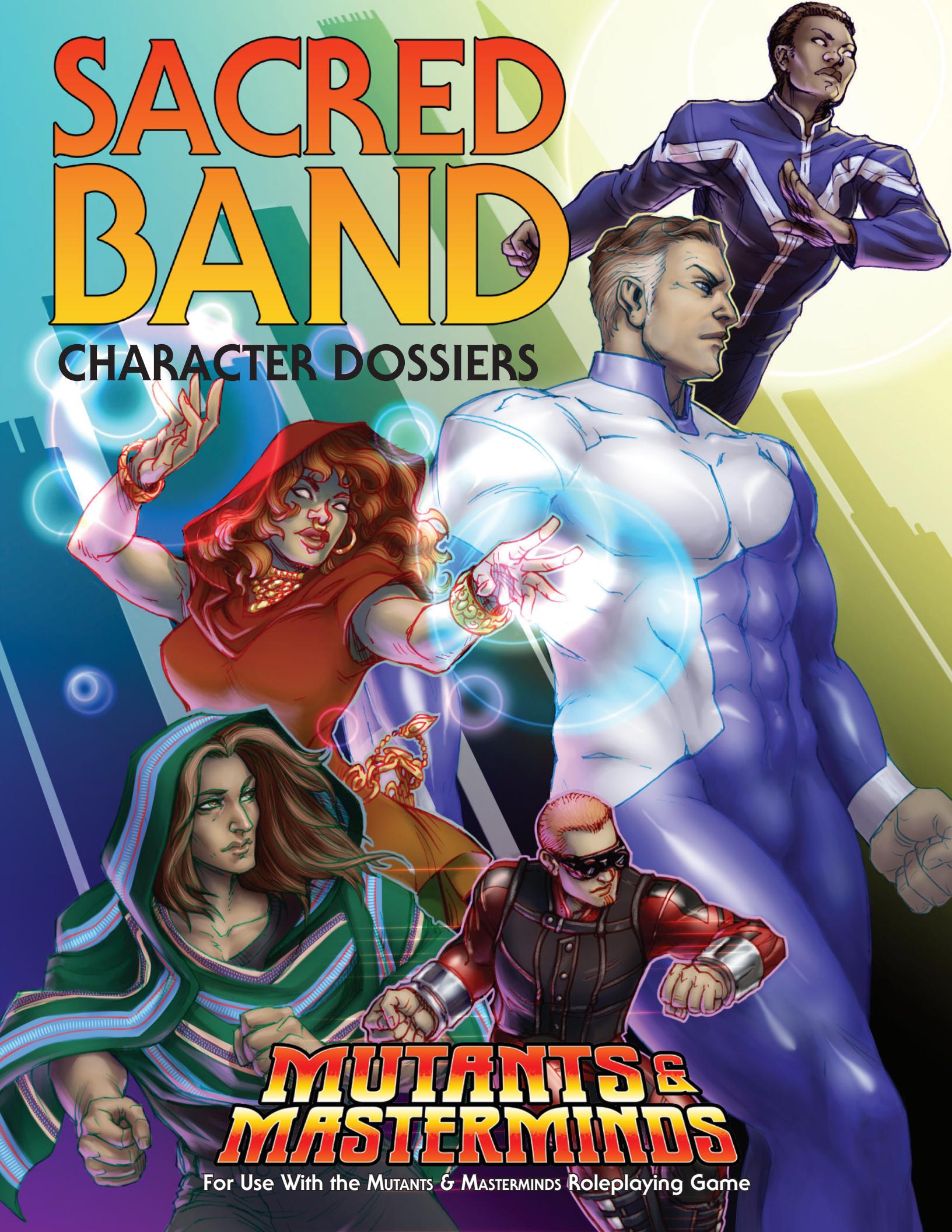


SACRED BAND

CHARACTER DOSSIERS



MUTANTS & MASTERMINDS

For Use With the **MUTANTS & MASTERMINDS** Roleplaying Game

DEOSIL

"HOLD TIGHT.

IT'S ABOUT TO GET REALLY WINDY AROUND HERE."



Sarah Eloise Dunmar was born in San Jose, California, to a Hawaiian artist and a Navy engineer. Though they'd met while he was stationed in Maui, they moved to San Jose shortly thereafter. They never married, and by the time Deosil was five years of age, she and her mother found out why: her father was already married, and had an entire other family in Seattle.

Though assigned male at birth, Sarah Eloise Dunmar can remember feeling at odds with what she understood her gender to be from her

earliest memories. As she entered high school, her attempts to present as a girl outwardly drew the attention of both bullies and a disapproving school administration. After a year of fighting both, Deosil's mother withdrew her from high school and began home-schooling her. She also began hormone replacement therapy a year later.

Deosil also became interested in modern neo-paganism during her later adolescent years, and began to forge a new community for herself. She met her first girlfriend at such an event, coming out to her mom and younger brother as a lesbian. She began keeping a blog (later switching to a video format) on her thoughts on topics relating to paganism and gender, gaining something of a small following.

When she was twenty-one, while at Burning Man, Deosil was caught in the Playa Event of 2010. Windstorms, spontaneous geothermal geysers, gouts of flame from nowhere and other raw elemental manifestations marked the Echo Event. More than twenty people were injured and six killed, though the death toll might have been much higher if Llorona hadn't been in attendance. Deosil gained a suite of strange elemental powers that she has discovered can best be harnessed through her old witchcraft practices as a focus. Today, Deosil is a guest speaker at many pagan events.

POWER & ABILITIES

Deosil is possessed of a constant environmental awareness, an intuitive knowledge of the natural world for a mile around her. Using the symbolism of her interest in witchcraft, Deosil has learned to manipulate the elements in two fashions: invocation and evocation. When invoking, she "draws in" some aspect of the natural world around her, altering her body to align with principles of the feature she is focusing on. She can heal herself by invoking verdant plant life, strengthen her skin by invoking stone, gain immunity to heat and fire by tapping into a sunny day or geothermal features, or even "storm ride" by taking the power of a storm into herself and literally riding the winds.

With evocation, Deosil can give herself mastery over examples of the four classical elements in the environment around her. Instead of changing her body, she changes the world around her. She can evoke air to manipulate air currents, earth to move stone and rock, fire to control (but not cause) fires, and water to allow her fine manipulations of liquid in her environment. Evocation is somewhat harder for her, and it can also alter her moods, a trait that she says feels like control of the element feeds on something within her. Air feeds on her concentration, making her distracted and forgetful; earth feeds on her stability, causing her to become melancholy and depressed; fire feeds on her courage, making her sometimes fearful and prone to panic; and water feeds on her empathy, making her somewhat cold and distant after using those powers.

PLAYING DEOSIL

At her core, Deosil is happiest when left to her own devices, and even when interacting with others prefers to hide behind some aspect: her interest in paganism, history, and mythology, her studies into queer liberation and history, or even simply a somewhat sharp-tongued demeanor that is really more a shield than a weapon.

She would be appalled to admit it, but Deosil is afraid: the Department of Transformed Persons Affairs have focused on teaching her how to shut down her power more than actively control it. All of this aside, though, Deosil is a fast friend to those she cares about, and the first to step up when they need her. The concept of "found family" is extremely important to her, and she takes those relationships very seriously.

DEOSIL

PL 9

NEOPHYTE EARTH-GODDESS

REAL NAME Sarah Eloise Dunmar

AGE 24

HAIR Brown

OCCUPATION New Age Speaker

PLACE OF ORIGIN San Jose, California

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	4	4	4	2	1	4	4
Close Damage	Toughness Defense, Fortitude Defense	Dodge Defense, Initiative Bonus	Ranged Attack Checks	Close Attack Checks, Parry Defense	Intelligence Checks	Will Defense	Presence Checks



SKILLS

Skill	Ranks	Bonus
Acrobatics	2	+6
Athletics	1	+2
Deception	3	+7
Expertise: Paganism & Occultism	8	+12
Insight	3	+7
Intimidation	3	+7
Investigation	1	+2
Perception	5	+9
Persuasion	6	+10
Ranged Combat: Evocation	1	+5
Stealth	1	+5
Treatment	3	+4
Vehicles	1	+5

ADVANTAGES

Advantage	Details
Assessment	Use Insight skill to learn target's combat bonuses
Attractive	Situational +2 bonus on Deception and Persuasion skills
Benefit 2	DTPA Registry
Connected	Call in favors with a Persuasion check
Contacts	Make an Investigation check in one minute
Diehard	Automatically stabilize when dying
Equipment 2	10 points of equipment
Evasion 2	+5 bonus to avoid area attacks
Improved Initiative	+4 Initiative
Languages 3	Speak Olelo Hawai'i, English, Latin, Spanish
Luck 3	Re-roll a die 3 times per session
Trance	Feign death and slow bodily functions
Uncanny Dodge	Not vulnerable when surprised or off-guard

POWERS

Elemental Awareness • Personal • Permanent • 12 points

Senses 5 (Accurate Acute Rapid Radius Ranged Elemental Awareness; Extended 2 [1,000 ft.], Penetrates Concealment)

Elemental Consciousness • Personal • Sustained • 4 points

Comprehend 4 (Objects, Plants; Linked to Elemental Maelstrom; Uncontrolled)

Elemental Invocation • Personal • Sustained • 9 points

Variable 2 (Elemental); Check Required 5 (Expertise: Paganism & Occultism DC 14)

Elemental Evocation • Perception • Concentration • 6 points

Move Object 5 (1600 lbs.; Accurate 2, Damaging, Increased Range; Check Required 5 [Expertise: Paganism & Occultism DC 14], Concentration, Limited to Classical Elements)

Elemental Maelstrom • Personal • Sustained • 20 points

Enhanced Elemental Evocation 4 (12 tons; Damaging, Increased Range, Linked to Elemental Consciousness; Limited to Classical Elements, Uncontrolled)

Enhanced Elemental Invocation 2 (Linked to Elemental Awareness; Uncontrolled)

COMPLICATIONS

Motivation—Responsibility

Elemental Affliction: When Deosil uses her Elemental Evocation, she makes a Will check against an Affliction of the same rank; Impaired, Disabled, Stunned. This reflects powerful emotional swings based on the element (Air leaves her flughty and confused, Earth leaves her depressed, Fire leaves her frightened, and Water leaves her distant and cold).

Overload: When using her Maelstrom, Deosil can augment her Elemental Evocation to rank 11, but this completely overwhelms her and makes her into an NPC for the rest of the scene.

EQUIPMENT

DTPA Uniform

+3 Toughness

Additional Equipment

Car

DEFENSES

TOUGHNESS	7	*4 W/D UNIFORM
DODGE	10	
PARRY	3	
FORTITUDE	9	
WILL	9	

COMBAT

Damage: Dazed? Staggered? Incapacitated?

INITIATIVE

+8

Attack	Bonus	Targets	Effect	Save
Elemental Evocation	+9	Dodge	Ranged Damage 5	DC 20
Elemental Maelstrom	+9	Dodge	Ranged Damage 9	DC 22
Unarmed	+2	Parry	Close Damage 1	DC 16

GAUSS

"DAMN IT! (SIGH) FRIED MY PHONE AGAIN."



Russell "Rusty" Adamson grew up on his family ranch, though his father dealt in oil rather than livestock. He was somewhat spoiled by his family's wealth, though his father always had strident views about not letting Rusty and his older brother Lucas get "too far from their roots"—they attended public school and lived modestly. Russell "Rusty" Adamson was fourteen when he came out to his mother, who confided the fact with his father. That began a time of odd paternal focus, where his father spent a lot of time with him, doing "manly"

things like going hunting and playing sports. Rusty understands now that his father intended on "toughening him up," thinking his queerness was from some lack of fatherly attention or masculine interests.

At the age of fifteen, Rusty's father took him along on a tour of one of his oil rigs Rusty's father was an investor in. It was during this tour that the Gulf Event of 2008 occurred. In all, tens of workers were injured, a dozen or so died, and five Echoed, manifesting powers in the aftermath of the disaster.

Rusty spent the intervening years under the close guidance of the Department of Transformed Persons Affairs, and he was in and out of public school. Rusty spent many of those years depressed and alienated by friends and family alike, and he struggled to control his magnetic powers as a youth. By the time he was eighteen, despairing of finding any kind of purpose, Rusty left his family home to live the life of a young gay man. He ended up on the gay party circuit and was eventually talked into doing an adult film, which gained a spotlight he'd never anticipated, as the first of its kind to feature a performer with powers. That year, under the cloud of scandal, he attended the annual Health Weekend sponsored by the DTPA, and it was at that event he met both Optic and Deosil.

His friendship with Deosil in particular turned some things around for him. Though it's been two years and his "blue movie" past sometimes crops up, Rusty is a student in Portland, Oregon now, studying architecture. He sees Deosil pretty frequently and is on polite if estranged terms with his family. Still, there is something missing, and Rusty is feeling the urge to find out what that is for himself.

POWER & ABILITIES

Gauss is a magnetic, capable of sensing and manipulating the magnetic field around himself. This gives him the ability to move ferrous objects, and to a limited extent manipulate them. He has developed several tricks with this talent, many of them using the small cloud of steel ping-pong-ball-sized ball bearings he sets up into orbit around himself.

The "Gauss Effect" is named for the Gauss rifle, in which he reverses polarity on an object so quickly that it is fired away from him as a ballistic projectile. He can also use his ball bearings to create a defensive shield of steel orbs that orbit him, protecting him and striking those who get too close.

Gauss's uniform incorporates steel plates and cording woven into various places in it, allowing him to pick himself up and move around with his magnetism. His most common way of getting around is through his "maglev" effect, placing himself at the center of opposing magnetic forces to keep him adhered to but hovering and moving at impressive speeds just above a track or other metal surface. He has demonstrated this not just with train tracks, but also with the girding inside building walls and even across spans of metal.

PLAYING GAUSS

Gauss is likable and fun-loving, something of a thrill-seeker, and loves the things he can do with his power, even when they are ill-advised. Gauss has some baggage from his childhood, especially around Echoing as a minor and coming out around the same age. Rusty grew up on all sorts of old superhero media, and the idea of embracing that ideal is extremely attractive to him, while at the same time scaring the crap out of him (thanks to the lessons he's received from his training with the DTPA). Gauss is generally flirtatious, and loves being the center of attention.

GAUSS

PL 8

THE BIG-HEARTED ELECTRO-MAGNET

REAL NAME Russell "Rusty" Adamson AGE 20

HAIR Coppery

OCCUPATION College Student

PLACE OF ORIGIN Portland, Oregon

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	4	2	4	1	2	0	2
Close Damage	Toughness Defense, Fortitude Defense	Dodge Defense, Initiative Bonus	Ranged Attack Checks	Close Attack Checks, Parry Defense	Intelligence Checks	Will Defense	Presence Checks



SKILLS

Skill	Ranks	Bonus
Acrobatics	0	+2
Athletics	3	+5
Deception	0	+2
Expertise: Architecture	5	+7
Insight	2	+2
Intimidation	0	+2
Investigation	3	+5
Perception	3	+3
Persuasion	3	+5
Ranged Combat: Gauss Effect	2	+6
Stealth	2	+2
Technology	4	+6

ADVANTAGES

Advantage	Details
Benefit 2	DTPA Registry
Defensive Attack	Trade Attack Bonus for Active Defense
Equipment 1	5 points of equipment
Evasion 1	+2 bonus to avoid area attacks
Improved Aim	Double the circumstance bonus for Aim action
Improved Initiative	+4 Initiative
Improved Defense	+2 bonus to Active Defenses with Defend action
Inspire 2	Spend a Hero Point to grant all allies a +2 bonus
Move-by Action	Move both before and after a standard action
Precise Attack	Ignore attack penalties (ranged, cover)
Teamwork	+5 bonus to team checks
Well-Informed	Immediate Investigation or Perception check

POWERS

Magnetic Control • Wide Array* (50 points) • Sustained • 56 points

Mutation

- **Gauss Effect** Ranged Damage 10 (Indirect 4, Multiattack, Subtle) [35 points]
- **Maglev Speed** 8 (500 MPH; Limited to Riding Metal Surfaces) [4 points]
- **Magnetic Cling** Movement 2 (Wall-crawling 2; Limited to Metal Surfaces) [2 points]
- **Magnetic Debris** Reaction Damage 3 (Subtle) [13 points]
- **Magnetic Field** Sustained Protection 3 (Affects Others, Subtle 2) [8 points]
- **Magnetic Senses** Senses 9 (Accurate Acute Analytical Magnetic Awareness, Danger Sense, Ranged Detect Electricity and Metals, Direction Sense) [9 points]
- **Magnetism** Burst Area 2 (60 foot) Perception Move Object 7 (3 tons, Damaging, Subtle; Limited to Ferrous Metals) [36 points]

*Heroes can maintain multiple powers from a Wide Array one time, so long as their total cost does not exceed the Wide Array's point budget; *Gadget Guides* pg. 110.

COMPLICATIONS

Motivation—Meaning: Gauss seeks a life of meaning, one lived for bigger things.

Accident: Gauss's powers can unintentionally disrupt electronics.

Weakness: For every full 8 ranks worth of magnetic powers used, Gauss must resist 1 cumulative rank of a Depleted Electrolytes Affliction (Resisted and Overcome by Fortitude; Impaired, Disabled, Incapacitated)..

EQUIPMENT

DTPA Uniform

+3 Toughness

Additional Equipment

Ball Bearings, Metal Gauntlets

DEFENSES

TOUGHNESS	7	*4 W/O UNIFORM
DODGE	6	
PARRY	1	
FORTITUDE	7	
WILL	1	

COMBAT

Damage: Dazed? Staggered? Incapacitated?

Attack	Bonus	Targets	Effect	Save
Gauss Effect	+6	Dodge	Ranged Damage 10	DC 25
Magnetic Debris	—	—	Reaction Damage 3	DC 18
Magnetism	—	Dodge	Burst Area Damage 7	DC 22
Unarmed	+1	Parry	Close Damage 2	DC 17

INITIATIVE

+2

Abilities 34 + Powers 56 + Advantages 13 + Skills 14 (28 ranks) + Defenses 8 = 125

LLORONA

"I'M GOING IN."

COVER YOUR EARS, MIJO. I'LL BE RIGHT BACK."



Born in 1964 in McAllen, Texas, Blanca Manuela Luz Dominguez was the youngest of three. When she was four, her father passed and her mother moved them Houston, where her mother Yolanda had family. She was a straight-A student in high school and post-graduation immediately began attending university where she quickly became involved in feminist student politics. She also felt safe enough there to explore her sexuality, starting to date women. Though there was some strife in the family, her mother and older sister were more ac-

cepting, welcoming her partner Donna into the family and helping to bring her brother around.

Within a few years, Donna and Blanca decided they wanted kids. Donna was working as an aerospace engineer at NASA, so after graduation, Blanca and she visited a doctor. Their twins, Rodrigo and Veronica, were born in 1986, and their future seemed bright, until November of that year. While the couple and their babies were at a community Dia de los Muertos event, the Houston Event occurred. To this day, Blanca's recollection of it is hazy and indistinct, punctuated by the weird mists, psychic phenomena, and strange hallucinations that marked that Event. At the end of that day, however, Blanca had Echoed, Donna was severely injured, and their twins were counted among the day's death toll.

Out of grief, Donna left her as soon as she was discharged, virtually disappearing by moving cross-country. Blanca became a recluse until she found herself at a market where a fight broke out between three of the Champions and a small gang of superpowered Echoes. She sought safety, until the criminals threatened a group that included young children. She responded with a sonic rage, and the Champions publicly commended her for her help. Blanca became one of a number of Echoes who function as a sort of Champions auxiliary, ready and willing to help while the team of Originals were occupied elsewhere. She took the code-name Llorona, after the folkloric weeping woman.

When the Denisov Measure passed in 1993, Blanca protested, but registered, and retired from active superhero service. She took a job with the newly-formed Department of Transformed Persons Affairs and helped to organize the first of the Weekend Health Retreats in 1996. She worked with them until 2002, when the former Original Cobalt founded the Golden Cross, a worldwide disaster response and humanitarian aid organization modeled on the Red Cross. Since then, Llorona's work has taken her all over the world, using her powers to assist those in humanitarian crisis or for disaster relief.

POWER & ABILITIES

Llorona is capable of generating a variety of sub- or ultrasonic sounds, allowing her to damage objects or instill vertigo, deafness, and unconsciousness in people. Her signature use of her power involves a personal sublimation of her sonics to render herself misty and indistinct, out of phase with physical objects around her. In this ghostly, shrieking form, she is capable of moving through objects and structures, for as long as she is able to continue to use her voice. Though extended use of her power has eventually rendered Llorona partially deaf, she does have a set of state-of-the-art cochlear implants, produced by the research and development department of Magnum Opus United, a company owned by Alchemy, a former Champion.

PLAYING LLORONA

Llorona is everyone's favorite tia, with a sort of no-nonsense nurturing quality about her. She is very determined, with almost no temper—she has a reputation for her calm, steely resolve and professionalism. Outside of her work for the Golden Cross, she is an activist for Latinx and queer causes, as well as frequently tapped as a speaker for superpowered issues in the media. She also frequently lends her presence to help rescue children, whether at scenes of danger or in foster care systems. Llorona is still very much scarred from her Echo Event, the death of her children, and loss of her partner, so much so that she has never really pursued anything romantic other than the occasional one-night stand or intimate friendship.

LLORONA

PL 10

THE ULTRA-SONIC GUARDIAN

REAL NAME Blanca Manuela Luz Dominguez AGE 49 HAIR Brown

OCCUPATION First Responder

PLACE OF ORIGIN McAllen, Texas



STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	3	2	2	3	3	5	3
Close Damage	Toughness Defense, Fortitude Defense	Dodge Defense, Initiative Bonus	Ranged Attack Checks	Close Attack Checks, Parry Defense	Intelligence Checks	Will Defense	Presence Checks

SKILLS

Skill	Ranks	Bonus
Acrobatics	0	+2
Athletics	3	+3
Deception	0	+3
Close Combat: Unarmed	4	+7
Expertise: Aid Organizations	7	+7
Expertise: History	4	+7
Insight	6	+11
Intimidation	0	+3
Investigation	8	+11
Perception	6	+11
Persuasion	3	+6
Stealth	3	+5
Treatment	6	+6
Vehicles	2	+4

ADVANTAGES

Advantage	Details
Benefit 3	DTPA Registry, Golden Cross Membership
Connected	Call in favors with a Persuasion check
Contacts	Make an Investigation check in one minute
Diehard	Automatically stabilize when dying
Defensive Roll 5	+5 active bonus to Toughness
Fearless	Immune to fear effects
Great Endurance	+5 bonus on checks requiring endurance
Improved Defense	+2 bonus to Active Defenses with Defend action
Inspire 2	Spend a Hero Point to grant all allies a +2 bonus
Languages 1	Speak English, Spanish
Teamwork	+5 bonus to team checks
Well-Informed	Immediate Investigation or Perception check

POWERS

Enhanced Hearing • Personal • Permanent • 7 points	Sonic
Senses 6 (Accurate Extended 2 [1,000 feet] Hearing, Distance Sense, Ultra-hearing; Innate),	
Immunity to Sound • Personal • Permanent • 10 points	Sonic
Immunity 10 (Sonic Effects)	
Sonic Generation • Close • Instant • 42 points	Sonic
Cone Area 2 [120 feet] Affliction 10 (Resisted and Overcome by Fortitude; Dazed and Impaired, Disabled and Stunned, Incapacitated and Unaware; Extra Condition),	
• Alt: Sonic Phasing Insubstantial 4 (Incorporeal; Affects Others, Reaction)	
• Alt: Sonic Shatter Cone Area 2 [120 feet] Weaken 10 (Affects Objects Only, Resisted by Fortitude)	

COMPLICATIONS

Motivation—Doing Good: In order to make amends for the death of her children (which she shoulders as still somehow her fault), Llorona is intent on being a force for good in the world, volunteering for rescue organizations and doing activism work.

Accident: Llorona frequently damages delicate materials and causes microfractures in the terrain around where she uses her powers.

Haunted: Llorona still punishes herself for the accidental death of her children. She sometimes refuses simple kindnesses or indulgences she'd happily allow others.

DEFENSES

TOUGHNESS	8	*3 W/O DEFENSIVE ROLL
DODGE	6	
PARRY	5	
FORTITUDE	7	
WILL	6	

COMBAT

Attack	Bonus	Targets	Effect	Save
Sonic Generation	—	Fortitude	Cone Area Affliction 10	DC 20
Sonic Shatter	—	Fortitude	Cone Area Ranged Weaken 10	DC 20
Unarmed	+7	Parry	Close Damage 0	DC 15

INITIATIVE
+2

OPTIC

"INCOMING! ON OUR SIX!"



Wendell Allen Beauchamp lost his parents in a car accident that claimed their lives. Entry into the system brought more grief—youngest brother Kendall was adopted, and Wendell and his remaining two siblings (older brother Donald and younger sister Esmie) spent about a year in the foster system. While Donald—an angry fifteen year old—spent time in juvie, Wendell and Esmie were adopted by

the Thomason family out of Biloxi, Mississippi. His adoptive father was an NCO at Keesler Air Force Base in Biloxi, and he and Wendell bonded through their visits to the base to see the planes, and a shared love of boxing.

Wendell discovered his attraction to boys as well as girls in high school, and it was a source of conflict once his adoptive parents found out. As a result, he left his home early, enrolling in university as well as the Air Force ROTC. After living a mostly-queer dating life in university, he accrued sufficient hours to join the USAF, and tests sufficiently to get on a career track as a fighter pilot.

It was in this capacity that he was approached about Project: Seraphim in 2009. A highly experimental effort to create one of the Empowered—those who gained their abilities through deliberate induction of a (theoretically) controlled Echo Event. Unfortunately, things didn't look good for Project: Seraphim. It was wildly over budget, and on the verge of being shut down without ever making an attempt. Optic and a handful of other air jockeys were recruited to receive abilities, and the process was attempted for the first time. Of the original dozen, only five survived, all of them imbued with flight abilities.

Optic served with the Seraphim (as his unit of super-powered Air Force fliers were named) for nearly a year before the Air Force discovered his queerness. Because Project: Seraphim was already under oppositional scrutiny, and the Department of Transformed Persons Affairs was on the attack against government Empowerment programs, Optic was outed and drummed out of military support, even despite his abilities.

In the time since, Optic has become a poster-boy for the efforts to successfully repeal Don't Ask, Don't Tell in 2011, which he leveraged to become an action film star. He quickly became a media darling. Though he attended a single DTPA Health Weekend (where he met and hooked up with Rusty) that same year, he discovered the DTPA's hand in his dishonorable discharge and left in a fury. Optic is now focused on his career in Hollywood.

POWER & ABILITIES

Optic's ability is termed "photoassumptive," a phrase that means he is capable of turning his body into a field of coherent proto-protons; that is, a field that radiates and largely acts like light, except that it can hold together into a single form. He is capable of transforming through a spectrum of solid-to-light ratios: the more light-bodied he is, the faster is capable of going.

Though he cannot achieve actual speed of light, in full photonic form his movement is so fast that it might as well be classified as teleportation rather than flight (it isn't because he still has to navigate non-transparent barriers in his way). When at high-radiant states, his physical strikes also cause strobing flashes of damaging light against his targets, which can distract, blind, or even injure targets without protective eye-wear in the area.

PLAYING OPTIC

Optic has always felt on the outside. Though he has acknowledged this, and even partially turned that distance into a sort of sexy mystique for his movie star following, it is there all the same. Optic desperately craves a family, but feels like he's never going to have one. Optic is a stress exerciser, tending to work out to deal with his emotional turmoil, or allowing his stress to build and build until he exorcises it with a long bout of paparazzi-attracting partying.

OPTIC

PL 9

THE LIVING LASER CRUSADER

REAL NAME Wendell Allen Beauchamp **AGE** 26**HAIR** Black**OCCUPATION** Aspiring Actor**PLACE OF ORIGIN** Biloxi, Mississippi

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	6	3	3	6	1	1	4
Close Damage	Toughness Defense, Fortitude Defense	Dodge Defense, Initiative Bonus	Ranged Attack Checks	Close Attack Checks, Parry Defense	Intelligence Checks	Will Defense	Presence Checks



SKILLS

Skill	Ranks	Bonus
Acrobatics	2	+5
Athletics	4	+7
Close Combat: Unarmed	4	+10
Deception	2	+6
Expertise: Media	3	+4
Expertise: Military	4	+5
Insight	5	+6
Intimidation	2	+6
Perception	6	+7
Persuasion	2	+16
Ranged Combat: Guns	3	+6
Stealth	4	+7
Technology	3	+4
Vehicles	5	+8

ADVANTAGES

Advantage	Details
Accurate Attack	Trade Effect DC for Attack Bonus
Agile Feint	Use Acrobatics skill to feint
Benefit 1	Fame
Connected	Call in favors with a Persuasion check
Contacts	Make an Investigation check in one minute
Equipment 1	5 points of equipment
Evasion 2	+5 bonus to avoid area attacks
Fascinate (Persuasion)	Use a skill check to Entrance a target
Improved Critical 2	Critical threat with Lightspeed Strike attacks on an 18–20
Improved Disarm	No penalty on Disarm actions
Improved Initiative	+4 Initiative
Inspire 3	Spend a Hero Point to grant all allies a +3 bonus
Instant Up	Stand up as a Free action
Interpose	Take an attack meant for an ally
Leadership	Spend a Hero Point to remove a condition from an ally
Move-by Action	Move both before and after a standard action
Set-Up	Transfer the benefit of an interaction skill to an ally
Teamwork	+5 bonus to team checks

POWERS

Coherent Photon Body • Personal • Sustained • 19 points

Photon

Insubstantial 3 (Light; Affect Corporeal, Precise)

Light Stream • Personal • Sustained • 21 points

Photon

Flight 10 (2,000 MPH)

• **Alt: Photonic Jump** Teleport 5 (Accurate, Easy, Extended Only [30 miles])**Lightspeed Strike** • Close • Instant • 18 points

Photon

Cumulative Affliction 5 (Resisted and Overcome by Will; Dazed, Stunned, Incapacitated), Linked to

Damage 8 (Linked to Affliction 5)

COMPLICATIONS

Motivation—Acceptance: Optic seeks to belong. He wants a family he builds for himself.**Fame:** Optic is symbol for the Pride movement and an aspiring actor.**Responsibility:** Optic has several siblings—Donald, Esmie, and Kendall—who remain near and dear to him.

EQUIPMENT

Project Seraphim Uniform

+3 Toughness

DEFENSES

TOUGHNESS	9	*6 W/D UNIFORM
DODGE	9	
PARRY	8	
FORTITUDE	9	
WILL	4	

COMBAT

Damage:	Dazed?	Staggered?	Incapacitated?	INITIATIVE *7
Attack	Bonus	Targets	Effect	Save
Lightspeed Strike	+10	Parry	Close Affliction 5, linked to Damage 8	DC 20, DC 23
Unarmed	+10	Parry	Close Damage 3	DC 18

Abilities 54 + Powers 58 + Advantages 25 + Skills 25 (49 ranks) + Defenses 14 = 176

SENTINEL

"THAT'S NOT US.
THAT'S NOT WHO WE'RE SUPPOSED TO BE."



Robert Mitchell "Mitch" McCann was born on a Montana ranch in 1949. He served in Vietnam, declining further service after his tour was done and returning to Montana. Then, in April of 1974, when he was twenty-five years old, the Original Surge happened, and he was transformed forever. The military quickly rounded up as many American Originals as it could find, and originally depended on Mitch's former military career and that of an active duty man who came to be known

as Marque to not only voluntarily work with the military's testing, but to help manipulate the others they gathered into doing likewise. They did not anticipate Mitch's dislike for the military or for what he perceived as their strong-arm tactics in corraling and testing them.

They also did not anticipate Mitch being attracted to and falling in love with one of the other test subjects, the high school teacher who came to be called Radiant. Though they weren't detained for long, it was long enough for all of them to form some kind of camaraderie: it was the Originals who were gathered up into that facility who met nearly a decade later in 1984 to form the Champions.

As Sentinel, Mitch became an iconic figure that embodied American ideals in a time of increasing globalization. Mitch wasn't stupid—he knew how they were using him—but he was also careful that they didn't ever exert any actual control over him. He was also careful to speak for himself and the Champions in making sure that one thing predominated: doing the most good for the most people. During this time, Sentinel and Radiant carried on an ongoing secret romance.

Then, in 1992, the spy and assassin Original called Mata Hari killed Radiant. His death threw the Champions into chaos. Terribly grief-stricken with the loss of the man he loved, Sentinel tried to operate as a solo hero, but simply couldn't. He felt he owed the world the truth about why, however, and so in 1993, Sentinel publicly came out as a gay man, and told the world about the man he loved and his grief.

He was not prepared for the public reaction that followed. A media storm hit, painting him as a queer traitor to American ideals, and Mitch fled public life. Since then, he has been a man in hiding. He works in construction, in the middle of nowhere, and keeps entirely to himself (although one or two natural disasters have been of sufficient danger to bring him out of hiding to help, particularly when the Golden Cross is on hand).

POWER & ABILITIES

To the public eye, Sentinel was the epitome of superheroism: super-strong, able to fly at incredible speeds, and seemingly impervious to harm. In reality, the Original Surge gave him telekinetic powers on a scale unseen since, although his exertion of psychokinetic force is limited to his own touch.

Additionally, he shares the altered metabolism that all other Originals do: an extended lifespan, extreme good health and physical fitness, improved sensory input, the ability to largely do without sustenance, an immunity to all currently known diseases and poisons, and a rapid personal healing ability.

PLAYING SENTINEL

The Sentinel of old knew his responsibilities as a hero, and he took them very seriously. He understood that with every act of heroism, people came to rely on him more and more. Unlike some of the Champions, he did not treat his status as a hero as a form of celebrity. It was always a duty, one that grew larger with each rescue and villain apprehended.

Today, Sentinel is broken. He has drowned in his grief, and he wants nothing more than to be left alone. He still understands the responsibility of heroism—it's why he hides. He is painfully aware of the march of years, and to some degree considers the end of the era of superheroics to be his fault. He is extremely private, suspicious of media, quiet, and reserved.

SENTINEL

PL 15

THE ORIGINAL

REAL NAME Robert Mitchell "Mitch" McCann AGE 64 HAIR Salt-and-Pepper

OCCUPATION Construction Contractor PLACE OF ORIGIN Rural Montana

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
5	8	5	3	7	2	4	5
Close Damage	Toughness Defense, Fortitude Defense	Dodge Defense, Initiative Bonus	Ranged Attack Checks	Close Attack Checks, Parry Defense	Intelligence Checks	Will Defense	Presence Checks



SKILLS

Skill	Ranks	Bonus
Acrobatics	0	+5
Athletics	3	+8
Close Combat: Unarmed	8	+15
Deception	3	+8
Expertise: Construction	1	+3
Insight	4	+8
Intimidation	5	+10
Investigation	6	+8
Perception	4	+8
Persuasion	4	+9
Stealth	4	+9
Vehicles	2	+5

ADVANTAGES

Advantage	Details
All-Out Attack	Trade Active Defense for Attack Bonus
Attractive	Situational +2 bonus on Deception and Persuasion skills
Connected	Call in favors with a Persuasion check
Contacts	Make an Investigation check in one minute
Diehard	Automatically stabilize when dying
Evasion	+2 bonus to avoid area attacks
Extraordinary Effort	Gain two benefits when using Extra Effort
Fearless	Immune to fear effects
Improved Smash	No penalty on Smash actions
Inspire 1	Spend a Hero Point to grant all allies a +1 bonus
Interpose	Take an attack meant for an ally
Languages 4	Speak Arabic, Chinese (Mandarin), English, Hindi, Japanese, Russian, Spanish, Swahili, Ukrainian
Leadership	Spend a Hero Point to remove a condition from an ally
Move-by Action	Move both before and after a standard action
Power Attack	Trade attack bonus for effect bonus
Seize Initiative	Spend a Hero Point to go first in initiative order
Takedown	Free extra attack when you incapacitate a minion
Teamwork	+5 bonus to team checks

POWERS

Telekinesis • Dynamic Array (33 points) • Sustained • 37 points Psychic

- **Force Field** Sustained Protection 7 (Affects Others, Subtle 2)
- **Reflection Field** Deflect 15 (Redirection, Reflect; Reduced Range)
- **Tactile Telekinesis** Move Object 15 (800 tons; Damaging, Subtle 2; Reduced Range)
- **Telekinetic Flight** Flight 15 (64,000 MPH; Aquatic, Subtle 2)

COMPLICATIONS

Motivation—Doing Good

Fame: As one of the Originals, Sentinel attracts a lot of attention in his hero identity. He takes extreme measures to avoid the media spotlight.

Reputation: Operating as a hero since the 1970s, Sentinel has a reputation for old-fashioned values, personal responsibility, and respect for law. He's generally at a law when these factors don't overlap with "good."

DEFENSES

TOUGHNESS	15	*8 W/D FORCE FIELD
DODGE	13	
PARRY	15	
FORTITUDE	18	
WILL	12	

COMBAT

Attack	Bonus	Targets	Effect	Save
Tactile Telekinesis	+15	Parry	Close Damage 15	DC 30
Unarmed	+15	Parry	Close Damage 5	DC 20

INITIATIVE
+5

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