

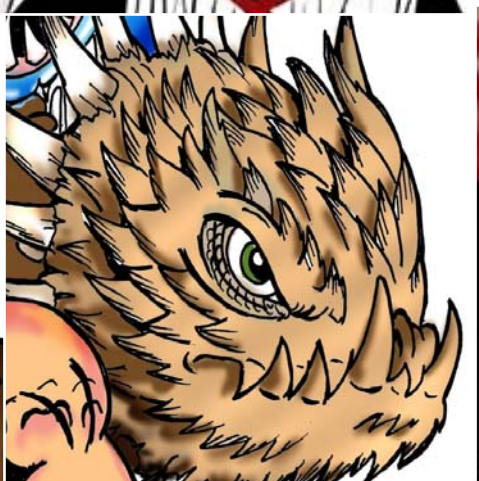


ROLL CALL 06



\$3.50

**THE BEST PLAYER CREATED HEROES &
VILLAINS FROM THE ROLL CALL 06'
CONTEST**



Roll Call 06'

Written by Oforie Murray

Art by Joe Crocono

Coloring by Lee M

Art & Coloring for contest winners Jeff Hebert

Requires the Mutants & Masterminds RPG by Green Ronin Publishing For Use.

Mutants & Masterminds, Mastermind's Manual, M&M Superlink, the M&M Superlink logo, and Green Ronin are trademarks of Green Ronin Publishing and are used with permission.

Roll Call 06'

INTRO

This idea started with when I got back into role-playing and I knew I wanted to start making supplements with stuff from all the years I have been playing. I had so many good times with the characters, modules and games I made I just wanted to share it. As I started to think of a product, I started to poll my friends and each one asked me "are you going to use my character in it?"

I have ALWAYS GM'd and I really did not know what it felt like to play one character that you really loved. Even my friends who did not role-play anymore wanted to see their characters in print (they will but in a later supplement). Most players are not interested in making games and supplements; they just want to play a cool character. How many of those players would love to have their character in print with an artist drawing their vision. Roll call was born.

Ironically, the idea of a top ten came from budget, not any specific insight. I only had enough money to pay for 10 pictures so I figured I would let people rate the entries and the top 10 would get a picture, and be featured in the supplement. Here are the rules I set:

- ✓ I would accept a submission of 1 hero and one villain per email address.
- ✓ All characters needed to conform to rules and rules options in the M&M Manual and the Mastermind's Manual.
- ✓ PL for heroes would be 9-12 and no more that 10% over the overall point limit for the selected PL.
- ✓ PL for villains would be 9-14 and no more that 25% over the overall point limit for the PL.
- ✓ All characters would require point cost breakdowns.
- ✓ Character background and origins needed to be less than 750 words.
- ✓ Once all characters were submitted, I asked the player population to rank theses characters on a scale of 1-5, by visiting <http://metahumanrollcall.blogspot.com/> and putting a rating from 1-5 in the comments section of the entry.
- ✓ The #1 fan voted character and the top editor's pick (that's me) would have their pictures drawn by a special guest artist, and would appear on the cover. The remaining eight would have their character pictures drawn by a respected M&M community artist. Hi-res copies of the pictures would be emailed to the winners.
- ✓ Awards would be given for the following categories; editors pick, fan pick, best hero, best villain, best build, most original, best device, best helper/sidekick/minion/construct, best iconic build, and best origin. With all nominee builds included even if they are not in the top 10 (they will be included with no picture)
- ✓ The art from all the pictures would belong to the winner's and a High-res Jpg of their character would be sent to the winners for their own use profit or personal.

THE PICKS

The top 5 fan picks are based the averages of the 1-5 scores. My editor's picks are based on the following:

1. **Overall build:** Does the character work within the game rules? Is the character using some weird variant that no GM in his right mind would allow? Does it add up to the PL limit give or take 10% for heros and 25% for Villains? Is the character using a lazy build like an alternate power pool that says "all powers in book"? Or a PL 14 villain that is points just scattered everywhere.
2. **Overall hero qualities/badness**
3. **Origin**
4. **Appearance**
5. **Player community comments**

FORMAT

I have a particular shorthand on how I list my powers. Here are the main differences of my power descriptions:

1. All Flaws, Extras and Power feats are enclosed in Square brackets []:
 - a. **Example:** **Healing 10**[Regrowth 1][Total +1] This means that Healing has the Regrowth power feat for 1 rank, and the Total extra for +1 to rank cost.
2. All Alternate power arrays are enclose in Brackets { }
 - a. **Example:** **Healing 10**[Regrowth 1][Total +1] { **Confuse 10** [Range-touch -2], **Corrosion 10**, **Dazzle (Sight) 10**[Range-touch -2][Progression 3(Save/Minute)], **Fatigue 10**,**Nauseate 10**, **Paralyze 10**, **Stun 10**, **Suffocate 10**[Continuous +2][Fade -4], **Morph 10** (Humanoid forms), **Transform 10** (Transform to any shape with same mass, and color 5/r)[full action -1][Duration Continuous +1][Range-touch -1] } This means that Healing is the main power, and every power in the brackets is an alternate power of Healing.

Interested in next year's contest? Email me at metarollcall@theospot.com for details.

Oh, and a special thanks to the artist, Joe Crocono. I may have written this but the guts are Joe's. Anyone who buys an RPG book, especially online, is making their choice 90% of the time because of the art. Joe gave this book a much better chance of selling than I ever could. Thanks, Joe.

-Oforie

THE AWARDS

EDITORS PICK-The top five picks of the editor that were not chosen by the fans, I usually go for great iconic heroes and villains so a lot of classic template types are represented in my picks with a wildcard here and there.



BEST DEVICE -Most interesting use of the Device power



FAN PICK - These are the 5 highest voted characters in the Roll Call contest, as picked by fans. This was determined by picking the 6 highest average ratings of the characters by the Fans (6 because one of my editor's picks was very highly voted by the fans.



BEST HELPER- Most interesting Helper, be it a sidekick, a Minion, a Construct.



BEST HERO - This is not the best build, or the most original, this is the character that is the best example of a hero, the guy you would put your faith in to be rescued.



BEST ICONIC BUILD - Most iconic is in the classic genre of comics; Vigilante out for justice, crazed genius villain, super invulnerable protector of justice, Symbol of national pride, martial arts master. Actually the templates in M&M 2e cover it pretty good, character types that are classic to comics. Best creation of a classic hero/villain type/template



BEST VILLAIN - One the flip side this guy is just plain evil. The guy you would hate to run into in a dark alley.



BEST ORIGIN - Not really the most original or unique, but the origin that was the most fun to read. An overall boring origin can surprise if it is written well. Writing is what I looked for here.



BEST BUILD - When determining best build I asked myself, based on fan comments which builds did people like the best. Even if they had multiple forms, devices or minions, which could be easily understood within the rules and had the least debate over build legitimacy. The nominees are ones that people liked the builds and the build math the best.



AWARD WINNER- The winners in each of the award categories will have a Gold #1 on top of the award. If there is not a gold #1 on the award, they are a Nominee

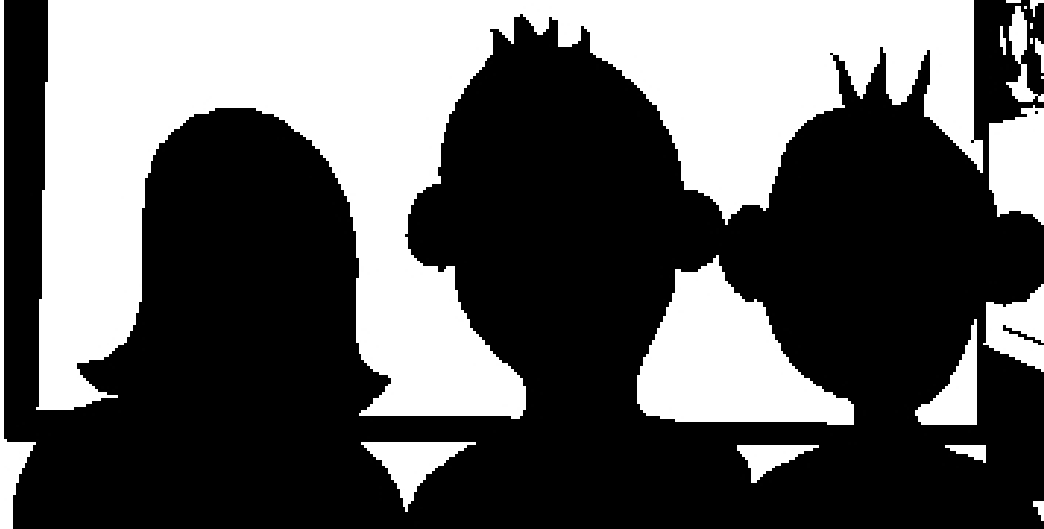


MOST ORIGINAL - This is the most original set of powers or most original power idea. Is it something you have not seen often in comic books, but the idea works?



THE RUNNER-UPS

Before we got down to the winners, there were 10 great finalists. Here are the other 8 final entries:





THE BEAST PL10 (151)

BY: Mark "Tipop" Williams, Address: Clovis, California USA

AG: What made you choose to make this type of character:

MW: The campaign information was deep and involving, about a post-holocaust setting where nanites had changed the face of the world and individuals so exposed had undergone unpredictable mutations. Sort of a cross between Mad Max and Gamma World.

I wanted to make Wallace someone who had been around since the time of the "nanoclasm", and that lead me into the story about what he's been doing all this time, and about the monster he became for a while.

In a more normal setting, you could change the background so that the nanites affected everyone in the lab or military compound, rather than the entire world, and Wallace's madness has lead him to wander the country for the last few years, leaving a trail of legends about various horrors.

AKA: The Hillbeast, The Megamorph, and The Desert Dragon . **Real name:** Wallace . **Age:** 324 . **Height:** 5'10" / 16' 4" . **Skin:** Pink with crimson scar tissue . **Weight:** 170 lbs / 6 tons . **Hair:** hairless . **Eyes:** Cataract-white

STR: 10/40 (+15)**DEX:** 10 (+0)**CON:** 19/28 (+9)**INT:** 10 (+0)**WIS:** 10 (+0)**CHA:** 4 (-3)
TOUGHNESS: +9/+15 (3 IMPERVIOUS) **FORTITUDE:** +9/+9 **REFLEX:** +0/+1 **WILL:** +0/+12

SKILLS: Intimidate 15, Notice 5, Survival 10, Drive 2

FEATS: Dodge Focus 4, All-Out Attack, Improved Critical (physical blows), Improved Grab, Grappling Block, Ambidexterity, Minion x 4 (The Mean Machine)[mental link]

POWERS: Protection 3, Growth 9, (Huge), Density 6, Shapeshift 6* [Biological-physical traits only][Cannot change mass][Full action], Healing 1 [Self-Only][Reaction][Total], Regeneration 8(Resurrection - 8 (1 round)), Immunity (Age) 1

COMBAT: Attack: +5/+5 Defense: +1/+5 Initiative: +0

COMPLICATIONS: Horrific Appearance - Wallace must wear heavy clothing, gloves, and a full-face cover (such as a biker-helm with opaque face) in order to pass for a normal human.

* **Desert Dragon** (long quadruped form, though it can walk on two legs if necessary): **Speed** (25 mph) 2, **Additional Limbs** 6(four tentacles at shoulders, plus tail Impervious), **Super-sense** (Keen eyesight, x1000 range) 3 **Blast** (Fiery breath) 6 [Area (Cone)] [Unreliable (5 uses per day)] **Flight** (25 mph) 2 (Drawback: Wings (-1)) **Concealment** (Natural camouflage) 4 [Passive][Blending][Limit: Desert Environs or sky only]

***Hillbeast** (16' tall shaggy humanoid with a canine head)
Emotion Control (Pheromones) 6 [Sense-Dependent (scent)][Area (Cloud, 30' diameter)][Slow Fade x 4 (5 minutes)][Selective Target], **Super-Senses** 7 (smell, x1,000 range, Acute, Accurate, Tracking), **Postcognition** 4 (Detect the recent past based on scent clues), **Concealment** (Chameleon blending) 2 [Passive][Blending][Close Range],

***Seaside Horror**(Amphibian creature like something from a Lovecraft story): **Swimming** (50 mph) 3, **Immunity** (Breath Underwater, High Pressure) 2, **Super-Senses:** Darkvision 2, **Additional Limbs** (lots of tentacles, pseudopods, and dangly bits) 4, **Elongation** (tentacles et al can stretch up to 50' distance from the body) 4, **Corrosion** (Acidic slime coating) 5 [Aura][Selective][Permanent]

VEHICLE (The Mean Machine) -The Mean Machine was a military semi that was equipped with an experimental DARPA self-guidance system for autonomous navigation. Wallace was in the cab when the nanoclasm hit, and the nanites interacted as strangely with the onboard computer and the vehicle as they did with his own body. The computer became self-aware, and a kind of empathic link was forged between it and Wallace himself. Use the stats for a semi in M&M page 143 (8 equipment points), modified as follows:
10 Str (used with extra limbs), **10 Dex**, **0 Con**, **5 Int**, **3 Wis**, **3 Cha**, **+1 Speed**, **+1 Toughness**, **+12 Drive**, **+12 Computer**, **+4 Defense** (10 total), **+6 Impervious**, **Armor plating**, **Regeneration** 5 (Nanite Reconstruction) (+0 recovery check), **Additional Limbs** (Ambidexterity) (Ten metal tentacles that can reach inside trailer and cab), **Immunity** (Fuel requirements(Green Machine is powered by an unknown source)) **Super-Senses** (Radio, Extended Range(x1000 normal)(Radius (all senses work in 360 degrees), X-Ray Sensors(Blocked by force fields) **Gadgets & Tricks** 10 (+5 AP feats), **Heal** 9 (Medical Bay in the trailer)[Usable on others only][Total][Regrowth]**Transform** 6 (The medical bay can double as a repair shop & Transform broken devices into repaired ones), **Strike** 10 (The hull can be electrified to deter boarders and thieves)[Aura], **Animate Object** 10 (The nanites can infect any technological device, temporarily taking it over)[Limited (Machines only)], **Stun** 9 (An EMP device, 200' radius)[Area (burst)][Progression x 2][Limited (Only affects electrical systems)], **ESP** 9 (Green Machine can still access old military spy satellites)[Limited to overhead views][Subtle x 2]

DESCRIPTION: While his appearance can vary greatly due to his shapeshifting ability, in general he appears to be a horrifically scarred man, as if burned by fire. His flesh is criss-crossed with crimson scar tissue, and his lipless mouth and lidless eyes (the left twice the size of the right) give his face a maniacal, skeletal appearance. When he expands to full size, he is three times his normal height and weighs as much as a male elephant. His musculature expands grotesquely, and his hands are even larger in proportion to the rest of his body.

BACKGROUND: In 2009, Lieutenant Wallace was stationed at a DARPA (Defense Advanced Research Projects Agency) laboratory. Several projects were underway there, including viral DNA resequencing research, reconstructive nanites, and learning-based navigation systems for autonomous vehicles. Not that Wallace knew anything about the research being performed - His job was simply to keep unauthorized personnel the hell out of there.

Then something went wrong. The nanites somehow escaped Level Orange of Lab 2, and got into the atmosphere. When the klaxon sounded, Wallace immediately secured all gates to prevent the spread of anything that might have been released. Wallace, and most everyone else, assumed the leak was from Lab 1, where the viral work was being done. That was the nightmare of working here, the risk that some terrible disease might escape and kill everyone on the base. If only they had been so lucky.

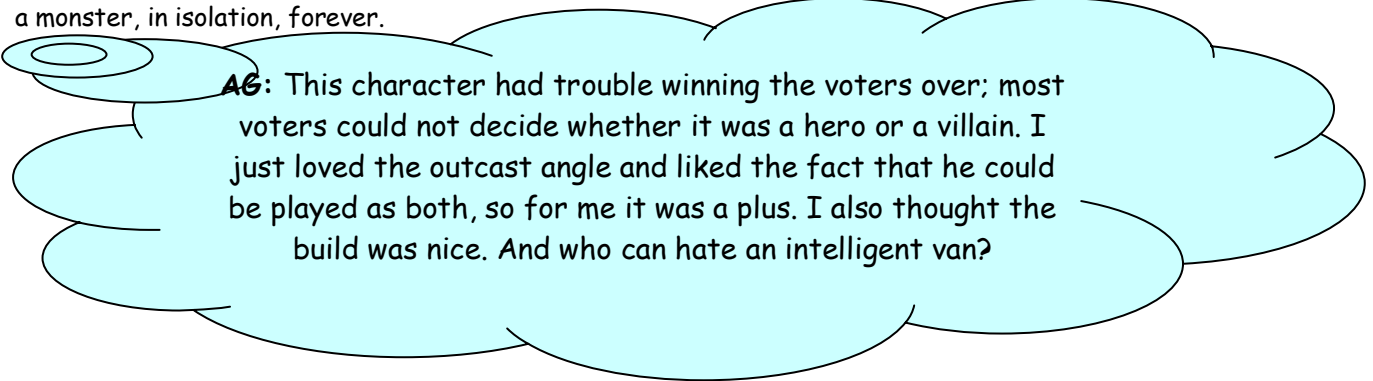
Wallace looked out through the tinted windows and saw that the entire base had been altered and twisted in random ways. Walls rose up at strange angles, connecting to nothing. Towers spiraled like something from a fairy tale. Windows bulged or protruded as though made by a mad glassblower. Inside the cab, the four civilians and Wallace stared at it all in mute shock.

Then the change came to them.

The nanites took the mechanic first, his body twisting, his unintelligible gurgling overwhelmed by the screaming of the others in the cab, crawling over each other in their frantic urge to escape. Then the nanites took each of the others, one by one turning and twisting their bodies. Wallace was on the floor of the cab, screaming, covering his eyes, when he felt himself beginning to change.

The next few days were a blur. He was a giant, his flesh rippled as though it has been in a fire and healed poorly. Walking around the remains of the DARPA lab, he found no other survivors.

He traveled across the country: Occasionally he found small towns, ramshackle settlements, scattered bits of humanity clinging to life in a world unlike any of them had ever imagined. None of them would accept Wallace into their community, though. To them, he was just another nanoclasm-born monster, a nightmarish creature from the wastelands. Months turned into years, and his only companionship was the Mean Machine, which did its best to serve his needs. The isolation, the loneliness, and the self-pity at his condition grew within him. Years became decades, and he began to forget what it was to be human at all. He abandoned the Mean Machine one night and took to the rough trails of the Rocky Mountains. His body adapted to the new environment as his mind degenerated. He began to realize that he was not aging - The nanites that allowed his body to change were still there, protecting and rebuilding his flesh, preventing him from age and death. He was doomed to live as a monster, in isolation, forever.



AG: This character had trouble winning the voters over; most voters could not decide whether it was a hero or a villain. I just loved the outcast angle and liked the fact that he could be played as both, so for me it was a plus. I also thought the build was nice. And who can hate an intelligent van?



BY: James Forest, Ontario, CA, USA

JF: I just had an idea for a junkyard inventor and went from there. Made him a little person to make him memorable and for him to rely heavily on his constructed minions.

Real Name: Melvin Sans . **Affiliations and Allegiances:** independent villain . **Height:** 3'4" **Weight:** 68 **Hair:** gray and balding **Eyes:** brown **Complexion:** ruddy

STR 8 **DEX** 10 **CON** 12 **INT** 26 **WIS** 12 **CHA** 10

TOUGHNESS: 2 (IN JUNKYARD CRAWLER +11) **FORT** (+6) +7 **REF** (+6) +6 **WILL** (+8) +9

SKILLS: **computers** 2 (+10), **concentration** 6 (+8), **craft** (electronics) 4 (+12), **craft** (mechanical) 8 (+16), **disable device** 8 (+16), **drive** 8 (+8), **knowledge** (life sciences) 4 (+12), **knowledge** (physical sciences) 4 (+12), **knowledge** (streetwise) 2 (+10), **knowledge** (technology) 6 (+14), **language** 1 (English*, Spanish), **medicine** 3 (+4), **notice** 4 (+5), **search** 4 (+12)

FEATS: **assessment**, **eidetic memory**, **equipment** 6, **inventor**, **improvised tools**, **minions** 5 (junkyard dogs), **minions** 4 (electric junkyard dogs), **minions** 5 (mailbox robots)

POWERS: **Device** 13* [hard to lose], **Shrinking** 4 (already figured into strength score)[duration-continuous][innate][permanent]

***The Junk Crawler:** **Blast** 10(electrical) , **Enhanced feat** 4 (improved grab, improved grapple, improved pin, power attack), **Growth** 10 [duration-continuous][innate][Permanent][limited-does not offer increase in constitution], **Protection** 10

EQUIPMENT: **flash goggles**, **welders apron** (+1 toughness), **electric blaster** (treat as blaster pistol, +5 damage), **heavy wrench** (str +2), +2 free point

Minions: **10 junkyard dogs** (treat as dogs but with a toughness of +5 and damage of +3), **2 electric junkyard dogs** (treat as junkyard dogs but add blast 5), **5 mailbox robots** (treat as medium sized robots)

Headquarters: **Sans Junkyard** (size: large; toughness 10; **computer**, **defense system**, **garage**, **laboratory**, **living space**, **power system**, **security system**, **workshop**)

COMBAT: **Initiative:** +0, **Attacks:** unarmed +9 melee (-1 damage), heavy wrench +9 melee (+1 damage), electric blaster +9 ranged (+5 damage), **grapple** +3, **Defense:** +9 aware, +4 flatfooted

In Junkyard Crawler: **Attacks:** unarmed +6 melee (+9 damage), Tesla coil blaster +6 ranged (+10 damage), **grapple** +25, **Defense:** +6 aware, + 2 flatfooted, **Toughness:** +11

Attributes 32 + Saves 20 + Powers 57 + Feats 24 + Skills 16 + Combat 32=181

APPEARANCE: Melvin Sans, also known as the Gnome, stands only 3'4" tall, and is a bit pudgy. His head is bulbous and he has a receding hairline that leaves the top of his head bald. He is usually dressed in a greasy, oily jumpsuit, wears a heavy toolbelt around his waist and a pair of welder's goggles atop his head and one of those leather welding aprons. He makes use of a variety of custom-made tools and devices, all made from junk. He can often be seen stomping around in his junk-walker, A robotic vehicle that looks like some metallic insect. He rides in the head and the main body is where the engine sits, powered by a large tesla coil that towers over the Gnome while he drives the machine. Two large pincher-like claws extend out to help him move the heavy junk in his junkyard, strong enough to move cars about. Lighting can be fired from the tesla coil. This is what he rides in to battle with pesky wannabe heroes who meddle in his affairs.

PERSONALITY AND MOTIVATIONS: Melvin just wants to be left alone to do his work. He is a creative genius with an over active imagination but a serious lack of funds hampers his work. He is a cantankerous crumudgeon.

BACKGROUND: Melvin Sans grew up in an abusive household, Beaten by his drunken father and picked on by his brothers and school mates. His mother was apathetic, also being beat on and she eventually ran away. Little did they know that in Melvin's twisted little body was a twisted little mind. Gabe Sans put his four sons to work in the family junkyard and it was here that Melvin began to bloom. He started to tinker with the junk and started

creating things. His father was impressed when young Melvin started to repair the ruined cars in the yard. Melvin had a knack with machines and with no formal education was able to do incredible feats of engineering. His father started to treat him better, but the scars of abuse ran long and hard. An accident in the yard claimed his father's life, followed by his brothers one by one. Melvin engineered these by the time he was seventeen. Taking over the Junkyard, Melvin began to seriously create, his inventions and experiments becoming more and more ambitious. He created robots to help him around the yard, his infamous Junkyard dogs that roam the grounds at night and his Junkyard Crawler that people still come and gawk at as he plods about the yard at work. However, to his dismay, some of his experiments have come to rely on more sophisticated parts than mere junk. He needed more money than his Junkyard was bringing in. So he put his mind to work on the problem. He created his first mailbox robots out of the large blue postal drop boxes, to start stealing peoples personal information, credit card numbers and bank statements. These robots look like normal blue postal drop boxes and could even accept mail. However, even this was not enough so he started doing custom work for various gangs in and about Los Angeles, selling inventions, tools and weapons. Sometimes reliable, sometimes not, but they are usually effective at least once. Currently, he is trying to obtain some radioactive material and if he does, heaven help LA.

WHAT THE VOTERS SAID

Oh, by all means don't let this one go. Very cool stuff. 4

Good concept and ideas. What does the Junk Crawler look like? The background presents opportunities to introduce the character into an adventure, so bonus on that. The Gnomes gets a mighty 4!

Neat oddball character that you can adapt for several situations and power levels. 4

Anything that makes use of Tesla coils is cool...4



CALAMITY (JANE USHER) PL13 (195)

BY: Leon Chang, San Diego, CA, USA

AG: What made you choose to make this type of character?

LC: I really wanted to use Probability Control for a character. At first, though, I couldn't decide whether to make a villain or a hero. One thought that went through my mind was every time I see a luck-related power it takes a lot of energy to get the chips to fall just so, since thermodynamically, we should be increasing, not decreasing, the entropy in a system. Somewhere, there's a lot of chaos being generated to balance out all that good luck. So I made a Dr. Jekyll /

Mr. Hyde sort of villain, one whose heroic deeds are always erased by her alter ego's destructiveness.

Being a numbers geek, I had some fun with numbers of purported significance as lucky or unlucky numbers, specifically 7, 12, and 13. For a name, I thought Calamity Jane had a nice ring to it, aside from referencing the historical frontierswoman, and that the name, Jane, could easily be altered to Janus, the two-faced Greek god of beginnings and endings, for use by her alter ego.

STR: 10 (+0), **DEX:** 18 (+4), **CON:** 14 (+2), **INT:** 18 (+4), **WIS:** 14 (+2), **CHA:** 22 (+6)
TOUGHNESS +8 (+2 FLAT-FOOTED), **FORTITUDE** +2, **REFLEX** +18, **WILL** +2

SKILLS: **Bluff** 12 (+18), **Computers** 8 (+12), **Knowledge** [Popular Culture]10 (+14), **Notice** 10 (+12), **Sense Motive** 12 (+14)

FEATS: **Beginner's Luck**, **Dedication**, **Defensive Roll** 6, **Distract**[Bluff], **Dodge Focus** 12, **Elusive Target**, **Evasion** 2, **Luck** 6, **Seize Initiative**, **Taunt**, **Uncanny Dodge** 2 (Auditory, Visual)

POWERS: **(Jane): Probability Control** *12 [Fortune +1],[Range +2] { **Boost*** [all traits], **Cosmic Energy Control*** [Range +1], **Create Object*** [Duration +1][Innate][Precise], **Healing*** [Energizing][Resurrection][Total][Persistent][Regrowth], **Transform*** (broken objects into repaired ones) }
Powers (Janus): Probability Control 13* (Area[Explosion][Jinx][Range+2][Limited -1][Progression (increase area (25 ft))]) { **Disintegration*** [Range (Perception)] }
*[Dynamic]

COMBAT: **Attack** +0; **Damage** +12 (Cosmic Energy Control) / +13(Disintegrate); **Defense** +18 (+3 flat-footed); **Initiative** +4

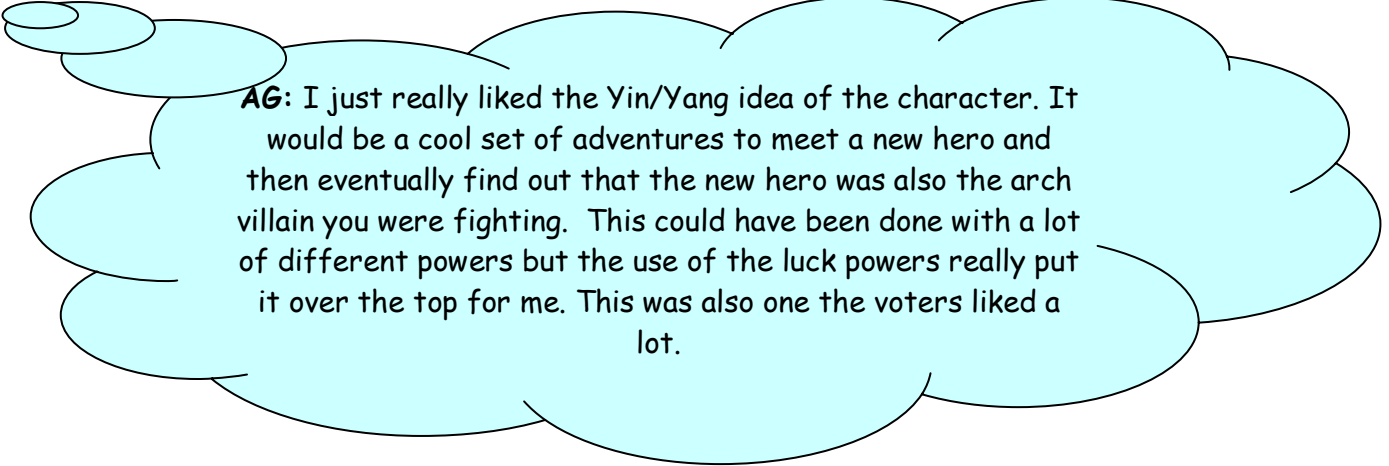
DRAWBACKS: **Involuntary Transformation** (into Janus after Jane uses Probability Control array 13 times; Common, No Resistance; -5pp), **One-Way Transformation** (Common, Major; -4pp)

Abilities 36 + Skills 13 (52 ranks) + Feats 34 + Powers 95 + Combat 12+ Saves 14 - Drawbacks 9 = 195

APPEARANCE: Jane and Janus share the same body, that of an unremarkable, brown-haired and green-eyed teenaged girl. With her hair cropped short and her waifish build, Jane could easily be mistaken for an adolescent boy, especially when Janus is in control of the body.

BACKGROUND: The stars must have been aligned on Jane Usher's seventh birthday; that was the day she started making her own luck...literally. For the next six years, she led a charmed life, but on her 13th birthday, the fates came to collect on their gift, with interest. Good luck didn't come cheap, and while Jane's power seemed to defied the laws of thermodynamics to arrange chance to her liking, the total entropy of a system tends to increase over time, so at least as much bad luck had to be introduced to the world. Thus was her alter ego born: the being of chaos who called himself Janus.

Embittered by the fact that only Jane was blessed with good fortune, leaving him only with the power to jinx others, Janus proceeded wreak havoc during a spree of destruction that lasted days and which earned him the moniker, Calamity, among the superhero community. Once Jane's personality resurfaced, she could only pick up the pieces left over by her alter ego. Learning to channel her Probability Control into other constructive purposes, Jane sought to undo Janus' work, but the more she travailed, the more dominant Janus became. Few know of the well-meaning little girl named Jane; the world only knows of the supervillain, Calamity.



AG: I just really liked the Yin/Yang idea of the character. It would be a cool set of adventures to meet a new hero and then eventually find out that the new hero was also the arch villain you were fighting. This could have been done with a lot of different powers but the use of the luck powers really put it over the top for me. This was also one the voters liked a lot.

"By the power of Ramon-Ra!"



JOSEIRUS, THE EGYPTIAN GOD OF MEXICAN WRESTLERS PL 10 (142)



BY: Scott J. Chabala, Philadelphia, PA, USA

AG: Why did you create Joseirus?

SC: Simple! I was invited to play in a new M&M2e group and I needed a character. So one morning while I was getting ready for work by watching reruns of "Angel" --specifically "The Cautionary Tale of Numero Cinco"-- and the phrase "The Egyptian God of Mexican Wrestlers" popped into my head. Once I stopped laughing I realized I had my character. How could that not be fun to play?

Over the course of the next week I worked out the details; trying to give an absurd character concept a respectable sheen of comic book/sci-fi rationale, creating his family history, the strange future history that explains his powers, etc.

As for the mechanics, the group already had a powerhouse brick who could grapple, and that inspired me to go the opposite route; a physically unimpressive boy with superpowers as wrestling moves. I started with the move names, and after that the character pretty much wrote itself.

After that things just fell into place; his look, his shy demeanor, his devout Catholicism (which is simultaneously so wrong, and yet so right).

Joseirus follows the standard model for my RPG characters; start with something over-the-top, if not patently absurd, something that's pure fun, and then make it workable, well-rounded, and genre-appropriate, if not actually believable.

Real Name: Jose Pacifico Juan Maria Ramirez. **Birthplace:** Los Angeles, California. **DOB:** Cinco de Mayo, 1992. **Age:** 14. **Identity:** public. **Occupation:** 9th grade student at the Empire Valley Institute of Learning. **Base of Operations:** Los Angeles. **Affiliation:** currently none. **Height:** 5ft. **Weight:** 135lbs. **Eyes:** brown. **Hair:** black.

STR 10 (+0) **DEX** 18 (+4) **CON** 10 (+0) **INT** 10 (+0) **WIS** 16 (+0) **CHR** 12 (+1)
TOUGHNESS +10 (5 FLATFOOTED) **FORTITUDE** +5 **REFLEX** +7 **WILL** +7

SKILLS: **Computers** +1, **Concentration** +7, **Gather Information** +2, **Medicine** +5, **Notice** +9, **Sense Motive** +12, **Stealth** +5

FEATS: **Defensive Roll** 5, **Evasion** 2, **Move-by Action**, **Uncanny Dodge**, **Luck** 1, **Attack Focus** 4 (melee), **Dodge Focus** 5, **Quick Change**

POWERS: (all Technological Magic): **Flight** 4, **Super-Strength** 4 [only applies to Flight carrying capacity -1], **Immunity** 5 (holds, snares, bonds), **Super-Senses** 3 (Tremorsense), **Snare** 10 [range (Touch)] [Affects Insubstantial] [Backlash] { **Snare** 10 [Alternate Save (Will)] [range(Touch)] [Affects Insubstantial] [Backlash] }, **Nullify** 9 (all powers) [range(Touch)] { **Dazzle** 9 (visual/aural) [range(Touch)], **Dazzle** 9 (visual) [explosion] [range (Touch)], **Suffocate**, **Teleport** 9 [Attack] [range(Touch)] [only affects others] [limited progression] }, **Device** 1* (The Mask of Ramon-Ra, easily removed)

***The Mask of Ramon-Ra: Protection** 5

COMBAT: **Attack** +5 (+10 melee), **Defense** +10/+2, **Initiative** +4, **Damage** +0

Abilities 16 + **Skills** 6 + **Feats** 20 + **Powers** 68 + **Combat** 20 + **Saves** 12 = 142

EQUIPMENT: Nintendo DS

APPEARANCE: Jose Ramirez is a short, pudgy Latino boy whose ordinary features are brightened only by his winning smile and a compassionate cast to his face. He normally wears worn brown corduroys and a Dragonball Z tee-shirt. Recently he's added a cheap thrift store ank to the ensemble.

As mighty Joseirus, he appears bare-chested, wearing the same brown corduroys, with a gleaming luchadores' mask of gold and lapis lazuli; usually riding in his trademark flaming chariot.

BACKGROUND: Jose Ramirez was a quiet Mexican-American boy from Los Angeles living with his hardworking, recently divorced mother and two wayward older brothers until the fateful day a being calling himself Ramon-Ra appeared to him and announced it was Jose's destiny to become Joseirus (Hō-sī-rus), the present-day incarnation of the Egyptian God of Mexican Wrestlers. Ramon-Ra claimed to be Jose's distant ancestor from ancient Egypt, who traveled forward in time to teach him the secret Mexican wrestling moves of the Egyptian pantheon. While Ramon-Ra never claimed to be a god, he never claimed not to be one, either.

Ramon-Ra taught Jose "Ka-Wrestling" (Snare), which he could use to grapple each of an opponents seven souls. He could tie a foe's soul into knots, or wrestle incorporeal beings, such as ghosts, spirits, or malevolent clouds. Jose learned moves like the "Khonsuplex" (Nullify), the "Ra-Slap" (Dazzle), the "Double-Ra Slap" (Dazzle w/explosion), the "Niledriver" (Suffocate), and the "Nut-Buster" (attack Teleport), which wasn't so much a throw as it was politely asking the Sky Goddess to pluck someone off the face of the Earth and hurl them into space. Lastly, Ramon-Ra gave Jose his own golden Mask and a flying chariot made of living fire that comfortably seats three.

Unbeknownst to Jose, Ramon-Ra was actually Jose's descendant from the 41st century, a scheming student of Counter-Factual History at the University of Mars. Using a borrowed time machine and a Knowledge Field Re-Write Wand, Ramon traveled through the ages, hacking the local reality around his ancestors, imbuing them with superpowers, as well as hiding a tiny piece of his own consciousness in them. By doing this he hopes to attain a kind of godhood, via a little-understood process called "Ontological Burn-In".

Prior to becoming Joseirus, he was just a meek kid with a bit of a mischievous streak who tried hard to keep out of trouble. Now Jose has to deal with a new school, puberty, the guilt from being far away from his troubled brothers and harried Mom and the fact he's Joseirus, an ersatz Egyptian god. He'd like to be a hero, but he doesn't actually know how to. He's certain of one thing though; he loves flying in his fiery chariot. He flies everywhere, including once when he flew into the City Cathedral for confession, and ended up flying out with the Archbishop, who he gave an aerial tour of the city, which was broadcast on national TV.

Further complicating matters, his new school, E.V.I.L., is actually a training facility for supervillains. His no-good father Pedro Ramirez is trying to convince him to move to Mexico City and join the Villanos Unidos, a team of former supervillains-turned-luchadores (including Zap-itista, the Mexican Master of Electricity and the dreaded Supracabra) which Pedro manages. His brothers Julio and Luis back home are both drifting into gang life. And each day he struggles to be a good Catholic boy while at the same time being an Egyptian deity who cavorts with women in revealing Spandex.

NOTES: Joseirus's Quick Change involves him momentarily disappearing in a blazing solar disk while mariachi music plays, and then re-appearing shirtless with a mask on his face.

WHAT THE VOTERS SAID

Cool character, absurd but detailed and developed well enough to keep him from being just a joke. I like the use of powers corresponding to wrestling moves. That his build represents a strong focus on melee seems to correspond to the character's purpose and origin. Only thing I think he might need would be some of the wrestling/grapple feats (Enhanced feats or not). 5

The concept is hilariously awesome. The simple concept of an Egyptian god of Mexican wrestling is brilliant. The addition of some tension with the father is good as well. Descriptive titles next to each of the powers though would have helped a lot in picturing what move was what power.



GENERAL FREEDOM II PL 10 (160)

BY: Carey Cannis, South City, VA, USA

AG: What made you choose to make this character?

CC: I wanted to make a patriotic hero that wasn't too close to Captain America, but still had a great sense of justice and personal freedom. He's been played as more of a gritty justice guy, but at the same time he doesn't believe in killing criminals and that the courts should decide their fates.

STR 16/26/34*, +3/+8/+12* **DEX** 12 **CON** 20/30, +5/+10 **WIS** 10 **INT** 10 **CHA** 10
TOUGHNESS +15 (5 [IMPERVIOUS]) **FORTITUDE** +15 **REFLEX** +5 **WILL** +5

SKILLS: **Notice** +6, **Demolitions** +5, **Craft** (Mechanical) +6, **Sense Motive** +8, **Drive** +5/6, **Intimidate** +8, **Acrobatics** +3/4, **Disable Device** +5, **Swim** +4/12/16*, **Climb** +4/12/16*

FEATS: **Power Attack**, **Takedown**, **All Out Attack**, **Defensive Attack**, **Elusive Target**, **Improved Initiative**, **Endurance 2**, **Diehard**, **Fearless**, **Startle**, **Equipment 3** (Modified Motorcycle,) **Chokehold**, **Improved Block**, **Improved Critical** (Unarmed,) **Improved Grab**, **Improved Grapple**, **Improved Pin**, **Interpose**, **Stunning Attack**, **Luck 3**.

POWERS (All Experiment): **Boost** (Strength [Total Fade][Unreliable (5 uses)]) 8, **Enhanced Ability** (Strength) 10, **Enhanced Ability** (Constitution) 10, **Protection** [Impervious] 5, **Super Strength** 2 [Groundstrike] {**Leaping** 4, **Speed** 3}, **Immovable** 5 [Unstoppable]

COMBAT: **Attack**+8, **Defense**+5, **Initiative** +5, **Damage** +8s/12s*(Unarmed)

*Boosted

Abilities 18 + Saves 14 + Combat 26 + Feats 23 + Skills 14 (56 Ranks) + Powers 55 = 150

EQUIPMENT: **Modified Motorcycle** (Strength: 15, Speed: 5, Defense: 10, Toughness: 8 (10 with Armor), Medium, Alarm, Hidden Compartments, Commlink, Armor 2).

PHYSICAL DESCRIPTION: General Freedom is a plain featured, muscular man standing 6'2" with messy, usually spiked brown-red hair and green eyes. In costume he commonly wears a face covering blue mask with a white star in the center and red and white stripes across the back, a leather jacket with the American eagle on the back, a shirt with a patriotic logo of some kind and plain blue jeans.

BACKGROUND: Arthur Cannis is the grandson of the original General Freedom (Carey Cannis) who fought during WWII on behalf of the American government. He grew up without knowing his grandfather, who died two years before he was born, and lived a quiet life with his family in the Southwest United States. His father, Jack, who exhibited no superhuman powers (he was however in near peak human physical condition even though he engaged in only limited regular physical exercise) did his best to disappear after the death of Carey Cannis so he could raise his son and care for his own family out of sight of the public eye. Arthur was never told about his grandfather's superhero past and was simply told that he was a great man.

Growing up in Sandstone, New Mexico Arthur was an average student but was incredibly physically gifted. He played football, baseball, and ran track as well as performing in various other sports and physical activities. He had seemingly unlimited stamina, excellent strength and resilience (though he didn't reach levels classified superhuman until he reached twenty one years of age). He also had a short temper that got him in trouble, and he barely graduated high school due to his various infractions of school rules and a rocky senior year.

Tired of school, he turned down a football scholarship and entered the work force, desiring hard, honest work to keep him occupied and to test himself. By the time he was nineteen he was working on road crews and doing other menial labor and small time jobs, and had been arrested four times for brawling and destruction of property. For a while he even became involved with a small time group of crooks, providing them with some extra muscle.

When he turned twenty-one though, his life was turned upside down by a sudden surge of superhuman power as well as the death of his father from lung cancer. After the funeral he revealed his powers to his mother in hopes she could help him understand why he had gained them, and she in turn revealed the truth about his grandfather. Ashamed at how he had been wasting his life for the past three years, Arthur began a superhero career he hoped would be worthy of his grandfather's great heritage, taking up the mantle of General Freedom.

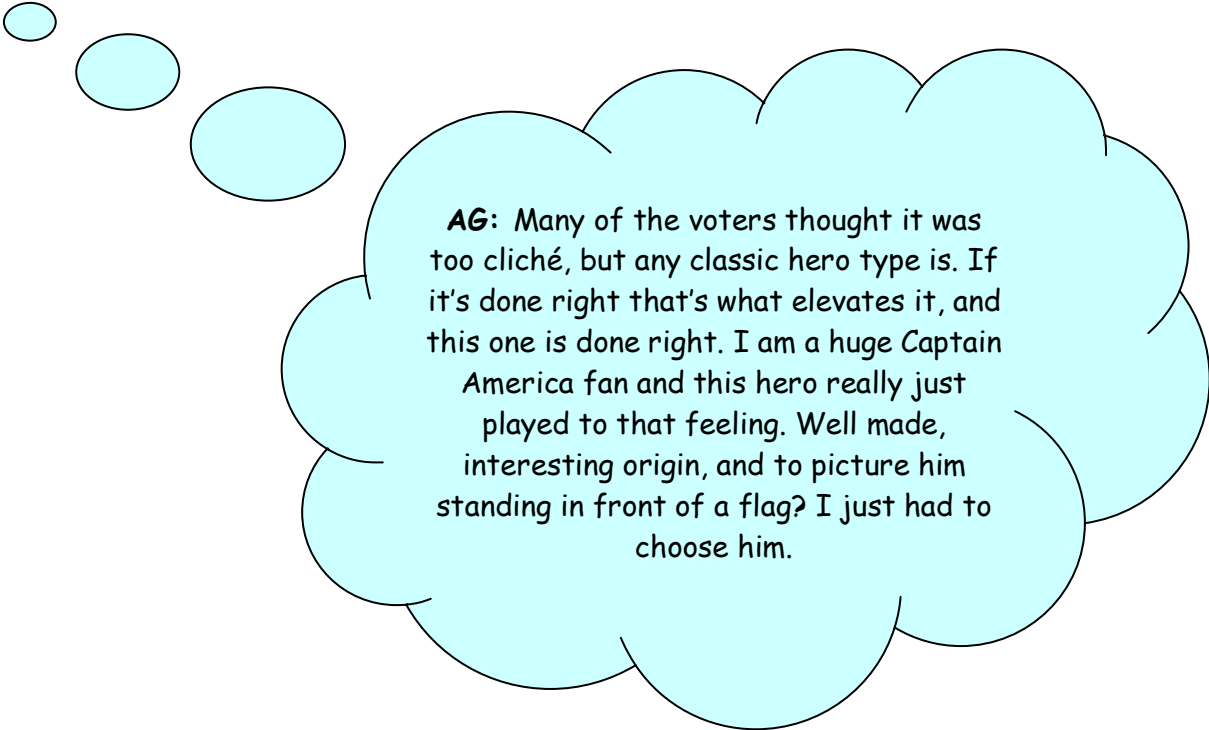
Since becoming General Freedom and returning to his grandfather's hometown of South City, Virginia, he's faced down several super villains and deadly situations. His six-year career has been well documented and scrutinized; while many say he doesn't measure up to his grandfather, many say that he's good at what he does.

General Freedom is usually the "lone wolf" type, preferring to work alone and fight his own battles rather than go with a group. He has been a part of a few teams but he often clashes with the leaders and his team-mates over their course of action and responsibilities to the city and it's people. He knows he's tough, and will charge headfirst into action, absorbing blows that would kill a normal man and dishing out moderate damage in return, saving his strength boosts for big, dangerous targets. He is often reckless because of his strength and invulnerability, which costs him occasionally, but not enough for him to change his style.

So far, General Freedom possesses superhuman strength, durability, and endurance. He is superhumanly stronger than a man of his age, weight, height and build, able to lift and carry three tons (approximately 6,000lbs). His muscle mass is amazingly dense, and can shrug off shots from high caliber rifles and grenade blasts with only a minor painful bruising. General Freedom tires slowly, can resist most poisons and diseases easily, and heals faster than a normal man. By channeling energy reserves in his body he can focus energy into his muscles and temporarily increase his strength. This increases his lifting capacity to nearly six tons. It's believed this energy comes from the same internal power source that the original General Freedom's "Patriot Blasts" came from.

Before gaining super strength Arthur was a naturally talented unarmed fighter, wrestler and used to be a fairly quick man capable of moderate displays of acrobatic agility, but the density of his bone and muscle have slowed his reflexes somewhat.

His motorcycle has been in the family since his grandfather purchased it after WWII. Over the years it has been heavily modified with a variety of parts and is barely recognizable from what it started as. Since being in the possession of the current General Freedom it has seen the addition of armored plating, a commlink, and a more powerful engine designed to carry the extra burden of the armor. It has always been, and always will be as long as General Freedom can help it, a shined blue with the American Eagle displayed proudly on the front



AG: Many of the voters thought it was too cliché, but any classic hero type is. If it's done right that's what elevates it, and this one is done right. I am a huge Captain America fan and this hero really just played to that feeling. Well made, interesting origin, and to picture him standing in front of a flag? I just had to choose him.



"This isn't Oz, and I don't sing."

KAKASHI PL 11 (165)

BY:Randy Hardin, Madison, WI, USA

AG: Why did you choose this type of character?

RH: I've long been fascinated with scarecrows, and I set out to design a scarecrow-themed hero with a Japanese twist.

Secret ID: Yasu Kitano **Gender:** Male **Age:** 24 **Height:** 5'8" (as Yasu); 6'4" (as Kakashi) **Weight:** 170 lbs. (as Yasu); 210 lbs. (as Kakashi) **Hair:** black, shag cut (as Yasu); black, elbow length (as Kakashi) **Eyes:** black (as Yasu); yellow (as Kakashi)

STR 18 (+4) **DEX** 30 (+10) **CON** 20 (+5) **INT** 14 (+2) **WIS** 14 (+2) **CHA** 14 (+2)
TOUGHNESS +11 (5 FLAT-FOOTED); **FORTITUDE** +9; **REFLEX** +10; **WILL** +5

SKILLS: **Acrobatics** 10 (+20), **Bluff** 3 (+5), **Climb** 1 (+5), **Craft** (Artistic) 5 (+7), **Diplomacy** (+2), **Disguise** 3 (+5), **Escape Artist** 2 (+12), **Intimidate** 8 (+10), **Knowledge** (Streetwise) 6 (+8), **Knowledge** (Art) 5 (+7), **Knowledge** (Current Events) 3 (+5), **Notice** 8 (+10), **Profession** (Acting) 6 (+8), **Search** 5 (+7), **Sense Motive** 8 (+10), **Stealth** 7 (+17), **Language** 1 (English (primary), Japanese)

FEATS: **Accurate Attack**, **All-out Attack**, **Power Attack**, **Dodge Focus** (6), **Attack Focus** (Melee) (8), **Elusive Target**, **Uncanny Dodge** (hearing), **Evasion** (2), **Grappling Finesse**, **Acrobatic Bluff**, **Fearless**, **Fearsome Presence** (2), **Instant Up**, **Defensive Roll** (6)

POWERS: **Teleport** 8 [Short Range][Turnabout][Change Direction][Change Velocity][Progression 2 - 500 lb. capacity], **Strike** 5 [Mighty], **Elongate** 3 (max. reach 25') { **Morph** 1 (any humanoid) } **Super-Sense** 1 (Ultravision), **Super-Movement** 2 (Wall-Crawling 2), **Super-Speed** 1 [Rapid Attack], **Immunity** 1 (no need for sleep)

COMBAT: **Attack** +5, +13 (melee); **Damage** +4 (unarmed), +9 (Strike); **Grapple:** +21; **Defense** +11 (+2 flat-footed); **Initiative** +14

Abilities 50 + Skills 19 (76 ranks) + Feats 34 + Powers 35 + Combat 20 + Saves 7 - Drawbacks 0 = 165/165

COMPLICATIONS: **Enemy** (yakuza); **Secret** (Secret ID)

DESCRIPTION: As himself, Yasu looks like a stereotypical disaffected art student, wearing somber clothes, sunglasses, and a shaggy haircut. As Kakashi, he is a tall, thin creature swathed in tattered black, leaving only his hands and face exposed. His skin is pale, and his face appears painted in a demonic distortion of a kabuki actor. He sports a wide-brimmed black hat that only partially contains his long, wild hair. Kakashi has been known to cause a large, black metal fan to appear from nowhere, with which he casually deflects bullets and other ranged attacks (this is merely a Descriptor of his Dodge Focus).

BACKGROUND: Yasu's parents were members of a secret society in Japan involved with the yakuza. Having fallen out of favor, they immigrated to America, where Yasu was born. Yasu was ignorant of his parents' past, and only began to learn the truth the night the family's home was attacked and set aflame by assassins.

Wounded in the attack, Yasu managed to crawl from the burning house, collapsing in the garden near a tattered scarecrow. As the assassins closed in for the kill, he cried out for help. With a deafening crash, a bolt of lightning struck the scarecrow and jolted Yasu's body.

Yasu found himself transformed into a thin, ghostly creature of unfettered free will and amazing powers. With a peal of vengeful laughter, Yasu easily defeated his attackers, and returned to the house to save his parents. His mother, although wounded, was still alive, but his father had died defending her. Using his new powers, Yasu was able to rush her to a hospital. Noting his bizarre appearance in the glass doors of the emergency room, Yasu called himself "Kakashi" (the Japanese word for "scarecrow"), and dedicated himself to ending the yakuza's reign of terror.

PERSONALITY: Yasu is a quiet and introspective person. He carefully conceals the depths of his emotions regarding his parents and the yakuza, only expressing his emotions through his art. As Kakashi, he becomes a free-spirited creature of id, utilizing his powers to their fullest, and delighting in defeating his enemies. To baffle and intimidate his foes, he maintains a constant, disjointed stream-of-consciousness monologue, full of riddles and non sequitur.

Yasu doesn't know where his powers come from. He suspects there is some link between his powers and his inability to sleep, as if his strange powers, malleable form, and surreal temperament are the outpourings of a subconscious mind unable to express itself in dreams. Yasu enjoys the feeling of power and freedom he has as Kakashi, and is sometimes reluctant to resume his normal identity. He worries that being Kakashi is becoming addictive, but has managed to maintain a balance between identities -- so far. To suggestions that he is "possessed" by Kakashi, Yasu responds with scorn for superstitious nonsense (and secret trepidation)

WHAT THE VOTERS SAID

5. I just can't disagree with this guy, the appearance and background and powers are great. If it wasn't for my personal issue with using another's idea, I'd play something like this in a heartbeat.

Utterly sweet.
Definitely a 5.

Very kewl concept. The name and the visuals are nice. The powers together give a great creepy feel. I would have liked to see Favored Enemy: Yakuza due to the background and complication. Also, some of the feats may have worked better listed under powers to represent their 'supernatural' aspect, such as the metallic fan for Dodge Focus, but these are minor. Kakashi gets a spectacular 5!

Definitely a cool one, I'll give it a very strong 4.



"Take 5 boys, I think we'll let the 70 foot tall robot do the rest. Baby doll, cigarette me."

PROFESSOR HAYWIRE PL 9 (150)

BY: Blake Trebert, Baton Rouge, LA, USA

AG: Why did you come up with Haywire?

BT: Haywire was a serial villain I had in my head to help fill time in between the big meaty parts of the plot. He ended up everything the main villains weren't; zany and easily beatable. The party took out aggression on him like a punching bag and when Haywire bit back they took it way more personally. Everyone adopted him as an arch nemesis including me. I just wanted a tragically hip super villain. I didn't want to worry about how important he was to the plot. What I ended up with was a tall, skinny geek in a lab coat, bowtie, and six-shooter who the party flat out LOVED to hate. Eventually demand kind of built him up and he became a really important character revisited more than a few times. I've been told numerous times if I ever made money in comics; chances are this looney toon would be my meal ticket.

Real Name: Chester Feinnes . **Identity:** Public . **Occupation:** Former Freelance Inventor, Mercenary, Terrorist . **Citizenship:** U.S.A., extensive criminal record . **Place of Birth:** Berkley, California . **Group Affiliation:** none . **Education:** some college . **Known Aliases:** big kahuna, bowtie bill, master of mechanical mayhem . **Known Relatives:** Arthur Feinnes (father, deceased), Margaret Feinnes (mother, deceased) . **Height:** 6'1" . **Weight:** 170 lbs. **Eyes:** Green . **Hair:** Red

STR 10 (+0), **DEX** 14 (+2), **CON** 12 (+1), **INT** 30 (+10), **WIS** 18 (+4), **CHA** 14 (+2) **TOUGHNESS** +7/+4*, **FORTITUDE** +2, **REFLEX** +4, **WILL** +9 *flatfooted

SKILLS: **Bluff** 5 (+7), **Computers** 8 (+18), **Craft** (mechanical) 8 (+20), **Disable Device** 8 (+18), **Gather Information** 5 (+7), **Knowledge** (technology) 8 (+20), **Notice** 5 (+9), **Sense Motive** 5 (+9)

FEATS: **Attack Specialization** (technocane), **Challenge** (fast work), **Defensive Roll** 3, **Dodge Focus** 3, **Equipment** 8, **Inventor**, **Machine Empathy**, **Minions** 4 (5 thugs), **Quickdraw**, **Sidekick***** 24 (miss marilyn), **Speed of Thought**, **Talented** (craft (mechanical), knowledge (technology)), **Taunt**

POWERS: **Device** 5** ([easy to lose][restricted to anyone with intelligence 20+],

COMBAT: **Attack** +6, +8 (technocane), **Grapple** +6, **Damage** +0 (unarmed), +4 (pistol), **Defense** +11 (+4 flat footed), **Knockback** -3, **Initiative** +10

****Technocane:** **Summon Minion** 8 [Continuous] {Datalink 3 (machine control), Stun 10}}

EQUIPMENT: commlink, concealed microphone, pistol (Blast 4), undercover vest (Protection 3 [subtle]), 22 points for either a chopper or a lab

Abilities 38 + **Skills** 13 (52 ranks) + **Feats** 48 + **Powers** 16 + **Combat** 28 + **Saves** 8 = 150pp

*****Miss Marilyn Power Level 8**

Identity Public **Occupation** bodyguard, eye candy **Citizenship** none, criminal record in United States **Place of Birth** none **Group Affiliation** none **Education** none **Known Aliases** baby doll, legs, marilyn **Known Relatives** none **Height** 5'9" **Weight** 200 lbs. **Eyes** Blue **Hair** Blonde

STR 30 (+10), **DEX** 16 (+3), **CON** --, **INT** 8 (-1), **WIS** 12 (+1), **CHA** 10 (+0)

TOUGHNESS +11, **FORTITUDE** --, **REFLEX** +3, **WILL** +6

SKILLS: **Acrobatics** 4 (+7), **Notice** 8 (+9), **Sense Motive** 8 (+9)

FEATS: **Attractive**, **Fearless**, **Interpose**, **Power Attack**, **Seize Initiative**

POWERS: **Immunity** 40 (Fortitude, Mental Effects), **Leaping** 1 (x2 distance), **Protection** 11 (Impervious), **Super Strength** 5 (Heavy Load: 24 tons)

COMBAT: **Attack** +6, **Grapple** +21, **Damage** +10 (unarmed), **Defense** +5, **Knockback** -11, **Initiative** +3

DRAWBACKS: **Disability** (mute, -4 points), **Vulnerable** to Magnetism (+50%, -2 points)

Abilities 16 + **Skills** 5 (20 ranks) + **Feats** 5 + **Powers** 73 + **Combat** 22 + **Saves** 5 - **Drawbacks** 6 = 120pp

NOTES...Haywire's bodyguard/girlfriend... man you just KNOW a supervillain built her. Marilyn is the eye candy you don't wanna cross. She's a leggy dame in a slinky red dress that can press a pair of semis. She can bat her eyes your way one moment and dropkick you the length of three football fields the next. Haywire loves her in a bizarre way; she's always by his side. She's programmed to rend anything limb from limb that wishes him harm. Her cold blue eyes scan back and forth constantly keeping watch over the mad scientist. Haywire somehow manages to access a fully built model of Marilyn everytime he breaks out. Haywire has yet to explain how he does this, although likely he has several Marylins hidden away somewhere.

BACKGROUND: Chester Feinnes was branded a crackpot... a never will be... a hack. No one wanted his inventions even though he knew he was a genius, one after the other his inventions cost him more and more of his family's fortune. The one that finally bankrupted his vast estate was a helmet designed to make people smarter. It was basically a bunch of electricity jolted into the brain to stimulate nerves... everyone of his scientific peers

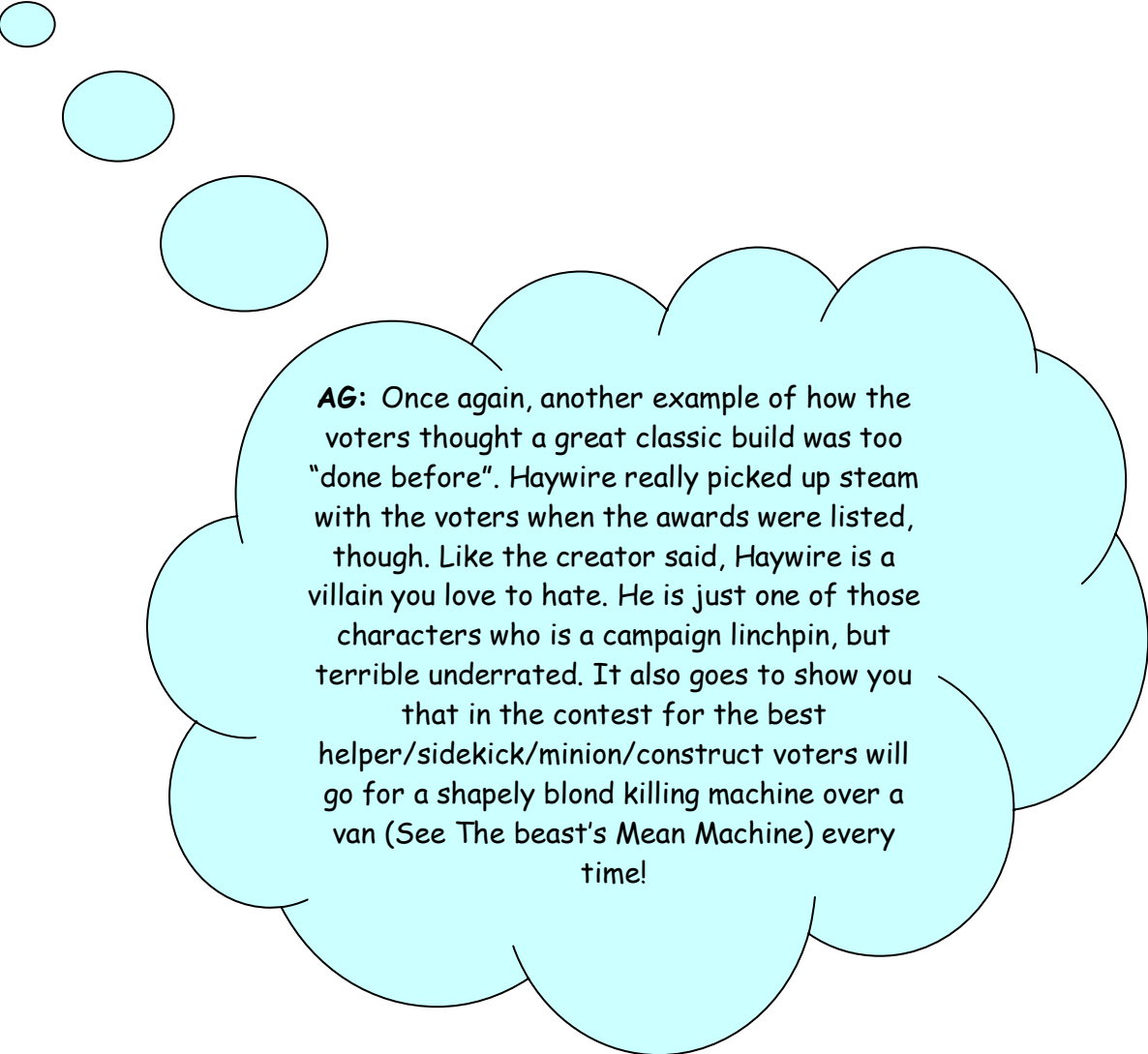
thought he was insane. The lawsuits over its faulty design ruined him and in a pathetic fit of "goodbye cruel world" he strapped the crazy contraption onto his head and flipped the switch...

but it worked. The next day he was penniless, destitute, and possessing an IQ somewhere above the 200 mark. Knowing his career as a scientist was ruined, he turned to a life of crime and began to plot revenge on his peers. He assembled a gang of henchman and began calling himself "Bowtie Bill" amongst organized crime circles.

Feinnes became a player in Chicago as one of the untouchable "idea men". In a year all his former scientific rivals were missing or dead. Bored with the idea of becoming a mob boss and still unsatisfied with his achievements, he embarked upon his next venture...

Feinnes bankrupted every mob boss in Chicago, took the money, and ran.

Bowtie Bill disappeared and re-emerged months later as Professor Haywire; a megalomaniac mad scientist hellbent on becoming the greatest criminal mastermind of the 21st Century. Professor Haywire is a lanky man in his mid 30s with shocked red hair and sharp features. He wears a white labcoat, pastel shirt, bowtie, khaki pants, and a pistol belt. He wields the technocane; a powerful invention of his that lets him control machines. At his side is the lovely Miss Marilyn; his deadly android bodyguard. The Professor is an arrogant miserable person who delights in causing as much destruction and chaos as he can. Property damage is his thing, although he'll kill with a mobster's mentality. He'll dabble in mundane crime (he's fond of bank robbery) to pay bills, but usually Professor Haywire is masterminding something big.



AG: Once again, another example of how the voters thought a great classic build was too "done before". Haywire really picked up steam with the voters when the awards were listed, though. Like the creator said, Haywire is a villain you love to hate. He is just one of those characters who is a campaign linchpin, but terrible underrated. It also goes to show you that in the contest for the best helper/sidekick/minion/construct voters will go for a shapely blond killing machine over a van (See The beast's Mean Machine) every time!



"You need a lesson in humility."



WU QUAN, THE FIVE FISTS PL 10 (150)

BY: San Kim, London, United Kingdom

AG: Why did you choose to make this character?

SK: The initial inspiration for the character came from a conversation about 'super powered medieval heroes'. Having just got a copy of Mutants and Masterminds, my thoughts naturally ventured to the possibility of playing a super powered martial artist (thus, the Asian theme). As it was my first workings with the Mutants and Masterminds system, I was also interested in seeing what was possible with the mechanics. These musings coalesced into a melee fighter with the ability to turn into the five classic Chinese elements.

However, I didn't want to play a character which was a 'power house', in the sense that most of the character's abilities came from his powers. I wanted to stay true to the 'martial arts' concept. As such, the character became feat heavy and, thusly, most of his capabilities arise from his feats and not his powers. In effect, the powers became a nice secondary suite of abilities, which mostly provided environmental adaptability. Indeed, the character's combat stats really don't change between his normal form and his elemental forms. In fact, in fight with the Powerhouse archetype, his most obvious combat elemental form, metal, was substantially sub par compared to it until he started to use his feats (in particular Defensive Attack and Power Attack).

Continued...

For the 'coloring' of the character (i.e. background), since I didn't know the type of campaign that he would be played in I wanted a background that would permit the character to be introduced easily. The 'trapped for decades' background worked perfectly with this consideration and gave a nice rationalization behind how the character was able to develop his powers. A further consideration was the possibility of future play in a far flung tomorrow (i.e. if my character doesn't die and we do a different futuristic campaign, is there a way to get him there?). This led to inclusion of 'immunity to aging' in all the character's elemental forms. I imagined the character one day going into seclusion and transforming into his elemental wood form, meditating for decades, possibly for centuries, until he felt he was needed once more.

Name: Kai Li Shen, **Birth Place:** China, **Birth Date:** 1890, **Zodiac (Eastern):** Tiger, **Blood Type:** O, **Allegiance:** Moral Philosophy (good), **Motivation:** Responsibility, **Likes:** Martial Arts, History and Philosophy, and Instant Noodles, **Dislikes:** Firearms and Evil Sorcerers

STR 20 (+5), **DEX** 14 (+2), **CON** 14 (+2), **INT** 20 (+5), **WIS** 14 (+2), **CHA** 14 (+2)
TOUGHNESS +10 (flatfooted +7; w/o armor +5, flatfooted +2), **FORT** +7, **REF** +7, **WILL** +7

SKILLS: **Acrobatics** 10 (+12), **Concentration** 10 (+12), **Diplomacy** 10 (+12), **Knowledge (History)** 10 (+15), **Knowledge (Theology and Philosophy)** 10 (+15), **Language** 1 (English, base: Chinese), **Notice** 10 (+12), **Ride** 7 (+9), **Sense Motive** 10 (+12), **Stealth** 10 (+12)

FEATS: **Accurate Attack**, **Acrobatic Bluff**, **All-Out Attack**, **Attack Focus (Melee)** +6, **Blind-Fight**, **Defensive Attack**, **Defense Roll** +3, **Dodge Focus** +6, **Equipment** 2 (10 ep), **Evasion** 1, **Fearless**, **Grappling Finesse**, **Improved Critical (Unarmed)** +2, **Improved Initiative** 2 (+8), **Improved Throw**, **Improved Trip**, **Instant Up**, **Power Attack**, **Prone Fighting**, **Sneak Attack** 1 (+2), **Takedown Attack** 1, **Uncanny Dodge (Auditory)**.

POWERS: **Alternate Form** 10 (Kai Ming Zu Cheng (Elemental Enlightenment)) [Alternate Power +4 (5 total forms*)] [Action -3 (full action)] [Duration (sustained)]

COMBAT: **Attack** +4 (melee +10; unarmed critical 18-20, sword critical 19-20), **Damage** +5 (sword +8), **Defense** +10 (flatfooted +2), **Initiative** +10, **Trip** +9, **Grapple** +15, **Knockback** +5 (w/o armor +2)

***Xing Shui** (Water Form):

STR 20 (+5), **DEX** 14 (+2), **CON** 14 (+2), **INT** 20 (+5), **WIS** 14 (+2), **CHA** 14 (+2)

TOUGHNESS +10 (flatfooted: +7), **FORT** +7, **REF** +7, **WILL** +7

COMBAT: **Attack** +4 (melee +10), **Damage** +5 (melee +8), **Defense** +10 (flatfooted +2), **Initiative** +10, **Trip** +9, **Grapple** +15, **Knockback** +5

POWERS: **Concealment** 6 (all visual senses, all olfactory senses) [Limited (only underwater)], **Elongation** 5 (move 100 ft, reach 50 ft) [Action +1 (free)], **Environmental Adaptation** (underwater), **Immunity** 9 (aging, critical hits, disease, environmental condition - high pressure, poison, starvation and thirst, suffocation - all), **Insubstantial** 1 (liquid), **Protection** 5, **Strike** 3 [Mighty], **Swimming** 6 (100 mph), **Super-Senses** 4 (tremorsense - acute)

***Xing Mu** (Wood Form):

STR 26 (+8), **DEX** 14 (+2), **CON** 24 (+7), **INT** 20 (+5), **WIS** 20 (+5), **CHA** 14 (+2)

TOUGHNESS +10 (flatfooted: +7), **FORT** +12, **REF** +7, **WILL** +10

COMBAT: **Attack** +4 (melee +10), **Damage** +8, **Defense** +10 (flatfooted +2), **Initiative** +10, **Trip** +12, **Grapple** +18, **Knockback** +29

POWERS: **Concealment** 8 (all auditory senses, all visual senses, all olfactory senses) [Close Range] [Blending] [Limited (only forests)], **Enhanced Strength** 6, **Enhanced Constitution** 10, **Enhanced Wisdom** 6, **Immovable** 6 (+24 bonus vs. knockback, push, rush, trip, throw), **Immunity** 7 (aging, critical hits, environmental conditions - cold and heat, sleep, starvation and thirst), **Regeneration** 10 (recovery bonus +1, recovery rate - bruised 3, staggered 6) [Regrowth] [Source (sunlight)], **Super-Senses** 4 (low-light vision, tremorsense)

***Xing Huo (Fire Form):**

STR 20 (+5), DEX 14 (+2), CON 14 (+2), INT 20 (+5), WIS 14 (+2), CHA 14 (+2)

TOUGHNESS +5 (flatfooted: +2; vs. energy +10, flatfooted: +7), **FORT +7, REF +7, WILL +7**

COMBAT: Attack +4 (melee +10, blast +10), **Damage +5** (blast +10), **Defense +10** (flatfooted +2), **Initiative +10, Trip +9, Grapple +15, Knockback +2** (vs. energy +5)

POWERS: Blast 10 [Accurate 3 (+6)] [Dynamic] [Dynamic Alternate Power +3] { **Corrosion 10** [Affects Insubstantial] [Extended Reach +1 (5 ft)] [Incurable], **Dazzle 10** (sight) [Accurate 3 (+6)], **Flight 10** (10,000 mph), **Flight 1** [Levitation], **Immunity 6** (aging, critical hits, environmental conditions - heat and radiation, starvation and thirst), **Insubstantial 2** (gas), **Protection 5** [Limited (only energy)]

***Xing Di (Earth Form):**

STR 20 (+5), DEX 14 (+2), CON 14 (+2), INT 20 (+5), WIS 14 (+2), CHA 14 (+2)

TOUGHNESS +10 (flatfooted: +7), **FORT +7, REF +7, WILL +7**

COMBAT: Attack +4 (melee +10), **Damage +5** (melee +8), **Defense +10** (flatfooted +2), **Initiative +10, Trip +9, Grapple +15, Knockback +5**

POWERS: Burrowing 7 (100 mph), **Immunity 9** (aging, critical hits, disease, environmental conditions - vacuum, poison, starvation and thirst, suffocation - all), **Insubstantial 1** (liquid), **Morph 5** (any form of the same mass, disguise +25), **Protection 5, Strike 3** [Mighty], **Super-Senses 5** (darkvision, tremorsense)

***Xing Jin (Metal Form):**

STR 30 (+10; super-strength 60, heavy load 50 tons), DEX 14 (+2), CON 14 (+2), INT 20 (+5), WIS 14 (+2), CHA 14 (+2)

TOUGHNESS +10 (impervious +7, flatfooted: +7), **FORT +7, REF +7, WILL +7**

COMBAT: Attack +4 (melee +10), **Damage +10, Defense +10** (flatfooted +2), **Initiative +10, Trip +14, Grapple +26, Knockback +7**

POWERS: Enhanced Strength 10, Immunity 10 (aging, critical hits, disease, environmental conditions - high pressure and vacuum, poison, starvation and thirst, suffocation - all), **Impervious Toughness 2, Protection 5** [Impervious], **Super-Strength 6** [Groundstrike, Shockwave, Super-Breath, Thunderclap], **Super-Senses 2** (danger sense - auditory, ultra-hearing)

EQUIPMENT: Sword (damage +3, critical 19-20, mighty), **Plate-mail Armor** (toughness +5)

Abilities (36 pp) + Skills (22 pp) + Feats (37 pp) + Powers (24 pp) + Combat (16 pp) + Saves (15 pp) = 150 pp

APPEARANCE: Li Shen is a tall, muscular Asian male of Chinese decent. He has a neatly groomed goatee and keeps his long hair braided in a traditional queue. His straight posture and learned demeanor discloses his martial arts and scholarly background. Since his awakening and assimilation into modern American life, he has developed a penchant for wearing sport jackets and bright floral ties. When adventuring, Li Shen is known as Wu Quan, The Five Fists, and wears traditional armor and sword.

BACKGROUND: Li Shen was born in Beijing, China in 1890. He grew up in a time of rapid change and cultural interactions. He was only 10 years old when the martial artists of China rose up in the Boxer Rebellion. As the son of a minor noble family, Li Shen dutifully studied the Classics and trained in the martial arts, maturing into a skilled scholar and warrior.

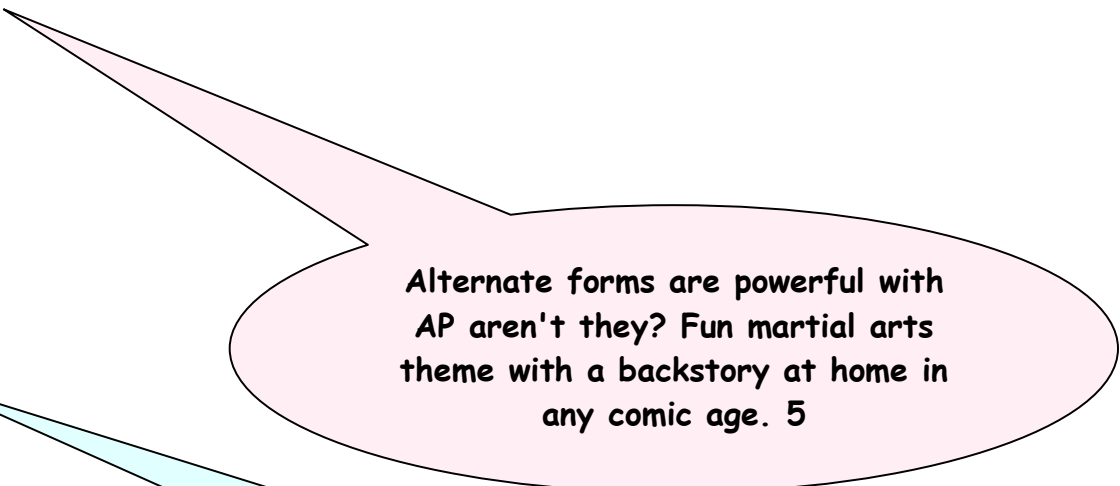
With China in turmoil, Li Shen and four of his closest friends set out to help people throughout the Middle Kingdom and beyond. In their adventures, they gained fame and fortune. All this ended the day they agreed to help a small settlement its kidnapped villagers. Far away in the Himalayas, the party found them and the kidnapper, a person of unsurpassed evil, a sorcerer bent on the domination of existence itself. The battle was legendary, but in the end one by one they fell.

Li Shen woke to find himself imprisoned deep in a cavern covered with mystical sigils. He discovered that he could neither escape nor die. However, far worse was the insistent, never-ending cackle of the sorcerer's laughter. In the first week, Li Shen went almost completely mad. It was only his training in meditation and the martial arts that saved him. Over the decades Li Shen learned to harness his qi and eventually learned to

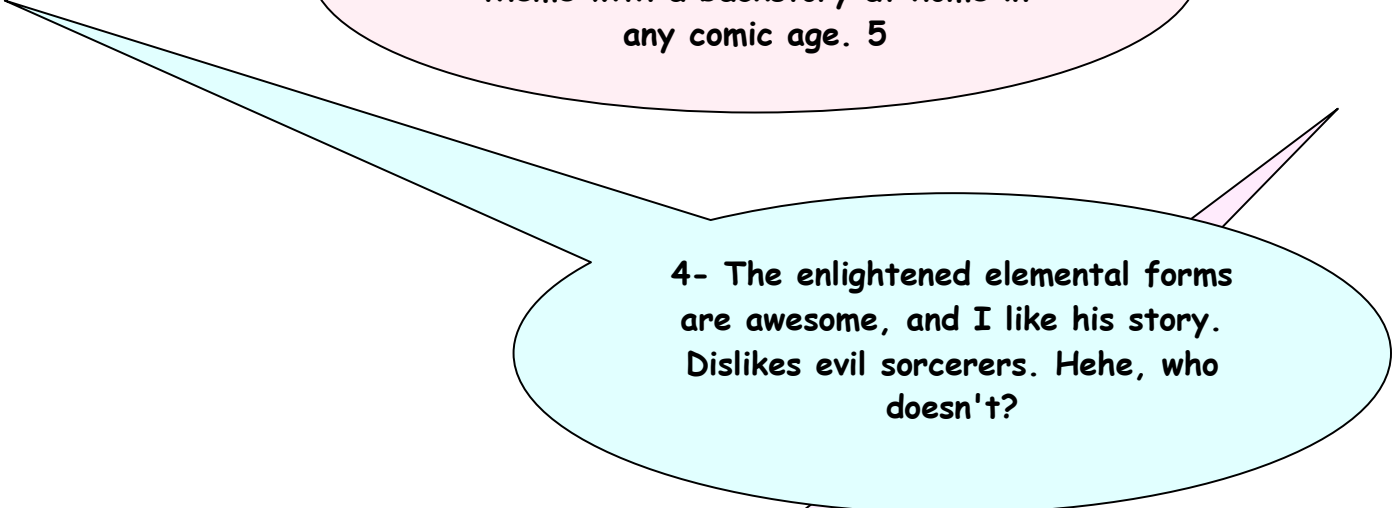
transform himself into a being of pure elemental forms (water, wood, fire, earth and metal). With his newfound power, he tried battering his way out of the prison, but to no avail. Li Shen became resigned to his fate.

Fortune eventually smiled upon him. Li Shen was freed by American explorers when they accidentally broke open a seal at the mouth of the cave. He hailed them as heroes and breathed his first breath of fresh air in 85 years. Within a decade of his release, Li Shen had not only diligently learned about the new world but also had put his powers to the test - confronting evil men and evil deeds, garnering the moniker Wu Quan, The Five Fists. Today, Li Shen finds himself in the USA, a citizen and hero in said country. He notices a rising tide of evil powered men and women, and a part of him wonders if it is not part of an evil sorcerer's plan for domination of Earth, and Heaven. In the meantime, a new gang is carving territory in town, one body at a time, and they need a lesson in humility.

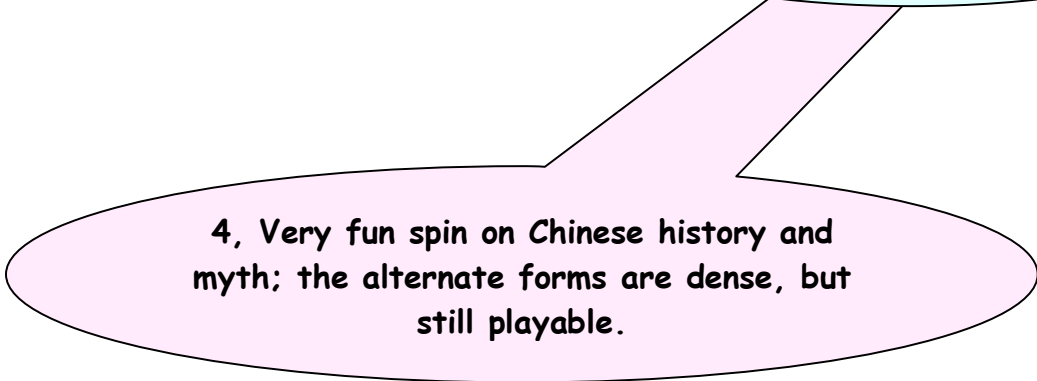
WHAT THE VOTERS SAID



Alternate forms are powerful with AP aren't they? Fun martial arts theme with a backstory at home in any comic age. 5



4- The enlightened elemental forms are awesome, and I like his story. Dislikes evil sorcerers. Hehe, who doesn't?



4, Very fun spin on Chinese history and myth; the alternate forms are dense, but still playable.



Well here they are; my favorite and the fan's favorite characters. Both drawn by guest artist Jeff Hebert (You may know him as the maker of Heromaker™), Jeff definitely has artistic chops, and has been putting them to use for years in the RPG world.

So....The Winners!



"I make sure that she can see me - otherwise, there isn't much point to all of it, is there? When I can see the disgust on her face, that's when I start to move. She runs, and I chase.

We reach her apartment building, and I let her get through the gate. I could tear it off the hinges, but it is so much better this way. I slip between the bars, and that's when she realizes what I am - and more importantly, who I am. She only stops screaming when my fingers tighten around her neck, and as she shakes in the throes of death I get the shiver.

God, I can't wait until the next one."

HANGMAN PL 12 (180)

BY: Steven Warfield, Scotia, NY, USA

AG: What made you choose to make this type of character?

SW: It seems that elasticity is a vastly underrepresented power, mostly owing to the portrayal of heroes that have it as comic relief (a la DC's Plastic Man) or as fairly one trick ponies (a la Marvel's Mr. Fantastic - let me see if I can wrap this guy up to subdue him!).

The character started just as a name, and then it snowballed from there - his ability to choke the life out of opponents with relative ease seemed like a particularly nasty addition. And then - as if it wasn't bad enough to begin with - I decided that not only was this a particularly challenging foe for a powered individual, but that his chosen prey were those that were even less capable of defending themselves against such a monster. That way it adds a touch of creepy believability to an otherwise rather out-there concept.

This character (as mentioned very briefly in the description) is intended to be part of a greater cabal of super-assassins called the Dark Crucifix (who all are representative of some creepy/deadly aspect of humanity).

STR 36/26/14** (+8/+2), **DEX** 12 (+1), **CON** 20/12*** (+5/+1), **INT** 11 (+0), **WIS** 8 (-1), **CHA** 14 (+2);

unenanced Str 14, *unenanced Con 12.

TOUGHNESS +8 (FLATFOOTED +5), **FORT** +12 (RAGE +14), **REF** +8, **WILL** +4 (RAGE +6)

SKILLS: **Bluff** 10 (+12), **Disable Device** 10 (+8), **Intimidate** 14 (+16), **Search** 8 (+8), **Sleight of Hand** 8 (+10), **Notice** 8 (+7), **Stealth** 14 (+15)

FEATS: **Attack Focus** (Melee +4), **Attack Specialization** (Unarmed), **Attractive**, **Chokehold**, **Diehard**, **Fascinate**, **Favored Enemy** 2 (young women), **Improved Grab**, **Improved Grapple**, **Improved Initiative** 1 (+4), **Improved Pin**, **Rage** 1, **Sneak Attack** 1 (+2), **Taunt**

POWERS: **Concealment**(Stalker) 2 (sight) [Passive][Close Range]

Elongation(Smooth Operator) 14 (move 250,000 ft, range 140 ft) [Action (free)] { **Defensive Roll** +3, **Dodge**

Focus +6, **Insubstantial**(Slide) 1 (liquid), **Snare**(Snatch) 14 [Reversible][Tether], **Snare**(Grab) 14

[Engulf][Reversible], **Suffocate**(Noose) 14 [Subtle], **Trip**(Trip) 14 [Knockback 1] }

, **Enhanced Str** (Strength of Purpose) 12, : **Enhanced Con** (Meaning of Life) 8, : **Fearsome Presence**

(Leatherboy)10, **Super-Movement**(Slither and Crawl) 3 (slithering, wall-crawling 2), **Super-Sense**(I Smell You There in the Dark) 3 (darkvision, scent - accurate, track), : **Super-Strength**(Killing Strength) 2

COMBAT: **Attack** +4 (melee +8, unarmed +10), **Damage** +8 (rage +10; +10 vs. young women, rage +12), **Defense** +14 (rage +12; flatfooted +4), **Initiative** +5, **Trip** +14 (plus knockback), **Grapple** +36 (rage +38; opponents suffer a -4 penalty to escape grapple or pin)

Abilities 11 + Saves 19 + Skills 18 + Feats 18 + Powers 90 + Combat 24 = 180

APPEARANCE: An attractive young man who usually seems to be smiling to himself rather than to anyone else; when purveying his Hangman persona, his limbs are usually in various states of elongation. In this state, his head is elongated as well, giving him a more fearsome visage.

BACKGROUND: Gregory Kolb had spent the majority of his adult life hiding his true self from the majority of society - that portion of himself that he called "The Hangman." He would indulge himself as he could in his vice of choice - strangulation of attractive women. He always hated the fact that he had to rely on his somewhat natural ability to lie to them to get close enough to do what he wanted; to him, it was almost like lying to himself. He always pictured himself to be able to simply move in and take what he wanted, but he realized that if he wanted to continue, he had to be slightly more cunning than that would allow.

As his kills became more and more frequent, the FBI began to narrow its search, and Gregory realized that he was one of the potential suspects of their investigations. He would not allow himself to be caught so easily, and thus he went and hid in an abandoned chemical processing facility. During this time, he was exposed to a variety of chemicals; additionally, the FBI had apprehended a copycat killer.

The chemicals had a profound affect on Gregory - not only was he now able to elongate and manipulate his now elastic body, but he had become monstrously stronger. The fact that another was going to be tried for kills that were rightfully his enraged him; thus, using his new abilities, he entered the detention center that the copycat was being held at and killed him in a rather gruesome manner. With the blood of the copycat, he wrote in the cell, "The Hangman will not be caged," and with that began his new life.

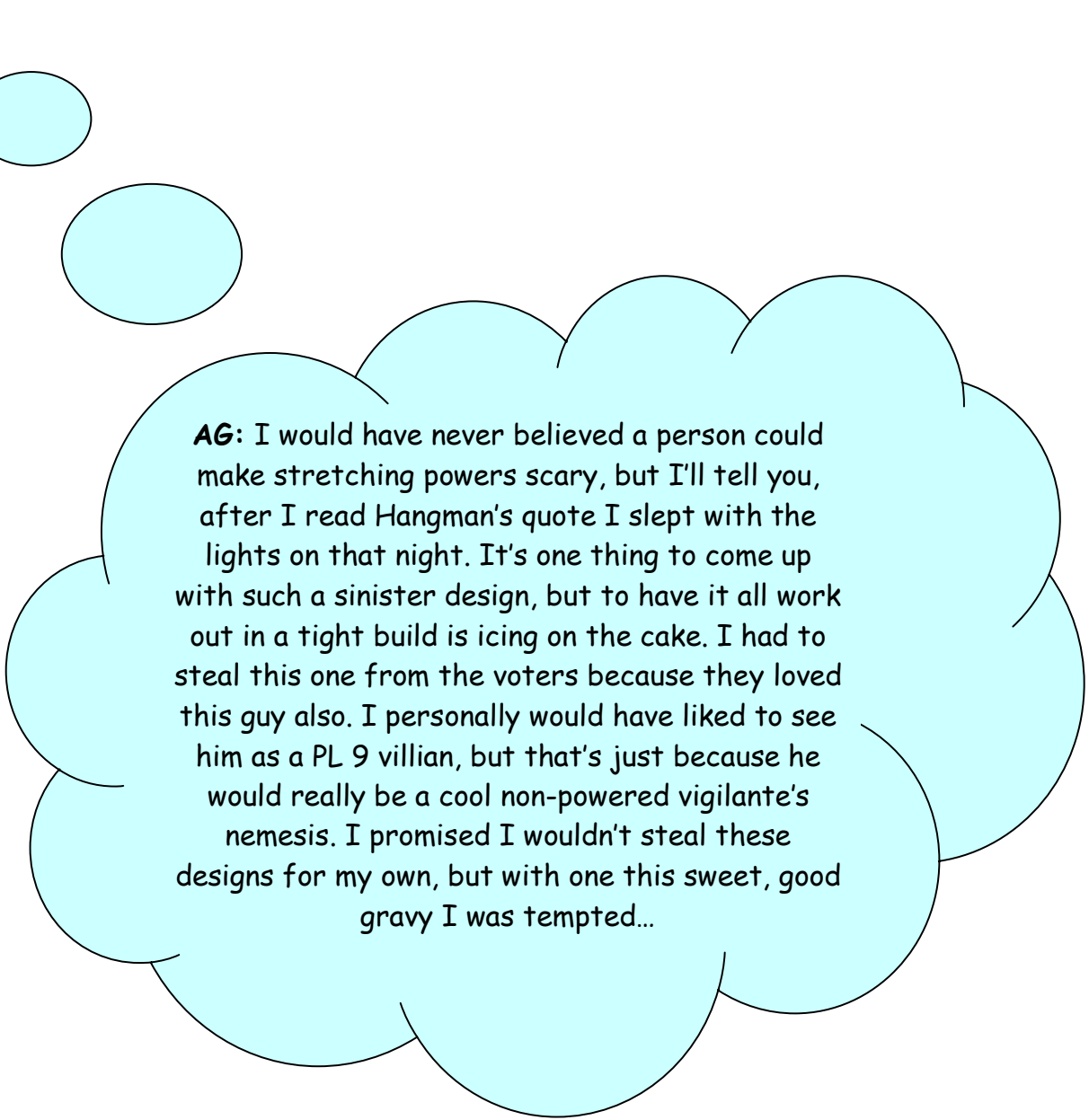
Eventually, his proclivities attracted the attention of the Dark Crucifix, a collective of super-powered assassins. He was asked to join, on the condition that while he was "working" he was not to engage in his personal pursuits. This has proven to be very difficult for Gregory - who now only refers to and thinks of himself as "The Hangman" - and thus he is frequently given assignments that provide little chance for distraction.

The Hangman prefers to wear his black bodysuit underneath normal clothing - which allows him to rip through said clothing when he is stalking for maximum psychological effect. His mask is a distorted latex "leatherboy" mask, which he elongates his head to fit into - providing further intimidation to his intended prey.

The Hangman's preferred method of attack is to "go for the throat," where he elongates the first two fingers on one hand and then attempts to wrap these around the victim's neck. He prefers to stretch around

obstacles rather than simply toss them out of his way, which often causes people to underestimate his strength.

The Hangman comes across as creepy-oily-smooth - until things do not go his way; at that point he rapidly becomes more and more agitated and is soon in a towering rage.



AG: I would have never believed a person could make stretching powers scary, but I'll tell you, after I read Hangman's quote I slept with the lights on that night. It's one thing to come up with such a sinister design, but to have it all work out in a tight build is icing on the cake. I had to steal this one from the voters because they loved this guy also. I personally would have liked to see him as a PL 9 villian, but that's just because he would really be a cool non-powered vigilante's nemesis. I promised I wouldn't steal these designs for my own, but with one this sweet, good gravy I was tempted...



HALO PL10 (150)

BY: Don Shaffer, Hackettstown, NJ, USA

AG: What made you choose to make this type of character?

DS: I've always liked teen heroes. If I'd have to guess why, it's a leftover from when I was a kid and wished I could be like them. As I grew up, I think I preferred the more 'innocent' view point you often get over the grimmer and gritty feel you receive with 'adult' characters. Halo takes that more 'innocent' approach and twists it a bit, plus I was able to do some interesting things with her powers. She's actually, via a roundabout process, my old character on City of Heroes; although you wouldn't recognize her if you saw her back then.

Real Name: Daenara Smith . **Aliases:** Heaven's Bloodhound, Half-pint, Hellbane, Daenael et Malakim . **Identity:** Secret . **Occupation:** Student . **Citizenship:** United States (Minor) . **Place of Birth:** United States . **Known Relatives:** the Smiths (Adopted Parents), Samuel "Sammy" Smith (Adopted brother) . **Group Affiliation:** Outcasts . **Education:** Currently in 7th grade . **Age:** 12 (Human Body), 1057 (As entity) . **Height:** 4' 10" . **Weight:** 101 pounds . **Eyes:** Brown as Daenara, Golden as Halo . **Hair:** Chestnut Red as Daenara, Fire Red as Halo

STR: 9 (-1) **DEX:** 24 (+7) **CON:** 28 (+9) **INT:** 10 **WIS:** 8 (-1) **CHA:** 14 (+2)
TOUGHNESS: +9 **FORT:** +9 **REF:** +7 **WILL:** +9

SKILLS: **Intimidate** 4 (+4), **Knowledge**4(History) (+4), **Knowledge** 4(Tactics) (+4), **Language** 2 (Demonic, English, Angelic is Native), **Notice** 15 (+14), **Perform** 8 (Singing) (+10), **Search** 4 (+4), and **Sense Motive** 15 (+14)

FEATS: **Accurate Attack**, **All Out Attack**, **Assessment**, **Blind fight**, **Connected**, **Critical Strike** (Eeevil), **Defensive Attack**, **Elusive Target**, **Evasion**, **Favored Opponent** (Eeevil), **Fearless**, **Improved Block** 3, **Improved Disarm**, **Instant Up**, **Power Attack**, **Weapon Bind**

POWERS: **Flight** 3(Light Wings) (50 mph), **Immunity** 1 (Own Powers), **Light Control** 2(Holy Aura) (10') [Linked to Obscure][Touch Range], **Obscure** 1(Blinding Light) (Vision) [Linked to Light Control][Touch Range][Limited - Self Only], **Drain Strength**5 (Sacred Radiance) [Affect Insubstantial][Burst Area][Continuous Duration][Limited: Only Effects Evil], **Strike** 8 (Sword of Holy Light) [Accurate 3][Affect Insubstantial][Precise][Split][Half effect vs. Non Eeevil opponents] { **Blast** 4 (Daggers of Holy Light)[Accurate 3][Homing 2][Split][Half effect vs. Non Eeevil opponents] } , **Super-senses** 6 (Detect Evil (Olfactory), At Range, as Free Action, Accurate, Extended), **Super-senses** 2 (Detect Lie (Olfactory) as Free Action)

COMBAT: **Attack:** +5, +11 Light Weapons; **Damage:** -1Unarmed; **Defense:** +11; **Initiative:** +7; **Movement:** 25 ffor Fly 50 mph; Reach: 5 ft

DRAWBACKS: **Power Loss** 1 (Flight, When wings are bound), **Weakness** 2 (Breaking an Oath/lying triggers, -1 to Strength; Instant, Uncommon, Moderate)

Costs: **Abilities** 33 + **Saves** 10+ **Combat** 32 + **Skills** 14+ **Feats** 18 + **Powers** 46 - **Drawbacks** 3= 150

DESCRIPTION: Her face has often been described as 'hawkish' or even 'handsome', with a mix of racial features that make her family origin hard to pin down. Her long hair is braided, although the exact style varies day to day. When not in school uniform, Daenara prefers to dress in loose, comfortable clothes such as well-worn jeans and t-shirts. She has a preference for the color red and can usually be seen wearing an oversized red sports jersey with the logo of her little league baseball team, the Angels. The logo is a source of amusement to her, although she refuses to say why. As Halo, she relies on her light aura to hide her features, but otherwise has no special uniform or outfit.

HISTORY: While apparently only 12 years old, Daenara's spirit is much much older. At one time she was Daenael, an angel of judgment and soldier in the angelic hosts created long ago. While loyal and dedicated to the Host's ideals, she often proved over zealous and more concerned with destroying Demons than in protecting the humans that they preyed upon. At the time, the war between the Divine and the Infernal ran hot, and while her bloodlust against Demonkind sometimes led to complications, it was felt that her abilities more than compensated. However, times change and what was once an active conflict turned into a subvert war of words and hidden operations. Unfortunately for Daenael, her combat style of 'Charge in, kill them all, and salt the earth' did not fit this period of conflict, which led to her botching many meticulously planned raids and more often than not resulted in her becoming seriously wounded. After one particularly notorious botchup on a raid, she was found guilty of the sins of Pride and Wrath and sentenced to Judgement.

It was decided that while her skills and ideals were still bound with the forces of Light, Daenael needed a way to grow closer to the humans she was supposed to protect. She was sentenced to temporary exile on earth, bound permanently into a human vessel. Unlike most vessels, which were simply souless shells that Angels could

inhabit, this one would grow as a normal human and she would be bound to the human plane until her natural death. In this way, the human 'child' Daenara was born. Placed into human care in an orphanage, Daenara was adopted by the Smith family. At first resentful of being stuck in human form, Daenara has since become close to her human parents and her adopted brother 'Sammy'. They have no knowledge of her non-earthly origins and she, for her part, works to ensure they never do. Unfortunately, she still keeps her bloodlust against Demonkind and cannot resist the urge to go after any that she detects. This has led to several close calls where her true origins were almost revealed. In order to minimize the risks to her human family, she has recently accepted an invitation to the Academy for her singing talents. Unknown to her, this invitation was mostly the work of her superiors, who felt that she was growing to dedicated to one single human family. They hope to extend her growing love of humanity while at the same time have an agent in place. Recently, she has taken up with a group of super powered classmates who call themselves the 'Outcasts'. While she has yet to reveal the true origins of her powers to them, she has grown to consider them her extended family. It was they who gave her the name 'Halo' as a codename to disguise her true identity.

WHAT THE VOTERS SAID

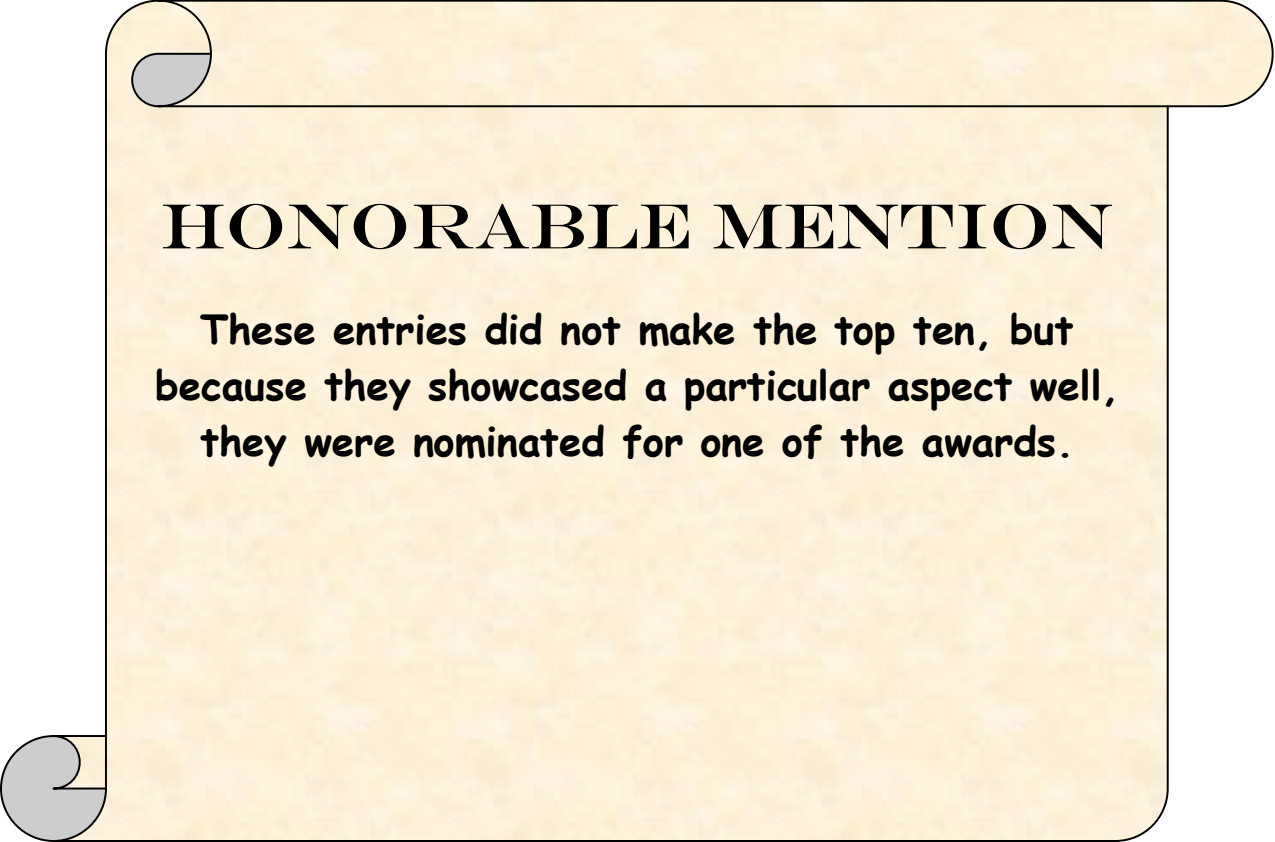
There's a motivation and hubris with the story. I see this character easily... 5

I feel drawn to this character. I like the concept. I think the build needs some polishing, but it's minor. Halo gets a spectacular 5!

Neat background and build; you can do a lot with this character. I like the inner struggles and character flaws within her. The build is pretty interesting also, especially the Holy Aura/Light Control with the Linked Blinding Light/Obscure. 5

Hard to argue on a good build with ...4.

4. I keep seeing Buffy scenes when I read ...



HONORABLE MENTION

These entries did not make the top ten, but because they showcased a particular aspect well, they were nominated for one of the awards.

JUNKIE PL 10 (150)

BY Andrew J Gibson, Pickering, Ontario, Canada.

AG: How did you come up with Junkie?

AJG: The idea came from several sources. First, I was trying to come up with some sort of antithesis to a vampire character - someone who is fed by life instead of by death. This led me to the idea of a strongly emotional character, and then an animalistic character. I was also influenced by the legend of Tarzan - she's basically a female, urban version of the Lord of the Apes. Originally I was going to give her stronger animal-empathy, but it felt kinda silly. I tend to like lower-powered supers, so I designed her as an over-powered low-power character. Her physical appearance is inspired by the main character from the (really bad) movie Gator Bait - a queen-of-the-swamp character. If you want to see a picture here's the best I could find: <http://www.savagecinema.com/gatorbait.html> Her personality is practically determined by her powers, as well as to give her plot hooks, and partially inspired by Evil Vampire Willow from Buffy the Vampire Slayer (another red-head).

STR 18 (+4) , **DEX** 20 (+5), **CON** 16 (+3), **INT** 8 (-1), **WIS** 16 (+3), **CHA** 10 (+0)

TOU +3/*+2 (*defensive roll), **FOR** +3 (+6), **REF** +3 (+8), **WILL** +3 (+6)

SKILLS: **Acrobatics** 10 (+15), **Climb** 11 (+15), **Disable Device** 4 (+3), **Escape Artist** 6 (+11), **Gather Information** 4 (+4), **Handle Animal** 1 (+4), **Intimidate** 3 (+3), **Knowledge (Streetwise)** 4 (+3), **Notice** 7 (+10), **Search** 5 (+4), **Sleight of Hand** 5 (+10), **Stealth** 10 (+15), **Survival** 2 (+5)

FEATS: **Attack Focus** (12) (Melee), **Chokehold**, **Defensive Roll**(2), **Dodge Focus** (15), **Evasion** (2), **Fast Overrun**, **Improved Overrun**, **Move-by Action**, **Power Attack**, **Takedown Attack** (2), **Uncanny Dodge** (Auditory), **Equipment**, **Fearless**, **Acrobatic Bluff**, **Skill Mastery** (1) (Acrobatics, Climb, Escape Artist, Stealth), **Diehard**

POWERS: **Strike** 4[Mighty][Split Attack][Improved Critical], **Super-Senses** (Low-Light Vision, Accurate Hearing 2) 3, **Immunity** (Mental Effects) 10, **Regeneration** (Bruised/1 Round without rest, Unconscious/1 Round without rest, Staggered/1 Round without rest, Injured/1 Round without rest, Disabled/1



Hour with rest), **Super-Movement** 3 (Slow Fall, Wall-Crawling 1, Swinging), **Leaping** 3, **Speed** 3, **Super Strength** 1,

COMBAT: **Defense** +0 (+15 dodging), **Attack** +0 (+12 melee)

EQUIPMENT: **Headquarters:** **Abandoned Warehouse** (Medium Size, Toughness 10, Concealed, Gym, Living Space)

DRAWBACKS: **Being too far from a major city saps Junkies energy**, all rolls are at -5 (rare occurrence, major limitation) 3p

Abilities: 37 + **Skills:** 18 + **Feats:** 43 + **Powers:** 55 - **Drawbacks:** 3 = **Character Total:** 150p

APPEARANCE: Junkie is in her mid-20's. She has long, red-brown hair, brown eyes, and fair skin. She is of above average height, is somewhat malnourished, and noticeably muscular. Her lifestyle means she is fairly dirty most of the time, with stringy hair, dirty hands and feet, and numerous scrapes, cuts, and bruises. Her clothing is scavenged and is usually worn and ill-fitting. She wears shredded jeans or jean shorts (depending on time of year), a torn t-shirt or the like, and on occasion an old leather jacket that's too big for her. She has a pair of old handcuffs she uses as a belt by fastening them around the belt loops on her pants. She sometimes will wear old sneakers, but usually not, as they interfere with her climbing. She often has an old knife tied to her hip or thigh.

ORIGIN: Anna Marie Bourne was born and raised on a farm, completely unaware of her gift. In the secluded countryside, it was a mild sensation she barely noticed, but upon visiting a major city for the first time, it exploded. She felt a deep spiritual connection to the women around her, filling her with the emotions, passions, and desires of millions, and giving her sensations a hundred times stronger than any human had ever felt before, As if she had been asleep all her life. She was now infinitely awake; the addiction was instant and complete.

At the age of 16 she ran away from home to live on the streets, where she could spend every minute of her life drowning in the ecstasy of just being alive. With limited formal schooling, she survived by her wits, and learned how to fight, how to steal, and how to sneak around. Her gift gave her a little from each woman, resulting in only the most primal impulses

taking hold in her. Propelled by the incredible energy imbued in her, she honed her athletic abilities, giving her strength and speed beyond most Olympic athletes. At the same time, the desires and emotions flooding her mind submerged her rational mind, limiting her ability to think. Drunk on power, she became reckless and unstable.

Now in her mid-20's, Anna is an adrenalin junkie wandering the night, absorbing pleasure from those around her. She tends to hang around the seedier areas of town where there are lots of hiding places and lots of people doing lots of interesting things. Although she doesn't care about laws, she has a powerful protective instinct towards the people of her city (particularly women) which can cause her to lash out against those would harm 'her' people.

PERSONALITY: Junkie can easily be mistaken for being drunk. The waves of pleasure washing over her leave her dancing to a tune no one else can hear. Her primal nature has taken over, making it difficult for her to concentrate. She is carefree, reckless, uninhibited, and shameless. She doesn't pay much attention to the world around her. When angered, she becomes insane with uncontrollable rage, and is capable of surprising viciousness and sadism. She lives on the edge, and is perpetually seeking another thrill. This can be founding fighting the gangs of criminals she's maligned, or the police force who won't tolerate her ways.

RAINBOW MAN (BURT RAYMOND) PL 11 (165)

BY: Nevio Trento, Trieste, Italy

AG: How did you come up with this character?

NT: I came up with this character because I wanted a hero that could have a lot of different powers, but could not use them very well. I had the name Rainbow Man that I liked so I decided to give him seven powers related to the rainbow colors.

STR 20 (+5) **DEX** 20 (+5) **CON** 20
(+5) **INT** 20 (+5) **WIS** 10 (+0) **CHA**
20 (+5)
TOU +10 **FOR** +10 **REF** +10 **WIL** +5

SKILLS: Bluff +13, Knowledge
(Poker) +13, Sleight Of Hand +13



FEATS: Leadership, Inspire 2, Minions 5

COMBAT: Defense+5 Initiative +5 Attack +5 Damage
+5 (unarmed), 8 Fire Blast

POWERS: Blast 8 (Fire), Flight 4, Enhanced Charisma
1, Plant Control 5, Disintegration 3, Force Field 3
[Impervious], Shapeshift 1,

COMPLICATIONS: Obsession (poker)

ABILITIES 50 + **SKILLS** 6 + **FEATS** 8 + **POWERS**
61 + **COMBAT** 20 + **SAVES** 20 = 165 PTS.

APPEARANCE: Rainbow Man is 22 years old, handsome man with brown hair and green eyes. He wears a costume made of small squares that covers almost all his body; each square has one of the seven colors of a rainbow so that he can always use his powers. He also has a hat made in the same way as the costume. He wears a pair of white gloves, to avoid touching something that could activate one of his powers. He always carries a small walking stick because he thinks that it's cool. Since Rainbow Man has become a superhero, he has gathered a team of seven people; each has a particular skill related to a color. Mr. Blue is Burt's personal pilot and best friend. Mr. Red is a Russian soldier. Mr. Orange's job is public relations. Mr. Green, Yellow, Indigo and Violet are technicians who work in Rainbow Man's HQ. Rainbow Man has grown a passion for poker and other card games during his youth, which seems to be his only weakness.

ORIGIN: During his mother's funeral, when he was 6 years old, Burt Raymond got hit by a strange lightning coming from the sky. The bolt threw Burt, but no trace of the lightning was found on him. Because of the recent death in the family, father and son quickly forgot this event and tried to move on with their lives. Burt's father was the leader of a firm in the electronics and computer market, and being very busy, he couldn't raise his child alone. But since he was wealthy, he could afford babysitters, private schools and many other things that helped Burt grow up. He expected his son to take the lead of the firm some day, but despite his innate leadership ability, Burt showed little interest in the family business. After finishing school, he started traveling and wasting money. His father, knowing that the boy was only trying to keep the pain away, gave him free reign. Then one day strange things started to happen.

While signing a bill he started floating, while having a tea in London, the cup shattered in his hand.

When he kissed a girl his face turned into hers. Burt was frightened so he went back home and started to think what could have happened to him. Burt decided to repeat exactly what he did before and see if something would happen again. He touched a cup but instead of shattering, it flew in the air. Burt was amazed and decided to repeat the test again. He took another cup and this time a plant grew from the tea. Burt couldn't believe what was happening. He looked at the two cups and saw no difference between the two. They were the same cup, same model except for one thing: the color. The first one was blue, while the other green. He tried with a red cup and it shattered like the first time. He didn't know how the whole thing worked, but he knew that it depended on the color. Later, he found out that he could unleash these powers by touching a color: If he touched a yellow thing he could blast fire, blue he could fly, green to make trees grow, red to disintegrate things, violet protected him, indigo to change his shape and orange improved his charisma. Now that he knew more about his powers he felt better. Having heard of superheroes and always looking for adventure, he decided to become one. He chose the name Rainbow Man and He told everything to his father. His father didn't believe at first but after some demonstrations of his power he understood. He thought it was dangerous for Burt to become a superhero, but knew that he could not make his son change his mind. He decided to help Burt at least to make his superhero's life easier. He gave him a costume and headquarters.

Rainbow Man is now a fresh new hero ready to make his enemies tremble. With help from other superheroes he found out where his powers came from: He learned that some alien scientists from another galaxy tried to drain a star of its energy. They succeeded in doing so, but they couldn't hold all the power. They decided to divide the energy in small amounts and released it in deep space. The energy traveled through the universe for a billion centuries until it hit Burt. Burt is devoted to helping people, but his father still hopes he'll give up to take his place some day. Burt wonders if other beings in the universe have been hit by the energy and share the same fate...

WRAITH - PHANTASMIC HITMAN PL14 (200)

BY: Claude Weaver, Georgia, USA

AG: Why this guy?

CW: Character was for a campaign but wasn't chosen.

STR 14 (+2), **DEX** 18 (+4), **CON** 14 (+2), **INT** 16 (+3), **WIS** 16 (+3), **CHA** 14 (+2)

TOUGHNESS +7 (PROTECTION), **FORTITUDE** +7, **REFLEX** +10, **WILL** +7



SKILLS: **Acrobatics** 2 (+6), **Bluff** 4 (+6), **Climb** 4 (+6), **Computers** 4 (+7), **Concentration** 4 (+7), **Craft** (Mechanical) 6 (+9), **Disguise** 2 (+4), **Drive** 4 (+8), **Gather Information** 4 (+6), **Intimidate** 7 (+9), **Investigate** 6 (+9), **Knowledge** (Current Events) 4 (+7), **Knowledge** (Streetwise) 6 (+9), **Knowledge** (Tactics) 7 (+10), **Medicine** 2 (+5), **Notice** 6 (+9), **Pilot** 4 (+8), **Profession** (Military) 6 (+9), **Search** 4 (+7), **Sense Motive** 6 (+9), **Stealth** 4 (+8), **Survival** 6 (+9), **Swim** 2 (+4)

FEATS: **Accurate Attack**, **All-out Attack**, **Assessment**, **Attack Specialization** (firearms) 4, **Defensive Attack**, **Defensive Roll** 1, **Dodge Focus** 4, **Elusive Target**, **Endurance** 1, **Equipment** 7, **Evasion** 1, **Improved Aim**, **Improved Critical** 1, **Improved Initiative** 1, **Move-by Action**, **Power Attack**, **Precise Shot** 1, **Quick Draw** 3, **Sneak Attack** 1, **Startle**, **Takedown Attack** 1

POWERS: **Device** 11(Wraith Stealth Suit*)(Hard to Lose), **Gadgets** 4 (Equipment Arsenal) [Limited(Only attack powers)], **Blast** 6(Matched Pistols)[Subtle1(Suppressor)][Split Attack 1], **Strike** 2 (Throwing Knives)[Autofire 2][Thrown]

***Wraith Stealth Suit:** **Immunity** 2 [Limited(Critical hits)], **Insubstantial** 4, **Invisibility** 2, **Protection** 5 [Impervious], **Strike** 3 [Effects Corporeal][Affects Insubstantial][Mighty], **Super-Movement** 2 (Slow Fall, Wall-Crawling), **Super-Senses** 4 (Darkvision, Extended Sight, Ultravision, Ultrahearing)

COMBAT: **Initiative** +4, **Defense/Flat** +16/+6, **Attack Melee/Ranged** +14/+22 (firearms), **Damage** Punch DC:17(TGH), **Matched Pistols** [Blast] DC: 16(Tough), **Strike** DC: 18(Tough), **Throwing Knives** [Strike] DC: 12(Tough)

DRAWBACKS: Normal Identity (Corey Walker, 4 points)

Abilities 32 + **Skills** 26 (104 ranks) + **Feats** 35 + **Powers** 44 + **Combat** 52 + **Saves** 15 - **Drawbacks** 4 = **Total** 200

DONOVAN "DEAD EYE" DAWKINS

PL 9 (135)

BACKGROUND: Corey Walker was an Army brat growing up, the son of a Vietnam vet and career soldier. His father, while outwardly the perfect soldier and consummate father, was horrendously abusive towards his family. Believed to be the cause of an untreated case of PTSD, Capt. Walker often attacked his family, hallucinating that they were a myriad of foes, from Viet Cong to bloodsucking monsters. His mental state was kept secret because of his heading of an important military project.

Corey grew up resenting his father and the U.S. Army by extension, blaming them for his family's pain. Despite this, he joined the Army, utilizing his anger and skills to rapidly rise to join the elite special forces group Delta Force. It was after returning home from a successful mission that Corey found that his father in an explosive rage of mental distress and alcohol had murdered his mother. The icing on the cake was that the Army still insisted on covering up the incident because of his father's project. Corey finally became fed up with the military and went AWOL.

Making his way through the underworld as a mercenary and assassin, he amassed quite a reputation. This reputation led to his next assignment: to kill the even more insane now-General Walker, who was endangering the project with his erratic behavior and absurd demands. Corey relished the idea, and while he would have done the op for free, he instead bargained for an even better price: an exclusive sneak peek at the project that needed so much secrecy. Corey murdered his father as easily as some people kill a roach. As he was now privy to the big project, he saw what was worth destroying his family for. The project was a stealth suit incorporating technology that allowed a soldier to turn invisible and walk through walls, the ultimate weapon. Corey saw the potential immediately, enough to kill all that knew of his involvement steal the suit.

Corey now uses the suit in his overt role as a hired bodyguard and mercenary for less-than-scrupulous people. But he has another goal in mind: the complete disintegration of the people he still blamed for his tragic life: the U.S. military structure. And if the country, the world even, had to fall with it, so be it....

BY: Andrew Snow, Waterville, NY, USA

AG: Why did you choose this character?

AS: It was really an easy choice. I love archers, and I love a good street level character.

STR: 12 (+1) **DEX:** 18 (+4) **CON:** 12 (+1) **INT:** 14 (+2) **WIS:** 14 (+2) **CHA:** 16 (+3)

TOUGHNESS +5 (3 FLAT-FOOTED)

FORTITUDE +5 **REFLEX** +12 **WILL** +5

SKILLS: **Acrobatics** 8 (+12), **Bluff** 12 (+15), **Drive** 4 (+8), **Gather Information** 13 (+16), **Intimidate** 8 (+11), **Knowledge** (Streetwise) 12 (+14), **Notice** 15 (+17), **Profession** (Private Investigator) 6 (+8), **Search** 8 (+10), **Sense Motive** 8 (+10), **Stealth** 14 (+18)

FEATS: **All-Out Attack**, **Contacts**, **Dodge Focus** (6), **Defensive Roll** (3), **Equipment** (6), **Improved Initiative** (2), **Power Attack**, **Rage**, **Sneak Attack**, **Tough**, **Uncanny Dodge** (Hearing), **Well-Informed**, **Attack Specialization** 4 (Bow), **Improved Aim**, **Improved Critical** 2 (Bow), **Improved Ranged Disarm**, **Precise Shot** 2, **Ultimate Effort** (Ultimate Aim)

POWERS: **Super Senses** 4 (Extended 2 (Sight), Extended 2 (Hearing))

COMBAT: **Attack** +8 (+12 w/ Bow), **Damage** Unarmed +1, **Baseball Bat** +3, **Bow** +4 (18-20 Crit) **Defense** 23 (14 flat-footed) **Init** +12

EQUIPMENT: **Bow** (+3 Damage[Mighty]), **Baseball Bat** (+2 Damage[Mighty]), **Leather Armor** (+1 Toughness Save), **Mid-Sized Car** (Strength 30, Speed 5, Defense 8, Toughness 9), **Old Brown Stone** (Tiny, Toughness 15, Communications, Computer, Living Space, Security System), 5ep in Other Equipment

DRAWBACKS: **Disability** (One Eye: -3pp)

Abilities 26 + **Skills** 27 (108 Ranks) + **Feats** 25 + **Powers** 15 + **Combat** 30 + **Saves** 15 - **Drawbacks** 3 = 135pp



COMPLICATIONS: Honor, Reputation, and Temper

BACKGROUND: Growing up all Donovan Dawkins ever wanted was to be a good cop, just like his father. His father was his idol, a 19-year veteran of the city police force, he still found time to take his son on bow hunting trips into the woods. In those early trips Donovan proved to be an outstanding shot (much to the shock of his father). Of course this skill didn't seem to translate to more conventional weapons that Donovan's father would bring on these trips.

Donovan's father was critically injured on the job when Donovan was fifteen. His recovery was slow and arduous. Afterward Donovan's father was placed behind a desk, a fate that shattered the man's morale. He turned to heavy drinking... this eventually drove his wife away, and she took Donovan with her.

Despite having seen the worst of his idol Donovan still followed his dream joining the police academy as soon as he was able to. His natural zeal and years of talks with his father carried him easily through the police academy and into a career.

Donovan, however, was assigned to a police precinct outside of the city's worst neighborhood. Drugs, prostitution, organized crime, and police corruption were the order of the day, and Donovan was disgusted. He ignored the none too subtle warnings of his fellow officers and pushed as hard as he could to do his job honorably. Sooner or later he was going to step on somebody's toes.

Of course to this day Donovan doesn't know whose toes he stepped on. What happened was that on a routine call Donovan walked headfirst into a trap. Suddenly finding himself abandoned by his partner he saw a gun shoved into his left eye. Donovan jerked away at the last moment. Assuming it was a kill shot the shooter walked away leaving Donovan in a puddle of his own blood.

Neighborhood kids eventually found Donovan and called an ambulance. Donovan had lost his left eye. Like his father before him his recovery was slow in coming, and he knew what would be waiting for him afterward, a desk. Rather than follow his father into the bottle he quit the force.

Unemployed, Donovan soon found himself living on the same street he once patrolled. His life changed forever when three armed men broke into his tiny apartment. He grabbed the first weapon he could find, his father's old hunting bow. To his shock his talent with the weapon had survived his injury. He disarmed and ran off the three thieves. Knowing that his career might not be over he used what little money he had to

buy an abandoned brownstone in the city's worst neighborhood and set up as a private investigator.

In the past ten years he's been working out of his office, helping honest people overcome the corruption surrounding them squaring off against those forces that had once stymied him as a police officer.

KAGENO HITOMI PL 11/13 (208)

BY: Jonathan Lye, Lake City, Florida, USA

AG: Why did you make this character?

JL: Kageno was, essentially, built as a reminder to my players that one doesn't need powers to be a threat.

Previous experience with several of the players in a previous game had revealed a level of arrogance that I felt needed to be addressed; they felt invulnerable to anyone who wasn't a mutant or alien, so when I created the new game, I decided to start off with a human character whose danger came solely from skill and knowledge, though I've strayed from that concept when my players proved themselves better behaved in the new game. Although her background did not come up much, it was shaped by the use I put her to the game: namely, the non-powered PC encountering her, getting his butt kicked, and calling the others for help so that they would form the team.



STR +1 (12), **DEX** +6 (22), **CON** +2 (14), **INT** +0 (10),
WIS +3 (16), **CHA** +4 (18)

TOUGH +6 (+2 flat-footed), **FORT** +8, **REF** +12, **WILL** +9

SKILLS: **Acrobatics** +14 (8), **Bluff** +12/+16 (8), **Climb** +11 (8), **Disable Device** +8 (8), **Disguise** +12 (8), **Escape Artist** +12 (6), **Language** 1 (English), **Notice** +11 (8), **Search** +6 (6), **Sense Motive** +9 (6), **Sleight of Hand** +11 (5), **Stealth** +14 (8).

FEATS: **Acrobatic Bluff**, **All-Out Attack**, **Ambidexterity**, **Assessment**, **Attack Focus** (melee) 4,

Attack Specialization (thrown) 2, **Attractive**, **Blind-Fight**, **Defensive Roll** 4, **Dodge Focus** 6, **Elusive Target**, **Equipment**, **Evasion**, **Fearless**, **Grappling Finesse**, **Improved Aim**, **Improved Critical** (unarmed) 2, **Improved Disarm**, **Improved Initiative**, **Improved Throw**, **Move-By Action**, **Power Attack**, **Redirect**, **Second Chance** (falling), **Skill Mastery** (Acrobatics, Bluff, Sense Motive, Stealth), **Sneak Attack** 2, **Takedown Attack**, **Throwing Mastery** 6, **Ultimate Aim**, **Uncanny Dodge** (hearing), **Weapon Bind**

POWERS: **Drain** 8 (any one trait, [Autofire][Total Fade][Tiring][Reversible]) {**Strike** 4 [Autofire][Penetrating][Mighty, Split Attack 2], **Strike** 4 Autofire3 [Penetrating] [Distracting][Tiring] [Affects Incorporeal][Might][Subtle(appears to be natural death if it kills)], **Boost** 4 (any one trait)[Total Fade][Reversible], **Boost** 4 (all ability scores)[Total Fade][Personal], **Dazzle** 8 (sight, hearing)[Autofire][Range (Touch)][Reversible], **Fatigue** 8 [Autofire][Reversible], **Nauseate** 8 [Autofire][Reversible], **Paralyze** 8 [Autofire][Reversible], **Stun** 8 [Autofire][Reversible], **Immunity** 6 (disease, poison, cold, heat, suffocation)[Linked (Regeneration)][Duration (Concentration)], **Regeneration** 38 (+7 Recovery Bonus, Bruised, Injured, Staggered, Disabled, and Ability Damage, all 1/round without rest)[Linked (Immunity)][Duration (Concentration)][Persistent], **Super-Movement** 1 (Trackless) } **Strike** 0 [Aura][Selective Attack][Requires attack roll][Mighty], **Super-Movement** 3 (Slow Fall, Sure-footed 2), **Super-Senses** 5 (Blindsight [Touch])(Radius (Blindsight))

COMBAT: **Initiative** +6, **Attack** +10 (ranged) or +12 (melee) or +14 (unarmed or thrown), **Damage** +6 (unarmed, thrown weapons) or +8 (various pressure point strikes), **Defense** +16 (+5 flatfooted);

EQUIPMENT: **Smoke grenade** {**Ninjato** (Strike 2[Mighty][Improved Critical])

Abilities 32 + **Skills** 20 (80 ranks) + **Feats** 50 + **Powers** 48 + **Combat** 40 + **Saves** 18 - **Drawbacks** 0 = 206

APPEARANCE: Hitomi is a pure-blooded Japanese woman with an acrobatic build. She wears her dark hair at shoulder length, tying it in a simple ponytail unless in a disguise that indicates otherwise. Her almond-shaped dark brown eyes are almost black and

always calculating, though she can project an air of innocence if necessary.

BACKGROUND: The Kageno clan - known as the Shadowed Clan - has always served His Imperial Majesty, the Emperor of Japan, with honor, and Hitomi is the last of that line. Known as the Eye of the Shadow, Hitomi served in World War II as a scout and intelligence operative in China. On one of her missions during the war, Hitomi stole six of seven secret scrolls from a Tibetan monastery. Those scrolls contained within them secret techniques, which she wasted no time in mastering. They gave her the power to humble even the mightiest super.

Her last mission for her clan proved disastrous, however, as she found herself trapped, frozen in time while trying to infiltrate a secret Russian research facility in Siberia. Ten years ago, she was revived and she instantly slew the salvage that had found her. Much had changed since she had last seen the world. Her clan was now the Shattered Clan, slain in the nuclear fire of Nagasaki. She sees the current people of her once-proud homeland with disdain. They have forgotten the strength of Nihon, and even the Emperor himself is but a pale shadow of his ancestors.

Hitomi knows she does not have a great destiny. Her clan is dead. Her people are dead. In their stead stands a mockery of all she fought for, and restoring her people to her former glory is a task far beyond her.

But vengeance was not. Vengeance against the America that destroyed her people would be hers.

ANASTASIA DAVIDSON, AKA KNIGHTSHADE, PL 10 (150)

BY: Jonathan Lye, Lake City, Florida, USA

AG: Why did you make this character?

JL: the character was initially inspired from the realization that battlesuit type characters tend to be pretty helpless without their battlesuit. I also tend to like mixing and matching different concepts, and combining cybernetics with a battlesuit felt right, given the similar resources needed. The "American Maid" joke was basically just a joke (and has no relation to The Tick, in which, as I understand it, there is such a character). Initially, I was actually going to stick with that silly nickname and have her try repeatedly to offer another name, but the more I thought about it, the more I realized that the person inside the suit would try to divorce herself from something so embarrassing. The masculine super identity was an extension of that attempt to distance herself from that incident. The force field/stealth field element was an attempt to make the character's battlesuit even more distinct.

"Stand back. This may get messy."

STR +10/+5/+4/-1 (30/20/18/8),
DEX +3 (16), **CON** +0 (10), **INT** +3 (16), **WIS** +2 (14), **CHA** +4 (18)
TOUGH +14 (7 Impervious; +11

without force field; +4 without battlesuit), **FORT** +5, **REF** +5, **WILL** +5

SKILLS: **Bluff** +12/+8 (4),
Computers +7 (4), **Diplomacy** +12/+8 (4), **Knowledge** (business) +7 (4),
Notice +6 (4), **Sense Motive** +6 (4)

FEATS: **Attractive**, **Benefit** (wealth), **Equipment**, **Minions**, **Power Attack**.

POWERS: **Device** 16* (hard to lose), **Enhanced Strength** 10 [Limited (Left arm only)], **Protection** 4, **Speed** 2, **Super-Strength** 2 [Limited (Left arm only)]

*Knightshade Battlesuit: **Blast** 5 [Autofire



2][Accurate 3][Precise Shot][Ricochet] { **Blast** 5 [Autofire 2][Penetrating][Action (Full)][Accurate 3][Improved Aim][Precise Shot], **Blast** 10 [Area (Cone)][Action (Full)][Progression 4 (3 decrease, 1 increase)][Split Attack], **Blast** 10 [Area (Explosion)[Action (Full)][Indirect][Ricochet 2][Triggered 2], **Enhanced Strength** 12 [linked to super strength], **Super-Strength** 4 [linked to Enhanced strength][Limited (Right arm only)]
Enhanced Feats (Attack Focus [melee]) }
Concealment 1 (radio [Duration (Continuous)][Permanent], **Flight** 5 (250mph), **Force Field** 3 { **Concealment** 3 (visual, auditory) [Blending] }, **Immunity** 9 (life support), **Protection** 7 [Impervious], **Super-Senses** 13 (Enhanced Senses: Extended (Blindsight), Radius (Blindsight), Additional Senses: Blindsight (Radio), Darkvision, Direction Sense, Infravision, Radio, Time Sense)

COMBAT : **Initiative** +3, **Attack** +15 (suit blasters) or +10 (unarmed) or +9 (without battlesuit), **Damage** +10/+5/+4/-1 (unarmed) or +5 (suit blasters) or +10 (line blast), **Defense** +6 (+3 flatfooted),

EQUIPMENT: **Commlink**, **Laptop computer**, **Mini-tracer**, **Flashlight**, **Multi-tool**

MINION: **Dr. Ophelia Jenkins:** Scientist archetype; replace skills with: **Computers** 5, **Craft** (electronic) 6, **Craft** (mechanical) 5, **Knowledge** (technology) 6, **Medicine** 6; add the **Inventor** feat.

Combat: **Attack** +9, **Defense** +6
Fortitude +5; **Reflex** +2; **Will** +3

DRAWBACK: lose attractive feat in Battle suit

Abilities 22 + **Skills** 6 (24 ranks) + **Feats** 5 + **Powers** 77 + **Combat** 30 + **Saves** 10 - **Drawbacks** 0 = 150

ALLIES: Miles Weatherby (butler), Dr. Ophelia Jenkins, and Adrian Cromwell (runs Davidson Enterprises for her)

NEUTRALS: Richard Wilson (Masterson Enterprises' legal consultant, contracted through Danson, Henner & Hopkins), Major Alan Steinbeck (US Army negotiator), Helen Cranston (FDA overseer)

RIVALS: Archimedes King (tried to buy out Davidson Enterprises repeatedly), the Dynamo (uses technology stolen from Davidson Enterprises), and Shadow-Step (test patient gone mercenary)

CAPTAIN ZERO

PL10 (165)

BACKGROUND: Anastasia Davidson is the daughter of Horatio Davidson, the wealthy owner of Davidson Enterprises, a leading firm in biomedical and robotic science. When she was a child, criminals broke into their home and kidnapped Anastasia, hoping to hold her for ransom. The kidnappers wrecked their getaway vehicle, and she was badly injured, requiring multiple amputations. Her father had his most trusted people fit her with cybernetic implants.

After her father died -- killed in his office by apparent burglars -- Anastasia inherited the company. With the resources at her disposal, she had a battlesuit built to her specifications. She didn't know who exactly killed her father, but she intended to find out.

When she made her first public appearance in her battlesuit at a world technology symposium, she was able to deal with the situation handily. One reporter asked her if she was there as a representative from one of the foreign companies present. Her reply: "No way. Inside and out, I'm American made."

And thus, the legend of the American Maid was born.

So she had a new suit built, one that appeared distinctly male to distance herself from that embarrassment.

"The name's Knightshade." *pause* "American Maid"? Never heard of her."

BY: Jeremiah Henson, New Orleans, LA, United States

AG: How did you come up with captain Zero?

JH: Captain Zero started as a collaborative effort.

My gaming group and I decided we wanted a campaign based around a super-team, so we worked out a bunch of roles in terms of personality, tactical ability, and theme. A team leader was necessary, and we wanted to style him after iconic leaders in comics - Captain America, Cyclops, Nick Fury... even Superman to an extent. After that, it was whittling down a few yes-or-no questions. He wouldn't be able to fly, he'd be physically tough and strong, and he needed a single dramatic power as a centerpiece that could mirror a leader's personality. Captain Zero was really born from the Absorption power. He became a front-line fighter, primarily someone who sucked up a lot of punishment.

It worked thematically as someone who draws others into himself and focuses their abilities to his cause.

Personality-wise he became like an Atlas figure, taking the burden of the world on his shoulders. I personally liked the idea of an older, silver-age character so I made him in his fifties and a war veteran. The soldier angle on his history became a major factor in the feel of the Zero-Men super-team.

Once the concept was there all I did was fill in the details. I wanted a name as iconic as the concept, so I started doing some research on thematic wordplay.

The word "zero" started popping up a lot - the "zero hour" as a moment of importance, "zero cool" as a synonym for awe-inspiring or impressive, "zero in" as in focus on a goal... there were plenty of connections. I also wanted the flavor of reality mixed in, so instead of generic radiation I researched possible energy sources for his powers. Zero point energy leapt out not only as feasible in a comic book-science kind of way, but also as a cool term and an instant mirror to the naming research. Everything else - the team name Zero-Men, their headquarters Ground Zero, and even the team's computer assistant C.I.F.R. ("cipher" being another word for zero) - just fell into place.

Real Name: Richard Abner .

Identity: Secret . **Occupation:** Commanding officer, Zero-Men .

Base of Operations: Ground Zero .

Affiliation: Zero-Men, U.S. Marine Corps. . **Height:** 6'3" . **Weight:** 240 lbs. . **Eyes:** Blue . **Hair:** Gray



STR 22/14 (+6/+2) **DEX** 10 **CON** 18 (+4) **INT** 12 (+1) **WIS** 16 (+3) **CHA** 18 (+4)
TOU +5, **FORT** +7, **REF** +3, **WILL** +7



SKILLS: **Diplomacy** 4 (+8), **Drive** 4 (+4), **Gather Information** 2 (+6), **Intimidate** 6 (+10), **Knowledge** (current events) 4 (+5), **Knowledge** (history) 4 (+5), **Knowledge** (tactics) 6 (+7), **Language** 2 (German, Vietnamese), **Notice** 5 (+8), **Profession** (soldier) 4 (+7), **Sense Motive** 7 (+10), **Survival** 4 (+7)

FEATS: **All-Out Attack**, **Assessment**, **Attack Specialization** (unarmed), **Benefit** (security clearance), **Challenge** (Combat Diplomacy), **Connected**, **Diehard**, **Endurance**, **Equipment 8**, **Improved Block**, **Inspire**, **Interpose**, **Jack-Of-All-Trades**, **Leadership**, **Master Plan**, **Minions 3** (C.I.F.R., computer AI), **Power Attack**, **Simultaneous Task*** (Combat Clarity, Read Situation), **Skill Mastery** (Diplomacy, Intimidate, Knowledge (tactics), Sense Motive), **Ultimate Save** (Willpower).

POWERS: **Absorption 10** (Boost (Strength); {Boost (Blast), Healing (Both Types), Energy Storage[Permanent]}), **Device 1** (Gloves**), **Super-Strength 3** (1.5 tons)

COMBAT: **Attack** +6 (+8 unarmed), **Grapple** +15, **Damage** +6 (unarmed), **Defense** +5, **Knockback** -2, **Initiative** +0

****Gloves:** **Strike 5*****[Personal][Unreliable (5 rounds)]

***must have free action to use

EQUIPMENT: **Utility Belt** (binoculars, commlink, flashlight, handcuffs, rebreather, sunglasses), **uniform** (Protection 1),

Ground Zero Base: **Large**, **Tou** +15, **Combat Simulator**, **Communications** [Subtle 1], **Computer**, **Fire Prevention System**, **Garage** (sports car (Benefit (no identity))), **Hangar**, **Holding Cells**, **Infirmary**, **Laboratory**, **Library**, **Living Space**, **Power 2** (satellite feed), **Power System**, **Security System 5** (DC 40), **Workshop**, **Satellite Feed** (ESP 15 [Subtle][Sustained][Bird's-Eye-View Only][Power Loss -1 (interference)]), **Super-Senses 8** ((blindsight, darkvision, direction sense, distance sense, infravision, time sense, tracking (infravision))[Linked (ESP)], [Power Loss -1 (interference)])

DRAWBACKS: **Weakness:** Nullify Enhanced Strength (uncommon, 1 Con damage/round)

Abilities 36 + Skills 13 (52 ranks) + Feats 29 + Powers 62 + Combat 22 + Saves 10 - Drawbacks 7 = Total 165pp

BACKGROUND: Richard Abner was a Marine during the Vietnam conflict, operating in secret in the east-European communist stronghold Eisenlund. There he was captured by Dr. Null, a deranged scientist. Null performed experiments on him using zero-point energy, which inadvertently gave Abner the power to absorb all forms of inertial energy, redirecting them into increased strength or powerful blasts of force. Abner escaped to America, where U.S. scientists determined that his power would slowly absorb the heat and inertia of his own body until it killed him. Through radiation treatments and his zero-point energy condition he was given an energy storehouse, manifested by powerful physical strength. Captain Abner was given the codename "Zero" and authorized to form an anti-super-terrorism unit named the Zero-Men, both an homage to his powers and because they must act before even the first line of defense.

Although briefly disbanded after the Cold War, he has returned to active duty in the face of rising super-powered threats around the world. The Zero-Men unit has been resurrected, with permission to recruit any willing and able super-powered citizen.

Abner, now in his 50s, is eager to return to the life of a costumed hero as Captain Zero. Captain Zero is a man of heroic stature with a square chin and stern expression. He wears a navy blue mask open at the mouth, eyes, and top of his head, revealing his steel gray military-cut hair. Although the Zero-Men uniform has been updated, he continues to wear his original uniform from the late 70s. The shirt is skin-tight, white with a navy blue V with gold trim covering the chest, abdomen, and shoulders, connecting to his mask. A white and red Z logo is prominently displayed in the center of his chest. He wears large flaired red gloves, which can also send a jolt of electricity into his hands with the push of a button. Completing his uniform are his utility belt and combat boots.

In combat, Captain Zero is indomitable. He can seem to shrug off anything short of a rocket, and even then his body naturally converts the energy to strength or healing. His lengthy experience as a combat troop and leader have turned him into a hands-on, front line commander who inspires his fellow soldiers to victory. He is tenacious and direct in most

of his approaches, but is well-equipped to form alternate plans of action as needed. Richard Abner lives and breathes his costumed identity Captain Zero, and is only truly happy when he feels he's doing the right thing. Although the Zero-Men aren't official military, they are government-sponsored. Abner hates politics, but can't seem to escape them. He prefers to confront problems with his hands. When not training, planning, or bookkeeping, Abner spends his time watching sports, especially Patriots football games (his home team). His age often sets him apart from younger recruits, but he takes this in stride and takes on the image of the stern commander.

WHIRLIGIG JR. PL 10 (142)

BY: Matthew Maybray, Drexel Hill, Pennsylvania, USA

AG: What made you choose to make this type of character?

MM: Well, when the game was getting started, our GM wanted to do a kids of supervillains thing. Originally, I had thought, "What if Gorilla Grodd had a kid" and started designing an ape with magical powers instead of psychic ones. But it lacked something. I had a few other ideas, but nothing seemed to click. I then went back to the Flash's Rogues Gallery for inspiration, because they're arguably the coolest set of villains in comics. I looked at a bunch of Rogues, but the one who stood out was the Top, as Geoff Johns had brought him up a few notches during his run on the Flash. I liked the idea of this egotistical madman having a neurotic son, and went from there. I also have to mention there's a small dash of Tweak from South Park in there as well.

Real Name: Randall "Randy" Davenport . **Alias:** None . **Identity:** Secret . **Occupation:** Student . **Base of Operations:** Campaign City . **Affiliation:** The as-yet unnamed group . **Height:** 5'9" . **Eyes:** Brown . **Weight:** 142 lbs . **Hair:** Brown



STR 12 (+1) **DEX** 20 (+5) **CON** 12 (+1) **INT** 16 (+3) **WIS** 16 (+3) **CHR** 12 (+1)
TOUGHNESS +11*/ +1 **FORTITUDE** +4 **REFLEX** +10
WILLPOWER +6

SKILLS: **Acrobatics** 6 (+11), **Computers** 3 (+6), **Concentration** 2 (+5), **Escape Artist** 2 (+7), **Knowledge**

(**Physical Sciences**) 5 (+8), **Notice** 4 (+7), **Power Use** (**Obscure Array**) 2, **Power Use** (**Spinning**) 2, **Search** 2 (+5), **Sense Motive** 2 (+5), **Sleight of Hand** 2 (+7), **Stealth** 4 (+9)

FEATS: **Acrobatic Bluff**, **Attack Focus** (Melee), **Attack Specialization** 2 (Strike), **Evasion**, **Fast Overrun**, **Improved Initiative** 6, **Improved Overrun**, **Improved Trip**, **Instant Up**, **Luck**, **Move-by Action**, **Second Chance** (Mind Control)

POWERS: **Obscure** 7 (Visual)[Selective] { **Confuse** 5 [Burst][Selective], **Nauseate** 5 [Ranged] }, **Quickness** 6 (100x normal speed), **Speed** 6 (500 mph) { **Flight** 3 (50 mph) }, **Spinning** 10 [Radius Sight], **Strike** 5 [Mighty], **Super-senses** 1 (Direction Sense)

COMBAT: **Attack** +9 (strike), +5 (melee), +4 (ranged); **Damage** +6 (unarmed); **Defense** +5 (+2 flat-footed); **Grapple** +6; **Knockback** -5*/ -0; **Initiative** +31
*while spinning

Abilities 28 + **Saves** 11 + **Skills** 9 (36 ranks) + **Feats** 18 + **Powers** 58 + **Combat** 18 = 142 power points

BACKGROUND: Chester Davenport was something of a Renaissance Man. He was well versed in a variety of subjects: poetry, literature, art, history, etc. But he excelled at inventing. He created what he called the Gyroscopic Oscillation Device and set out to prove his genius as the villainous Whirligig, the Devilish Dervish. His criminal enterprises were helped by the G.O.D.'s power to enable him to move at high velocities, as well as other abilities. After a few years, he eventually settled down, married, and had a child. Where as Chester was confident and in control, his son Randy is not. Randy's twitchy, nervous, and slightly neurotic, traits were not helped by the fact that he seems to have internalized the energies of the G.O.D. He can move about at high speeds, make others feel like the world around them is spinning, and perform various other feats related to the G.O.D's powers. His father, in a rare moment of paying attention to his son, enrolled the lad at the Empire Valley Institute of Learning, so that his son could hone his powers and someday carry on the family business. Instead, Randy grew a spine and seems to be turning into something of a hero. Throughout his adventures, he's grown more powerful: whereas once he had to spin before he could move fast, he's since grown past this limitation, and he's sure he'll soon achieve true super-speed. Also, he's grown somewhat more confident- being on the winning

end of super-battles will have that effect on a young man. He still gets the feeling that things quickly spin out of control, a fact not helped by his presence. Still, where evil lurks, Whirligig Jr. will be there to put a new spin on things!

Not to mention that Randy is CONVINCED that super heroics is a surefire way to meet chicks.

TALES PL 10 (150)

BY: Leon Chang, San Diego, CA, USA

AG: What made me choose this type of character:

LC: I wanted to make a character that was more of a scholar who would be able to summon or otherwise create minions to do the dirty work for him, sort of a mastermind hero, so to speak. The main consideration was the sort of minion he would be able to call to his side. I wanted someone who was long-lived and considered minion types such as mythological creatures, gods, and superheroes. The other considerations included having a source for his summonings, and once I thought up the idea of having a museum, I realized that it would be the ideal headquarters for providing objects and images to Animate.

Around this time, ESPN was airing a commercial about hometown sports heroes, and the commercial took place in a sports memorabilia store where various images and representations of baseball legends were arguing amongst themselves over who was the greatest star. That ended up being kind of my angle. It was also a fun twist for the butler-type character to be the hero and the various superheroes to be the minions.

Quote: "My apologies. That piece is undergoing restoration right now."

STR: 10 (+0), **DEX:** 10 (+0), **CON:** 10 (+0), **INT:** 28 (+9), **WIS:** 22 (+6), **CHA:** 10 (+0)

TOUGHNESS +15 (+0 without Force Field), **FORTITUDE** +1, **REFLEX** +1, **WILL** +6

SKILLS: **Concentration** 10 (+16), **Craft** (Artistic) 15 (+24), **Knowledge** (Arcane Lore) 15 (+24), **Knowledge** (Art) 15 (+24), **Knowledge** (History) 15 (+24), **Profession** (Curator) 10 (+16)

FEATS: **Attack Focus** (Ranged) 5, **Dodge Focus** 5, **Eidetic Memory**, **Equipment** 2, **Master Plan**

POWERS: **Animate Objects** 15 [Dynamic][Additional

Type (Images)[Wide +1][Limited (depictions of legendary beings only -1)][Progression 6 (100 objects)]
{ **Animate Objects** 15 [Additional Type (Images +1)][Horde][Limited (depictions of legendary beings only)][Tiring][Progression 6 (100 objects)], **Magic** (Force Field, Light of Truth, Mystic Blast, Mystic Passage)[Dynamic]} , **Comprehend** 3 (Languages 3), **Immunity** 1(Aging)

EQUIPMENT: **Headquarters** "Heroes of Legend Museum" (**Huge**, **Toughness:** 10, **Fire Prevention System**, **Library**, **Living Space**, **Security System**, **Workshop**)

COMBAT: **Attack** +5 (Ranged); **Damage** +15 (Mystic Blast); **Defense** +5 (+0 flat-footed); **Initiative** +0

Abilities 30 + **Skills** 20 (80 ranks) + **Feats** 14 + **Powers** 83 + **Combat** 0+ **Saves** 3 - **Drawbacks** 0 = 150

APPEARANCE: As part of his work attire, Tales is always dressed in suit and tie, but his clothing and hair is usually covered with dust and paint from restoring the dozens of statues and paintings that end up damaged during their super heroics. Tales hasn't aged in over a thousand years and has the look of a man in his fifties. He tries as best as he can to keep his appearance updated to the times, but always seems to lag a couple of decades behind as far as hair and fashion sense go. If encountered away from his museum, Tales always has an animated hero by his side for protection, often the statue of Paragon in the museum, Tales can potentially call on a hundred heroes to his side, the only non-Dynamic Alternate Power in his array, though this tires him considerably and might make visitors a bit suspicious.

ORIGIN: Most people know Tales only as the curator of the Heroes of Legend Museum in New York, the largest collection of superhero paraphernalia in the United States. Tales is also the leading authority on mythology, focusing on the stories of heroes of ages past, from Hercules to King Arthur, from Siegfried to Golden Age superheroes such as Paragon. The Museum's collection includes authentic and autographed costumes, swords and armor said to have been wielded by legendary heroes, and other homages such as paintings and statues of the greatest heroes, though the latter are often "being restored," as Tales would regretfully inform disappointed visitors.

Tales never tells them that statue of Paragon needed restoration because it suffered a crack while



battling the Mastermind's minions last week or that the painting of Hercules now portrays him with a black eye and nursing three broken ribs. Tales can bring depictions of these legendary figures to life, imbuing them with the spirit of the beings themselves. In the 21st-century, superheroes are the new mythologies, and Tales wants to see to it that only the worthy heroes are immortalized in legend. One day, he may well be calling them to life to fight by his side. By preserving their stories in the consciousness of the common folk, as he has for thousands of years, Tales ensures that those legends never die.

JELLYFISH PL 12 (192)

BY: Jonathan Debacker, Namur, Belgium

AG: Why did you make Jellyfish?

JD: The reason for Jellyfish is pretty simple, I was in need for some villains for my own M&M campaign and I was looking to make a villain team for a Mastermind type character, especially a enforcer/brawler type of character but with non-iconic powers and descriptors for a change. So came the idea for jellyfish, first the hair and later the electricity power, and I've found the concept worked well.

Real Name: Sarah De la Combe .

Identity: Secret . **Occupation:**

Full time Villain. **Citizenship:** Citizen of France . **Place of Birth:** Paris .

Age: 22 . **Sex :** female . **Height:** 1M 77cm (5ft 11 inch) .

Weight: 73kg / 146 lbs or more (depending on current hair length) . **Eyes:** blue . **Hair:** pale gray



STR: 22 (+6) **DEX:** 30 (+10) **CON:** 10 (0) **INT:** 14 (+2)

WIS: 14 (+2) **CHA:** 14 (+2)

TOUGHNESS 10 (6 flat-footed) **FORTITUDE** 5
REFLEX 12 **WILL** 6

SKILLS: **Acrobatics** 8 (+18), **Bluff** 6 (+8), **Climb** 12 (+18), **Concentration** (+2), **Diplomacy** (+2), **Disguise** (+2), **Escape Artist** 10 (+20), **Gather Info** (+2), **Handle Animal** (+2), **Intimidate** 7 (+9), **Notice** 5 (+7), **Search** 4 (+6), **Sense Motive** (+2), **Stealth** 4 (+14), **Survival** (+2), **Swim** 12 (+18)

FEATS: **Ambidexterity**, **Defensive Roll** (4), **Chokehold**, **Grappling Finesse**, **Improved Grab**, **Improved Pin**, **Improved Throw**, **Improved Trip**, **Move-by Action**,

Power Attack, **Prone Fighting**, **Accurate Attack**, **All-out Attack**, **Instant Up**, **Attack Focus** 5 (Melee)

POWERS: **Additional limbs** (10 hair tentacle) 4, **Elongation** 5, **Immovable** 8, **unstoppable** 8, **Shield** 12, **Strike** (electricity) 12 [limited only on grappled target] [Move action], **Stun** 6 [limited only versus grappled target; move action] , **Super movement**, (swinging 1, sure footed 3), **Enhanced Dex** 16, **Protection** 6, **Enhanced Str** 12, **Super Strength** 2, [action: move] 2, **Immunity** 5 (electricity)

COMBAT: **Attack** +6 [tentacle attack +11 (Bruise)]
Defense +14 (+1 flat-footed) **Init** +10

Abilities 16 + **Skills** 17 (68 ranks) + **Feats** 22 + **Powers** 110 + **Combat** 16 + **Saves** 11 - **Drawbacks** 0
= 192 / 192

ORIGIN: Sarah De La Combe was born the only child from a rich family of very busy lawyers. Young Sarah quickly demonstrated parahuman abilities; by the age of four, her hair turned completely pale gray and a few days later prehensile as well as having the abilities to grow. The change didn't really bother her parents who were pretty open minded as long as their girl's health was fine, but at school the other kids were not so kind. Little Sarah became the target of all the pranks and mockery and her life away from home was like hell, a difficult situation for a child... add in absent parents and a lot of money, you get the perfect components to obtain a spoiled child.

By the age of six she discovered her ability to create electricity through her hair while trying to get the attention of her babysitter. Only intervention from her parents prevented a lawsuit from the badly burned teenage girl's family. From this point, things only got worse. Sarah became a bully with temper problems.

She was seven years old when she made it to the news. She was caught at school torturing a boy to punish him for having made fun of her and story made it to television and then to the whole world, even her parents could not stand up for her. The story caught the attention of the villain the Gene Master, mastermind, who, obsessed as always by the potential of the human gene pool, chose to take what she saw as one of the youngest parahumans in history under his protection and enlightened guidance. Within 48 hours of the story breaking, Sarah was abducted, never to see her parents again. She lived the next years of her life training and developing (naturally and artificially) her power, and she has become indoctrinated in

thinking in the Darwinian way of her master; believing in the survival of the fittest. She is his right hand now; serving as field agent, thief and killer. She barely remembers her old life, and is fanatically loyal to her master. She has an arrogant and superior attitude with every one except the Gene Master to which she is obedient and submissive. She hates normal non-powered people and tends to ignore them.

APPEARANCE: 1m77 with ice blue eyes and an overabundance of pale gray hair, lighting arc move along those occasionally, she has a small athletic frame, and she moves on her hair most of the time instead of walking, she wears a dark grey and electric blue form fitting costume.

POWERS: She is a mutant girl with the power to extend and retract her hair at will (her hair is extremely resistant and metal-like, about as hard as steel) she can also generate electricity through her hair to hurt or stun.

DR. TWILIGHT PL 12 (180 POINTS)

BY: Claude Weaver, Atlanta, Georgia, USA

AG: Why this guy?

CW: I Developed Dr. Twilight from a comic book idea I had, it was mostly an experiment in making a character like Doctor from the Authority.

STR 10 (+0), **DEX** 12 (+1), **CON** 10 (+0), **INT** 20 (+5), **WIS** 18 (+4), **CHA** 14 (+2)
Toughness +0, **Fortitude** +4, **Reflex** +5, **Will** +12

SKILLS: **Concentration** 14 (+18), **Craft** (Mechanical) 8 (+13), **Disable Device** 4 (+9), **Escape Artist** 8 (+9), **Gather Information** 6 (+8), **Investigate** 8 (+13), **Knowledge** (Arcane Lore) 14 (+19), **Knowledge** (History) 8 (+13), **Knowledge** (Pop Culture: Comic Books) 10 (+15), **Notice** 4 (+8), **Search** 4 (+9), **Sense Motive** 10 (+14), **Sleight of Hand** 6 (+7)

FEATS: **Artificer**, **Assessment**, **Beginner's Luck**, **Blind-Fight**, **Eidetic Memory**, **Hide in Plain Sight**, **Improved Tools**, **Inventor**, **Jack-of-All-Trades**, **Master Plan**, **Move-by Action**, **Quick Change** 1,



Ritualist, Trance, Well-Informed

POWERS: ***Bag of Holding** [Device (Hard to Lose)] 14, **Super-Senses** 3 [Mystic Awareness; Darkvision], **Shadow Powers:** **Darkness Control** 12, **Force Field** 10[Impervious], **Insubstantial** 4 [Action(Reaction)], **Snare** 12[Engulf], **Strike** 12 [Split Attack 10][Extended Reach 2](Darkness), **Teleport** 10 [Attack], **Teleport** 10 [Turnabout][Progression 2 (Mass carried)][Easy]

Light Powers: **Blast** 8 { **Dazzle** 8 (Visual), **Dazzle** 12 [Area(Explosion)][Range(Visual)], **Healing** 8, **Light Control** 8 }

*Bag of Holding

Dimensional Pocket 5, ***Magic** 25 (Mystic Arsenal), ***Create Object** 12 [Duration 12 (Continuous)][Precise 1][Progression 12 (Base size (50,000-ft. cube per rank))][Innate] { **Comprehend All** 11 (Speak and Understand), **Force Field** 16[Impervious(16)][Affects Others][Selective], **Healing** 12 [Total 12][Resurrection][Regrowth][Persistent], **Immunity** 10 (life support; aging), **Summon Minion** 12 [Horde][Fanatical][Mental Link][Progression], **Super-Movement** 8 (Air Walking, Permeate, Wall-Crawling; Slow Fall), **Super-Movement** 6 [Limited](Requires ritual)[Progression 5 (Amount of weight carried 2500 lbs.)(Dimensional Movement, Temporal Movement), **Teleport** 12 [Accurate][Change Direction][Change Velocity][Turnabout][Progression 5 (Max mass carried x25)][Easy], **Transform** 10 (Inanimate to Inanimate)[Range (Perception)][Continuous][Area (Burst)][Tiring][Distracting][Action(Full)] }

COMBAT: **Initiative** +1, **Defense/Flat** +8/+4, **Attack** +9, **Punch DC:** 15(TGH), **Blast DC:** 23(Tough), **Snare DC:** 22(None), **Strike DC:** 27(Tough), **Teleport DC:** 20(None)Saving Throws:

DRAWBACKS: **Power Loss** (Magic; When unable to use hands or voice, 3 points), **Power Loss** (Light and Dark Powers; when using magic, 3 points)

Abilities 24 + **Skills** 26 (104 ranks) + **Feats** 15 + **Powers** 71 + **Combat** 34 + **Saves** 16 - **Drawbacks** 6 = **Total** 180

CONCEPT: Mutant with the power to control light and darkness; ends up training in magic and supernatural combat. Specializes in threats from a mystical source. Uses light and darkness powers when magic is unavailable or ineffectual.

BACKGROUND: Terrence "Twilight" Johnson was the child of two super powered beings: the one-time teenage superheroine Silver and the shadow-controlling ex-assassin known as the Shadowdancer. The two were mortal enemies until they ran into a familiar cliché: they fell in love. After nearly dying to save his lover's life from his then boss, Shadowdancer quit his super killer-for-hire business and settled down with Silver, who retired from the hero gambit. They both resolved to not let their kids enter the supers business on either side, especially if they had powers. Unfortunately, life, and comic books, got in the way.

Terrence grew up an average kid, no powers to speak of. He loved reading about the exploits of the superheroes around (his parents never told him who they used to be), and longed to be one. One night, curious about his parents' secrecy regarding the attic, he climbed up and found some of his father's old gear, including the harness that gave him control of shadows. When Terrence activated it, He felt a rush of energy through his body and nearly fainted. When he got his bearings back, he saw that he could not only manipulate shadows like his father, but could generate light energy in concussive blasts as well. He hunted down anything he could find about the objects in the attic, and learned the truth about his parents. When he confronted them, they initially told him to not even think about becoming a hero (or a villain, for that matter). After some subtle, and not so subtle, pressure, they finally agreed to let him try out for AEGIS. They figured the controlled atmosphere of the agency would keep him from trouble.

Terrence ended up apprenticing under one of the mystics in their supernatural department. He learned a great deal about magic and mystic item creation, and became one of their best agents. But, for some reason whenever he uses the magic he knows, he loses both his light and darkness powers during that period even though they are not mystical in nature. He believes it is because of a mental block that keeps him from growing too strong too fast. He is in no rush to unblock it though, feeling it is needed for him to live up to his potential.

Currently he is still a mystic specialist for AEGIS, working to help rid the world of evil magical beings and such. He downplays his abilities, tending to be off-putting and reluctant to reveal his full power except in emergencies. This personality quirk is even evident in the issue of his codename. He hates being called "Dr." Twilight, because he isn't an actual doctor, but everyone still does, since they believe it is a matter of time.

Well that's all folks! I hope you enjoyed it and I'll get even more entries for next year. Email me if you want more info about the contest rules and entry dates. It's been fun...

THE ARTIST'S

JOE CROCONO

Joe Crocono lives down under in Sydney, Australia and works as a Graphic Designer for a city design agency. He has loved superheroes ever since he saw a certain webslinging hero on the Saturday morning cartoons. Joe dreams of one day living in New York City and working as a comicbook artist.

Roll Call is Joe's first freelance job and he looks forward to doing more work for Amazing labs and any other RPG companies out there who like his slightly quirky, animated style. Samples of Joe's work can be found on the Atomic Think Tank boards under his aka ReeboKesh and at <http://reebokesh.deviantart.com/>. He is always willing to take on new projects.

JEFF HEBERT

Jeff Hebert is a graphic designer/illustrator who splits his time between the high-tech world of Internet retailing right across the highway from Dell Computers by day, and surrounded by horses, miniature donkeys, and dogs on his 100 acre ranch in the middle of nowhere, Texas.

LEE M

Lee M is a budding colorist from the city of freedom, Philadelphia, PA. Lee is also looking to break into the world of graphic art. His coloring work can be seen on the 8 runner-ups in this supplement, in my other supplement, Villians for 2.0 #1 at www.rpgnow.com, or on his Blog www.checkmyart.blogspot.com, he is always willing to take on new projects.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions:

(a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content;

(b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;

(c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;

(d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as

Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.

(e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;

(f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor

(g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content.

(h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHTNOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

186

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product

Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

- All stat blocks in this book is Open Game content. This includes Stats, Skills, Feats, Powers, Equipment, & Weakness. This does not include character names or backgrounds.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License.

You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document, Copyright 2000, Wizards of the Coast, Inc., Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document, Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Mutants & Masterminds, Copyright 2002, Green Ronin Publishing; Author Steve Kenson.

Advanced Player's Manual, Copyright 2005, Green Ronin Publishing; Author Skip Williams.

Silver Age Sentinels d20, Copyright 2002, Guardians of Order, Inc.; Authors Stephen Kenson, Mark C. Mackinnon, Jeff Mackintosh, Jesse Scoble.

Mutants & Masterminds, Second Edition, Copyright 2005, Green Ronin Publishing; Author Steve Kenson.

Roll Call 06', Copyright 2006 Oforie Murray. Published by Amazing labs