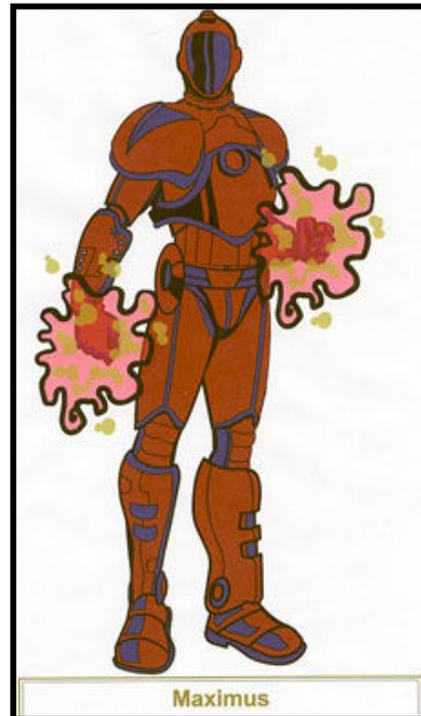
Serial Port: Am (50). Panel in left arm housing Universal Serial Port and 10' of cable. Has built in code breakers to bypass security.

Halogen Beam: Ex (20). Acts as a powerful light source with a range of 5 areas.

SAFETY PROTOCOL OVERRIDE: Am (50). This is a program that shuts down isolated security measures and reroutes all power to one system. The only systems right now that do not burn out when used this way are the Flight Controls and the Integrity Generators.

Armor Configuration:

This armor was designed and tested by Steve Maxwell and is custom fit to his body. Anyone else who is of the same size and build may wear it but with a minus 2CS to Fighting and Agility. It runs off of a very advanced Ion-Power plant located in the disks on either side of the belt. The Boot Thruster are powered by the micro-jets in the upper boot and vented through the soles of the feet. The front torso houses the Integrity Generators and the rear houses the Main Computer. The helmet is home to the Sensor Arrays, Communications Systems and also provides the neural link to the rest of the onboard systems. The Faceplate Lens houses a 5500w Halogen Bulb. The gauntlets house the Plasma Cannons and are directly tied into the Targeting Computer via the Neural Link. The entire rest of the suit provides ample surface space for the coolant lines to be routed thru and back to vital systems.



Talents:

Computers (+1CS)

Biology (+1CS)

Engineering/Robotics (+1CS/+2CS when dealing with Robotics)
Engineering/Weapons (+1CS/+2CS when dealing with Weapons Engineering)
Repair/Tinker (+1CS)

Battle Computer **Talents:**

-Martial Arts B (+1CS to Fighting when unarmed)
-Martial Arts D (May Stun and Slam anyone after studying them for 2 rounds)
-Marksman (+1CS to Agility for using Ranged Weapons)

Contacts:

General Sherman Helms: Army/Pentagon
Kenneth Sparks: Co-Founder of Silicon Engineering.
Wendy Grooms: Steve's right hand.

History / Additional Notes:

Occupation: Businessman/Electronics Expert/Inventor

Legal Status: Citizen of U.S.

Identity: Secret

Place of Birth: Gloucester, Massachusetts, U.S.A

Marital Status: Single never married

Known Relatives: None

Base of Operations: Hall of Defenders

Group Affiliations: The Defenders, Ex-Employee of MAXAR Inc. Co-Founder of Silicon Engineering and Co-Founder of the Defenders

Driven by the need to expand and explore the cutting edge of technology.

Steve was born in Gloucester, Massachusetts, the only child of a middle class family. His Mother and Father were killed during a volcanic eruption in Hawaii and Steve, still an infant, was put into foster home after foster home throughout his early years. That is until he entered school and his teachers quickly realized he was a child prodigy in the world of science and electronics when he created a HAM radio out of spare parts around the house and brought it in to show and tell in Kindergarten.

The resulting fanfare in the local newspaper caught the eye of MAXAR Inc. who gave Steve the MAXAR Young Genius Award, which included grants that would guarantee him the best education money can buy. He was sent to the best schools in the world and was accepted into MIT at the age of fourteen. He graduated with a Doctorate in Electrical Engineering and one in Bio-Enhancing Robotics (the first ever such Doctorate awarded) by his 18th birthday.

He started working for a bleeding edge electronics company owned by MAXAR Inc. as it's prodigal son, leading the way in revolutionizing the robotics industry. By his 25th birthday he had enough experience to start his own company SILICON ENGINEERING. He recently stepped down as CEO and handed the reigns to his long time partner, so he could test and modify the new M.A.X. (Mechanically Augmented eXoskeleton) Armor as the crime fighter MAXIMUS.

He recently joined forces with Warlock to form The Defenders.

MELTDOWN

HERO / VILLIAN NAME	Meltdown
HERO / VILLIAN REALNAME	Lachlan Falstaff Ayers
Character Concept By	Meltdown

Race	Unknown	Sex	Male	Age	Unknown	Origin	Mutant
Height	6'2"	Weight	200lbs	Hair Color	Brown	Eye Color	Brown

Ability	RANK	NUMBER	Health	160
FIGHTING	In	40	Karma	120
AGILITY	In	40	Resources	Ex ()
STRENGTH	In	40	Popularity	0
ENDURANCE	In	40	Total Karma:	
REASON	In	40		
INTUITION	In	40		
PSYCHE	In	40		

Powers:

MAGNETIC CONTROL:

Meltdown has Uearthly magnetic control, enabling him to manipulate and control magnetic as well as electrical fields. With this power, he can perform the following power stunts:

- Modify and control the polarity as well as the intensity of any magnetic or electrical field.
- Inflict up to Uearthly damage to mechanical constructs
- Attack target by levitating and throwing metallic objects at them.
- Ensnare an opponent with metal objects at the strength the materials are made from.
- Create force blasts up to Amazing Intensity (Range 3 Areas)
- Flight up to Remarkable airspeed (15 areas per round)
- Create a shocking touch, up to Monstrous power rank

MAGNETIC DETECTION:

Meltdown can detect movement along magnetic lines of force, and can has developed the following power stunts:

- Automatically detect someone teleporting within an adjacent area of himself and not be surprised by the attack.
- Detect invisible or cloaked items or persons with Amazing ability.
- Isolate character's individual EM signatures, and can detect shapeshifters or illusions.

PLASMA GENERATION:

Meltdown can direct Incredible power plasma blasts from his hands. Whether this is a separate power or a power stunt of his magnetic control powers remains to be seen. With this power, he can perform the following power stunts:

- Create light of Excellent intensity
- Create heat of Excellent intensity

BODY ARMOR:

Meltdown's costume provides him with Excellent protection from physical and energy attacks.

Talents:

Leadership
Law
Pilot (Air and Space)
First Aid
Multi-Lingual (English, Russian, German)
Astrometric Physic

Contacts:

MI6
X-Men
Xavier Institute
Omega Raiders
LGM Astrometrics

History / Additional Notes:

Occupation: Adventurer, CEO of LGM Astrometrics

Legal Status: Citizen of U.S.A & the U.K no criminal record.

Identity: Secret ID

Place of Birth: Milwaukee, WI



Marital Status: Single

Known Relatives: Lord Joseph Ayers (father), Mary Tess-Ayers (Mother), Brandon Hyde Ayers (Brother), Dorothy Tess (Grandmother), Frederick Tess (Grandfather), Lord Hillary Ayers (Grandfather)

Base of Operations: Mobile

Group Affiliations: X-Factor, (Past Affiliations) X-Terminators, MI6.

Weakness or Limitations: Exposure to high levels (Remarkable or higher) of Tachyon particles causes Meltdown to lose his ability to manipulate magnetic fields. He is able to regain control of his powers after the power rank of exposure (eg, Incredible level exposure = 40 rounds).

Date of Birth: May 6th, 1972

Current Residence: Savannah, GA or Tarbat, Scotland

Distinguishing Marks: White streak in hair, Tattoo on left bicep of a badger claw

EQUIPMENT CARRIED:

Neuralizer: Used to erase the engrams associated with memory. Can remove up to one week's worth of memories.

(Special note: Due to mutants unique physiology, the neuralizer does not affect them.)

Tricorder: Meltdown's standard tricorder is a portable sensing, computing, and data communications device developed by Verpine Stardives R&D and modified by LGM Astrometrics and is issued to Endeavor and X-Factor members. It incorporates miniaturized versions of those scientific instruments found to be most useful for both shipboard and field missions. Its capabilities can be augmented with mission-specific peripherals and its many functions may be accessed by touch sensitive controls or, if necessary, voice command. The tricorder is capable of Incredible atmospheric, geological, biological detection and Amazing energy, spatial and temporal detection.

Lock picking tool: Opens standard locks.

Smoke Bombs: (Quantity:20) Large marble size. Good Intensity. Fills one area.

Sleeping gas bombs: (Quantity 10) Large marble size. Remarkable intensity. Fills one area.

Super Glue: 1 Vial (Remarkable Adhesive Strength) 1,001 Uses.

Swiss Army Pocketknife: Contains Knife, Can Opener, Scissors, Corkscrew, Nail Clippers and Toothpick

As the leader of X-Factor, Meltdown has fashioned a personality that is tough and controlled, but tempered with a great sense of humor. He always drives himself to the utmost of his abilities and expects the same from his co-workers and team-mates. Despite his awesome powers and responsibilities, Meltdown keeps himself centered and well balanced.

Lachlan Falstaff Ayers is the first-born son of industrialist Lord Joseph Ayers and Mary Tess-Ayers, the daughter of an American oil mogul. Lachlan's parents met at a high society function in 1968 and were quickly married in 1969 and moved to the U.K. In May of 1972, Lachlan's father traveled to Milwaukee, Wisconsin. He was heading to the US to secure a contract with the Allen-Bradley corporation. Mary accompanied her husband on the trip, even though she was pregnant and due to have Lachlan any time.

Five days into their trip and Mary into labor and delivered Lachlan. Lachlan grew up in his family's estate in Tarbat, Scotland. His parents sent him to private academies where he distinguished himself in his studies. It wasn't before long that the teachers recognized his potential as a child prodigy. Upon advice from his teachers, Lachlan's parents tried to challenge him academically whenever they could. By the age of twelve, no local school (private or public) could hold his academic interest.

Wanting the best for their child, Lachlan's parents sought out the Darbon Academy, a special school in Navan, England which was specifically designed for children of Lachlan's academic caliber. It was there that he met Faison Cord, who would later grow up to become the mutant known as Tachyon. Faison and Lachlan didn't like each other from the start and a very contentious battle of one up-man ship began to brew.

Lachlan's education continued relatively unabated for the next four years. In between semesters, Lachlan would join his family on vacations that spanned the world.

On his sixteenth birthday, he went out on a date with a local girl named Calla. He was driving her back to her home when he was driven off the Henslowe bridge by a drunk driver on the wrong side of the road. Unable to go anywhere, Lachlan's car broke through the protective barrier on the side of the bridge and tumbled to the train tracks below. Lachlan appeared to be uninjured however Calla's condition was much worse. His attempt to get her out of the overturned car became more complicated when he heard the sounds of an oncoming train. Summoning all of his strength to open the jammed door, his mutant power manifested itself and he ripped the door off of its hinges.

When he tried to pull Calla out her noticed that her legs were trapped. But somehow the metal pulled apart enough for him to pull her to safety. The train saw the overturned car and immediately locked their emergency brakes. Lachlan knew that there was going to be a collision and closed his eyes for the impact. He sat there for a moment and opened his eyes he didn't hear a collision. His wrecked car was floating in the air, letting the train pass beneath it.

Calla regained consciousness and realized what Lachlan was. She immediately recoiled away from him and refused to speak to him. After she was released from the hospital, she began to tell everyone of Lachlan's mutant nature. Not knowing what else to do, Lachlan left the Darbon Academy and returned home. He enrolled and attended Oxford for the next three years, earning an advanced degree in singularity physics, the sub-branch of physics that dealt with cosmic events such as black holes and anti-matter.

By this time, information of Lachlan's mutant powers became knowledge at a special section of MI6. The section head recruited Lachlan to work with MI6's Strategic Intervention Initiative. Lachlan was trained extensively and served with MI6 for three years acting mostly as a counter terrorist agent. He served with distinction, and after rescuing the Prime Minister, was awarded the Order of the Thistle, the highest award that could be given to a Scotsman.

Lachlan was becoming rapidly burnt out living the life as an agent. He resigned from MI6 and attempted to return home to start a new path in life.

Lachlan was taking a train from London when his train was attacked by The High Evolutionary and his Ani-men. Lachlan tried to protect the passengers as best as he could, trying to lure the attackers away from the train, only to discover that The High Evolutionary was trying to capture Lachlan himself. He found himself overpowered and drugged. When he came to, he was in The High Evolutionary's Antarctica lab.

At the same time, Magneto had returned to the Savage Land. His goal was to regain control over it, and The High Evolutionary was trying to prevent it from happening. The High Evolutionary reasoned that the only way Magneto would be willing to let the him (The High Evolutionary) retain sovereign control over his territory would be through confrontation. He contained Lachlan and used a power extensor on him. The extensor was only supposed to give Lachlan a temporary boost in power and abilities, but a malfunction unleashed his power to its fullest potential.

Unable to control the level of power, Lachlan suffered a magnetic "Meltdown", nearly destabilizing the Southern Pole. Magneto, who sensed the disturbance was able to correct the damage Lachlan started to inflict and managed to contain him. Magneto then transported Lachlan to the Professor Charles Xavier's School for Gifted Youngsters, in hopes that Professor Charles Xavier would help him learn to control his power.

With his powers racing at unheard of levels and his abilities greatly advanced, it was necessary for Lachlan to wear a power-dampening belt. Lachlan took the next couple of months recuperating at Xaivers' school, and over that time learned how to control his power and no longer needed the power dampener. Lachlan took the codename "Meltdown" and thought long and hard about joining the X-Men. Finally he decided that he wasn't ready to commit to Xavier's dream just yet, so he set out on his own path, again.

Since he was in the U.S, Meltdown went and visited his Grandmother who lived in Madison, Wisconsin. When he arrived at his grandmother's house, he found no one there. At first Meltdown was certain that something had happened to her and began to worry. After several hours, she finally returned to her home, unaware that several law enforcement agencies were looking for her. She had been at the University of Wisconsin-Madison's football game.

Flattered by her grandson's concern she insisted that he stay in Madison. His grandmother had always had a unique perspective and she wanted to see Lachlan achieve something more in his life than "academic pursuits." She suggested that he go to law school there. He thought about it for a while and decided to go.

During the next three years, Lachlan continued with his law studies, but was constantly having to use his powers to save the people of Madison. During the course of his studies, he met up with several mutants and formed a group called the X-Terminators. Their sole goal was to save people in need.

At the same time, Lachlan met a young girl by the name of Daimya Macy, whose mutant power allowed her animal communication. Lachlan was attracted to her, but she seemed uninterested in him and wanted only to pursue her studies. Their friendship grew, even to the point where they went and got tattoos together, a badger claw on his left biceps and a cat paw tattoo on the base of her spine. He tried to get her to explore her powers, in a vain attempt to try and get her into the X-Terminators, but that never happened. He knew that she needed to make her own way the same way he did, and let her go.

Meanwhile the X-Terminators were growing in popularity, even going so far as to making a public appearance now and then. Their fame got them other requests, more professional ones. The X-Terminators fought alongside the X-Men, X-Factor as well as the Omega Raiders and the Avengers.

Lachlan finally finished law school and was done with schooling for the time being. He knew he wanted to do something with both of his degrees and went out to New York to seek financing for an astrometric company. Lachlan got the funding he needed from Crown and Associates, a vast holding company that had holdings all over the world.

With the money in hand, Lachlan began to develop LGM Astrometrics, a high tech imaging company that would develop satellites and imaging technology for cosmic discovery. Lachlan discovered he needed to move closer to the equator for some of his business dealings, so he moved his company from Milwaukee (where AB build the advanced gyroscopes he need to control the satellites) to Savannah, GA (where Gulfstream has advanced manufacturing facilities).

Lachlan found the house he wanted two weeks after he moved into town. Mercer House, perhaps the most significant home in Savannah's historic district, was for sale and in need of an owner. Lachlan bought the house for an undisclosed amount of money and began to restore the house to its former glory.

About the same time, LGM Astrometrics got it's first big lift from NASA and one of their Quanta Imaging Telescopes were orbiting the Earth. Lachlan then was offered a spot on the Crown and Associates board of directors, which he accepted readily.

Meanwhile, the Verpine Empire was in need of help from Earth's superheroes and sent a message towards the blue green planet. It was LGM's satellite that picked up the message first. Responding to the Empire's distress call, Meltdown assembled the remaining X-Terminators and was picked up by a passing scout ships. A pact between the Barabel and the Verpine was under dispute and the Barabel instigated an incursion on the planetoid of B'Riays, a major mineral producing planet for the Verpine Empire.

The X-Terminators went and defeated the invasions with the help of the Verpine Strike Forces and others. But their victory over the Barabel came with a great cost. Two of Meltdown teammates died protecting a group of miners, and that would wight heavily on his soul. It changed the way he felt about adventuring.

The Verpine regent was grateful for the help that the X-Terminators did and felt somewhat responsible for the deaths of those protecting the empire. As a token of his tahnks, he gave Meltdown a small, heavily armored scout ship that Lachlan christened "Endeavor." Meltdown assembled the X-Terminators and set a course for home.

One their voyage home, the X-Terminators rescued a holo-engramatic physician who went by the nickname Lifeline. She joined the Endeavor crew.

Proving that space was not for the timid, the Endeavor encountered a small Borg scout ship. The ship was heavily damaged and suffering from some form of a metagenic virus. The crewmembers attempted to help the Borg, but soon found themselves under attack. Lachlan was able to destroy the Borg vessel, but some of the drones had gotten aboard their ship.

His crew was able to incapacitate the drones and all but one of them died. An engineering drone survived, now free of the hive mind chose the name Unimatrix.

When the team finally reach Earth, they parked the Endeavor in a high polar orbit and transported down to the surface. It was then that Lachlan disbanded the X-terminators.

Lachlan tried to return to a normal life, tending to business, going to social events and hosting grand parties. Occasionally, thing would happen that needed some of intervention.

One bizzare event was an alternate reality version of Illyana Rasputin appeared in his bedroom and needed his help containing a dimensional spill over. The result, the alternate Magik got stuck in this dimension, and for a while Illyana and Lachlan became romantically entwined.

Things were rather quiet for a while when Lifeline and Unimatrix alerted Lachlan to something graver. "A Bug problem" was all that they would describe it as. The Swarm, an intelligent insect like species, was attempting to land on Earth for the means of colonization.

Lachlan assembled some mutants to contain the problem. After a short skirmish, they were able to beat back The Swarm with the assistance with a super secret organization simply known as MiB. The Men In Black tried to neutralize the mutants, but due to their unique physiology, it didn't work.

Sworn to secrecy about the MiB, Lachlan realized that he needed to protect Earth. He then formed a new team, taking the name X-Factor, after the failed government team. X-Factor now actively protects Earth and Mutantkind alike, keeping their residual profile as low as possible.

MR FIXIT

HERO / VILLIAN NAME

Mr Fixit

HERO / VILLIAN REALNAME

James Monroe *Alias: Jimmy Bones*

Character Concept By

Warlock (Email: dana75us@yahoo.com)

Race	Caucasian	Sex	Male	Age	28	Origin	Mutant
Height	6'5	Weight	425 lbs	Hair Color	unknown	Eye Color	unknown

Ability	RANK	NUMBER	Health	170
FIGHTING	In	40	Karma	90
AGILITY	Rm	30	Resources	30
STRENGTH	Am	50	Popularity	-20
ENDURANCE	Am	50	Total Karma:	
REASON	Rm	30		
INTUITION	In	40		
PSYCHE	Ex	20		

Powers:

Body Resistance: Mn (75). His entire body is hardened and dense to the point it is like granite. This gives him Monstrous protection vs. Edged/Shooting damage, Incredible vs. Blunt, Remarkable vs. Heat/Cold and Excellent vs. Energy.

Hyper Speed: Ty (6). He does things 6 times faster than normal.

Hyper-Running: Ty (6). He can run 6 areas/turn or 90mph.

Regeneration: Am (50). He regains 5 Health every turn of uninterrupted rest.

Limitation: His eyes are very sensitive to light and as such he wears sunglasses all the time. If without them his vision is limited to the area he is in and all light based attacks get a +2CS against him. In addition all durations for being blinded by intense light is doubled.

Talents:

Crime Boss (+1CS to Reason and Popularity when dealing with criminals)

Electronics (+1CS to Reason)

Engineering (+1CS to Reason)

Guns (+1CS to Agility)

Martial Arts B (+1CS to unarmed combat)

Martial Arts C (+1CS to Strength for Grappling/Escaping and Agility for Dodging)

Pilot (Aircraft)

Contacts:

The Agency

The Family (criminal organization)

History / Additional Notes:

Hard as granite and colder than ice, yet can be charming and witty at the drop of a dime if need warrants it.

Occupation: Problem Solver

Motivation: Greed, anger and battle.

Identity: Known to Law Enforcement Agencies

Legal Status: Wanted for Questioning by F.B.I. and Local Law Enforcement.

Place of Birth: Madison, New Jersey

Marital Status: Single, never been married

Known Relatives: Deceased

Base of Operations: Unknown

Group Affiliations: None

Equipment: Uniform: Unstable Molecules: Un(100).

While he usually works alone, he has been known to work with others on occasion and once even hired someone else to a job for him entirely. He gave them half of what he was given to the job (finders fee) and gave the new guy the chance to show him what he is made of. When the rookie failed he hunted him down and killed him, his wife and their 1 month old daughter.



TOP SECRET: He is scouting around looking for young top mercenaries with super powers to band together and pull off some really big jobs, freeing him from doing others dirty work.

James Carver Monroe was born into a middle class couple living in the better part of Madison, New Jersey. He was exceptional in school and was a student picked out by all his teachers as one of the ones who had both the desire and ability to make out of the shadows of society and make a difference. He was sitting in a diner with his parents, celebrating his 13th birthday, when a gang member ran into the building to get away from the rival gang-banger he just unloaded his gun on and failed to hit. The rival unloaded his 9mm at his enemy as he was running by James' table. Only one shot hit the running man, the very last one. The first ripped through the table just inches from the boy's arm and the next two caught his mother in the chest, puncturing a lung and rupturing her kidney. The fourth and fifth passed between his parents striking an elderly man across the room and fatally wounding him. Joseph's dad was hit three times in the head, the first two effectively removing the entire right side and the third mangling the left into unrecognizable mess of bone and flesh.

After that the young man was put into foster homes and eventually was sent to live with a family in the Bronx. It was there he joined a local gang known as the Nightwalkers and also where his latent mutant abilities kick in. With the dual advantages of brains and growing physical prowess he was leader of the gang by his 16th birthday and by the time he was 18 he had eliminated/gained control of every major gang in the Bronx and was poised to become a major player in crime throughout the entire city. That's when he disappeared. Everyone assumed he was rubbed out by one of the Families or maybe "The Family" working as a whole (rare, but not unheard of). Five years later he resurfaced as a powerful mercenary working for most of the major crime syndicates in the country, including the very organization rumored to have caused his death.

MUSER

HERO / VILLIAN NAME	Muser
HERO / VILLIAN REALNAME	Unknown
Character Concept By	Hawk

Race	Unknown	Sex	Male	Age	30	Origin	Mutant
Height	5'9"	Weight	230lbs	Hair Color	Brown	Eye Color	Brown

Ability	RANK	NUMBER	Health	120
FIGHTING	In	40	Karma	110
AGILITY	Gd	10	Resources	Ex (20)
STRENGTH	In	40	Popularity	Ty (6)
ENDURANCE	Rm	30	Total Karma:	
REASON	Gd	10		
INTUITION	Am	50		
PSYCHE	Am	50		

Powers:

Force Field (Good)
 Hyper-Intelligence (Excellent)
 Gateway* (Typical)
 Berserker (Incredible)
 Hyper-Leaping (Remarkable)
 Stealth (Excellent)
 Penetration Vision (Excellent)
 Invisibility (Remarkable)

Talents:

Guns
 Crime
 Leadership*
 Sleight of Hand
 Martial Arts A

Contacts:

Crime (Local thugs)
 Crime (Nemsis: King Pin)

History / Additional Notes:

Occupation: Professional Criminal
Legal Status: Wanted Felon
Identity: Unknown
Place of Birth: Unknown
Marital Status: Unknown
Known Relatives: Unknown
Base of Operations: Unknown
Group Affiliations: Unknown



On Valentine's day in 1929, the streets of Chicago ran with the blood as gangs of Al Capone and Bugs Moran battled to the death. Muser; being one of Capone's men, was a part of this. Not known as a killer, Muser started to get nervous. He told the fellows he was with to go ahead without him. "I'm feeling sick. You mugs go on. I'll be there in a few." Little did anyone know, Muser chicken out. Fleeing Chicago with both the Capone and Moran gangs after him, Muser runs to New York. There on September 21, 1929, the two gangs meet up with him. In the fire-fight, Muser was killed. So was most of the two gangs.

Seventy-three years have passes since that day. The tale is told by many. Then one day, at a local bank, a robbery takes place. The video camera gets a good shot of the crook. As the police and FBI look at the screen no one can believe that someone would dress in a 1930s get-up. "This guy should be easy to find." So they think.

Muser is new to this world. He learns of his former boss being sent to the big house. How crime has changed since his time.

"A mutant? What the hell is a mutant?" "Me?????" "No no way." He works on his criminal empire, and now only rivals Kingpin in New York.

PORSHA

HERO / VILLIAN NAME Porsha
HERO / VILLIAN REALNAME Porsha Ross
Character Concept By Warlock: dana75us@yahoo.com

Race	Unknown	Sex	Female	Age	22	Origin	Altered Human
Height	5'11	Weight	140	Hair Color	Unknown	Eye Color	Unknown

Ability	RANK	NUMBER	Health	90
FIGHTING	Gd	10	Karma	46
AGILITY	Rm	30	Resources	Rm (30)
STRENGTH	Gd	10	Popularity	10
ENDURANCE	In	40	Total Karma:	
REASON	Rm	30		
INTUITION	Ty	6		
PSYCHE	Gd	10		

Powers:

Hyper-Speed- Unearthly 100: Can move and accomplish task 100 times normal speed.

Hyper-Running- Unearthly 100: 10areas/150 mph. Can boost to Shift Z (16 areas/240 mph) with an Endurance check every 2 turns, if she fails she falls unconscious.

Regeneration- Incredible 40: Porscha heals 4 health per turn.

Body Resistance- Good 10: Her dense body affords her Good protection.

Invisibility- Excellent 20: When running at top speed she mimics invisibility.

Talents:

Martial Arts E (+1 to initiative)

Martial Arts B (+1CS to Fighting in Unarmed Combat)

Business/Finance (+1CS when dealing with money)

Tumbling.

Contacts:

Defenders -Junior Member Status

Marcus Wellington (Accountant),

Heather Beams (Assistant District Attorney)

Julie Stiles (Doctor at St. Mary's).

History / Additional Notes:

Occupation: Finance Consultant

Legal Status: Unknown

Identity: Secret

Place of Birth: Detroit

Marital Status: Unknown

Known Relatives: Unknown

Base of Operations: Defenders Hall

Group Affiliations: Junior Member of the Defenders



Equipment:

Defenders Uniform- Unstable Molecules: Un (100). Power Rank protection from material being damaged from use of powers.

Defenders Uniform- Thermal Protection: Gd(10). Power Rank protection vs. Heat and Cold.

Defenders Uniform- Communications Array: Un (100). Tied into orbiting communications satellites it can send and receive signals anywhere in the world and has a built in GPS tied into mini-display map systems. Custom built somewhere in suit per individuals desires and needs. The batteries must be recharged every 24 to remain functional.

Porscha Ross grew up in a middle class suburb of Detroit. She was an excellent athlete and was awarded the Barry Allen Scholarship for Track and Field. She went to UCLA and became the best female sprinter in the country. While she was at a meet she caught her biggest rival, Marsha Velocine injecting herself with a highly experimental form of steroids called X. She reported it to the officials and Marsha was banned from competition and expelled from school. A few years later Porscha was training for the qualifiers to get into the Olympics. The night before she was set to race Marsha broke into her room and injected her with what should have been a lethal dose of X.

Porscha woke the next morning with a splitting headache and feeling sick to her stomach. Brushing it off as pre-race jitters she stepped into the starting blocks and by the time the other racers left the blocks, she was standing alone and bewildered at the finish line. She was kicked out of competition and had all medals and awards taken away for fear that she had had the powers all along. She worked her way through the last 2 years of college as the cities fastest messenger service. She graduated with a Major in Business/Finance. After a short stint at McMann and Tate investment firm, she is now a Junior Member of The Defenders.

Always trying to prove to herself and others that she is worthy of their respect.

PSIREN

HERO / VILLIAN NAME	Psiren
HERO / VILLIAN REALNAME	Sue Ricardo
Character Concept By	Warlock

Race	Unknown	Sex	Female	Age	19	Origin	Mutant
Height	5'2"	Weight	110lbs	Hair Color	Unknown	Eye Color	Unknown

Ability	RANK	NUMBER	Health	60
FIGHTING	Gd	10	Karma	90
AGILITY	Ex	20	Resources	Ex (20)
STRENGTH	Gd	10	Popularity	0
ENDURANCE	Ex	20	Total Karma:	
REASON	Gd	10		
INTUITION	Rm	30		
PSYCHE	Am	50		

Powers:

Telepathy: Am (50). Can contact anyone with Power Rank Psyche or less. Range 50 miles. Limited by her fear of using her powers. Every time she uses this power she loses Karma equal to the Power Rank she used it at.

Empathy: Rm (30). Range: 1 mile Detect surface emotions of others with Power Rank ability. Can send Emphatic messages as a Power Stunt.

Telekinesis: Ex (20). Can lift up to 800 pounds.

Force Field Projection: Un (100). Covers only herself because of mental block.

Mind Blast: Un (100). Range 60 areas. Psionic blast vs target's Psyche or target is knocked unconscious for 1-10 rounds and Power Rank damage to neural system.

Limitation: Sue was traumatized with the brain death of her father at her hands and as such loses ½ of total karma every time she uses her Mind Blast at less than Amazing levels and all of her Karma at Amazing levels or higher. It also severely limits her Psyche and overall Power Levels.

Talents:

Languages-Spanish(fluent)
Resist Domination (+2CS to Psyche)
Singing (+20 to Popularity when singing)

Contacts:

The Defenders
Steel-Member of The Prometheans and Maximum Security
The Prometheans

History / Additional Notes:

Occupation: Adventurer
Legal Status: No criminal status
Identity: Secret
Place of Birth: Los Angeles, Claifornia, U.S.A.
Marital Status: Single
Known Relatives: Parents-Deceased
Base of Operations: Hall of Defenders
Group Affiliations: The Defenders also Senior Member of The Defenders and one-time trainee of The Prometheans



Equipment:

Defenders Uniform- Unstable Molecules: Un (100). Power Rank protection from material being damaged from use of powers.

Defenders Uniform- Thermal Protection: Gd (10) Power Rank protection vs. Heat and Cold.

Defenders Uniform- Communications Array: Un (100) Tied into orbiting communications satellites it can send and receive signals anywhere in the world and has a built in GPS tied into mini-display map systems. Custom built somewhere in suit per individuals desires and needs. The batteries must be recharged every 24 to remain functional.

Motivation: Shame and True Compassion

Sue Ricardo was born in L.A. to a sweet loving mother and an abusive, drug/alcohol-addicted father. All during her childhood her father would beat her mother and come up with cruel, mean punishments for Sue. Her powers didn't reveal themselves until she was thirteen when she started to be able to communicate with her mom without speaking. Her mother said that all the female members of her family had the Gift and she would someday have many other special

abilities, and not to tell her father because it made him mad and he would call them freaks and monsters. Later she learned to use her power to move objects without touching them. One day her father caught her moving chess pieces with her mind and started beating her, she instinctively threw up a mental shield to protect herself. This blatant manifestation of her mutant powers infuriated her father. He started hitting her mother, blaming her for giving birth to a monster. Again without realizing what she was doing Sue lashed out at her father with her mind sending him flying across the room. He is still in a coma to this day. She was never questioned about the murder and was sent to an orphanage after her mother died from cancer a couple years later. She has never told anyone about the attack. When she turned 18 she was recruited by Achilles for membership into The Prometheans. But when they tried to get her to open up about her past to remove the mental block, she left the group and moved to the East Coast. She moved to Washington for a month and then to New York just as Warlock and Maximus were forming The Defenders and she leapt at the chance to do good again.

Deep down she is ashamed of being a mutant and coupled with her guilt they are what make up the mental block that stops her from using her full powers.

ROUGH CUT

HERO / VILLIAN NAME Rough Cut
HERO / VILLIAN REALNAME Don Quioty
Character Concept By Fangs

Race	Human	Sex	Male	Age	32	Origin	Altered Human
Height	5'9	Weight	Unknown	Hair Color	Blond / Green	Eye Color	Solid Green

Ability	RANK	NUMBER	Health	42 / 310
FIGHTING	Gd / Rm	08 / 30	Karma	46 / 115
AGILITY	Ex / Un	20 / 100	Resources	Rm(30) / Ex(20)
STRENGTH	Gd / Sh-X	10 / 150	Popularity	-10 / - 5
ENDURANCE	Pr / Rm	04 / 30	Total Karma:	
REASON	Ex / Ex	20 / 20		
INTUITION	Ty / Ex	06 / 20		
PSYCHE	Ex / Mn	20 / 75		

Powers:

Movement Un(100): As a result of his exposure to chemicals, electricity, and the bio-cybernetic nanites the characters nervous system were enhanced to the point beyond any normal conditioning or training could attain. As a result the character is able to react with Unearthly Agility. Also The character is able to move and navigate at high speed.

Strength Sh-X(150): As a result of his exposure to chemicals, electricity, and the bio-cybernetic nanites the characters muscle structure was enhanced to the point beyond any normal conditioning or training could attain. The result is a more dense, compact muscle structure that is stronger as a result of the genetic alterations that have been made.

Hybrid-Nanite Adaptation Un(100): The fusing of two microscopic bio-organic and mechanical nanites and the uncontrolled electrical surge that caused the fusion a Constant Adaptive process was created. This process responds to potentially fatal changes in its host's environment. The Result: when the nanites are in sufficient numbers they initiate the relative changes in the hosts' body in response to the external Stimulus. The change takes place on a genetic level.

Body Armour Un(100): The nanites responding to a multiple internal injuries caused by external occurrences increased the resilience of the hosts protective layer, resulting in a thicker hide.

Regeneration Mn(75): After Experiencing a near death event in which he nearly died and his body functions started to shutdown the nanites responded accordingly and along with the other adaptive changes developed Cellular regeneration the side effect of this is that the host needs to consume twice as much food to sustain the increased activity.

Radiation Immunity Un(100): This Immunity resulted when the character was exposed to Extreme radiation which was emitted by one of his Super-powered captors (Plasma). Since this occurrence the bio-cybernetic nanites have altered his DNA structure so as to nullify its effects. As a side effect the characters skin as a green hue to it as well as glowing in the dark.

Mind-Shield Mn(75): As a result of his recent encounter. The hybrid nanites have developed a protective layer around his brain.



Talents:

Martial Arts A
 Martial Arts C
 Languages
 Chemistry

Contacts:

Mr. Sinister
 Criminal Contacts
 King Ping
 Senator Murphy O'Hare

History / Additional Notes:**Occupation:** Drug Barron**Legal Status:** Wanted Escaped Felon**Identity:** Public**Place of Birth:** Unknown**Marital Status:** single**Known Relatives:** none**Base of Operations:** Unknown**Group Affiliations:** Unknown**Equipment: none**

Don Quioty was a drug Barron up until the day that his factory was raided by authorities. He tried to escape but was injured in the process, resulting in his being captured. He had set the factory to self-destruct before he was captured, the disarming console was destroyed while agents were trying to bring him into custody.

As the Authorities were evacuating him he was struck by an electrical surge. This breached the container he was carrying at the time. The two dormant nanites in that container fused together and became active. They then entered his body through one of the wounds and multiplied implementing his change. He blames his captors for this change he has now experienced and is trying to make them pay for what he believes they did to him. His captors were... Plasma (Shield Agent: Lisa Carlos), "The Bulk", Jake Roberts.

Don Quioty's change was gradual and the first physical manifestations occurred at the start of his Prison stint. He was segregated from the other inmates and placed in solitary under medical supervision. Shortly afterwards he escaped. He may have other powers not yet discovered or that have yet to be developed by the nanites.

Don Quioty's stats have the before and after details. The First sets of stats were his normal statistics before his change. The second sets of statistics are the current ones. The three spare slots are the ones that will be filled up as his body is adapted by the nanites and only these three will constantly change.



RPM

HERO / VILLIAN NAME	RPM
HERO / VILLIAN REALNAME	Unknown
Character Concept By	Fangs

Race	Human	Sex	Male	Age	21-22	Origin	Altered Human
Height	6'3"	Weight	Unknown	Hair Color	Red	Eye Color	Unknown

Ability	RANK	NUMBER	Health	260
FIGHTING	In	40	Karma	115
AGILITY	Un	100	Resources	0
STRENGTH	Un	100	Popularity	-10
ENDURANCE	Ex	20	Total Karma:	
REASON	Mn	75		
INTUITION	Rm	30		
PSYCHE	Gd	10		

Powers:

Speed/Agility Un(100): As long as the villain has a ready feed/supply of the drug he will maintain this power. Once cut off from supply. Will go into convulsions then coma in 20 rounds

Strength Un(100): As long as the villain has a ready feed/supply of the drug he will maintain this power. Once cut off from supply. Will go into convulsions then coma in 20 rounds

Talents:

Martial Arts A
Tinkering
Acrobatics
Electronics

Contacts:

Don Quioty
Lawyer Franky Johnston
Snake Saxon (criminal contact)
Motherboard (Black-market Electronics Dealer)

History / Additional Notes:

Occupation: Thug for Hire
Legal Status: Wanted Criminal
Identity: Secret Id
Place of Birth: Unknown
Marital Status: Unknown
Known Relatives: Unknown
Base of Operations: Unknown
Group Affiliations: Don Quioty

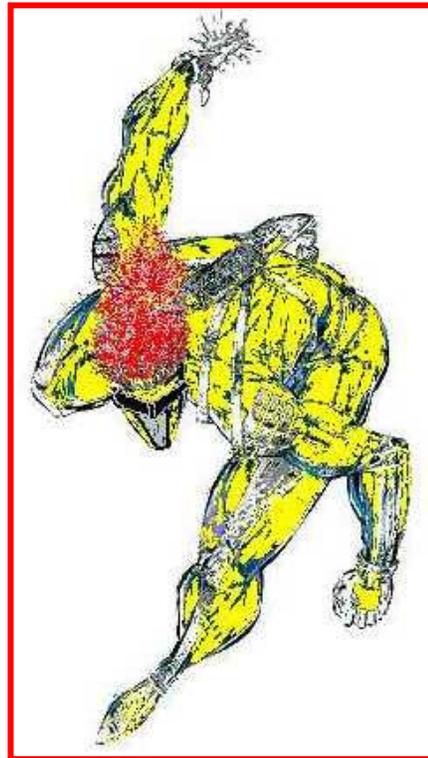
Equipment:

Body Armour Un(100): This is his suits material strength and is only provides protection against friction caused by the wind to prevent injury to wearer.

Oxygen Breather Un(100): This is contained in his suit. It is located on the back and allows the wearer to breath while moving at high speeds. If damaged the wearer of the suit will only be able to move for 2 continuous rounds before needing to rest for 4 rounds.

Taser Gloves Rm(30): This is contained in his suit. It is located on each Glove and allows the wearer stun a target at Power Rank intensity. Contact must be made by striking holding or touching an opponent.

Mutant Dampening Field Rm(30): This is contained in his suit. It is located in his belt is the size of a small soda can. It lasts for 10 rounds and reduces the powers of mutants who are within a 12-foot spherical radius of the device equal to its rank number. It is rechargeable and will recharge off static or electrical energy this takes about 10 rounds.



RPM is an ex con, He did time for aggravated assault and enjoys watching people beg. He believes himself superior to all others and is extremely intelligent. He will play the dumb hired thug unless he is exposed. Otherwise he is quite articulate. While he was on the inside he studies up on electronics. He is one of the original test subjects. He is on one of the new test serums.

With the current powers he is able to accomplish 8 actions per round with the drug enhancement other wise he will only be able to accomplish 1 action normally (more to come). He can go from 0 to 150 miles per hour in one round or visa

versa, can leap 100 feet up 100 feet forward and 150 feet down. He is agile enough in his current state to maneuver at his agility rank. And is currently able to lift up to 100 tons.

His suit only provides protection against wind friction. It also allows him to breath via an air collector on his back. The suite also contains Taser Gloves that work by gathering static electricity from the surrounding area. His headgear provides him with infra vision that allows him to see in the dark. It also works to protect his senses as far as sight as the goggles have an automatic cut off sensor. He carries on himself a mutant dampening field generator, which he designed and made himself. This device will last for 10 rounds before needing recharging. It is activated manually, extends in a 12-foot spherical radius and is located on his belt. See above for details.

He has contacts with Don Quioty the drug lord, his lawyer Franky Johnston. Snake Saxon who is a criminal contact that he has and also Motherboard who he goes to get electronic bits and pieces that he needs.

RUSH

HERO / VILLIAN NAME	Rush
HERO / VILLIAN REALNAME	unknown
Character Concept By	Fangs

Race	Human	Sex	Male	Age	20-30	Origin	Altered Human
Height	5'10	Weight	Unknown	Hair Color	Red	Eye Color	Unknown

Ability	RANK	NUMBER	Health	215
FIGHTING	Ex	20	Karma	36
AGILITY	Mn	75	Resources	0
STRENGTH	En	100	Popularity	-5
ENDURANCE	Ex	20	Total Karma:	
REASON	Gd	10		
INTUITION	Ex	20		
PSYCHE	Ty	06		

Powers:

Speed/Agility Mn(75): As long as the Rush has a ready feed/supply of the drug he will maintain this power. Once cut off from supply. Will go into convulsions then coma in 20 rounds.

Strength Un (100): As long as the Rush has a ready feed/supply of the drug he will maintain this power. Once cut off from supply. Will go into convulsions then coma in 20 rounds.

Talents:

Martial Arts A
Wrestling
Acrobatics

Contacts:

Don Quioty
Lawyer

History / Additional Notes:

Occupation: Professional Thug

Legal Status: Wanted Criminal

Identity: Secret ID

Place of Birth: Unknown

Marital Status: Unknown

Known Relatives: Unknown

Base of Operations: Unknown

Group Affiliations: Don Quioty

Equipment:

Body Armour Un(100): This is his suits material strength and is only provides protection against friction caused by the wind to prevent injury to wearer.

Oxygen Breather Un(100): This is contained in his suit. It is located on the back and allows the wearer to breath while moving at high speeds. If damaged the wearer of the suit will only be able to move for 2 continuous rounds before needing to rest for 4 rounds.

Taser Gloves Rm(30): This is contained in his suit. It is located on each Glove and allows the wearer stun a target at Power Rank intensity. Contact must be made by striking holding or touching an opponent.



Rush was a street thug, lived by mugging people. He is one of the original test subjects. With the current powers he is able to accomplish 3 actions per round with the drug enhancement other wise he will only be able to accomplish 1 action normally. He can go from 0 to 135 miles per hour in one round or visa versa. can leap 100 feet up 100 feet forward and 150 feet down. He is agile enough in his current state to maneuver at his agility rank. And is currently able to lift up to 100 tons. His

suit provides protection against wind friction. it also allows him to breath via an air collector on his back. The suits gloves have in built Tasers see above for details.

SHADOWFIRE

HERO / VILLIAN NAME Shadowfire
HERO / VILLIAN REALNAME Joseph Lee
Character Concept By Jester

Race	Human	Sex	Male	Age	Unknown	Origin	Altered Human
Height	Unknown	Weight	Unknown	Hair Color	Unknown	Eye Color	Unknown

Ability	RANK	NUMBER	Health	110
FIGHTING	Rm	30	Karma	80
AGILITY	Ex	20	Resources	In (40)
STRENGTH	Ex	20	Popularity	20
ENDURANCE	In	40	Total Karma:	
REASON	Ex	20		
INTUITION	Ex	20		
PSYCHE	In	40		

Powers:

Demi-Plasma-Shadowfire Am(50): Joseph has been granted control of a self-generated demi-plasma known as Shadowfire. This particular form of demi-plasma manifests as an ethereal black flame. Being in the presence of Shadowfire has no tangible effect that can be documented at this time.

The demi-plasma known as Shadowfire has several interesting characteristics that seem to be unique to this form of energy. Shadowfire damages both organic and inorganic matter in apparently the same way (Amazing damage), but has a curious effect on other energies. This demi-plasma seems to feed off of other forms of energy (diminishes energy sources in the area by -2 CS in intensity), even bio-energy (living targets, if hit, must make an Endurance FEAT or pass out for 1-10 rounds).

Shadowfire does however have a notable weakness to any type of normal plasma that is composed of Light and/or Hard Radiation (is not effected by the draining effect and inflicts +1 CS damage to the Shadowfire wielder).

Power Stunts:

Energy Sheath In(40) Shadowfire:

Phasing In(40):

Energy Conversion In(40):

Talents:

Detective/Espionage

Guns

Martial Arts B

Martial Arts E

Psychology

Contacts:

Helix labs

CIA

History / Additional Notes:

Occupation: Crime Fighter

Legal Status: Unknown

Identity: Secret Id

Place of Birth: Unknown

Marital Status: Unknown

Known Relatives: Unknown

Base of Operations: Helix Labs

Group Affiliations: Radiants, CIA, Helix Labs

Equipment:

Battle Uniform: composed of a mixture of woven beta-cloth and unstable molecules which are both immune to the energies of their wearers as well as providing Typical(6) protection from physical attacks. The collars are equipped with two way voice activated radios with satellite boosting capabilities allowing contact anywhere in the world unless jammed or off planet. The radios are also connected to a command center located in Helix labs. This command center is staffed 24/7 by a member of the Radiants support team, who can perform computer checks for information on opponents faced, pull up maps of buildings, and generally perform any action an expert websurfer with access to restricted files could do.



Limitation: Due to the simultaneous creation and tuning of the demi-plasmic powers, their powers do not affect the other Radiants in regards to attack vulnerabilities. Indeed each of the Radiants enjoy Unearthly resistance to each other's abilities.

A Retrofitted Quinjet:

Donated to Helix by Stark International

Type: Air

Cost: Am

Control: Rm

Speed: Sh-Y

Body: Ex

Protection: Gd

The Quinjet is piloted by a member of the Radiant's support crew.

There is always a medic on board, both to help a wounded Radiant, as well as any injured civilians.

<Extract>

From the final subject selection meeting held at Helix labs, given by Dr. Julius Bennett, January 23rd, 2002.

"Gentlemen. First off, I'd like to congratulate the four of you on your being selected for this project. As you all know by now, the four of you have passed the physical, psychological, and genetic screenings, which will be vital in this project. The mutagenic alterations that will be performed will in all probability be quite painful, but we do believe with almost 100% certainty that you will both survive the Demi-plasmic awakening procedure through a system of high-energy demi-plasmic bombardment and nano-technological augmentation to both your central nervous systems and the limbic portions of your brains. You have been trained in VR simulations based on the energies we will be attempting to imbue you with. We are confident that the training you have received, based on the studies of the individual or individuals who have naturally possessed these abilities as well as studies of how the brain processes and focuses energy powers in general, will allow you almost immediate control of the energies that will hopefully be coursing through your bodies.

Now, I expect to see the four of you bright and early tomorrows morning at 9 am. Please make sure all your confidentiality contracts as well as your liability waivers and Next of Kin papers are all signed and handed in to Ms. Greenbaum in Human Resources...

Gentlemen... a brighter future awaits.. one with the four of you in it! Good Luck, and may God have mercy on your souls..."

</Extract>

Joseph was a legacy CIA man. His father was with the Company, and he was brought up around the espionage business since he was a child. When the government heard about Helix's plan to create a team of super-humans with potent energy-weilding abilities, they sent Joseph to investigate. Only Dr. Bennet and the Helix Board of Directors know of Joseph's affiliations. He uses a cover story of being a high school overachiever to explain his selection into the Radiant program.

Battle Tactics: Joseph tends to hang back, using his intangibility powers to get behind opponents and blindside them or pincer move them. Of all the Radiants, he has the least issues with killing, but has yet to do so in the line of duty as a Radiant.

Radiant Members are funded by Helix Labs. And also are supported by a massive PR campaign.

SIROCCO

HERO / VILLIAN NAME	Sirocco
HERO / VILLIAN REALNAME	Aziz Kassouni
Character Concept By	Jester

Race	Unknown	Sex	Unknown	Age	Unknown	Origin	Unknown
Height	Unknown	Weight	Unknown	Hair Color	Unknown	Eye Color	Unknown

Ability	RANK	NUMBER	Health	100 / 70
FIGHTING	Ex	20	Karma	80
AGILITY	Ex	20	Resources	Gd (10)
STRENGTH	In / Gd	40 / 10	Popularity	10
ENDURANCE	Ex	20	Total Karma:	
REASON	Rm	30		
INTUITION	Ex	20		
PSYCHE	Rm	30		

Powers:

Battlesuit: Sirocco has taken the equipment from several of the victims of the 'Bar with no Name' massacre and utilizing his own skills, woven them into a formidable piece of hardware. The suit has as a base the specially-treated woven beta-cloth of the criminal Steeplejack, which provides Sirocco with Remarkable (30) protection from physical attacks. He has taken the power cell from the Hijacker's Varioblaster to utilize as a power source. By layering the Steeplejack suit over the Firebrand's armor, which raises his Strength by +2 cs (Max. Amazing) as well as providing Monstrous (75) protection from heat and flame. Utilizing the Varioblaster's power supply to fuel the Firebrand's flame generators, Sirocco can project Amazing strength flame gout to three areas as well as fly at Good (10) airspeed. The suit has also been equipped with the Cyclone's wind controlling circuitry, which allows him the ability to disrupt other flyers with Amazing (50) ability, knocking them out of the sky or veering them off course. He can also use winds to lift things into the air with Amazing (50) strength. His final ability based off of wind control is the ability to create a vacuum encompassing a max size of one area with Amazing (50) ability.

Sirocco Suit abilities

- Remarkable (30) resistance to Physical attacks**
- Monstrous (75) resistance to Heat and Flame**
- Good (10) Flight**
- Amazing (50) Flame Generation** - Three area range
- Amazing (50) Wind Control** - Following stunts all at Amazing (50)
- *Disruption of other flyers**
- *Lifting objects in the air**
- *Create Vacuum**

Talents:

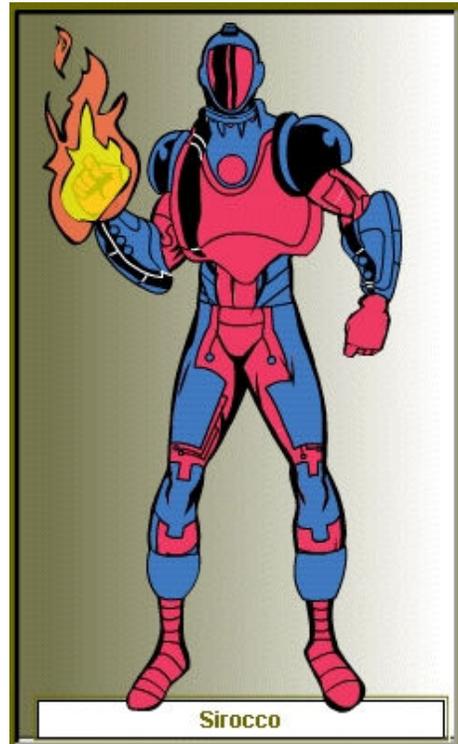
- Law Enforcement
- Repair/Tinkering
- Guns

Contacts:

- Michigan Police Dept.
- Ohio Police Dept.
- Arizona Fire Department

History / Additional Notes:

- Occupation:** Unknown
- Legal Status:** Unknown
- Identity:** Unknown
- Place of Birth:** Unknown
- Marital Status:** Unknown
- Known Relatives:** Unknown
- Base of Operations:** Unknown
- Group Affiliations:** Unknown



Aziz is very businesslike, quite professional with a sharp sense of humor. Sadly, recent public opinion about Muslims has made him realize that he is on 'invisible trial' by many people. He accepts this, but is made uncomfortable about it, having been in America since he was 4. When Aziz places on the Sirocco suit he is given a chance to vent these frustrations by knowing, at least to himself, that a Muslim saved them, while they would probably distrust him if he was out of costume. Aziz has made the conscious decision that, while he will not shirk away from a 'super-opponent', he focuses his abilities on things helping non-powered humans. He figures that there are enough super-powered folks to fight each other. If given a choice between fighting a super-foe and saving a

'mere mortal', he'll save the human every time. He has yet to actually face a super-powered foe, but with his police training as well as the Sirocco suit, he feels he can handle it.

Aziz Kassouni is an employee of the Ann Arbor, Michigan ETA office. The ETA (Exotic Technology Application) office was created by the Ann Arbor police to deal with unusual technological creations and devices both for study and neutralization and is a joint effort between the University of Michigan and the Ann Arbor police. Aziz was part of a research team holding and studying many of the devices worn by various super-villains slaughtered at the 'Bar with no Name' in Medina county, Ohio by the villainous Scourge. Since the Scourge case was never officially closed, the devices and plans for such eventually ended up in administrative limbo, stuck in an ETA locker when they weren't being examined.

When September 11th occurred, Aziz was horrified. A devout Muslim, Aziz was shocked that someone could pervert his faith to rationalize such devastation and murder. What amazed him was that in this age where most world shaking events were caused by gods, mutants, or the genetically altered, that this devastation was caused by a handful of 'mere humans'. Aziz realized something then. Often working in the shadow of supers as a part of his job, he realized that he could make more of a difference than he has been. Absconding with the suits of Steeplejack, Cyclone, and Firebrand as well as the Hijacker's Vario-Blaster, Aziz began combining the circuitry and abilities of the suits to create a worthy suit to transform him into a hero. He decided not to actually use the Hijacker's weapon both because it was more recognizable and hence, a greater chance of revealing who he was, but he felt that guns, while required sometimes, was not going to be part of his job.

His first appearance as Sirocco (He named himself after a desert wind both because of his wind and flame abilities as well as a nod to Egypt, his native land) was by providing invaluable assistance during the recent Arizona wildfires. His abilities to create backfires, resist the heat even in the center of the blazes, and mobility combined with creating strategic vacuums, ended up saving an entire fire crew which became surrounded by fire after some trees collapsed. He is very pleased with this first run of the Sirocco suit and is currently working on a way to permanently 'lose' the suit in paperwork. While he is aware that that is illegal, he feels that the good he can do as Sirocco outweighs stealing materials that haven't actually been used since 1988.

SONICA

HERO / VILLIAN NAME Sonica
HERO / VILLIAN REALNAME Molly Haggert
Character Concept By Warlock

Race Unknown **Sex** Female **Age** 27 **Origin** Mutant
Height 5'10" **Weight** 135lbs. **Hair Color** Unknown **Eye Color** Unknown

Ability	RANK	NUMBER	Health	120
FIGHTING	Ex	20	Karma	80
AGILITY	Rm	30	Resources	Rm(30)
STRENGTH	Rm	30	Popularity	0
ENDURANCE	In	40	Total Karma:	
REASON	In	40		
INTUITION	Ex	20		
PSYCHE	Ex	20		

Powers:

Sonic Energy Generation Am (50): Range:20 areas. Sends a concentrated blast of sonic energy from her vocal chords. As a power stunt she can create walls of sonic energy at -1cs.

Sound Manipulation Am (50): Can raise or lower volume and pitch of any sound within 6 areas with power rank ability.

Regeneration Ex (20): She heals 5 Health per turn while resting.

Flight Gd (10): Carrier Wave- She can throw and ride a sound wave to achieve a speed of 8areas/120mph. When she takes off it sounds like a whip cracking and her flight is accompanied by a low pitched humming sound.

Sonar Rm (30): Can send an active sonar "ping" that will give her an accurate layout of her surroundings over a range of 5 areas. If there is sufficient background noise greater than this powerlevel the power will not function.

Talents:

Medicine (+1CS to Reason)

Genetics (+1CS to Reason)

Languages-Gaelic(fluent)

Marital Arts B (+1CS in unarmed combat)

Medicine (+1CS to Reason)

Pilot(+1CS to all checks while piloting aircraft))

Contacts:

Defenders

Hugo Jossun-Project "Gene Pool" Team Leader

History / Additional Notes:

Occupation: Doctor/Scientist

Legal Status: Unknown

Identity: Secret

Place of Birth: Edinburgh, Scotland

Marital Status: Single-Never been married

Known Relatives: Jameson Haggart-Older Brother, Johnathan

"Duffy" Haggart-Father, Kelly "Harley" Haggart-Younger

Brother/Boxer, Marigold Haggart-Mother

Base of Operations: The Hall of Defenders

Group Affiliations: The Defenders, Senior Member of The Defenders and Ex-Member of an elite research team working for the Agency.

Motivation: Helping others through knowledge

Equipment:

Defenders Uniform- Unstable Molecules: Un (100). Power Rank protection from material being damaged from use of powers.

Defenders Uniform- Thermal Protection: Gd (10). Power Rank protection vs. Heat and Cold.

Defenders Uniform- Communications Array: Un (100). Tied into orbiting communications satellites it can send and receive signals anywhere in the world and has a built in GPS tied into mini-display map systems. Custom built somewhere in suit per individuals desires and needs. The batteries must be recharged every 24 to remain functional.



Reserved, well spoken and she chooses her words wisely, always thinking heavily before speaking.

Moira was born in Edinburgh, Scotland. Her father was a professor at the local University and her mother was a stay at home wife. Her mutant powers surfaced at the age of 15 during an attempted rape. She went to scream for help and blew her attackers eardrums out. He lost his sense of hearing permanently. She hid her growing powers for years as she went through college. Always feeling guilty, not knowing if the reason she learned so fast was another one of her mutant

powers, to her it was almost like cheating. She graduated with a Doctorate in Genetic Medicine at 24. She went on to head a European think tank on genetic mutations, funded by a mysterious group know only as "The Agency" and left when it's motives into mutant genetic research were called into question. She is currently staff physician and medical scientist for the Defenders.

SPINNER

HERO / VILLIAN NAME Spinner
HERO / VILLIAN REALNAME Lewis Comstock
Character Concept By Jester:

Race	Unknown	Sex	Unknown	Age	Unknown	Origin	Altered Human
Height	Unknown	Weight	Unknown	Hair Color	Unknown	Eye Color	

Ability	RANK	NUMBER	Health	120
FIGHTING	Rm	30	Karma	60
AGILITY	Ex	20	Resources	Gd (10)
STRENGTH	Rm	30	Popularity	0
ENDURANCE	In	40	Total Karma:	
REASON	Gd	10		
INTUITION	Ex	20		
PSYCHE	Rm	30		

Powers:

Mutated Glands: Spinner has undergone a full body mutation in which every sweat gland he possesses now has the capability to produce an organic silk webbing which can be expelled at some velocity. The webbing is of Excellent Material Strength when expelled, and hardens to Incredible strength upon exposure to oxygen (in one round). This webbing has Incredible(40) adhesive properties. This webbing decays and eventually becomes brittle, flaking away due to the oxygen which hardens it. This process takes 3 to 4 days, dependant on local heat and humidity conditions. So far Lewis has learned the following power stunts. It is possible he could learn more with tutoring, but as so far he's self-taught this is what he's learned.

Wall-Crawling: Lewis can, by squeezing out globs of his webbing from his body (Primarily on his hands and feet) adhere to most non-polished surfaces. This process is slow as he has to squeeze out webbing for each replacement of his hands or feet. He can ascend or descend one area per round. Lewis must have at least his hands and feet bare to use this power.

Web-Globs: Lewis can create fist sized balls of his webbing and hurl them at an opponent. He can project a glob out to two areas. If he creates and hurls the ball immediately, it acts as an Incredible(40) entangling attack which one round after hitting, hardens into an Incredible(40) casing on the target hit. He favors called shots such as ensnaring peoples guns or gluing them to the floor. If he holds the ball for a round, he can throw the hardened ball, which hits for Remarkable blunt throwing damage.

Detection web: Lewis can, if at least his arms are uncovered, shoot out many single strands of web which adhere to whatever is around him. when he does this, he can feel if any of the webs are broken, allowing him to detect invisible opponents and the like. This doesn't allow him to see them, just know their location. He must stand still for this power to function. If the target keeps moving, he must make a Psyche FEAT roll to ascertain where the opponent is.

Talents:

Scrounging
 Repair/tinkering

Contacts:

Morlocks *

History / Additional Notes:

Occupation: Ex Janitor
Legal Status: none
Identity: Secret ID
Place of Birth: Unknown
Marital Status: Unknown
Known Relatives: Unknown
Base of Operations: Unknown
Group Affiliations: Morlocks *



*Lewis has adopted the Morlocks as a surrogate family. while they don't know exactly who keeps placing food where they can get it, if they found it was Lewis, they'd definitely help him out.

Lewis was a simple janitor at Empire State University in the late 60's when he was cleaning up after a tour group from the local high school came through. While reaching under a wheeled cart, he felt a pricking sensation on his finger. Yanking back, he found his finger bleeding, and a dead spider smeared in the wound, apparently crushed by the cart. He wrapped his finger and continued cleaning. Going home that night, he slept uneasily, having hot flashes, and sweating profusely. when he awoke, his sheets were stuck to him and he was stuck to the bed. He struggled for a half hour until he freed himself. Lewis called off of work, and exuded webbing while talking to his boss. This webbing, from his mutated sweat glands in his palms coated the phone. After playing, he realized that he could squeeze webbing from virtually any place on his body, but had the best range and power from his forehead, palms, and underarms.

THE GUARDIAN

HERO / VILLIAN NAME The Guardian
HERO / VILLIAN REALNAME Fredrick Golden Heart
Character Concept By Tormain

Race	Human	Sex	Male	Age	Unknown	Origin	Altered Human
Height	Unknown	Weight	Unknown	Hair Color	Unknown	Eye Color	Unknown

Ability	RANK	NUMBER	Health	140
FIGHTING	In	40	Karma	76
AGILITY	In	40	Resources	Ex(20)
STRENGTH	Rm	30	Popularity	20
ENDURANCE	Rm	30	Total Karma:	
REASON	Ty	06		
INTUITION	Rm	30		
PSYCHE	In	40		

Powers:

Body Armor Gd(10): Monstrous Material Strength. Provides Good protection vs. Physical and Typical vs. Energy.

Mind Control Gd(20): Allows control over the minds of others.

Telepathy In(40):

Mystical Staff In(50): By concentrating his energy through the staff for 1 round Mind control acts at +2cs. Unearthly Material Strength

Mystical Talisman: The Guardian wears a mystical talisman that provides him great excellent longevity. Class 1000 Material Strength

Talents:

Weapon Master(Staff)

Archaeology-Dark Ages

+1 cs, +2 when dealing w/ the dark ages

Resist Domination

Mystical Background

Contacts:

Sir Donald Bertram - Archeologist

History / Additional Notes:

Occupation: archeologists

Legal Status: Unknown

Identity: Unknown

Place of Birth:

Marital Status: Unknown

Known Relatives: Unknown

Base of Operations: Unknown

Group Affiliations: Unknown



Dr. Bertram was a lackluster archeologist who was about to lose his job when he happened upon the tomb where Dark Knight was hidden. Upon awakening him, Guardian Knight has given Dr. Bertram information on many ancient sites around Britain, enough to make him one of the most successful archeologists studying ancient Britain Background

Originally named Fredrick Golden Heart, he was born in 1102. As a young man he trained as a Guardian Knight, an elite group of warriors who acted as companions to traveling mages and protected people from the encroaching demon menace that threatened all.

During his travels with a wizard named Taraback, he discovered a magical Amulet that halted aging, among other things. He also gained a reputation as one of the trustest and most powerful knights in England.

Not long after, he went to be a teacher at the training school to find it horribly undermanned as part of a power play by one of his closest friends. He took over immediatly and soon had the school running better than it had in over 100 years. Thus when the old leader died, he was chosen to take his place.

His friend, enraged, attempted a coup to take power, but Fredrick used his mind control power to remove all his accumulated knowledge about knighthood and sent him to the wizard council for justice.

Unfortunately, Tomas escaped and teamed up with a demon with a grudge against Fredrick and the two set up the destruction of the knighthood, and attempted to slay Fredrick personally. Instead, Fredrick buried them in a cave, leaving them trapped for nearly 1000 years, until an archeologist dug him up and the two began "finding" previously lost ancient sites, making the archeologist famous. The majority of Fredrick's memories of being a knight were lost to time, but he is slowly regaining his memory and perhaps powers as well.

Recently, Fredrick went to New York to begin lecturing on Medieval times in the guise of one of Dr. Bertrams assistants. He has a feeling bad things will be happening soon, and he means to be ready.

THE INCREDIBLE BULK

HERO / VILLIAN NAME		The Incredible BULK	
HERO / VILLIAN REALNAME		Bob Bratovich	
Character Concept By		Digital Spider	
Race	Human	Sex	Male
Height	8'00"	Weight	Unknown
Age	18	Hair Color	N/A
Origin	Mutant	Eye Color	Unknown
Ability	RANK	NUMBER	Health
FIGHTING	Mn	75	295
AGILITY	Ex	20	Karma
STRENGTH	Un	100	50
ENDURANCE	Un	100	Resources
REASON	Ex	20	15
INTUITION	Ex	20	Popularity
PSYCHE	Gd	10	0
			Total Karma:

Powers:

Regeneration Un(100): The character with this Power can leap great distances. Use the table on page 24, Chapter 2, replacing Strength with this Power rank. This Power rank will always be at least the Strength of the character + 1CS. If a lower rank is rolled, raise it to this minimum.

Body Armor Un(100): A character with Body Armor has a natural resistance to physical damage and, to a lesser extent, energy attacks. Body Armor does not affect attacks which have an intensity that must be checked against a FEAT roll, unless to require that FEAT the attack passes through the Body Armor. Example: A Sonic attack ignores Body Armor, as it does not need to pass through the Body Armor. A poison-tipped dagger must get through the Body Armor in order to affect the character with the poison.

Leaping Un(100): The character with this Power can leap great distances. Use the table on page 24, Chapter 2, replacing Strength with this Power rank. This Power rank will always be at least the Strength of the character + 1CS. If a lower rank is rolled, raise it to this minimum

Limitation: Bulk must consume almost 4 times the normal food intact to maintain his strength, size and regeneration abilities.

Talents:

- Martial Arts B
- Thrown Objects
- Track n' Field

Contacts:

- Professor X
- Generation X
- Wolverine

History / Additional Notes:

- Occupation:** Student at Xavier Institute
- Legal Status:** Unknown
- Identity:** Secret Id
- Place of Birth:** Unknown
- Marital Status:** Unknown
- Known Relatives:** Unknown
- Base of Operations:** Xavier Institute
- Group Affiliations:** Generation X, Xavier Institute

Robert doesn't remember his background, he was found in the forest by Wolverine when he was feeding on the carcass of a Bear. Robert as far as could be seen had been in the forest for a number of years. During his rehabilitation he excelled in sports. Even though his size tends to restrict him in some ways. He by no means lets it stop him from reaching his objective. His personal role models would have to be The HULK, wolverine and Prof X.

It was discovered that what ever happened to this mutant he had received some form of an education and was very intelligent. Robert Now permanently affiliated with Generation-X, but also helps out in other activities when called upon.

He was involved in the Blue Gue Factory episode, not to mention assisting with fighting some of the more infamous super-villains about. In particular helping defeat the Red Skulls Sleeper Robots. By Single handedly destroying the Red Skulls Head Robot. He has received the Shield Medal of Valor and the Shield Purple Heart for his part in that battle.



THE SPORTSMAN

HERO / VILLIAN NAME The Sportsman
HERO / VILLIAN REALNAME John Warner
Character Concept By Hawk

Race Deity **Sex** Male **Age** 30 **Origin** Alien
Height 6'2" **Weight** 230lbs **Hair Color** Blonde **Eye Color** Blue

Ability	RANK	NUMBER	Health	205
FIGHTING	Rm	30	Karma	275
AGILITY	Am	50	Resources	Rm (30)
STRENGTH	Mn	75	Popularity	In (40)
ENDURANCE	Am	50	Total Karma:	
REASON	Un	100		
INTUITION	Mn	75		
PSYCHE	Un	100		

Powers:

Hyper-Speed (Monstrous)
Hyper-Leaping (Amazing)
Regeneration* (Monstrous)
Body Armor (Good)
Weapons Creation* (see equipment) (Remarkable)
Kinetic Control (Amazing)
Telekinesis (Incredible)
Radar Sense (Incredible)
Diminution (Amazing)

Talents:

Thrown Objects
Blunt Weapons
Sharp Weapons
Thrown Weapons
Repair/Tinkering
Weapon Tinkering
Sports (all that is played in the USA)

Contacts:

Military (former stand-out in football w/Army)
Crime (works for himself)
Performer (former 1st round draft pick)

History / Additional Notes:

Occupation: Unknown
Legal Status: Wanted
Identity: Secret
Place of Birth: Pennsylvania
Marital Status: Unknown
Known Relatives: Unknown
Base of Operations: Unknown
Group Affiliations: Unknown

Skin Color: White

Equipment:

Baseball bat: constructed of high-strength titanium and titanium-steel alloys. Incredible Damage.
Boomerang: Made of Excellent strength material. Excellent Damage.
Balls: Any type of ball that is used in sports. Acts as a grenade. Page 26 in the Weapons Locker.
Hockey Stick: Made of high-strength titanium and titanium-steel alloys. Incredible Damage
Golf Clubs: Irons made of a weaker version of osmium steel. Remarkable Damage. Woods made of Iron. Good Damage.
Uniform: Provides Good protection from physical attacks. Provides Good protection from heat, cold, and radiation. Provides Typical protection from energy attacks.

John Warner grew up a normal kid in a small town in Pennsylvania. His father pushed him at all the sports. John's true love was football. He excelled at it, leading his high school to the state championship all four years he was there. Then the US Army came calling. John answered and played for the Army football team. After his senior year John was drafted in the 1st. Round of the NFL Draft. Life in the big league was vastly different than home and the Army, but he help lead his



team to its first Super Bowl win. The next year while in Pittsburgh to play the Steelers, John met a man that would change his life forever.

(Laffs out loud) "Whoo-hooo... You made me a lot of money last year boy."

"Thanks...I guess" replied John.

"You have all kinds of talent. You should be using it.... working for me and my boys."

"I'm sorry. I'm under contract. I can't just up and ask for a trade."

(laffs again) "I'm not talking about a trade boy..I mean WORK for me. You'll be richer than ever before."

"Really?"

"Yea...."

And with that a liquid shot out of this mans flower on his jacket. John blanks out. No one knows what happen to John. He can't be found anywhere. The man who did this was none other that The Joker.

A few months past and on one fateful day in September...

(TV announcer) "It a great day here in New York. Game seven of the World Series. The Yankees and Pirates are tied up 3-3. Both teams are play for this. (Camera turns and shoots a picture of the World Series trophy) That's what each team in this great game plays for...a chance to win it all. To be the best. To...wait a minute...Who the hell are you?"

"I'm here to claim what is rightfully mine. And if baseball wants it back, then you'll have to pay, and pay you will." The cameraman gets a shot of the criminal. "That's right. Baseball...you want your pretty trophy? Then you'll have to pay me.. The Sportsman!"

With that The Sportsman runs out with the trophy, but gets stop by a group of Avengers who where at the game. He gets away from them and has plagued the world with his sports related crimes.

WARLOCK

HERO / VILLIAN NAME Warlock (Disciple of Magic for Order)
HERO / VILLIAN REALNAME Sir Thomas Blake
Character Concept By Warlock

Race	Human	Sex	Male	Age	35	Origin	Magic Wielder
Height	6'0"	Weight	190lbs	Hair Color	Unknown	Eye Color	Unknown

Ability	RANK	NUMBER	Health	80
FIGHTING	Gd	10	Karma	135
AGILITY	Ex	20	Resources	Am (50)
STRENGTH	Gd	10	Popularity	5
ENDURANCE	In	40	Total Karma:	
REASON	Gd	10		
INTUITION	Am	50		
PSYCHE	Mn	75		

Powers:

Spells-

Personal:

Astral Projection In(40): Incredible 40 Anyone willing may join. Duration 1 day.

Enchanted Eye Rm(30): Remarkable 30 True sight. Range 2 areas. Duration 1 hour.

Shield-Individual Am(50): Amazing 50 May surround with four shields at -1cs.

Universal:

Bolts of Bedevilment Am(50): Am(50) Energy damage. Range: 12 areas.

Dimensional:

Entreaty to Munnopor Ex(20): Entify for Order

Mystic Moons of Munnopor: Psyche feat to break any shield but a Great Shield.

Munnopor's Moonlit Maze In(40): In(40) Confusion. Save gets -1cs.

Many Moons of Munnopor: Glamour spell. Save -1cs.

Mists of Munnopor Rm(30): Rm(30) Vapors. Endurance Feat or -2cs Strength, Agility, Endurance.

Talents:

Archeology (+1CS)

Stamina (6 days no food or sleep)

Chronicler of Magic (+2CS)

Scholar of Antiquities (+2CS)

Contacts:

Merlin of the Cyrstal Cave,

Co- Founder of the Defenders,
friends and family.

History / Additional Notes:

Occupation: Archeologist

Legal Status: Unknown

Identity: Secret Id

Place of Birth: Unknown

Marital Status: Unknown

Known Relatives: See below under Friends

Base of Operations: Unknown

Group Affiliations: Defenders

Equipment:

Magic Items-

Cloak of Flight- Remarkable 30 15areas/225mph. Merlin laid a special concealment enchantment on the cloak so with but a thought it can change from a cloak to a ring and back again.



He was the first-born son of Martin and Scarlet Blake, both inheritors of international investment firms over 200 years old. When they wed they merged the two into the 5th largest investment firm in the world. Thomas lived most of his life in boarding schools and the occasional military academy. He was an unruly child and having been expelled from most schools throughout Europe by the age of 15 he was sent to The Holy Sword Rehabilitation School in England.

One fateful day, when he was still on wood detail at 10:00pm for breaking curfew, he saw the Ancient One (still Sorcerer Supreme in my world) fighting Dormammu high above the school. He was entranced by the mystical energies being hurled by the two during the fight. The mighty Sorcerer defeated his foe, banished him back to the Dark Dimension and cast a spell to erase the memories from those who witnessed the battle. Yet young Thomas was somehow unaffected.

No one believed his story and he spent a month in KP duty for lying to senior officers. His path though had already been set in stone and his interest in all things Mystical would never end. He went on to College at Dartmouth University and was a mediocre student at best. Then during his Freshman year his parents were flying over the Pacific Ocean when their plane vanished from radar and was never seen again. Assumed dead, his uncle took control of the company until such time as Thomas decided to follow his father's wishes and take the mantle of leadership.



Sir Thomas Blake

Thomas used his grief to fuel his studies and graduated with honors. He then went into the field and using his vast resources soon became a well known and respected archeologist. He was given a knighthood by the Queen of England for returning some of the Crown Jewels stolen centuries ago that he found while on an expedition on the floor of the English Channel. His donations were large and often he would spend years and millions of dollars finding an obscure artifact only to donate it to a small museum somewhere in the World.

Thomas was in his late 20's when he started searching for the site that Camelot once stood on and while investigating an ancient book supposed to have been written by Merlin the Magician himself he found a strange cave closed off by some form of mystical energy. When he finally worked up the courage to touch it, it seemed to give way as if not even there. Inside he found a large cavern carved out by nature into a house.

Sitting on the floor looking at Thomas was an old man. He introduced himself as Merlin and said he knew who Thomas was and that he had been expecting him. He told Thomas that this was his destiny and that is why he and he alone remembered what the Sorcerer Supreme

decided he should not. Thomas somehow knew the man was telling the truth and figured this was the thing he had really been searching for. In his heart of hearts he also hoped there might be some way to contact or even give life to his parents again.

The old man set about teaching Thomas the mystic arts and after years of training with the wizened magician he left to go out into the world and fulfill his destiny. When he donned his Magic Cloak given to him by Merlin and stopped a thug from carjacking a Mini-Van the terrified thief called him a Warlock. He took this name and now uses it and his powers to promote and sustain Order and to protect the innocent from the ravages of those that would do them harm.

Friends:

All Magic Wielders must have one "friend" per power gained at start. These unfortunately are not contacts and would go more under the heading of hindrances than anything.

Riley Maddaks: Butler and right hand man. Only one who knows Blake's alter ego. Age 45. He is Faithful and very thorough.

Marshall Blake: Warlocks younger brother. Age 22. He is Serious and cold.

Terry Blake: is his younger sister. Age 16. She's Upbeat and energetic.

Marcus Wellington: Accountant and personal financier. Age 40. This person is Uptight and a stickler for the rules.

Julie Wellington: Daughter of Marcus. Age 16. She is Naïve and inquisitive.

Harold Blake: Head of Blake Investments and Thomas's Uncle. Age 60. He is old, crotchety and all around just a bad person.

PANDA-Remote Neural Receiver Mn (75): Wedge had attuned a special receiver in PANDA's sensor array that allows her to send messages via her limited Telepathy. PANDA cannot respond but can receive with Power Rank ability.

PANDA-Defense Protocols Mn (75): Firewalls, active virus seek and destroy programs as well as physical tampering protections all at Power Rank. If defense protocols are not given the proper password or properly bypassed PANDA will shut it's power core down, lock down is programming and blow its power relays, until repaired power up is impossible. If tampered with it's programmed to return to Wedge's lab.

PANDA-Anti-Grav Unit Rm (30): This back mounted device counteracts the effect of gravity to the point it gives PANDA a Zero weight effect. It essentially makes PANDA weigh nothing allowing for easier, quicker and more agile movements. If somehow deactivated PANDA's Fighting and Agility drop to Feeble and it can no longer move by means of the jet fan.

PANDA-Jet Fan: Ex (20): Coupled with the Anti-Grav Generator this allows PANDA to fly or hover around with minimal effort. PANDA can achieve Power Rank speeds as well as hover in place or even float slowly backwards.
10areas/150mph.

PANDA-Radar: Gd (10): Power Rank Radar allows for a 360' view at a range of 10 areas.

PANDA-Electric Shock Field: In (40): Power Rank Electricity Damage to al within contact. Once used must wait 5 turns (30 seconds) to recharge.

PANDA-Particle Accelerator Rm (30): Mounted in the head piece behind the faceplate lens is a Particle Accelerator capable of firing Power Rank Energy attacks with a range of 8 areas.

Smart and quick witted, but sensitive to the fact she is a mutant and is quick to run from confrontations about that fact. Will work for anyone that gives her a job worth doing, while in line with her ethics.

Wedge was born into the small town of Risen in suburban Connecticut. She was the last of 8 children to a single mother as her father died of a heart attack when she was a year old. She earned the nickname wedge as whenever any of her siblings was getting attention from their mother she'd wiggle her way in between and try to share the affection.

While there was plenty of affection to go around they often went without, as her mother was the only one working. The older kids helped out, but with school and doing the things that young kids do they didn't bring home much extra, but every little bit helped.

When her mutant power developed and she learned, among other things, that she could build strange and wonderful devices, pretty much anything she could imagine, she knew it was her that had to support her family. She left for New York and all the costumed villians and heroes that were popping up, she was smart enough to know exactly who was going to want her unique talents.

It was right after she moved to New York that a wealthy man came and asked her to make him a robot capable of not only being a servant, but a bodyguard as well. And so the idea for PANDA was born. She created a simple robot that could withstand bullets, fire its own bullets back in response and do menial labor such as housework and tend bar.

He loved it and with the money he gratefully paid her she started work on her own robot sidekick, named PANDA. PANDA is constantly changing and evolving as she has never stopped tinkering on it, hence it's varied and powerful abilities.

Her goal is to let PANDA keep evolving until he ceases to be a programmed Robot and becomes the first sentient Android. While he does show some signs of evolving past his base programming he has yet to achieve his creators ultimate goal.



CMSH - REVAMP

The Unofficial Compendium of Characters

This work is a compilation of Characters complete with Histories and images supplied by the creative individuals on the Internet. In particular from www.classicmarvel.com.

This Site is dedicated to the original game system released by TSR back in the 1980's, as a result there are many more Characters Listed at the site. I have included characters whose creators have supplied Histories and also Character Backgrounds in this Booklet.

This Booklet, in electronic format namely PDF, is intended as an unofficial supplement to that original game system and is made available to all on the internet who would like a copy free of charge.

It contains the unsung and unmentioned Heroes and villains who have not been mentioned in the Marvel Comics but surely exist in the many different realities that are the Judges and Players minds.

I hope that you enjoy this supplement and you are able to make use of the characters contained herein.

If you Wish to contact me I am reachable at traolcoladis@hotmail.com.

Sincerely Yours....
Andrew McFayden
(aka: Fangs).....