

SILVER AGE SENTINELS

# ROLL CALL 3

## COUNTRY MATTERS





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## NOTES ABOUT GAME CONTENT

The game stats presented herein are for both the Tri-Stat System and the d20 System. Values presented on the left side of a character sheet are for the Tri-Stat System while numbers presented on the right side of the character are for the d20 System. Also, information presented outside of double square brackets, before a slash are for the Tri-Stat System while text presented within [[ double square brackets ]], after the slash are for the d20 System.

For the character entries, some of the d20 System point costs are presented in brackets. This is done to indicate the number of points a character spent to acquire the given Attribute although the Attribute rank listed is higher than the point cost would suggest. This difference is due to the “special” bonuses gained from class level progression for the character’s selected class(es).

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ROLL CALL 3 - SECTION ONE





## ANIMA (200 CHARACTER POINTS – Tri-Stat)

Skulker Level 5; 240 Power Points — d20 System

**IDENTITY:** Unknown

**OCCUPATION:** Dream stalker

**FIRST APPEARANCE:** Amazing Presentations, Vol. III #155

**FORMER ALIASES:** None

**PLACE OF BIRTH:** Unknown

**AFFILIATION:** None

**JANUS RELATION:** Irreparable schism after she killed a woman he slept with

**TERRITORY:** Worldwide/the Dream Realm

**HEIGHT:** 5'11" (180 cm) **EYES:** Green

**WEIGHT:** 130 lbs. (59 kg.) **HAIR:** Red/blonde

After a long string of disappointing partners, Janus fell asleep one night wishing for the perfect woman. His dreams were chaotic, flashing between nightmares of his father and one in which he chased a nebulous woman. When he caught her, he found she physically resembled him — a beautiful female twin. Suddenly aware he was dreaming, he recognised his ideal partner. He awoke the next morning, intrigued by the possibility of his dream female counterpart or anima, a term used in Jungian psychology. Could it have been an encounter with the Olympus Diamond, or a brush with Mother Raven's spirits that created her? Janus wondered if she could really be true.

Janus dreamed about her constantly for several weeks, creating a personality and history for Anima. Unbeknownst to him, each dream invested her with additional power, making her more existent. At first she followed his lead through unending power fantasies, but as her own identity developed she became aware that her world was wholly dependent upon him. Anima chafed at being Janus's dream construct and lashed out at him frequently. When she wasn't fighting, however, she was learning how to control her environment, the stuff of dreams itself.

Once Janus's dreams devolved into constant feuding with his twin he lost interest in Anima, dismissing her as a figment of his imagination. He sought other company, and lost himself in a new scheme with a young actress. Anima grew insanely jealous; despite the arguing, she loved Janus. She snapped when he spent the night with the actress, and projected herself into the real world. Anima found she could not physically harm the girl, but induced her into sleepwalking off the penthouse balcony. Janus awoke and hauled Anima back into the dream world to discover what she had done. Furious and unnerved, Janus has tried to destroy Anima with medication, occult rituals, and even surgery — yet she relentlessly returns.

|      |    |                      |    |
|------|----|----------------------|----|
| BODY | 6  | ATTACK COMBAT VALUE  | 9  |
| MIND | 11 | DEFENCE COMBAT VALUE | 6  |
| SOUL | 8  | HEALTH POINTS        | 70 |

|                  |    |      |    |      |    |                      |    |     |    |     |    |
|------------------|----|------|----|------|----|----------------------|----|-----|----|-----|----|
| STR              | 10 | DEX  | 13 | CON  | 12 | INT                  | 22 | WIS | 19 | CHA | 16 |
| REF              | +5 | FORT | +4 | WILL | +7 | BASE TO HIT MODIFIER | +4 |     |    |     |    |
| BASE AC MODIFIER | +1 |      |    |      |    | HIT POINTS           | 35 |     |    |     |    |

| TRI-STAT | LVL | PTS | CHARACTERISTIC ATTRIBUTES                                          | d20 SYSTEM | RANK | PTS |
|----------|-----|-----|--------------------------------------------------------------------|------------|------|-----|
|          | 1   | 3   | Attack Combat Mastery                                              |            | 1    | (0) |
|          | 1   | 1   | Combat Technique (Judge Opponent)                                  |            | 1    | (0) |
|          | 2   | 6   | Extra Defences                                                     |            | 2    | (3) |
|          | 3   | 3   | Features (Appearance x3)                                           |            | 3    | 3   |
|          | 3   | 3   | Heightened Awareness                                               |            | 3    | 3   |
|          | 3   | 3   | Highly Skilled                                                     |            | 1    | (0) |
|          | 2   | 6   | Wealth                                                             |            | 2    | 6   |
|          | -3  |     | • Restriction (Wealth; Must steal directly from Janus's resources) |            | -3   |     |

| LVL | PTS | POWER ATTRIBUTES                                                                                                                                      | RANK | PTS  |
|-----|-----|-------------------------------------------------------------------------------------------------------------------------------------------------------|------|------|
| 2   | 18  | Alternate Form (Incorporeal Earth Presence)                                                                                                           | 2    | 18   |
|     | -2  | • Dependant (Alternate Form, on Dimension Hop)                                                                                                        |      | -2   |
| 3   | 18  | Damage Conversion (As a nightmare, she becomes more powerful over time)                                                                               | 3    | 18   |
| 9   | 9   | Divine Relationship                                                                                                                                   | 9    | 9    |
| 3   | 71  | Dynamic Powers (Dreams, primal; Area 3; Duration 5; Range 1; Targets 2)                                                                               | 3    | (66) |
|     | -1  | • Detectable (Dynamic Powers; Ethereal ripples)                                                                                                       |      | -1   |
| 3   | 12  | Reincarnation (Hard to stop; Must kill Janus)                                                                                                         | 3    | 12   |
| 4   | 16  | Special Attack "Nightmare Kiss" (80 / [4d6+8]) Damage, Drain Soul, Soul Attack, Vampiric: heals lost Health Points, Melee, No Damage, Only in Dreams) | 4    | 16   |
| 2   | 2   | Special Movement (Dimension Hop: Real World)                                                                                                          | 2    | (1)  |
|     | -1  | • Limited Use, Instantaneous (Acts as 2 BP)                                                                                                           |      | -1   |

| LVL | PTS | ALTERNATE FORM ATTRIBUTES (INCORPOREAL PRESENCE) | RANK | PTS |
|-----|-----|--------------------------------------------------|------|-----|
| 10  | 30  | Mass Decrease (Dream form)                       | 10   | 30  |
|     | -1  | • Detectable (Spiritual / dream energies)        |      | -1  |
|     | -9  | • Maximum Force                                  |      | -9  |

| LVL | PTS | SKILLS                                                                                                    | RANK |
|-----|-----|-----------------------------------------------------------------------------------------------------------|------|
| 3   | 9   | City Knowledge (London, downtown; Empire City, downtown)                                                  | 4    |
| 4   | 8   | Cultural Arts (Urban Legends)                                                                             | 5    |
| 4   | 4   | Etiquette (Upper Class)                                                                                   | 5    |
| 4   | 8   | Foreign Culture (Various African, Asian)                                                                  | 5    |
| 5   | 5   | Languages (English, Afrikaans, Arabic, Creole, French, German, Italian, Mandarin, Nilotic, Russian, Zulu) | 10   |
| 2   | 4   | Occult (Rituals)                                                                                          | 3    |
| 2   | 4   | Performing Arts (Drama)                                                                                   | 3    |
| 3   | 9   | Seduction (Male)                                                                                          | 4    |
| 2   | 6   | Sleight of Hand (Stage Magic)                                                                             | 4    |
| 1   | 2   | Social Sciences (Psychology)                                                                              | 2    |
| 1   | 1   | Writing (Poetic)                                                                                          | 1    |

| PTS | DEFECTS                                                                                                             | PTS |
|-----|---------------------------------------------------------------------------------------------------------------------|-----|
| -2  | Bane (Protective dream charms)                                                                                      | -2  |
| -2  | Blind Fury (Being thwarted)                                                                                         | -2  |
| -2  | Confined Movement (Forced to orbit Janus, in Dreams or the real world)                                              | -2  |
| -2  | Marked (Ethereal)                                                                                                   | -2  |
| -3  | Nemesis (Janus)                                                                                                     | -3  |
| -3  | Unique Defect: In the real world, Anima is forced into her insubstantial state until she returns to the Dream World | -3  |

Anima has tapped the power of dreams, and learned how to affect dreaming minds in Janus's vicinity, as well as project through them into the real world. She schemes to destroy Janus, and has no qualms about harming anyone around him. Anima believes if she kills Janus she will be freed, and become real. She does not realise her soul is bound to his, and will die when Janus does.





## AR-RAQIS (100 CHARACTER POINTS — TRI-STAT)

Skulker Level 1; 110 Power Points — d20 System

**IDENTITY:** Eshe Mostafa  
**OCCUPATION:** Baladi dancer, international star, thief  
**FIRST APPEARANCE:** Amazing Presentations, Vol. III, #181  
**FORMER ALIASES:** Safiya, "Star of the Heavens"  
**PLACE OF BIRTH:** Cairo, Egypt  
**AFFILIATION:** None  
**JANUS RELATION:** He abandoned her because she tried to kill him.  
**TERRITORY:** Cairo, Al-Jizah  
**HEIGHT:** 5'4" (162 cm) **EYES:** Brown  
**WEIGHT:** 123 lbs. (56 kg) **HAIR:** Black

Eshe grew up and received a modern education in Cairo, accompanied by lessons in *baladi* dancing at home from her mother and aunts. Her skills astounded everyone, for she could move with a speed and grace that shamed the desert asp. On the eve of her eighteenth birthday, Eshe's mother presented her with a beautiful dancing veil, moments before her father announced her betrothal to a man she had never met. When she protested, he argued, then finally beat her for the first time in her life.

Determined to escape her fate, Eshe fled her childhood home. She found work as a *baladi* dancer in nightclubs around Cairo, as "Safiya, Star of the Heavens." While her skill brought her renown, society gave her nothing but scorn, seeing only a woman of questionable moral character. She grew desperate and angry at the turn her life had taken, until the night a handsome, charismatic Englishman came into the nightclub to see her. She went with him when he left Cairo, taking the name Ar-Raqis.

Janus taught her the finer things in life, and how to get them — by force, when necessary. They fought against the decaying and decadent, and he used his wealth and genius to augment her costume, purchasing a new dancing veil for her out of a specially woven and treated fabric, which she could use as a weapon to turn a calm audience into a raging mob. He was rich, educated, and cosmopolitan ... everything she ever wanted in a man. That is, until she caught him in bed with someone else. She tried to kill him but failed. In his mercurial fashion, however, Janus seemed more amused at her jealousy than angered by her murderous attempt. Laughing at her, he vanished back to the West, leaving raw emotions untended.

**BODY** 10 **STRENGTH** 7 **ATTACK COMBAT VALUE** 8  
**MIND** 6 **DEFENCE COMBAT VALUE** 8  
**SOUL** 6 **HEALTH POINTS** 70

**STR** 14 **DEX** 20 **CON** 19 **INT** 12 **WIS** 11 **CHA** 14  
**REF** +8 **FORT** +6 **WILL** +7 **BASE TO HIT MODIFIER** +2  
**BASE AC MODIFIER** +8 **HIT POINTS** 20

| TRI-STAT | LVL | PTS | CHARACTERISTIC ATTRIBUTES             | d20 SYSTEM | RANK | PTS |
|----------|-----|-----|---------------------------------------|------------|------|-----|
|          | 1   | 3   | Attack Combat Mastery                 |            | 1    | (3) |
|          | 3   | 6   | Defence Combat Mastery                |            | 3    | 6   |
|          | 2   | 6   | Extra Defences                        |            | 2    | 6   |
|          | 1   | 1   | Features (Appearance)                 |            | 1    | 1   |
|          | 4   | 8   | Henchmen (Aggressive, Loyal admirers) |            | 4    | 8   |
|          | 2   | 2   | Heightened Awareness                  |            | 2    | 2   |
|          | 5   | 5   | Highly Skilled                        |            | 3    | (2) |
|          | 8   | 32  | Item of Power (Veil)                  |            | 8    | 32  |

| LVL | PTS | ITEM OF POWER'S ATTRIBUTES (VEIL)                                                                                                                                | RANK | PTS |
|-----|-----|------------------------------------------------------------------------------------------------------------------------------------------------------------------|------|-----|
| 2   | 2   | Armour (Shield Only, Stops 40 / [[ 20 ]])                                                                                                                        | 2    | 2   |
| 4   | 24  | Mind Control (Any male who can see her; Area 4; Targets 4)                                                                                                       | 4    | 24  |
|     | -2  | • Restriction (Only while dancing)                                                                                                                               |      | -2  |
| 5   | 5   | Mind Shield                                                                                                                                                      | 5    | 5   |
| 1   | 4   | Special Attack "Veil Trance" (80 / [[ 4d6+8 ]]) Damage, Area Effect x3, Drain Mind, No Damage, Melee, Static: must dance, Toxic, Unique: Opponents must see her) | 1    | 4   |
| 6   | 9   | Telepathy (Only those affected by Mind Control; Range 2; Targets 1)                                                                                              | 6    | 9   |
|     | -2  | • Dependent (Mind Control)                                                                                                                                       |      | -2  |

| LVL | PTS | SKILLS                              | RANK |
|-----|-----|-------------------------------------|------|
| 2   | 13  | Acrobatics (Flexibility, Balance)   | 4    |
| 2   | 4   | Cultural Arts (Art Appraisal)       | 2    |
| 3   | 3   | Languages (Arabic, English, French) | 3    |
| 4   | 8   | Performing Arts (Dance)             | 2    |
| 4   | 12  | Seduction (Male)                    | 2    |
| 3   | 24  | Unarmed Attack (Throws)             | 3    |
| 2   | 16  | Unarmed Defence (Strikes)           | 2    |

| PTS | DEFECTS                                         | PTS |
|-----|-------------------------------------------------|-----|
| -1  | Famous (Ar-Raqis, a local <i>baladi</i> dancer) | -1  |
| -1  | Ism (Based on occupation, Regional)             | -1  |
| -1  | Less Capable (Strength)                         | -   |
| -1  | Not So Tough                                    | -   |
| -2  | Recurring Nightmares (Janus)                    | -2  |
| -1  | Wanted (Interpol)                               | -1  |

Ar-Raqis uses subtlety and skill as her primary weapons. She has turned a native folk-dance into a weapon, combined with martial arts and seduction. Her ability to whip an audience into a frenzied mob has brought more than one event crashing into chaos while she escapes out the back with a small fortune. When not raiding the pockets of the wealthy, she keeps a low profile in Alexandria, living like a queen on the backs of her adoring fans.



## BLACK ANNIE (175 CHARACTER POINTS – TRI-STAT)

Adventurer Level 6; 190 Power Points — d20 System

**IDENTITY:** Anne-Marie Devlin

**OCCUPATION:** Biochemist

**FIRST APPEARANCE:** Science Unbound, Vol. II #89 (as Anne-Marie);  
Caliburn #156 (as Black Annie)

**FORMER ALIASES:** None

**PLACE OF BIRTH:** Leicestershire, England

**AFFILIATION:** None

**JANUS RELATION:** Abandoned after plans for Rollright prophecy were thwarted

**TERRITORY:** England

**HEIGHT:** 5'11" (180 cm)

**EYES:** Green

**WEIGHT:** 160 lbs. (73 kg)

**HAIR:** Blonde

Annie always wanted to help others since she was a child. She had a history of bringing home sick animals, or looking after her younger sister, friends and anyone else she met. She pursued a degree in biochemistry at the University of Leicester, for it allowed her to continue helping people; she learned both what made people tick and how to make them well. She supplemented her courses with studies in virology and zoology, looking for humane ways to use animal test subjects in the advancement of human medicine.

A Leicester research laboratory hired Annie immediately upon graduation. Two years later, there was an accident in the lab when a rat bit her, then knocked over a whole cocktail of viruses, DNA samples, and volatile chemical compounds. Several substances caused a terrible chemical fire that engulfed both the lab and Annie with smoke. A firefighter eventually found her but he recoiled in horror at her disfigurement. She desperately grabbed him for aid, but her touch proved fatal, draining him of energy. The firefighter died, but gave her the boost she needed to escape.

Severely shaken by her radical transformation, Annie secluded herself in the remote areas of the Dane Hills. Annie discovered she could no longer eat normal food, but needed the energy of people or animals to survive. Additionally, she now exuded acrid pheromones that acted as a mind controlling drug on the mammals around her. Half-crazed, Annie used her new powers to lure victims to her.

**BODY** 5 **ATTACK COMBAT VALUE** 6  
**MIND** 7 **DEFENCE COMBAT VALUE** 6  
**SOUL** 7 **HEALTH POINTS** 120

**STR** 10 **DEX** 10 **CON** 12 **INT** 15 **WIS** 13 **CHA** 14  
**REF** +2 **FORT** +3 **WILL** +3 **BASE TO HIT MODIFIER** +3  
**BASE AC MODIFIER** +2 **HIT POINTS** 63

| TRI-STAT | LVL | PTS | CHARACTERISTIC ATTRIBUTES                    | d20 SYSTEM | RANK | PTS |
|----------|-----|-----|----------------------------------------------|------------|------|-----|
|          | 2   | 4   | Defence Combat Mastery                       |            | 2    | 4   |
|          | 2   | 2   | Features (Appearance x2)                     |            | 2    | 2   |
|          | -1  |     | • Dependent on Alternate Form (Acts as 2 BP) |            |      | -1  |
|          | 7   | 7   | Highly Skilled                               |            | 3    | 3   |
|          | 3   | 6   | Tough                                        |            | 3    | 6   |

| LVL | PTS | POWER ATTRIBUTES                                                                                                                           | RANK | PTS  |
|-----|-----|--------------------------------------------------------------------------------------------------------------------------------------------|------|------|
| 0   | 2   | Alternate Form (Cosmetic; Original form pre-accident)                                                                                      | 0    | 2    |
| -1  |     | • Restriction (Alternate Form; Original face only)                                                                                         |      | -1   |
| 7   | 26  | Animal Summon/Control (Supernatural summons; Small mammals; Duration 5)                                                                    | 7    | (11) |
| 5   | 11  | Contamination (Disease — Difficult, passed through blood; Targets 1)                                                                       | 5    | 1    |
| 3   | 3   | Heightened Senses (Hearing, Smell, Taste)                                                                                                  | 3    | 3    |
| 3   | 18  | Illusion (Hearing, Sight; Area 3; Duration 4; Range 2; Targets 3)                                                                          | 3    | 18   |
| 4   | 19  | Mind Control (Humans; Range 2; Targets 1)                                                                                                  | 4    | 19   |
| 7   | 10  | Sixth Sense (Postcognition; Area 3)                                                                                                        | 7    | 10   |
| 5   | 20  | Special Attack "Energy Drain" (120/ [(6d6+12)] Damage; Drain Body; No Healing; Vampiric: Body adds to Health Points; Melee; Static, Toxic) | 5    | 20   |
| 10  | 20  | Swarm (Rats)                                                                                                                               | 10   | 20   |
| 2   | 7   | Telepathy (Humans; Area 2; Targets 1)                                                                                                      | 2    | 7    |

| LVL | PTS | SKILLS                           | RANK |
|-----|-----|----------------------------------|------|
| 2   | 2   | Animal Training (Cats)           | 3    |
| 4   | 16  | Biological Sciences (Viruses)    | 9    |
| 2   | 4   | Climbing (Vegetation)            | 4    |
| 2   | 8   | Computers (Databases)            | 8    |
| 3   | 9   | Cultural Arts (History)          | 9    |
| 3   | 3   | Etiquette (Academic)             | 3    |
| 4   | 20  | Physical Sciences (Biochemistry) | 9    |
| 3   | 3   | Writing (Academic)               | 3    |
| 2   | 16  | Unarmed Attack (Holds)           | 3    |
| 1   | 8   | Unarmed Defence (Throws)         | 2    |

| PTS | DEFECTS                                                                            | PTS |
|-----|------------------------------------------------------------------------------------|-----|
| -1  | Involuntary Change (From beautiful Annie to Black Annie, any stress; acts as 3 BP) | -1  |
| -3  | Marked (Twisted, scarred features)                                                 | -3  |
| -2  | Phobia (Fire)                                                                      | -2  |
| -3  | Physical Impairment (Loses 20 / [(2d8)] Health Points per day until she feeds)     | -3  |
| -3  | Unappealing (Hag)                                                                  | -3  |
| -3  | Recurring Nightmares (Fire)                                                        | -3  |
| -1  | Skeleton in the Closet (Former identity)                                           | -1  |

The more she used her abilities, the more powerful Annie became. She caused disease with a touch, read thoughts, and could even transform into a swarm of rats! With the fiercest concentration she could become beautiful again, but any stress would undue the change.

A resurgence of belief in the Black Annis myths sprung up. Janus sought her out, wondering if Annie might be the avatar of the cannibalistic old witch. Although initially sceptical, her belief was fuelled by his. They tried to fulfil the king-making prophecy of the Rollright Stones together. Annie sacrificed six men and women by her touch along a ley line path. The seventh "step," a metahuman sacrifice at the Rollrights, was interrupted by Caliburn and British heroes. Janus fled, leaving the heroes to try to help cure Black Annis without much success.



## BLACK MAMBA (125 CHARACTER POINTS — TRI-STAT)

Costumed Fighter Level 4; 140 Power Points — d20 System

**IDENTITY:** Unknown  
**OCCUPATION:** Assassin, mercenary, covert operative  
**FIRST APPEARANCE:** Amazing Presentations, Vol. III, #136  
**FORMER ALIASES:** None  
**PLACE OF BIRTH:** Unknown  
**AFFILIATION:** None  
**JANUS RELATION:** He was willing to sacrifice her to complete a trap, but failed  
**TERRITORY:** Southern Africa  
**HEIGHT:** 5'10" (177 cm) **EYES:** Black  
**WEIGHT:** 150 lbs. (68 kg) **HAIR:** Black

The Black Mamba is a well-known fixture in the shady world of the African underground. A deadly assassin-for hire, the lady named for one of the deadliest snakes has assuredly earned her sobriquet. Black Mamba is believed to have been involved in the initial stages of at least a dozen wars throughout western and southern Africa in the last decade. From the Ivory Coast to Rwanda to South Africa, there isn't a single turbulent country in which she has not been sighted. Her name has become so legendary among conspiracy theorists and would-be dictators that her influence is suspected in every conflict, even when there is evidence to the contrary.

Black Mamba's background is unknown. She is roughly in her late thirties at a guess, though estimates have ranged from her mid twenties to her early fifties. She is presumed to be from Botswana, as she is to keep at least two safehouses there. Black Mamba is one of the most accomplished fighters on the African continent, possessing an almost supernatural ability to assess her opponent's weaknesses and exploit them.

She is striking as well as deadly, tall and muscular, with dark brown skin and facial tattoos across her cheeks. She typically wears a set of thin, plated, matte black armour, capable of delivering an electromagnetic pulse that can devastate her targets and leave them confused and disoriented. Although her armour's origins are unknown, rumours suggest the Artificer's hand in its creation.

**BODY** 9 **ATTACK COMBAT VALUE** 13  
**MIND** 7 **DEFENCE COMBAT VALUE** 11  
**SOUL** 8 **HEALTH POINTS** 85

**STR** 18 **DEX** 16 **CON** 19 **INT** 14 **WIS** 15 **CHA** 16  
**REF** +6 **FORT** +7 **WILL** +3 **BASE TO HIT MODIFIER** +9  
**BASE AC MODIFIER** +8 **HIT POINTS** 46

| TRI-STAT | LVL | PTS | CHARACTERISTIC ATTRIBUTES                                                                                                             | d20 SYSTEM | RANK | PTS  |
|----------|-----|-----|---------------------------------------------------------------------------------------------------------------------------------------|------------|------|------|
|          | 5   | 15  | Attack Combat Mastery                                                                                                                 |            | 5    | (12) |
|          | 7   | 7   | Combat Technique (Accuracy, Blind Shooting, Judge Opponent, Lightning Reflexes, Portable Armoury, Steady Hand, Weapons Encyclopaedia) |            | 7    | (5)  |
|          | 5   | 10  | Defence Combat Mastery                                                                                                                |            | 5    | 10   |
|          | 1   | 1   | Features (Striking appearance)                                                                                                        |            | 1    | 1    |
|          | 4   | 8   | Gadgets (Armoured Jeep, Weapons of all types)                                                                                         |            | 4    | 8    |
|          | 3   | 3   | Heightened Awareness                                                                                                                  |            | 3    | 3    |
|          | 10  | 10  | Highly Skilled                                                                                                                        |            | 2    | 2    |
|          | 8   | 32  | Item of Power (Armour)                                                                                                                |            | 8    | 32   |

| LVL | PTS | ITEM OF POWER'S ATTRIBUTES (ARMOUR)                                                                                                                                       | RANK | PTS |
|-----|-----|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------|-----|
| 5   | 14  | Armour (Thin area: joints; -1)                                                                                                                                            | 5    | 14  |
| 1   | 4   | Sixth Sense (Danger; Area 3)                                                                                                                                              | 1    | 4   |
| 5   | 20  | Special Attack "Electromagnetic Blast" (80 / [4d6+8] Damage, Area Effect, Long Range, Penetrating Armour x2, Penetrating Fields x2, Stun, Limited Shots x3, Slow, Static) | 5    | 20  |
| 2   | 2   | Special Defence (Electromagnetic pulse x2)                                                                                                                                | 2    | 2   |

| LVL | PTS | SKILLS                                          | RANK |
|-----|-----|-------------------------------------------------|------|
| 2   | 12  | Acrobatics (Jumps)                              | 3    |
| 1   | 2   | Climbing (Vegetation)                           | 1    |
| 1   | 4   | Computers (Intrusion/Security)                  | 1    |
| 3   | 6   | Driving (Car)                                   | 3    |
| 3   | 3   | Languages (English, Afrikaans, Setswana, Shona) | 3    |
| 2   | 8   | Military Sciences (Intelligence Analysis)       | 2    |
| 1   | 2   | Social Sciences (Politics)                      | 1    |
| 3   | 9   | Urban Tracking (Underworld)                     | 3    |
| 2   | 4   | Wilderness Tracking (Jungle)                    | 2    |
| 3   | 24  | Gun Combat (Rifle)                              | 2    |
| 2   | 24  | Ranged Defence (Personal)                       | 1    |
| 2   | 16  | Unarmed Attack (Holds)                          | 1    |
| 2   | 16  | Unarmed Defence (Holds)                         | 1    |

| PTS | DEFECTS                                             | PTS |
|-----|-----------------------------------------------------|-----|
| -1  | Famous (Black Mamba; throughout Africa)             | -1  |
| -   | Incomplete Training (No Extra Defense)              | -3  |
| -2  | Marked (Facial tattoos)                             | -2  |
| -1  | Significant Other (Her son, Chata, a boy of 3)      | -1  |
| -1  | Skeleton in the Closet (Secret identity)            | -1  |
| -2  | Skeleton in the Closet (Identity of Chata's father) | -2  |
| -2  | Wanted (Black Mamba; Interpol)                      | -2  |

Mamba has no known relatives or love interests. She has been seen in the company of numerous warlords, government officials, generals, and villains ... including the infamous Janus. Most of her contracts are fulfilled in Africa, although she will travel for the right price. Janus toured with her for several months, plotting an elaborate trap against Corbae and Mother Raven. He tried to sacrifice her to kill the heroes, but they stopped him and Black Mamba managed to escape.

Some time later, at a hospital in Gaborone, Botswana, a woman matching the Mamba's description gave birth to a boy, but neither mother nor child could be found by the time authorities arrived. If she does have a son, it is possible that he is living somewhere in Botswana, possibly in the care of foster parents.





## BRIAR ROSE (100 CHARACTER POINTS – TRI-STAT)

Costumed Fighter Level 3; 110 Power Points — d20 System

**IDENTITY:** Rozalia Kovács  
**OCCUPATION:** Hero hunter, would-be assassin  
**FIRST APPEARANCE:** Amazing Presentations, Vol. III, #198  
**FORMER ALIASES:** None  
**PLACE OF BIRTH:** Tatabánya, Hungary  
**AFFILIATION:** None  
**JANUS RELATION:** Abandoned when she was captured during an attempt on Caliburn's life  
**TERRITORY:** Budapest, Vienna, Graz  
**HEIGHT:** 5'3" (160 cm) **EYES:** Green  
**WEIGHT:** 110 lbs. (55 kg) **HAIR:** Blond

Rozalia's older brother, Benedek, was the centre of her world. He played with her every afternoon while their mother worked. Their father, a metahuman named Kirov, had disappeared soon after Rozalia's birth. She felt desperately lonely when Benedek went off to the University. She even went into Budapest and waited at her brother's dormitory for a day to find him, only to have him become angry and send her home.

Rozalia became obsessed with finding out why Benedek had grown more distant. She stole money from her mother when she was 15 and went to stay in Budapest for a week, following Benedek from place to place. Trailing him to a park one night, she was shocked to see him vanish, replaced by a glittering figure made of ice. The creature called itself Jégember, and tried to attack her — or so she believed. She ran from the scene in tears, suspecting her brother's soul had been taken by a monster.

Hiding that night, Rozalia realised what she had to do. She knew she could not return home to their mother until she had found a way to save Benedek's spirit, by finding a way to kill that ... thing. She would make her own way in the world, but discovered the city has little use for a young woman with no skills. She begged in the streets for nearly a year, growing no closer to her goal but refusing to give it up and return home, driven by her belief that Jégember had to pay for Benedek's "death."

As fate would have it, Janus spotted her outside his hotel one evening, as lovely and forlorn as a discarded rose in the gutter. He took her in for the night and, intrigued by her story and appearance, set about helping her to kill her brother.

**BODY** 5 **ATTACK COMBAT VALUE** 9  
**MIND** 6 **DEFENCE COMBAT VALUE** 9  
**SOUL** 7 **HEALTH POINTS** 55

**STR** 10 **DEX** 11 **CON** 10 **INT** 12 **WIS** 13 **CHA** 14  
**REF** +2 **FORT** +2 **WILL** +2 **BASE TO HIT MODIFIER** +6  
**BASE AC MODIFIER** +5 **HIT POINTS** 22

| TRI-STAT | LVL | PTS | CHARACTERISTIC ATTRIBUTES                                                 | d20 SYSTEM | RANK | PTS |
|----------|-----|-----|---------------------------------------------------------------------------|------------|------|-----|
|          | 3   | 9   | Attack Combat Mastery                                                     |            | 3    | (6) |
|          | 4   | 4   | Combat Technique (Accuracy, Concealment, Lightning Reflexes, Two Weapons) |            | 4    | (3) |
|          | 5   | 10  | Defence Combat Mastery                                                    |            | 5    | 10  |
|          | 1   | 8   | Extra Attacks                                                             |            | 1    | 8   |
|          | 1   | 3   | Extra Defences                                                            |            | 1    | (0) |
|          | 3   | 3   | Features (Appearance x2, Natural Perfume: roses)                          |            | 3    | 3   |
|          | 4   | 4   | Highly Skilled                                                            |            | 2    | 2   |
|          | 3   | 12  | Item of Power (Poison Thorns)                                             |            | 3    | 12  |

| LVL | PTS | ITEM OF POWER'S ATTRIBUTES (THORN WRIST BLADES)                                                                                                                                                                                              | RANK | PTS |
|-----|-----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------|-----|
| 3   | 12  | Special Attack "Poison Thorns" (60 / [ 3d6+6 ] Damage, Accurate, Concealable, Drain Body, Incapacitating: Body — causes unconsciousness, Hand-Held, Limited Shots x2: reloads in one action, No Damage, Low Penetration, Short Range, Toxic) | 3    | 12  |
| 3   | 3   | Special Attack "Poison Thorn Blade" (40 / [ 2d6+4 ] Damage, Burning, Concealable, Drain Body, Penetrating: Armour, Hand-Held, Melee)                                                                                                         | 3    | 3   |

| LVL | PTS | POWER ATTRIBUTES                                                                                             | RANK | PTS |
|-----|-----|--------------------------------------------------------------------------------------------------------------|------|-----|
| 4   | 13  | Plant Control (Duration 5)                                                                                   | 4    | 13  |
| 2   | 2   | Special Attack "Briar Patch" (60 / [ 3d6+6 ] Damage, Irritant, Tangle, Low Penetration, Short Range, Static) | 2    | 2   |
| 2   | 2   | Special Defence (Poison x2)                                                                                  | 2    | 2   |

| LVL | PTS | SKILLS                                     | RANK |
|-----|-----|--------------------------------------------|------|
| 1   | 3   | Burglary (Breaking-and-Entering)           | 2    |
| 3   | 6   | City Knowledge (Budapest: Castle District) | 3    |
| 2   | 2   | Languages (Hungarian, English, Russian)    | 2    |
| 3   | 9   | Seduction (Male)                           | 4    |
| 2   | 4   | Street Sense (Gang Activity)               | 2    |
| 1   | 7   | Melee Attack (Poison Thorn Blade)          | 1    |
| 1   | 7   | Melee Defence (Poison Thorn Blade)         | 1    |
| 2   | 24  | Ranged Defence (Personal)                  | 1    |
| 1   | 8   | Thrown Weapons (Poison Thorns)             | 1    |

| PTS | DEFECTS                                                          | PTS |
|-----|------------------------------------------------------------------|-----|
| -1  | Blind Fury (When facing Jégember)                                | -1  |
| -1  | Marked (Rose scent and vine tattoos on ankles and small of back) | -1  |
| -2  | Nemesis (Jégember)                                               | -2  |
| -1  | Vulnerability (Cold)                                             | -1  |
| -1  | Wanted (Budapest police)                                         | -1  |

Rozalia's metahuman powers surfaced during her time as a street urchin in the Castle District of Budapest. With Janus's help, she learned how to control these talents, thinking of them as a "divine gift to help rid the world of the monsters that oppress it." She learned to make briars grow at her command, and mastered fighting with custom-made poisoned spikes that Janus designed for her. He renamed her, and turned her loose.

Briar Rose and Janus attacked Jégember, blind to his heroic nature, but failed to kill him. Their subsequent adventures included an assassination attempt on Caliburn, resulting in Rozalia's capture. Although Janus abandoned her, Rozalia believes the "monsters" like Jégember and Caliburn separated them. Consequently, Briar Rose has broadened her hatred to all metahumans. Her brother's attempts to capture and treat her for mental illness have failed thus far.





## CAIMAN (75 CHARACTER POINTS — TRI-STAT)

Skulker Level 3; 90 Power Points — d20 System

**IDENTITY:** Zamora Sanz-Delgado (Secret)

**OCCUPATION:** Local crime boss

**FIRST APPEARANCE:** Tales from the Street #82

**FORMER ALIASES:** None

**PLACE OF BIRTH:** San José, Costa Rica

**AFFILIATION:** Covas cartel

**JANUS RELATION:** After poaching expedition partnership mutually broke up

**TERRITORY:** Puerto Limón, Costa Rica

**HEIGHT:** 5'4" (163 cm) **EYES:** Brown

**WEIGHT:** 130 lbs. (59 kg) **HAIR:** Brown

Zamora grew up both hating and longing for a wealthier lifestyle. She loathed her parents' sycophantic nature, dependent as they were upon Costa Rica's tourism industry. This led to frequent trouble as she ran with gangs of other discontented youths and led scams that divested tourists of their money. At the same time, she learned the martial art of capoeira, a common pastime sometimes treated as a game among South American kids. She eventually came in contact with the Covas cartel, a criminal organisation operating in Costa Rica and Nicaragua that specialised in drug trafficking, kidnapping, gun running and poaching. When she caught a gang leader skimming money from drug sales, Zamora slit his throat, which impressed the Covas leaders. Ruthless ambition garnered her a position in their ranks and brought a measure of the wealth she had long desired.

It wasn't until a regular trip up the Rio San Juan turned into a struggle with a large caiman that Zamora's powers were triggered. Pickings had been lean that year, and a tense Zamora had been determined to catch one, and her eggs, at all costs. Those who had been with her swore that she must have stolen some of the alligator's essence, because Zamora became tougher, more aggressive, and even more merciless. She was forthwith nicknamed after the she-gator, which she accepted with wry amusement. Practical considerations, such as the loyalty and awe the name inspired, dictated its acceptance.

|               |                               |
|---------------|-------------------------------|
| <b>BODY</b> 8 | <b>ATTACK COMBAT VALUE</b> 8  |
| <b>MIND</b> 5 | <b>DEFENCE COMBAT VALUE</b> 7 |
| <b>SOUL</b> 6 | <b>HEALTH POINTS</b> 90       |

|                            |                |                |                                |               |               |
|----------------------------|----------------|----------------|--------------------------------|---------------|---------------|
| <b>STR</b> 16              | <b>DEX</b> 15  | <b>CON</b> 16  | <b>INT</b> 10                  | <b>WIS</b> 11 | <b>CHA</b> 12 |
| <b>REF</b> +5              | <b>FORT</b> +5 | <b>WILL</b> +2 | <b>BASE TO HIT MODIFIER</b> +4 |               |               |
| <b>BASE AC MODIFIER</b> +5 |                |                | <b>HIT POINTS</b> 36           |               |               |

| TRI-STAT |     | CHARACTERISTIC ATTRIBUTES                             | d20 SYSTEM |
|----------|-----|-------------------------------------------------------|------------|
| LVL      | PTS |                                                       | RANK PTS   |
| 2        | 6   | Attack Combat Mastery                                 | 2 (3)      |
| 2        | 2   | Combat Technique (Judge Opponent, Lightning Reflexes) | 2 (1)      |
| 3        | 6   | Defence Combat Mastery                                | 3 6        |
| 1        | 2   | Gadgets (Poaching equipment)                          | 1 2        |
| 2        | 4   | Henchmen (Aggressive; "Lieutenants")                  | 2 4        |
| 2        | 2   | Highly Skilled                                        | 1 (0)      |
| 2        | 4   | Massive Damage (Knife fighting)                       | 2 4        |
| 6        | 6   | Organisational Ties (Covas cartel)                    | 6 6        |
| 1        | 2   | Tough                                                 | 1 2        |

| LVL | PTS | POWER ATTRIBUTES                              | RANK | PTS |
|-----|-----|-----------------------------------------------|------|-----|
| 1   | 3   | Armour (Tough skin)                           | 1    | 3   |
| -2  |     | • Reduction (Only provides half Armour value) | -2   |     |
| 2   | (4) | Enhanced Body                                 | -    | -   |
| -   | -   | Enhanced Strength                             | 1    | (2) |
| -   | -   | Enhanced Constitution                         | 1    | (2) |
| 2   | 2   | Heightened Senses (Hearing, Smell)            | 2    | 2   |
| 1   | 4   | Sixth Sense (Danger, Area 3)                  | 1    | 4   |
| 2   | 2   | Special Movement (Balance; Slithering)        | 2    | (1) |
| 2   | 4   | Water Speed                                   | 2    | 4   |
| -2  |     | • Restriction (Only surface travel)           | -2   |     |

| LVL | PTS | SKILLS                       | RANK |
|-----|-----|------------------------------|------|
| 2   | 12  | Acrobatics (Flips)           | 2    |
| 1   | 1   | Languages (Spanish, English) | 1    |
| 3   | 3   | Sports (Capoeira)            | 3    |
| 3   | 6   | Street Sense (Gang Activity) | 3    |
| 3   | 3   | Swimming (Surfing)           | 3    |
| 3   | 3   | Wilderness Survival (Jungle) | 3    |
| 2   | 14  | Melee Attack (Knife)         | 1    |
| 1   | 8   | Unarmed Defence (Strikes)    | 1    |

| PTS | DEFECTS                                                                   | PTS |
|-----|---------------------------------------------------------------------------|-----|
| -2  | Owned (Covas cartel)                                                      | -2  |
| -1  | Marked (Alligator tattoo on left shoulder)                                | -1  |
| -1  | Nemesis (Rival; Miguel Serrano-Diaz)                                      | -1  |
| -1  | Red Tape (Covas cartel; needs permission before taking high-profile jobs) | -1  |
| -2  | Skeleton In the Closet (Secret identity)                                  | -2  |
| -1  | Wanted (Caiman, by Mountain Force; acts as 2 BP)                          | -1  |

Subsequent clashes with Costa Rica's Mountain Force, as well as a new rival gang leader, Miguel Serrano-Diaz, became a common occurrence. Drug trafficking meant constant interactions with the former, since Zamora's arm of the larger organisation took care of the routes through Costa Rica to Nicaragua. Meanwhile, Miguel rightly saw her as a threat even before she took control of the entire region's criminal activity and continually, although ineffectually, seeks to wrest power from her.

Zamora came to Janus's attention when he travelled to Costa Rica looking to hunt protected species, particularly caimans. She never truly liked the man, finding his highborn attitude grating, but the pay had been good while the association lasted. The partnership broke up after another clash with the Mountain Force divested them of a good number of caimans they'd just caught. The two of them escaped, and Janus left immediately after.



## DARK VALKYRIE (125 CHARACTER POINTS – TRI-STAT)

Costumed Fighter Level 4; 140 Power Points — d20 System

**IDENTITY:** Victoria Eichel (Secret, presumed dead)

**OCCUPATION:** History professor

**FIRST APPEARANCE:** The Guard Annual #16 (as Emyprean), The Guard #205 (as Dark Valkyrie)

**FORMER ALIASES:** Emyprean, Victoria King

**PLACE OF BIRTH:** Thulestag, Thule

**AFFILIATION:** None

**JANUS RELATION:** She loves Janus and eagerly awaits his return

**TERRITORY:** Norway

**HEIGHT:** 5'11" (181 cm)

**EYES:** Blue

**WEIGHT:** 165 lbs. (75 kg)

**HAIR:** Blonde

Victoria Eichel is a respected academic, a professor of history and anthropology, and one of the first generation born in Thule. Victoria was accompanying several colleagues on an antiquities dig in Norway when they uncovered an incredible stash of unknown provenance. Victoria stole back to the dig site after they retired for the night, fixated upon the newly-discovered artefacts. She found another concealed cache upon further searching, with one particular item drawing her in — an ancient and imposing breastplate bearing wings made of filigree feathers. Unable to restrain herself, she stole the armour and concealed it, not exactly knowing why.

Victoria donned the armour several months later when she deemed it safe, and remade herself as Emyprean, angelic defender of Europe. Having trained fervently, she was eager to make her mark with the powers the armour granted her. For three years she fought eagerly against villains all over Europe. She established a peculiar relationship with Kreuzritter, whereby they treated each other with respect and courtesy, and maintained a strict policy of non-conflict. Although she was never a state-sponsored hero, some said Kreuzritter was pleased by her nationality.

Emyprean's career was dazzling until the mask-hunter Janus selected her as his next target. They fought in Hamburg and Emyprean vanished into one of Janus's elaborate traps. Dire rumours suggest Kreuzritter's hand, but the monarch disavowed all knowledge of her disappearance.

Victoria awoke months later in a private hospital with no memory of her years as a hero. Luckily the charming and urbane Janus was waiting by her bedside. He explained sincerely how touched he'd been by her story, that of a young woman striving to use her god-given powers for good, and how the jealous "superhero" community had refused her, and battled her to near death. Janus

**BODY** 8 **ATTACK COMBAT VALUE** 12  
**MIND** 8 **DEFENCE COMBAT VALUE** 8  
**SOUL** 10 **HEALTH POINTS** 90

**STR** 16 (32) **DEX** 14 **CON** 16 **INT** 16 **WIS** 18 **CHA** 20  
**REF** +5 **FORT** +6 **WILL** +5 **BASE TO HIT MODIFIER** +8  
**BASE AC MODIFIER** +2 (+4) **HIT POINTS** 42

| TRI-STAT | LVL | PTS | CHARACTERISTIC ATTRIBUTES                                                                                         | d20 SYSTEM | RANK | PTS |
|----------|-----|-----|-------------------------------------------------------------------------------------------------------------------|------------|------|-----|
| 4        | 12  |     | Attack Combat Mastery                                                                                             | 4          | (9)  |     |
| 5        | 5   |     | Combat Technique (Accuracy, Attack Combat Value Knockback, Block Ranged Attacks, Lightning Reflexes, Steady Hand) | 5          | (3)  |     |
| 2        | 2   |     | Divine Relationship                                                                                               | 2          | 2    |     |
| 1        | 8   |     | Extra Attacks                                                                                                     | 1          | 8    |     |
| 2        | 2   |     | Features (Appearance x2)                                                                                          | 2          | 2    |     |
| 2        | 2   |     | Heightened Awareness                                                                                              | 2          | 2    |     |
| 4        | 4   |     | Highly Skilled                                                                                                    | -          | -    |     |
| 9        | 36  |     | Item of Power (Emyprean Wings)                                                                                    | 9          | 36   |     |
| -5       |     |     | • Activation Time (1 minute)                                                                                      | -5         |      |     |

| LVL | PTS | ITEM OF POWER'S ATTRIBUTES (EMYPREAN WINGS)          | RANK | PTS |
|-----|-----|------------------------------------------------------|------|-----|
| 1   | 1   | Adaptation (Vacuum)                                  | 1    | 1   |
| 5   | 13  | Armour (-2; Partial, upper body only)                | 5    | 13  |
| 2   | 4   | Defence Combat Mastery                               | 2    | 4   |
| 4   | 16  | Flight                                               | 4    | 16  |
| 3   | 3   | Heightened Senses (Sight x2, Sound)                  | 3    | 3   |
| 2   | 2   | Special Defence (Oxygen x2)                          | 2    | 2   |
| -1  |     | • Restriction (Can only be used for 6 hours per day) | -1   |     |
| 2   | 8   | Superstrength                                        | 2    | 8   |
| -1  |     | • Restriction (Superstrength in upper body only)     | -1   |     |

| LVL | PTS | POWER ATTRIBUTES                       | RANK | PTS |
|-----|-----|----------------------------------------|------|-----|
| 2   | 8   | Reincarnation                          | 2    | 8   |
| 2   | 4   | Telekinesis (Fire; Area 2)             | 2    | 4   |
|     |     | • Reduction (-1; Used on weapons only) | -1   |     |

| LVL | PTS | SKILLS                                                                                       | RANK |
|-----|-----|----------------------------------------------------------------------------------------------|------|
| 1   | 6   | Acrobatics                                                                                   | 2    |
| 2   | 8   | Computers (Networks)                                                                         | 2    |
| 3   | 6   | Cultural Arts (History)                                                                      | 3    |
| 3   | 6   | Foreign Cultures (English, French, German, Norse)                                            | 3    |
| 4   | 4   | Languages (German, Danish, English, Faroese, French, Latin, Norwegian, Old English, Russian) | 4    |
| 2   | 4   | Occult (Spirits)                                                                             | 2    |
| 2   | 4   | Social Sciences (Anthropology)                                                               | 2    |
| 4   | 4   | Writing (Academic)                                                                           | 3    |
| 3   | 21  | Melee Attack (Sword)                                                                         | 2    |
| 1   | 7   | Melee Defence (Sword)                                                                        | 1    |

| PTS | DEFECTS                                  | PTS |
|-----|------------------------------------------|-----|
| -1  | Owned (Janus)                            | -1  |
| -2  | Recurring Nightmares (Lost memories)     | -2  |
| -2  | Skeleton in the Closet (Secret identity) | -2  |

was horrified by how she'd been victimised and assaulted by the false heroes. He made it his mission to retrain her, arming her against the tricks of the wily masks who claimed to be so noble.

With Janus's help, Victoria — now claiming to be his sister, Victoria King — laid Emyprean to rest and was reborn as Dark Valkyrie. Together they made an unbeatable team, hunting down and defeating several of Europe's finest heroes. Caliburn, Britannia, and Stone Angel finally beat the pair in their last epic battle of the coast of Great Britain, capturing Janus after Dark Valkyrie was lost when an oil tanker exploded. Presumed dead, Victoria nurses her wounds and eagerly waits for Janus to escape prison and return to her.





## FORTUNA (150 CHARACTER POINTS — TRI-STAT)

Adventurer Level 4; 165 Power Points — d20 System

**IDENTITY:** Sara Adams (Secret)

**OCCUPATION:** Criminal

**FIRST APPEARANCE:** Tales from the Street #102

**FORMER ALIASES:** None

**PLACE OF BIRTH:** Melbourne, Australia

**AFFILIATION:** None

**JANUS RELATION:** They split with some tension after Fortuna wanted more independence.

**TERRITORY:** Melbourne, Australia

**HEIGHT:** 5'6" (167 cm)

**EYES:** Green

**WEIGHT:** 140 lbs. (64 kg)

**HAIR:** Brown

Sara Adams worked at a casino in Melbourne her last summer before graduation, when she found unusual things started happening around her. People would suddenly develop incredible runs of luck — sometimes good, sometimes bad — when they were playing on her roulette tables. She never intervened in the roulette spin in any way, yet the rude and unpleasant customers were almost incapable of winning on her shift, while old ladies and attractive young men regularly walked away with hefty winnings. Naturally the casino's security was suspicious, yet there was no evidence of any wrongdoing. Her manager saw her potential, and encouraged her to "make things happen."

Frightened, Sara worked for the mobbed up owners for a time, gaining a taste for the lifestyle, but hating her masters. Eventually, tired of being blackmailed, Sara made a break for it. Her boss didn't appreciate her disloyalty and Sara had to learn fast to avoid his goons. In the crisis, her powers fully manifested, allowing her to control and warp probability. Extreme good luck benefited her, and terrible disasters befell her opponents, from guns' jamming to brake-lines failing. She caused the mob so much grief they soon abandoned the chase.

|      |   |                      |    |
|------|---|----------------------|----|
| BODY | 7 | ATTACK COMBAT VALUE  | 10 |
| MIND | 9 | DEFENCE COMBAT VALUE | 8  |
| SOUL | 8 | HEALTH POINTS        | 75 |

|                  |    |      |    |      |    |                      |    |     |    |     |    |
|------------------|----|------|----|------|----|----------------------|----|-----|----|-----|----|
| STR              | 12 | DEX  | 18 | CON  | 14 | INT                  | 18 | WIS | 17 | CHA | 17 |
| REF              | +5 | FORT | +3 | WILL | +4 | BASE TO HIT MODIFIER | +4 |     |    |     |    |
| BASE AC MODIFIER | +6 |      |    |      |    | HIT POINTS           | 32 |     |    |     |    |

| TRI-STAT | LVL | PTS | CHARACTERISTIC ATTRIBUTES | d20 SYSTEM | RANK | PTS |
|----------|-----|-----|---------------------------|------------|------|-----|
|          | 2   | 6   | Attack Combat Mastery     |            | 2    | 6   |
|          | 2   | 4   | Defence Combat Mastery    |            | 2    | 4   |
|          | 6   | 6   | Divine Relationship       |            | 6    | 6   |
|          | 1   | 8   | Extra Attacks             |            | 1    | 8   |
|          | 1   | 1   | Features (Appearance)     |            | 1    | 1   |
|          | 3   | 3   | Heightened Awareness      |            | 3    | 3   |

| LVL | PTS | POWER ATTRIBUTES                                                                                                                                                                | RANK | PTS  |
|-----|-----|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------|------|
| 4   | 66  | Dynamic Powers (Probability, major; Area 4; Duration 4; Range 2; Targets 4)                                                                                                     | 4    | (51) |
|     |     | • Reduction (-2; Works only where the outcome is random)                                                                                                                        |      |      |
| 4   | 4   | Sixth Sense (Precognition; 10 minutes)                                                                                                                                          | 4    | 4    |
|     | -1  | • Restriction (Vague images)                                                                                                                                                    |      | -1   |
| 3   | 12  | Special Attack "Cloud of Projectiles" (20 / [1d6+2]) Damage, Auto-fire, Penetrating: Armour, Spreading, Hand-held, Short Range, Unreliable: must use Dynamic Powers to restore) | 3    | 12   |
|     | -2  | • Dependent (Dynamic Powers)                                                                                                                                                    |      | -2   |
|     | -2  | • Restriction (Requires ammunition source)                                                                                                                                      |      | -2   |

| LVL | PTS | SKILLS                                | RANK |
|-----|-----|---------------------------------------|------|
| 2   | 6   | Burglary (Safe Cracking)              | 7    |
| 2   | 6   | City Knowledge (Melbourne: St. Kilda) | 7    |
| 2   | 2   | Gaming (Gambling/Card Games)          | 7    |
| 2   | 16  | Thrown Weapons (Blades)               | 3    |
|     |     | Unused Skill Points                   | 17   |

| PTS | DEFECTS                                  | PTS |
|-----|------------------------------------------|-----|
| -2  | Skeleton in the Closet (Secret identity) | -2  |
| -1  | Wanted                                   | -1  |

Upon reflection, Sara decided if her powers were to be used for criminal ends, she should be the one to benefit. She adopted the moniker "Fortuna" in homage to her extraordinary luck, and began a life of cat burglary and high stakes cons.

She was showing off one night in a bar, throwing handfuls of darts into the bull's-eye, when she caught Janus's eye. His initial approach reminded her too much of her former boss, and she took offence to his suggestion. They fought. He chased her across the alleyways of Melbourne until she gained the upper hand, but she couldn't kill him in cold blood. Seeing his chance, he charmed her into showing him around the city instead. By the end of the week she realised he was her ticket to an even greater lifestyle.

They waltzed among the highest strata of Melbourne's elite, from swank dinner parties to rooftop break-ins, conning them, swindling them, and robbing them blind. When the local superhumans, the Southern Cross, attempted to stop them, Fortuna was frightened by how violent Janus became. After their second encounter, Sara realised Janus was in it for the blood, while she dreamed of luxury. She could not stay with him, and they split after a big row. He left Australia to continue his vendetta, and she toured the country keeping a low profile.



## GOLDDIGGER (100 CHARACTER POINTS – TRI-STAT)

Adventurer Level 3, 105 Power Points — d20 System

**IDENTITY:** Maiba Zindonga (Secret)

**OCCUPATION:** Thief (Jewels and precious metals)

**FIRST APPEARANCE:** Amazing Presentations, Vol. III #63

**FORMER ALIASES:** None

**PLACE OF BIRTH:** Beitbridge, Zimbabwe

**AFFILIATION:** None

**JANUS RELATION:** Separated amicably when he moved his refineries to South Africa.

**TERRITORY:** Zimbabwe and parts of South Africa

**HEIGHT:** 5'7" (170 cm) **EYES:** Amber

**WEIGHT:** 155 lbs. (70 kg) **HAIR:** Black

Maiba and her parents were faced with crushing poverty daily, for unpredictable rains meant fickle maize crops. They would scavenge abandoned mines to survive, in hopes of gathering anything that the professional mining companies might have missed. Since many of these mines had become unstable or toxic, every day posed a serious risk of sickness, injury, or death. Still they continued to eke out an existence until Maiba's 17th year, when her parents dug too insistently in an old diamond mine and were crushed in a collapse.

Orphaned, Maiba kept at what she knew, signing on to various mining crews throughout Matabeleland. She soon learned that she had a natural aptitude for many pieces of equipment they used, from the clumsy heavy machinery to the most elegant computers. Here her good looks became evident as fellow workers sought favours from her. Using these advantages, she manipulated better working conditions and extra pay for herself. Eventually, a spurned worker turned her in to the bosses, who reassigned her to the uranium strip mines.

Maiba became sick from continual radiation exposure and working long hours in the awful heat. One night, she fell into a feverish sleep from which she did not wake for several days, despite repeated attempts to revive her. She recovered alone in the sick house, shocked to discover her body was living amber! For once, Maiba felt alive with raw power. She looted the camp and made off with her treasures, laughing. Golddigger was born.

|      |   |                      |    |
|------|---|----------------------|----|
| BODY | 6 | ATTACK COMBAT VALUE  | 7  |
| MIND | 8 | DEFENCE COMBAT VALUE | 7  |
| SOUL | 7 | HEALTH POINTS        | 85 |

|                  |    |      |    |      |    |                      |    |     |    |     |    |
|------------------|----|------|----|------|----|----------------------|----|-----|----|-----|----|
| STR              | 13 | DEX  | 12 | CON  | 14 | INT                  | 16 | WIS | 15 | CHA | 14 |
| REF              | +2 | FORT | +3 | WILL | +3 | BASE TO HIT MODIFIER | +1 |     |    |     |    |
| BASE AC MODIFIER | +3 |      |    |      |    | HIT POINTS           | 32 |     |    |     |    |

| TRI-STAT | LVL | PTS | CHARACTERISTIC ATTRIBUTES | d20 SYSTEM | RANK | PTS |
|----------|-----|-----|---------------------------|------------|------|-----|
|          | 2   | 4   | Defence Combat Mastery    |            | 2    | 4   |
|          | 2   | 2   | Features (Appearance)     |            | 2    | 2   |
|          | 1   | 2   | Gadgeteer                 |            | 1    | 2   |
|          | 2   | 2   | Highly Skilled            |            | 2    | 2   |
|          | 1   | 2   | Tough                     |            | 1    | 2   |
|          | 2   | 6   | Wealth                    |            | 2    | 6   |

| LVL | PTS | POWER ATTRIBUTES              | RANK | PTS  |
|-----|-----|-------------------------------|------|------|
| 5   | 45  | Alternate Form (Amber figure) | 5    | (30) |

| LVL | PTS | ALTERNATE FORM ATTRIBUTES (AMBER FORM)                            | RANK | PTS |
|-----|-----|-------------------------------------------------------------------|------|-----|
| 2   | 2   | Adaptation (Radiation, Noxious Gases)                             | 2    | 2   |
| 1   | 3   | Armour (Optimised vs. Heat)                                       | 1    | 3   |
| 2   | 2   | Heightened Senses (Magnetic Field Detection, Vibration Detection) | 2    | 2   |
| 2   | 16  | Mass Increase (Amber Figure)                                      | 2    | 16  |
|     | -1  | • Maximum Force (Mass Increase)                                   |      | -1  |
| 6   | 6   | Special Defence (Ageing x2, Air, Disease, Poison x2)              | 6    | 6   |
| 5   | 15  | Telekinesis (Metal; Area 3; Range 2)                              | 5    | 15  |
| 4   | 8   | Tunnelling                                                        | 4    | 8   |
|     | -1  | • Detectable (Tunnelling; Vibrations)                             |      | -1  |

| LVL | PTS | SKILLS                             | RANK |
|-----|-----|------------------------------------|------|
| 4   | 4   | Artisan (Metalworking)             | 4    |
| 2   | 4   | Climbing (Natural Surfaces)        | 4    |
| 2   | 8   | Computers (Databases)              | 7    |
| 2   | 2   | Etiquette (Upper Class)            | 2    |
| 2   | 2   | Languages (Shona, English, French) | 2    |
| 2   | 8   | Mechanics (Automotive)             | 7    |
| 1   | 5   | Physical Sciences (Geology)        | 5    |
| 3   | 9   | Seduction (Male)                   | 7    |
| 1   | 8   | Unarmed Attack (Grappling)         | 2    |

| PTS | DEFECTS                                                           | PTS |
|-----|-------------------------------------------------------------------|-----|
| -1  | Famous (Maiba, for jewellery)                                     | -1  |
| 0   | Famous (Golddigger, for targeting mining companies; acts as 1 BP) | 0   |
| -1  | Owned (Janus knows all her secrets)                               | -1  |
| -2  | Skeleton in the Closet (Secret Identity)                          | -2  |
| -1  | Wanted (Golddigger, by Zimbabwe Law Enforcement)                  | -1  |

Golddigger met Janus while stealing from one of his gold refineries. Despite his cruelty, his good looks and refinement impressed Maiba. She became his sidekick for a short while, continuing her exploits on his behalf. This lasted until President Mugabe's land redistribution program began, and Janus relocated his companies to South Africa. Maiba stayed, preferring to remain in territory she knew. Their split was relatively friendly, and Maiba still feels indebted to Janus for teaching her the ropes.

Maiba is one Zimbabwe's nouveau riche, claiming a wealthy inheritance. She hobnobs with society's elite, hoping her associations will eventually aid her in retiring in opulence. She has learned a great deal about mining, and considers investing in her own operation. In her spare time, she dabbles into shaping her loved gold and gems into jewellery. She wears her designs in public appearances, and then often auctions them off to fantastic response.







## HONEY (75 CHARACTER POINTS – TRI-STAT)

Adventurer Level 2; 70 Power Points – d20 System

**IDENTITY:** Honoria “Honey” Mendes (Secret)

**OCCUPATION:** Politician

**FIRST APPEARANCE:** Slipstream #195

**FORMER ALIASES:** Honoria Mendes

**PLACE OF BIRTH:** Rio Cuarto, Argentina

**AFFILIATION:** None

**JANUS RELATION:** They parted bitterly after he refused to help one of her schemes.

**TERRITORY:** Buenos Aires, Argentina

**HEIGHT:** 5'2" (157 cm)

**EYES:** Brown

**WEIGHT:** 105 lbs. (48 kg)

**HAIR:** Blonde

Little Honoria, an exceptionally beautiful little girl, was born to well-to-do parents in the early 1970s. Spoiled, and always the centre of attention, as she grew up she clung to her childhood nickname of “Honey” — it was a better fit. She never failed to create the impression she wanted, using her looks and latent empathy to wrap people around her little finger for as long as she needed them.

Honey entered local politics after an impressive scholastic career, and quickly worked her way up the hierarchy, gathering political power, to become Deputy Mayor of Rio Cuarto. She then broke one of her own cardinal rules, and became involved with a colleague. Honey thought everything was going well, until the day she “heard” him thinking about plans to gather incriminating evidence to blackmail her. She was shocked both at the revelation and at the way she came by it. Honey wasted little time in disposing of him with carefully manufactured evidence of fraud and corruption, and set to work discovering the limits of her new-found gifts. She buried any misgivings about her metahumanity by contemplating the prestige she could secure with her new advantages. She is now head of operations for the Buenos Aires city government, busy charming and manipulating her way to greatness.

|      |   |                      |    |
|------|---|----------------------|----|
| BODY | 5 | ATTACK COMBAT VALUE  | 6  |
| MIND | 7 | DEFENCE COMBAT VALUE | 4  |
| SOUL | 7 | HEALTH POINTS        | 60 |

|                     |    |      |    |      |               |                         |    |     |    |     |    |
|---------------------|----|------|----|------|---------------|-------------------------|----|-----|----|-----|----|
| STR                 | 10 | DEX  | 10 | CON  | 11            | INT                     | 15 | WIS | 13 | CHA | 15 |
| REF                 | +0 | FORT | +0 | WILL | +1            | BASE TO HIT MODIFIER +1 |    |     |    |     |    |
| BASE AC MODIFIER +0 |    |      |    |      | HIT POINTS 12 |                         |    |     |    |     |    |

| TRI-STAT | LVL | PTS | CHARACTERISTIC ATTRIBUTES                     | d20 SYSTEM | RANK | PTS |
|----------|-----|-----|-----------------------------------------------|------------|------|-----|
|          | 2   | 2   | Features (Appearance x2)                      |            | 2    | 2   |
|          | 4   | 4   | Henchmen                                      |            | 4    | 4   |
|          | 1   | 1   | Highly Skilled                                |            | 2    | 2   |
|          | 5   | 5   | Organisational Ties (Government of Argentina) |            | 5    | 5   |

| LVL | PTS | POWER ATTRIBUTES                               | RANK | PTS |
|-----|-----|------------------------------------------------|------|-----|
| 5   | 22  | Mind Control (Humans only; Range 1; Targets 1) | 5    | (7) |
|     | -1  | • Concentration                                |      | -1  |
|     | -2  | • Dependent (Telepathy)                        |      | -2  |
| 4   | 12  | Telepathy (Humans only; Range 2; Targets 2)    | 4    | 12  |

| LVL | PTS | SKILLS                                                | RANK |
|-----|-----|-------------------------------------------------------|------|
| 2   | 6   | City Knowledge (Buenos Aires: Downtown)               | 3    |
| 1   | 2   | Cultural Arts (Art)                                   | 2    |
| 3   | 3   | Etiquette (Upper Class)                               | 4    |
| 1   | 2   | Foreign Culture (Aztec)                               | 2    |
| 1   | 4   | Forgery (Paper Documents)                             | 2    |
| 3   | 3   | Languages (Spanish, Chinese, English, French, German) | 4    |
| 1   | 3   | Law (Civil)                                           | 2    |
| 3   | 3   | Management/Administration (Government)                | 4    |
| 2   | 6   | Seduction (Male)                                      | 4    |
| 1   | 8   | Power Usage (Mind Control)                            | 3    |

| PTS | DEFECTS                                  | PTS |
|-----|------------------------------------------|-----|
| -1  | Famous (Honoria Mendes)                  | -1  |
| -1  | Nemesis (Mayor of Rio Cuarto)            | -1  |
| -2  | Red Tape                                 | -2  |
| -2  | Skeleton in the Closet (Secret identity) | -2  |

Naturally, the wealthy British visitor Janus looked like a perfect target for Honey's charm. For once, however, she failed to wrap a man around her little finger and was simultaneously intrigued and infuriated. Before she knew it, it was Janus that had seduced her, and she was helplessly embroiled in a Machiavellian scheme of his. She became his willing accomplice, seeking to use him as she knew he was using her.

The relationship lasted for a season, but broke down when Janus refused to eliminate one of her political rivals. He saw no gain in it and had tired of his Argentinean vacation. When Honey threatened to expose him, Janus called her bluff, knowing she had far more to lose in any public battle. He left the country for the US, first class on her expense account, while Honey had to pick up the pieces.

Abandoned, and besieged by political enemies, Honoria Mendes proved her grit by taking all her challengers on, and defeating them in a series of scandals. She emerged with a consolidated power base, and a desire to see the world. She is vying for a position as Argentinean Diplomat to the UN, aware that Empire City is a very interesting place.





## JENNY (85 CHARACTER POINTS — TRI-STAT)

Adventurer Level 1; 90 Power Points — d20 System

**IDENTITY:** Jennifer Wells (Publicly known)

**OCCUPATION:** Patient

**FIRST APPEARANCE:** The Guard #135

**FORMER ALIASES:** None

**PLACE OF BIRTH:** Canberra, Australia

**AFFILIATION:** None

**JANUS RELATION:** Abandoned by Janus when he tired of taking care of her

**TERRITORY:** Canberra, Australia

**HEIGHT:** 4'10" (147 cm)

**EYES:** Blue

**WEIGHT:** 90 lbs (41 kg)

**HAIR:** Blonde

Sometimes super powers turn up in unlikely places. Take the case of Jennifer Wells, a 13-year-old girl who suffers from a condition whose symptoms appear much like those of severe autism. At the age of two, it was obvious Jennifer had a developmental disorder. When the extent of her disabilities became apparent, her parents felt they had no choice but to place her in a residential treatment program that could see to her special needs. Jennifer spends her days rocking in a world of her own; she is unable to talk and cannot interact with those around her in any meaningful way.

Jennifer's true situation is much more extraordinary, however. Jennifer is a true empath who can sense metahumans, and whose range spans the entire globe. She can feel the presence of every superhero and supervillain on the planet at every moment of the day, and that relentless perception is so overwhelming that she is unable to properly interpret and respond to the more mundane information that her senses provide about the world around her. She's effectively trapped within the confines imposed by her own superpower.

|      |    |                      |    |
|------|----|----------------------|----|
| BODY | 4  | ATTACK COMBAT VALUE  | 5  |
| MIND | 10 | DEFENCE COMBAT VALUE | 6  |
| SOUL | 10 | HEALTH POINTS        | 50 |

|                  |    |      |    |      |     |                      |    |     |    |     |    |
|------------------|----|------|----|------|-----|----------------------|----|-----|----|-----|----|
| STR              | 8  | DEX  | 9  | CON  | 8   | INT                  | 16 | WIS | 23 | CHA | 14 |
| REF              | +0 | FORT | -2 | WILL | +11 | BASE TO HIT MODIFIER | +0 |     |    |     |    |
| BASE AC MODIFIER | -1 |      |    |      |     | HIT POINTS           | 4  |     |    |     |    |

| TRI-STAT | LVL | PTS | CHARACTERISTIC ATTRIBUTES       | d20 SYSTEM | RANK | PTS |
|----------|-----|-----|---------------------------------|------------|------|-----|
| 1        | 1   |     | Features (Appearance: Cute)     | 1          | 1    |     |
| 1        | 2   |     | Gadgets (GPS medical bracelet)  | 1          | 2    |     |
| -1       |     |     | • Restriction (Only one gadget) |            |      | -1  |

| LVL | PTS | POWER ATTRIBUTES                                                                                          | RANK | PTS |
|-----|-----|-----------------------------------------------------------------------------------------------------------|------|-----|
| 10  | 10  | Sixth Sense (Metahuman energies; Area 10)                                                                 | 10   | 10  |
| -3  |     | • Permanent (Sixth Sense)                                                                                 |      | -3  |
| 9   | 50  | Teleport (Area 3; Targets 2)                                                                              | 9    | 50  |
| -2  |     | • Restriction (Teleport; When given a trace of a metahuman, she automatically teleports to that location) |      | -2  |

| LVL | PTS | SKILLS                                                 | RANK |
|-----|-----|--------------------------------------------------------|------|
| 5   | 6   | Controlled Breathing (Holding Breath, Slow Heart Rate) | 8    |
| 1   | 8   | Power Usage: Sixth Sense                               | 5    |
| 2   | 16  | Power Usage: Teleport                                  | 5    |

| PTS | DEFECTS                                                                            | PTS |
|-----|------------------------------------------------------------------------------------|-----|
| -9  | Inept Attack                                                                       | -   |
| -2  | Not So Tough                                                                       | -   |
| -3  | Physical Impairment (Sixth Sense overload has reduced her to an autism-like state) | -3  |
| -3  | Special Requirement (Must be cared for)                                            | -3  |
| -1  | Wanted (By various criminals)                                                      | -1  |

Even unstable metahumans have their uses to those who have no qualms about taking advantage of them, though. Jennifer can act as a "finder" of metahumans; if given a tissue sample of a metahuman, such as a hair strand or fingernail, she teleports instantly to his or location no matter where in the world. Whether this is Jennifer's way of crying out for help, or her attempt to confront those who cause her pain is unknown, but this ability has made her the victim of several abductions over the years by inhuman supervillains. Each time, the staff of her residence has filed a police report, then prayed for Jennifer's abductor to tire of her and either return her to the facility or abandon her — at which point they can find her with the GPS tracker attached to her medical bracelet. The governmental M-TAG division is aware of her abilities and attempts to keep tabs on Jennifer.

Janus' metahuman killing spree was briefly aided by Jennifer's powers just three months ago. He had heard rumours of his existence and travelled to Australia to hunt her down. Her ability to bring him upon any unsuspecting metahuman was a tremendous advantage, but dragging around a near-comatose 13-year-old who must be fed and cleaned must have grown old quickly. Jennifer was found alone in the Empire City subway soon after by Slipstream. Although the Guard transferred her back to Australia, they also alerted the Ascension Institute to her condition.



## KITTY KAT (75 CHARACTER POINTS — TRI-STAT)

Acrobat Level 3; 85 Power Points — d20 System

**IDENTITY:** GenTech Experiment #803 (Secret)

**OCCUPATION:** Fugitive

**FIRST APPEARANCE:** Caliburn #197

**FORMER ALIASES:** None

**PLACE OF BIRTH:** Osaka, Japan

**AFFILIATION:** Matthews GenTech

**JANUS RELATION:** Janus knows where to find her, and this gives him a hold over her

**TERRITORY:** Central Park, Empire City

**HEIGHT:** 5'5" (165 cm) **EYES:** Blue

**WEIGHT:** 120 lbs (55 kg) **HAIR:** Pale fawn with seal brown points

Samuel Andrew Matthews has some odd tastes and perhaps few know this better than his creation, GenTech Experiment #803. Born of genetic manipulation in a secret laboratory in Osaka, Japan, #803 is the product of Mister Matthews's radical science — a hybrid of female human and *Felis catus*. She matured preternaturally quickly under the care of lab technicians and scientists, and was raised to share Mister Matthews's hatred of metahumans. Only two years old, but physically mature, #803 has average intelligence, the reading skills of a grade schooler, and natural instincts as a hunter.

Mister Matthews subjected #803 to intense training in unarmed combat techniques, and over time grew a rough fondness for her, nicknaming her "Kitty Kat." He created her solely to help him extract revenge on the "superheroes" of the world, and encouraged her to use her superhuman abilities to take down false heroes.

Kat developed a will of her own, however. Perhaps this was due to strong genetics, or possibly another of Mister Matthews's subjects tampered with her training. On her "test run" in Empire City, she easily escaped from her mundane handlers and took to the streets, curious about the world outside of her high-tech cage. Now she claims Central Park as her territory, and spends most of her time prowling the Ramble. She delights

|      |    |                      |    |
|------|----|----------------------|----|
| BODY | 11 | ATTACK COMBAT VALUE  | 8  |
| MIND | 5  | DEFENCE COMBAT VALUE | 7  |
| SOUL | 6  | HEALTH POINTS        | 85 |

|                  |     |            |    |      |    |                      |    |     |   |     |    |
|------------------|-----|------------|----|------|----|----------------------|----|-----|---|-----|----|
| STR              | 16  | DEX        | 24 | CON  | 16 | INT                  | 11 | WIS | 9 | CHA | 14 |
| REF              | +10 | FORT       | +4 | WILL | +0 | BASE TO HIT MODIFIER | +2 |     |   |     |    |
| BASE AC MODIFIER | +8  | HIT POINTS | 32 |      |    |                      |    |     |   |     |    |

| TRI-STAT | LVL | PTS | CHARACTERISTIC ATTRIBUTES                          | d20 SYSTEM | RANK | PTS |
|----------|-----|-----|----------------------------------------------------|------------|------|-----|
| 1        | 3   |     | Attack Combat Mastery                              | -          | -    |     |
| 2        | 2   |     | Combat Technique (Lightning Reflexes, Leap Attack) | 2          | (0)  |     |
| 2        | 4   |     | Defence Combat Mastery                             | 2          | (2)  |     |
| 2        | 2   |     | Features (Appearance x2)                           | 1          | 1    |     |
| 2        | 2   |     | Features (Cat Features: Tail, fur, ears, eyes)     | 2          | 2    |     |
| 2        | 2   |     | Natural Weapons (Claws, Fangs)                     | 2          | 2    |     |
| -        | -   |     | Tough                                              | 1          | 2    |     |

| LVL | PTS | POWER ATTRIBUTES                                                               | RANK | PTS |
|-----|-----|--------------------------------------------------------------------------------|------|-----|
| -   | -   | Enhanced Dexterity                                                             | 1    | (0) |
| 4   | 4   | Heightened Senses (Hearing, Sight, Smell, Ultravision)                         | 4    | 4   |
| 1   | 5   | Sixth Sense (Danger; Area 4)                                                   | 1    | 5   |
| 1   | 6   | Speed                                                                          | 1    | 6   |
| 5   | 5   | Special Movement (Balance, Cat-like, Wall-bouncing, Light-footed, Untrackable) | 5    | (3) |
| 1   | 1   | Jumping                                                                        | 1    | (0) |

| LVL | PTS | SKILLS                                     | RANK |
|-----|-----|--------------------------------------------|------|
| 1   | 2   | City Knowledge (Empire City: Central Park) | 1    |
| 3   | 3   | Acrobatics (Tumbling)                      | 3    |
| 1   | 2   | Intimidation (Street)                      | 1    |
| 3   | 3   | Stealth (Silent Movement)                  | 3    |
| 1   | 2   | Wilderness Tracking (Forest)               | 1    |
| 1   | 2   | Wilderness Survival (Forest)               | 1    |
| 3   | 6   | Unarmed Attack (Strikes)                   | 3    |
| 4   | 4   | Unarmed Defence (Throws)                   | 4    |

| PTS | DEFECTS                   | PTS |
|-----|---------------------------|-----|
| -3  | Marked (Cat/human hybrid) | -3  |
| -1  | Nemesis (Mister Matthews) | -1  |
| -1  | Wanted (Matthews GenTech) | -1  |

stalking unwary park-goers after dark and terrorising the caged beasts in the Wildlife Centre. She restrains her kills to birds, squirrels, and the like, though, because she intuitively knows more challenging prey would draw attention to her presence.

Attention is the one thing Kat can do without. With the GenTech Building too close for comfort, and Matthews undoubtedly on her trail, she knows that discovery means being returned to Mister Matthews's menagerie for good. For now she's content to stalk her small part of the city. Her secrecy and intelligence have allowed her to gain a fair knowledge of the local gangs, necessary for her continued survival. She fears her abilities might not be a match for her estranged "father's," but would rather die than spend her life in a cage.

As a member of the White Rooks, Janus was once introduced to #830. Unbeknownst to Mister Matthews, however, Janus is aware of Kat's presence in Central Park, thanks to a chance late-night confrontation with the hybrid. The two came to a truce before much blood was spilled: Janus agreed not to turn Kat in to GenTech, while she agreed not to rip out his jugular. Janus might be able to find a use for her in the future, after all.





## LUCKY LADY (100 CHARACTER POINTS — TRI-STAT)

Adventurer Level 5; 95 Power Points — d20 System

**IDENTITY:** Genevieve Bruant (Publicly known)  
**OCCUPATION:** Professional gambler  
**FIRST APPEARANCE:** Caliburn #209  
**FORMER ALIASES:** Lucille Brown, Michelle Verte, Vivian Brunelle, and many more  
**PLACE OF BIRTH:** Marseilles, France  
**AFFILIATION:** None  
**JANUS RELATION:** Genevieve targeted the playboy Janus as a mark, and wound up acting as his pawn until he became bored of the casino circuit  
**TERRITORY:** Las Vegas  
**HEIGHT:** 5'5" (165 cm) **EYES:** Brown  
**WEIGHT:** 120 lbs. (55 kg) **HAIR:** Chestnut

Things have always seemed to go Genevieve's way. As a child she discovered that she could "see" the probabilities behind events as they unfolded, and could catch glimpses of the potential futures resulting from her actions and those of others. Though born to a lower-class family in Marseilles, her parents quickly discovered her talent for games of chance and used her to effect a meteoric rise in fortune. The three made their way from the seedy gaming halls of her home town to Monte Carlo when she was just a young girl, and from there began a tour of the gaming capitols of the world, never staying long enough in one place to arouse suspicion as they amassed riches.

Inevitably, however, fortune turned against them. Pushing their luck just too far, Genevieve's parents drew the attention of the Atlantic City Mafia. Genevieve tried to warn them, but they'd gone beyond reason and into addiction. She slipped away from the slot machines just minutes before she knew the goons would arrive, and has been on her own ever since.

**BODY** 6 **ATTACK COMBAT VALUE** 8  
**MIND** 9 **DEFENCE COMBAT VALUE** 10  
**SOUL** 10 **HEALTH POINTS** 80

**STR** 10 **DEX** 16 **CON** 10 **INT** 14 **WIS** 22 **CHA** 18  
**REF** +4 **FORT** +1 **WILL** +7 **BASE TO HIT MODIFIER** +2  
**BASE AC MODIFIER** +3 **HIT POINTS** 30

| TRI-STAT | LVL | PTS | CHARACTERISTIC ATTRIBUTES   | d20 SYSTEM | RANK | PTS |
|----------|-----|-----|-----------------------------|------------|------|-----|
|          | 4   | 8   | Defence Combat Mastery      |            | 4    | (0) |
|          | 6   | 6   | Divine Relationship (Lucky) |            | 6    | (0) |
|          | 1   | 1   | Features (Appearance)       |            | 1    | 1   |
|          | 10  | 10  | Highly Skilled              |            | 10   | (0) |
|          | 5   | 15  | Wealth                      |            | 5    | (9) |

| LVL | PTS | POWER ATTRIBUTES                             | RANK | PTS |
|-----|-----|----------------------------------------------|------|-----|
| 10  | 13  | Sixth Sense (Precognition: 6 Months; Area 3) | 10   | (3) |

| LVL | PTS | SKILLS                                                | RANK |
|-----|-----|-------------------------------------------------------|------|
| 4   | 12  | City Knowledge (Las Vegas: Strip)                     | 8    |
| 3   | 9   | Disguise (Make-up)                                    | 5    |
| 1   | 2   | Driving (Car)                                         | 2    |
| 2   | 2   | Etiquette (Lower class)                               | 5    |
| 1   | 2   | Foreign Culture (US)                                  | 2    |
| 2   | 8   | Forgery (Handwriting)                                 | 2    |
| 5   | 5   | Gaming (Poker)                                        | 10   |
| 3   | 12  | Interrogation (Psychological)                         | 8    |
| 4   | 4   | Languages (French, English, German, Italian, Spanish) | 4    |
| 4   | 8   | Performing Arts (Fast Talking)                        | 7    |
| 3   | 9   | Seduction (Male)                                      | 5    |
| 5   | 15  | Sleight of Hand (Card Sharking)                       | 10   |
| 4   | 12  | Stealth (Concealment)                                 | 10   |
| 3   | 6   | Street Sense (Influential Individuals)                | 8    |
| 2   | 16  | Gun Combat (Pistol)                                   | 1    |
| 1   | 8   | Unarmed Defence (Holds)                               | -    |

| PTS | DEFECTS                         | PTS |
|-----|---------------------------------|-----|
| -1  | Ism (Ageism; Under 21)          | -1  |
| -2  | Wanted (Several casinos owners) | -2  |

Now, at the age of 16, Genevieve finds herself bouncing from casino to casino on Las Vegas's Strip, which she's made her home base. She's become a pro at avoiding cameras and pulling off cons — especially getting clueless tourists to gamble for her — but knows that any overt display of her true abilities will make her someone else's money ticket again. She's driven to make more and more money to secure her own future, no matter whose pocket it comes from or how much wealth she already has. Her (perhaps reasonable) paranoia makes her distrustful of others, who are either rubes or threats in her eyes.

Not long ago she tried to dupe a hotshot playboy, and ended up working with Janus for a short spell. He used her to turn small stakes into a big stash to finance several schemes. Genevieve learned a lot from him, but only realised his true game when he vanished with their bankroll. Although angry that he left, she grudgingly acknowledges that Janus didn't expose her ... and that they will likely meet again. Genevieve's seen the future, and knows that odds are she'll end up dead if she's not always on her toes.



## MINA (75 CHARACTER POINTS — TRI-STAT)

Adventurer Level 4; 65 Power Points — d20 System

**IDENTITY:** Minuet King (Publicly known)

**OCCUPATION:** Superhero groupie

**FIRST APPEARANCE:** Caliburn #212

**FORMER ALIASES:** Minuet Grutchfield

**PLACE OF BIRTH:** Milwaukee, Wisconsin, USA

**AFFILIATION:** None

**JANUS RELATION:** Mina was abandoned by Janus before she was even born, yet she thinks of him as a romantic robber

**TERRITORY:** World-wide

**HEIGHT:** 5'10" (179 cm)

**EYES:** Hazel

**WEIGHT:** 130 lbs (59 kg)

**HAIR:** Auburn

Rockstars aren't the only ones with groupies and Minuet "Mina" King is living proof of that. Her mother met Janus through a prison pen-pal programme. He came to her during an escape, and she kept him hidden for a night. Although he was caught shortly thereafter, Mina had already been conceived.

Raised by a single mother with a fascination for metahumans, Mina grew up with posters of Caliburn and Sentinel plastered on her bedroom walls, and kept photo albums filled with newspaper clippings on all of her favourite masked adventurers. Her mother told stories of her father, Janus, and Mina was fascinated by his exploits, keeping her father's identity a close secret. She drew sketches of Alice, Queen of Hearts and Heartbreaker in study hall, and joined over a dozen superhero fan clubs around the world. If asked what she wanted to be when she grew up, Mina would have joyfully answered, "a superhero." When she finally realised those dreams were never going to come to fruition, Mina decided that basking in the glow of others was good enough for her.

|      |    |                      |    |
|------|----|----------------------|----|
| BODY | 6  | ATTACK COMBAT VALUE  | 8  |
| MIND | 9  | DEFENCE COMBAT VALUE | 6  |
| SOUL | 11 | HEALTH POINTS        | 75 |

|                  |    |      |    |      |    |                      |    |     |    |     |    |
|------------------|----|------|----|------|----|----------------------|----|-----|----|-----|----|
| STR              | 12 | DEX  | 12 | CON  | 15 | INT                  | 12 | WIS | 15 | CHA | 18 |
| REF              | +2 | FORT | +3 | WILL | +3 | BASE TO HIT MODIFIER | +2 |     |    |     |    |
| BASE AC MODIFIER | +1 |      |    |      |    | HIT POINTS           | 28 |     |    |     |    |

| TRI-STAT | LVL | PTS | CHARACTERISTIC ATTRIBUTES | d20 SYSTEM | RANK | PTS |
|----------|-----|-----|---------------------------|------------|------|-----|
|          | 1   | 1   | Divine Relationship       | -          | -    | -   |
|          | 3   | 3   | Highly Skilled            | 3          | (0)  | 3   |
|          | 2   | 2   | Features (Appearance x2)  | 2          | (0)  | 2   |

| LVL | PTS | POWER ATTRIBUTES                                    | RANK | PTS |
|-----|-----|-----------------------------------------------------|------|-----|
| 0   | 2   | Alternate Form (Cosmetic Changes)                   | 0    | 2   |
|     | -1  | • Dependent (Alternate Form, on Mind Control)       |      | -1  |
| 5   | 19  | Mind Control (Metahumans only; Area 3, Targets 1)   | 5    | (0) |
|     | -1  | • Permanent                                         |      | -1  |
|     | -3  | • Restriction (Subconsciously targets current mark) |      | -3  |
| 2   | 6   | Telepathy (Metahumans only, Area 3, Targets 1)      | 2    | (0) |
|     | -3  | • Restriction (Subconsciously targets current mark) |      | -3  |

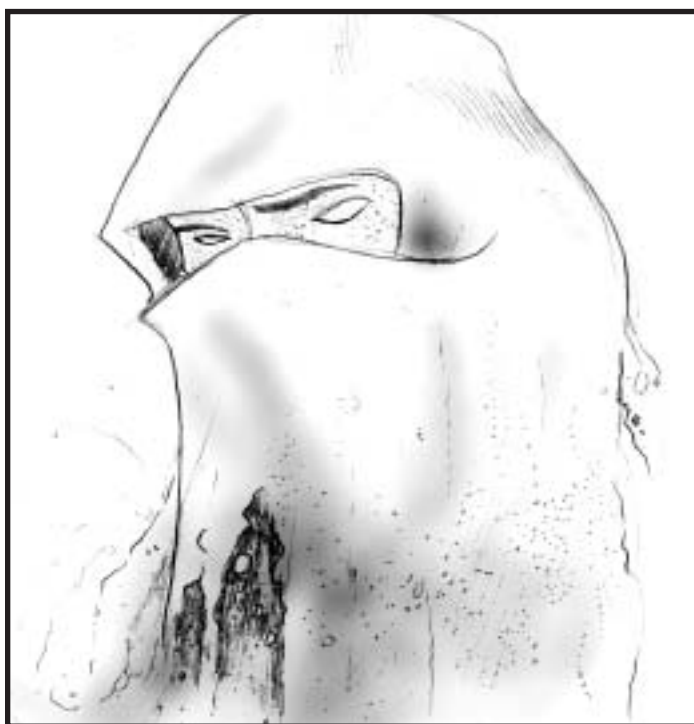
| LVL | PTS | SKILLS                         | RANK |
|-----|-----|--------------------------------|------|
| 2   | 6   | Disguise (Make-up)             | 3    |
| 2   | 2   | Etiquette (Middle-class)       | 3    |
| 3   | 6   | Performing Arts (Fast Talking) | 8    |
| 3   | 9   | Seduction (Male)               | 8    |
| 2   | 6   | Sleight of Hand (Lock Picking) | 5    |
| 2   | 6   | Stealth (Silent Movement)      | 5    |
| 3   | 9   | Urban Tracking (Residential)   | 5    |
| 1   | 8   | Unarmed Attack (Grappling)     | 1    |
| 1   | 8   | Unarmed Defence (Grappling)    | 1    |

| PTS | DEFECTS                                     | PTS |
|-----|---------------------------------------------|-----|
| -2  | Not So Tough                                | -   |
| -2  | Skeleton in the Closet (Janus's love child) | -1  |

Mina legally changed her name to King, and now travels the world as a metahuman groupie. She's never realised her own talents, and so instead makes her goal a mission is to meet every superhero and villain on the planet. She keeps a diary of her exploits, and has autographs from all of her "conquests." Unfortunately, superheroes are never what they're cracked up to be in her experience; they're inevitably all "holier than thou" and terribly boring once you get past the first blush of hero worship. Lately she's found that the "bad boys" of the metahuman world offer a lot more excitement, and has started seeking out the company of more unsavoury figures.

Little does Mina know, however, that her own metahuman powers are partially responsible for her string of successes. What she thinks of as her knack with makeup and a winning personality is really the result of her supernormal abilities. She can actually change cosmetic details of her appearance to suit the preferences of her current interest, and exert control over the minds of other metahumans. Sooner or later, she'll meet someone who isn't affected by her powers, and if that someone isn't amused by her naiveté, Mina might just find herself in over her head.





## MIRAGE (150 CHARACTER POINTS — TRI-STAT)

Skulker Level 3; 165 Power Points — d20 System

**IDENTITY:** Ghamzeh (Secret)  
**OCCUPATION:** Opium smuggler  
**FIRST APPEARANCE:** Amazing Presentations, Vol. III #112  
**FORMER ALIASES:** None  
**PLACE OF BIRTH:** Zaranj, Afghanistan  
**AFFILIATION:** None  
**JANUS RELATION:** Betrayed her after she broke off their working relationship  
**TERRITORY:** South-western Afghanistan, parts of Iran  
**HEIGHT:** 5'5" (165 cm) **EYES:** Blue  
**WEIGHT:** 120 lbs. (55 kg) **HAIR:** Brown

Ghamzeh's life, like that of many in Afghanistan, has been marked with wars, droughts, and upheavals. The youngest of six children, she and her family farmed a parcel of land just outside of Zaranj through the Soviet occupation, until the Taliban blocked the Helmand River in 1996. They watched their livelihood literally wither before their eyes.

The fundamentalist Taliban repressed Afghani women — they could not attend school, were forced to adopt the full burqa instead of their usual hijab, etc. Ghamzeh's family secretly sent her to a distant school, however, sponsored by an Afghan feminist group. There, along with basic literacy, she re-learned two important lessons. First, whether she chose to wear hijab or the burqa, it was her choice alone to make. Second, that Islam teaches women should be treated with respect. These lessons stayed with her as the Taliban tore her family apart and the opium trade took over Zaranj.

Government militias eventually discovered her school and destroyed it. Having nowhere to turn, Ghamzeh fled into the desert. She starved for several weeks; In her grief and outrage Ghamzeh clung to the Arabic myths her grandmother had whispered to her as a child. Overcome, Ghamzeh then had a vision of a powerful *ifreet*. Perhaps it truly appeared, bonding to her soul, or maybe the punishing environment triggered latent powers. Whatever the cause, Ghamzeh found she could transform into an elemental of living sand, gifted with the power of illusion. Ghamzeh returned home, but found her grandmother had passed on, coinciding with the time of her transformation. The rest of her family could not accept how Ghamzeh had changed, however, and cast her out.

Ghamzeh became the bitter and vengeful veiled metahuman known as Mirage, twisting the feminist group's message. She joined the opium smuggling trade to prove that women could also be successful in carrying out the dangerous but lucrative smuggling operations. Despite opposition, she became one of its major players, Using fear to secure allies and the men who worked for her.

Janus, seeking to exploit the opium trade, offered her aid while visiting warlords in the border town. He suggested they could dominate the region. Although she initially accepted him, Ghamzeh saw Janus would treat her no better than the warlords did their pretty consorts. When her pride demanded she break off the arrangement, he betrayed her to several enemies. Ghamzeh survived, but now has to work hard to regain her position.

**BODY** 7 **ATTACK COMBAT VALUE** 8  
**MIND** 7 **DEFENCE COMBAT VALUE** 6  
**SOUL** 8 **HEALTH POINTS** 75

**STR** 13 **DEX** 14 **CON** 15 **INT** 14 **WIS** 16 **CHA** 16  
**REF** +5 **FORT** +4 **WILL** +5 **BASE TO HIT MODIFIER** +3  
**BASE AC MODIFIER** +3 **HIT POINTS** 24

| TRI-STAT | LVL | PTS | CHARACTERISTIC ATTRIBUTES      | d20 SYSTEM | RANK | PTS |
|----------|-----|-----|--------------------------------|------------|------|-----|
|          | 1   | 3   | Attack Combat Mastery          |            | 1    | (0) |
|          | 1   | 1   | Combat Technique (Concealment) |            | 1    | (1) |
|          | 1   | 2   | Defence Combat Mastery         |            | 1    | 2   |
|          | 1   | 1   | Features (Appearance)          |            | 1    | 1   |
|          | 4   | 4   | Highly Skilled                 |            | 4    | (3) |

| LVL | PTS | POWER ATTRIBUTES                                                  | RANK | PTS |
|-----|-----|-------------------------------------------------------------------|------|-----|
| 1   | 1   | Adaptation (Heat)                                                 | 1    | 1   |
| 8   | 72  | Alternate Form (Sand Elemental)                                   | 8    | 72  |
| 2   | 2   | Heightened Senses (Vision x2)                                     | 2    | 2   |
| 4   | 19  | Illusion (Hearing, Sight; Area 3; Duration 5; Range 1; Targets 2) | 4    | 19  |
| 3   | 3   | Special Movement (Light-Footed, Untrackable, Zen Direction)       | 3    | (2) |
| 2   | 8   | Transmutation (Sand to melee weapon; Duration 2)                  | 2    | 8   |

| LVL | PTS | ALTERNATE FORM ATTRIBUTES SAND ELEMENTAL                                                                                    | RANK | PTS |
|-----|-----|-----------------------------------------------------------------------------------------------------------------------------|------|-----|
| 2   | 6   | Armour (Parting sand)                                                                                                       | 2    | 6   |
| -2  |     | • Restriction (Only against physical, not energy, attacks)                                                                  |      | -2  |
| 1   | 3   | Armour (Optimised vs. Heat)                                                                                                 | 1    | 3   |
| 0   | 2   | Alternate Form (Shift Features — Cosmetic Changes)                                                                          | 0    | 2   |
| -1  |     | • Concentration                                                                                                             |      | -1  |
| 6   | 12  | Elasticity (Shifting sand)                                                                                                  | 6    | 12  |
| 1   | 8   | Extra Attacks                                                                                                               | 1    | 8   |
| -4  |     | • Restriction (Only melee attacks)                                                                                          |      | -4  |
| 1   | 3   | Extra Defences                                                                                                              | 1    | 3   |
| -2  |     | • Restriction (Only melee attacks)                                                                                          |      | -2  |
| 1   | 6   | Regeneration                                                                                                                | 1    | 6   |
| 1   | 9   | Sensory Block (Screen of sand — Vision; Area 4; Duration 4)                                                                 | 1    |     |
| -2  |     | • Dependent (Sensory Block, on Speed)                                                                                       |      | -2  |
| 7   | 28  | Special Attack "Sandstorm" (60 / [(3d6+6)] Damage, Area Effect x2, Enduring, Irritant, Knockback, Only In Desert)           | 7    | 28  |
| -2  |     | • Dependent (Special Attack "Sandstorm," on Speed)                                                                          |      | -2  |
| 5   | 5   | Special Attack "Dust Devil" (80 / [(4d6+8)] Damage, Flare, Knockback x2, Spreading, No Damage, Only In Desert, Short Range) | 5    | 5   |
| -2  |     | • Dependent (Special Attack "Dust Devil," on Speed)                                                                         |      | -2  |
| 1   | 1   | Special Movement (Slithering)                                                                                               | 1    | 1   |
| 2   | 12  | Speed                                                                                                                       | 2    | 12  |

| LVL | PTS | SKILLS                             | RANK |
|-----|-----|------------------------------------|------|
| 2   | 6   | Disguise (Costume)                 | 4    |
| 2   | 6   | Intimidation (Business)            | 4    |
| 2   | 2   | Languages (Pashtu, English, Farsi) | 2    |
| 3   | 12  | Poisons (Opium)                    | 7    |
| 2   | 8   | Stealth (Camouflage)               | 4    |
| 2   | 2   | Wilderness Survival (Desert)       | 2    |
| 2   | 4   | Wilderness Tracking (Desert)       | 4    |
| 2   | 14  | Melee Attack (Knife)               | 4    |
| 2   | 16  | Unarmed Defence (Strikes)          | 3    |

| PTS | DEFECTS                                                                 | PTS |
|-----|-------------------------------------------------------------------------|-----|
| -1  | Famous (Mirage, as major drug trafficker; acts as 2 BP)                 | -1  |
| -2  | Ism (Sexism)                                                            | -2  |
| -1  | Nemesis (Janus, rival warlords)                                         | -1  |
| -2  | Recurring Nightmares (Of the destruction of her school, and her family) | -2  |
| -2  | Skeleton In the Closet (Secret identity)                                | -2  |
| -2  | Wanted (Major cartels)                                                  | -2  |



## MYRIAD (200 CHARACTER POINTS — TRI-STAT)

Adventurer Level 4, Psychic Level 1; 210 Power Points — d20 System

**IDENTITY:** Sonja Alexandrova Kharkova (Secret, but believed to be dead by the Russian government)

**OCCUPATION:** Physicist

**FIRST APPEARANCE:** The Guard #125

**FORMER ALIASES:** Black Sonja, Sonja Kukhaeva

**PLACE OF BIRTH:** Vitsyebsk, Belarus

**AFFILIATION:** None

**JANUS RELATION:** She is friendly towards him, but professional, denying any deeper emotion even to herself.

**TERRITORY:** Belarus

**HEIGHT:** 6'0" (183 cm) **EYES:** Blue

**WEIGHT:** 175 lbs. (80 kg) **HAIR:** Black

Myriad is an accidental result of the Soviet programs responsible for Muzhik and other metahuman champions. Unlike others, however, Sonja was a natural metahuman who volunteered as a subject for enhancement. Her impressive telepathy had landed her a position as an elite NKVD interrogator known as Black Sonja. She became part of Project Novaya Zvezda in 1965, an attempt to harness and channel the powers of multiple telepaths in synergy.

Sonja was the sole survivor of the catastrophic attempt; the procedure tragically did not only focus the telepaths' powers, but merged the six minds into one. Sonja clung to her existence most strongly, and her portion of the supermind assumed control, lashing out with terrible mental blasts that killed the facility's entire staff. Unable to free herself even with her new but unstable powers from the suspension chamber, Sonja lapsed into a coma.

A military team investigating the ruins of a scientific facility 30 years later were stunned to find one living body. As they opened the chamber Sonja's consciousness awoke, integrated with the minds of the telepaths who had died as she lived. She overwhelmed the investigator's minds easily and fled into the modern world to make a

|      |    |                      |    |
|------|----|----------------------|----|
| BODY | 6  | ATTACK COMBAT VALUE  | 8  |
| MIND | 15 | DEFENCE COMBAT VALUE | 6  |
| SOUL | 5  | HEALTH POINTS        | 55 |

|                  |    |      |    |      |     |                      |    |     |    |     |    |
|------------------|----|------|----|------|-----|----------------------|----|-----|----|-----|----|
| STR              | 12 | DEX  | 11 | CON  | 13  | INT                  | 30 | WIS | 18 | CHA | 10 |
| REF              | +1 | FORT | +2 | WILL | +12 | BASE TO HIT MODIFIER | +2 |     |    |     |    |
| BASE AC MODIFIER | +0 |      |    |      |     | HIT POINTS           | 33 |     |    |     |    |

| TRI-STAT | LVL | PTS | CHARACTERISTIC ATTRIBUTES | d20 SYSTEM | RANK | PTS |
|----------|-----|-----|---------------------------|------------|------|-----|
|          | 1   | 1   | Features (Appearance)     |            | 1    | 1   |
|          | 4   | 4   | Highly Skilled            |            | -    | -   |

| LVL | PTS | POWER ATTRIBUTES                                                                                             | RANK | PTS  |
|-----|-----|--------------------------------------------------------------------------------------------------------------|------|------|
| 5   | 22  | Force Field (stops 80 / [[ 40 ]] Damage; Regenerating; Area 2)                                               | 5    | 22   |
|     | -2  | • Dependent (Telekinesis)                                                                                    |      | -2   |
| 4   | 16  | Flight                                                                                                       | 4    | 16   |
|     | -2  | • Dependent (Telekinesis)                                                                                    |      | -2   |
| 2   | 2   | Heightened Senses (electric current detection, magnetic field detection)                                     | 2    | 2    |
| 6   | 18  | Mass Decrease (Insubstantial)                                                                                | 6    | 18   |
| 5   | 5   | Mind Shield                                                                                                  | 5    | (4)  |
| 6   | 24  | Special Attack "Kinetic Blast" (100 / [[ 5d6+10 ]] Damage, Area Effect)                                      | 6    | 9    |
|     | -4  | • Maximum Force (Level 4)                                                                                    |      | -4   |
| 6   | 6   | Special Attack "Mind Hammer" (60 / [[ 3d6+6 ]] Damage, Affects Incorporeal, Drain Mind, Penetrating: Armour) | 6    | 6    |
| 4   | 4   | Special Defence (Own Attributes x2, Sleep x2)                                                                | 4    | 4    |
| 1   | 1   | Special Movement (Dimension Hop: Astral)                                                                     | 1    | 1    |
| 5   | 25  | Telekinesis (Area 3; Range 2)                                                                                | 5    | 25   |
| 3   | 6   | Telekinesis (Fire; Range 2)                                                                                  | 3    | 6    |
| 6   | 24  | Telepathy (Range 2; Targets 4)                                                                               | 6    | (21) |

| LVL | PTS | SKILLS                               | RANK |
|-----|-----|--------------------------------------|------|
| 1   | 4   | Biological Sciences (Genetics)       | 7    |
| 2   | 8   | Computers (Artificial Intelligence)  | 7    |
| 1   | 4   | Electronics (Communications)         | 7    |
| 1   | 4   | Interrogation (Psychological)        | 7    |
| 2   | 2   | Languages (Russian, English, German) | 7    |
| 2   | 8   | Mechanics (Micro)                    | 7    |
| 4   | 20  | Physical Sciences (Physics)          | 7    |
|     |     | Unused Skill Points                  | 65   |

| PTS | DEFECTS                                  | PTS |
|-----|------------------------------------------|-----|
| -2  | Skeleton in the Closet (Secret identity) | -2  |
| -2  | Wanted (Russian military)                | -2  |

place for herself. She assumed the name Myriad, considering it appropriate for her new condition, and assumed a cover identity as a scientific researcher, Sonja Kukhaeva.

The 30 years Sonja spent dreaming helped the gestalt minds flow into each other; it is unclear where one ends and another begins. Occasionally, however, one embraces a particularly strong memory, fear, hatred, or desire. Such urges cause mental turmoil within Sonja, who most often clamps down these compulsions. The results range from migraines to blackouts, and Sonja suspects the other identities occasionally surface and take control.

Gifted with incredible intellect, Myriad wants to understand her own nature, and has secured a grant to research neurological biophysics at the Minsk Institute. She is aided by the less legitimate resources of the philanthropic Janus, who can see the potential implicit in her work. In return, she assists him with information-gathering, bending her considerable talents to the discovery of otherwise secure information. Theirs is, they claim, a strictly business relationship.





## PELE (200 CHARACTER POINTS — TRI-STAT)

Adventurer Level 2, Costumed Wizard Level 2; 205 Power Points — d20 System

**IDENTITY:** Mikala Apo  
**OCCUPATION:** Jealous and vengeful goddess  
**FIRST APPEARANCE:** Lady Starbright #14  
**FORMER ALIASES:** None  
**PLACE OF BIRTH:** Honolulu, Hawaii  
**AFFILIATION:** None  
**JANUS RELATION:** Severed when she destroyed one of his secret lairs  
**TERRITORY:** Hawaii  
**HEIGHT:** 5'5" (165 cm) **EYES:** Brown  
**WEIGHT:** 120 lbs. (54 kg) **HAIR:** Brown

Mikala Apo was a native Hawaiian girl like any other on Big Island. She enrolled at the University of Hawaii to pursue a degree specialising in native folk dances. Mikala valued the traditional culture of her people and felt an affinity for her island home that few others could match. She especially loved the volcanoes, and the stories about Pele, the Hawaiian goddess of fire. She mastered the *bula Pele*, the sacred dance performed specifically to honour that goddess, and often danced at cultural events across the islands.

The world looked bright for Mikala, up until the day she visited Mount Kilauea as part of the yearly Cultural Festival. She was performing when the ground shook, knocking her off her feet. A booming rumble deafened the onlookers, but Mikala rose in a trance. She turned and walked into a flow of lava coming down Kilauea's slope. The rising heat forced back Mikala's would-be rescuers before they could stop her. Mikala, as her family knew her, was gone forever.

Six months later, a woman matching Mikala's description stepped from a lava flow in front of a research expedition. She proclaimed herself Pele, goddess of fire, and bid them sacrifice to her or leave her volcano. The scientists fled, but not before Pele incinerated their equipment. Since that time, Pele has been spotted across all the Hawaiian Islands.

The woman/spirit/goddess who calls herself Pele can turn herself into a living flame, or appear as a human maiden wreathed in fire and unharmed. She seems largely unfamiliar with modern technology or culture, holding to ancient Hawaiian etiquette instead. She is extremely beautiful and enjoys the company of men, but is also given to terrible fits of jealousy and destructive rages. As an example, Janus sought Pele out, having heard rumours of her existence. He charmed her, trying to win her to his side in his war against superheroes. For a time, Pele sheltered him, and even help him battle the Untouchables. Pele is a jealous goddess, however; when Pele made it clear she wouldn't leave the island, Janus began neglecting her, planning his next scheme. In response, she destroyed their secret base with lava. He fled, unwilling to risk facing her powers directly in order to take his revenge.

Pele shows little interest in anything outside Hawaii, though volcanic activity across the islands has increased dramatically since Mikala's transformation. She sees herself as the guardian and ruler, living out the mythology of the old tales. She reacts badly to those she meets who seem unfamiliar with the old ways. Reports from local media conflict on whether she truly exists, or is just an urban myth.

|      |   |                      |    |
|------|---|----------------------|----|
| BODY | 7 | ATTACK COMBAT VALUE  | 8  |
| MIND | 7 | DEFENCE COMBAT VALUE | 6  |
| SOUL | 8 | HEALTH POINTS        | 75 |

|                  |    |      |    |      |    |                      |    |            |    |     |    |    |
|------------------|----|------|----|------|----|----------------------|----|------------|----|-----|----|----|
| STR              | 15 | DEX  | 12 | CON  | 16 | INT                  | 14 | WIS        | 15 | CHA | 16 |    |
| REF              | +1 | FORT | +5 | WILL | +5 | BASE TO HIT MODIFIER |    |            | +7 |     |    |    |
| BASE AC MODIFIER |    |      |    |      |    | +6                   |    | HIT POINTS |    |     |    | 33 |

| TRI-STAT | LVL | PTS | CHARACTERISTIC ATTRIBUTES | d20 SYSTEM | RANK | PTS |
|----------|-----|-----|---------------------------|------------|------|-----|
|          | 5   | 15  | Attack Combat Mastery     |            | 5    | 15  |
|          | 5   | 10  | Defence Combat Mastery    |            | 5    | 10  |
|          | 4   | 4   | Divine Relationship       |            | 4    | 4   |
|          | 3   | 3   | Features (Attractive x3)  |            | 3    | 3   |
|          | 2   | 2   | Highly Skilled            |            |      |     |

| LVL | PTS | POWER ATTRIBUTES                                                             | RANK | PTS  |
|-----|-----|------------------------------------------------------------------------------|------|------|
| 1   | 1   | Adaptation (Heat)                                                            | 1    | 1    |
| 3   | 9   | Armour (Optimised vs. Fire)                                                  | 3    | 9    |
|     | -2  | • Dependent (On either Alternate Form)                                       |      | -2   |
| 1   | 9   | Alternate Form (Maiden in Flames)                                            | 1    | 9    |
| 3   | 27  | Alternate Form (Living Flame)                                                | 3    | 27   |
|     | -1  | • Involuntary Change (Transforms in times of rage)                           |      | -1   |
| 6   | 80  | Dynamic Powers (Fire/Volcanoes, minor; Area 8; Duration 6, Targets 6)        | 6    | (65) |
| 1   | 4   | Reincarnation                                                                | 1    | 4    |
|     | -3  | • Restriction (Host can be killed, but goddess Pele will possess a new body) |      | -3   |
| 3   | 3   | Special Movement (Dimension Hop: Astral Plane, Fire-Walking*, Light-Footed)  | 6    | 3    |
|     | -1  | • Restriction (Dimension Hop; Only while sleeping)                           |      | -1   |

| LVL | PTS | ALTERNATE FORM ATTRIBUTES MAIDEN IN FLAMES                                     | RANK | PTS |
|-----|-----|--------------------------------------------------------------------------------|------|-----|
| 1   | 2   | Flight (Skimmer)                                                               | 1    | 2   |
| 3   | 3   | Heightened Awareness                                                           | 3    | 3   |
| 2   | 8   | Special Attack "Pele's Wreath" (20 / [[ 1d6+2 ]] Damage, Aura, Burning, Melee) | 2    | 8   |
|     | -1  | • Permanent                                                                    |      | -1  |
|     | -2  | • Marked (Wreath of fire)                                                      |      | -2  |

| LVL | PTS | ALTERNATE FORM ATTRIBUTES LIVING FLAME                                                      | RANK | PTS |
|-----|-----|---------------------------------------------------------------------------------------------|------|-----|
| 3   | 12  | Flight                                                                                      | 3    | 12  |
|     | -1  | • Detectable (Fiery trail)                                                                  |      | -1  |
| 8   | 24  | Mass Decrease                                                                               | 8    | 24  |
|     | -6  | • Maximum Force                                                                             |      | -6  |
| 5   | 5   | Special Attack "Pele's Breath" (60 / [[ 3d6+6 ]] Damage, Area Effect, Aura, Burning, Melee) | 5    | 5   |
|     | -2  | • Permanent                                                                                 |      | -2  |
| 4   | 4   | Special Defence (Hunger, Own Attributes x2, Sleep)                                          | 4    | 4   |
|     | -3  | • Marked (Woman of fire)                                                                    |      | -3  |
|     | -3  | Vulnerability (Needs oxygen to maintain Alternate Form)                                     |      | -3  |

| LVL | PTS | SKILLS                                          | RANK |
|-----|-----|-------------------------------------------------|------|
| 4   | 8   | Cultural Arts (Ancient Hawaiian History)        | 7    |
| 3   | 3   | Domestic Arts (Cooking)                         | 5    |
| 4   | 4   | Etiquette (Upper Class: Traditional Polynesian) | 6    |
| 2   | 2   | Languages (Hawaiian, English)                   | 2    |
| 5   | 10  | Occult (Spirits)                                | 7    |
| 5   | 15  | Seduction (Male)                                | 6    |
| 4   | 8   | Performing Arts (Dance)                         | 7    |

| PTS | DEFECTS                                                                                                                                               | PTS |
|-----|-------------------------------------------------------------------------------------------------------------------------------------------------------|-----|
| -3  | Achilles Heel (Water)                                                                                                                                 | -3  |
| -2  | Blind Fury (Romantic jealousy; Calmed by hurting her rival in some way, or by a sacrifice of a sacred item — red berries, brown hair, gin, or brandy) | -2  |
| -1  | Famous (Throughout the islands)                                                                                                                       | -1  |
| -3  | Owned (Goddess Pele)                                                                                                                                  | -3  |
| -3  | Unique Defect: Anachronistic (Cannot use anything beyond the simplest modern technology)                                                              | -3  |

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# AMERICAN SENTINEL

*2HL OF EVIL*

ROLL CALL 3 - SECTION THREE





## PLAGUE-BEARER (200 CHARACTER POINTS — TRI-STAT)

Costumed Wizard Level 10; 245 Power Points — d20 System

**IDENTITY:** Unknown

**OCCUPATION:** Vector

**FIRST APPEARANCE:** The American Sentinel #76

**FORMER ALIASES:** Unknown

**PLACE OF BIRTH:** Unknown

**AFFILIATION:** None

**JANUS RELATION:** Janus has summoned her on two occasions, and she hates him for it.

**TERRITORY:** Operates world-wide (most recently in Africa)

**HEIGHT:** 5'6" (168 cm) **EYES:** Black

**WEIGHT:** 90 lbs. (41 kg) **HAIR:** White

In remote corners of the world isolated from the diseases of civilisation, an illness as mundane as smallpox can decimate an entire indigenous population. The Aztecs, the North American tribes, and other peoples around the world have felt the effects of colonialism, in the sickening of their bodies as well as at the end of a sword.

The Plague-Bearer is an incarnation of the disease and death brought upon these people. Though she may have been human at one time, now she moves along the outskirts of the few remaining virgin wildernesses, feeding on the vitality remaining in those cultures that must ultimately fall to the western world, infecting entire populations with a slow and painful death. This is her curse: to bring suffering to all the corners of the Earth.

The Plague-Bearer is an un-aging, wraith-like figure whose pallid body appears horribly scarred by the ravages of disease. Her emaciated frame, hollow cheeks, and dead eyes speak of the torture of the flesh felt during a life of pain left long ago. She covers herself in a hooded cloak, and is most often seen after dusk. At least once each week, the Plague-Bearer drains the vitality of a healthy person as he or she sleeps, causing a wasting of the body that can be transmitted to all those around her victim.

|             |   |                             |    |
|-------------|---|-----------------------------|----|
| <b>BODY</b> | 9 | <b>ATTACK COMBAT VALUE</b>  | 10 |
| <b>MIND</b> | 9 | <b>DEFENCE COMBAT VALUE</b> | 6  |
| <b>SOUL</b> | 6 | <b>HEALTH POINTS</b>        | 70 |

|                         |    |             |     |             |     |                             |    |            |                   |            |   |
|-------------------------|----|-------------|-----|-------------|-----|-----------------------------|----|------------|-------------------|------------|---|
| <b>STR</b>              | 19 | <b>DEX</b>  | 15  | <b>CON</b>  | 24  | <b>INT</b>                  | 17 | <b>WIS</b> | 19                | <b>CHA</b> | 4 |
| <b>REF</b>              | +5 | <b>FORT</b> | +12 | <b>WILL</b> | +11 | <b>BASE TO HIT MODIFIER</b> |    |            | +5                |            |   |
| <b>BASE AC MODIFIER</b> |    |             |     |             |     | +2                          |    |            | <b>HIT POINTS</b> |            |   |
|                         |    |             |     |             |     |                             |    |            | 110               |            |   |

| TRI-STAT | LVL | PTS | CHARACTERISTIC ATTRIBUTES | d20 SYSTEM | RANK | PTS |
|----------|-----|-----|---------------------------|------------|------|-----|
|          | 2   | 6   | Attack Combat Mastery     | 2          | 6    |     |
|          | 6   | 6   | Highly Skilled            | -          | -    |     |

| LVL | PTS | POWER ATTRIBUTES                                                                                                                                         | RANK | PTS  |
|-----|-----|----------------------------------------------------------------------------------------------------------------------------------------------------------|------|------|
| 2   | 51  | Dynamic Powers (Disease, major, Mind-based; Area 4; Duration 10; Range 3; Targets 4)                                                                     | 2    | (21) |
| 4   | 8   | Flight                                                                                                                                                   | 4    | 8    |
| 10  | 30  | Mass Decrease (Insubstantial)                                                                                                                            | 10   | (20) |
| 1   | 4   | Reincarnation (Difficult to Stop; Isolation)                                                                                                             | 1    | 4    |
| 10  | 40  | Special Attack "Plague Touch" (120 [5d6+10] Damage, Contagious: highly, Drain Body [Con], Vampiric: raise Body [Con] above max, No Damage, Melee, Toxic) | 10   | 40   |
| 9   | 9   | Special Attack "Slow Rot" (20 [1d6+2] Damage, Burning: Slow Burn, Area Effect, Enduring, Incurable, Contagious: mildly, Toxic)                           | 9    | 9    |
| 9   | 9   | Special Defence (Ageing x2, Disease x2, Hunger, Own Attributes x2, Poison, Sleep)                                                                        | 9    | 9    |

| LVL | PTS | SKILLS                                         | RANK |
|-----|-----|------------------------------------------------|------|
| 5   | 15  | Intimidation (Fear)                            | 15   |
| 5   | 5   | Languages (Various dying indigenous languages) | 5    |
| 2   | 6   | Medical (Diagnosis)                            | 6    |
| 5   | 10  | Occult (Death Rituals)                         | 15   |
| 4   | 32  | Power Usage: Dynamic Powers                    | -    |
| 3   | 6   | Stealth (Silent Movement)                      | 5    |
| 2   | 16  | Unarmed Attack (Strikes)                       | 10   |

| PTS | DEFECTS                                                | PTS |
|-----|--------------------------------------------------------|-----|
| -2  | Bane (Sunlight)                                        | -2  |
| -3  | Cursed (Compelled to use Special Attack once per week) | -3  |
| -3  | Marked (Body appears leprosy)                          | -3  |
| -3  | Unappealing (Smells of decay)                          | -3  |

As friends and loved ones try to tend to their agonised kin, they too collapse one by one, until no one is left to grieve. Entire villages have fallen to the Plague-Bearer in one night, believing, perhaps rightly, that the wrath of the spirits was the cause of their suffering.

Janus first encountered her in his youth on an African hunting trips with his father, when one night he saw a cloaked figure moving at the edges of their camp. The next day, their party came upon a village decimated by her visit. Years later, he researched her with his family's vast resources, and discovered a summoning ritual that he enacted. She devastated several villages along the Scottish highlands before Britannia defeated her. More recently, Janus again brought her forth, this time to the Louisiana bayou. Unfortunately the Baron managed to shatter Janus's mystical shackles, and Plague-Bearer turned on Janus.



## QUEUE (150 CHARACTER POINTS – TRI-STAT)

Gadgeteer Level 5; 155 Power Points — d20 System

**IDENTITY:** Tatyana Ivanova Leonova  
**OCCUPATION:** Inventive genius, criminal mastermind  
**FIRST APPEARANCE:** Caliburn #107  
**FORMER ALIASES:** None  
**PLACE OF BIRTH:** Moscow, Russia  
**AFFILIATION:** None  
**JANUS RELATION:** He stole her most valuable secrets and left her for dead  
**TERRITORY:** London, Moscow  
**HEIGHT:** 5'7" (170 cm) **EYES:** Grey  
**WEIGHT:** 125 lbs. **HAIR:** Auburn

A criminal genius, Queue's brains and ability have given her no shortage of resources. Her name stems from her incredibly long hair, which she wears bound up in a braid that loops down her back to her waist. She was born to the family of a high-ranking officer in the USSR, only to have his position and status crumble with the regime change. Luckily, her family was able to find patronage among the more entrenched Communist figures that still held power. Queue was educated at the finest schools in Europe, gaining her degree from Oxford and accepting a job as one of the chief engineers for the new Russian government. Despite the lofty title of her position, the government had little in the way of funding or payment to offer her.

Tatyana fled the country, taking the mental blueprints of some of her most innovative inventions. She set out to find a place where her genius would be appreciated (or at least where she could sell her ideas to the highest bidder), but was unable to get the respect and money she craved. Frustrated with a world that could not recognise her genius, she met Janus and joined him in his brilliant but twisted world.

Tatyana was fascinated by Janus's warped creative genius. Together, they crafted some of the most feared weapons the world has ever seen. Only after Janus began to sell the items, however, taking full credit for the designs, did she see him for what he was. She planned to leave him and take her portion of the profit with her, but he was one step ahead of her.

When Queue confronted him, Janus lashed out and struck her. They fought, and Janus knocked her unconscious and left her in the middle of their secret laboratory. He set fire to the lab, taking their most valuable secrets with him as the flames raged. Queue survived, but the experience left her scarred in body and soul, blinding her permanently in one eye and disfiguring her.

Once she recovered, she vowed revenge upon Janus. Queue set about building a network of power with which to track him down. Since that time, her agents and creations have cornered Janus multiple times, just as he's rousted her from every secret laboratory she's constructed. Queue could be a great help to science, or even a brilliant mastermind, yet her life will remain forever in limbo until Janus is destroyed.

**BODY** 6 **ATTACK COMBAT VALUE** 8/9  
**MIND** 11/14 **DEFENCE COMBAT VALUE** 6/7  
**SOUL** 9 **HEALTH POINTS** 75

**STR** 10 **DEX** 14 **CON** 10 **INT** 22 (34) **WIS** 20 **CHA** 18  
**REF** +2 **FORT** +1 **WILL** +14 **BASE TO HIT MODIFIER** +2  
**BASE AC MODIFIER** +2 **HIT POINTS** 22

| TRI-STAT | LVL | PTS | CHARACTERISTIC ATTRIBUTES                             | d20 SYSTEM | RANK | PTS  |
|----------|-----|-----|-------------------------------------------------------|------------|------|------|
|          | 5   | 10  | Gadgeteer                                             |            | 5    | (8)  |
|          | 7   | 14  | Gadgets (Various specialised tools and micro-weapons) |            | 7    | (10) |
|          | 3   | 3   | Heightened Awareness                                  |            | 3    | 3    |
|          | 10  | 10  | Highly Skilled                                        |            | 3    | (2)  |
|          | 10  | 40  | Item of Power (Field Generator)                       |            | 10   | (32) |
|          | 3   | 12  | Item of Power (Cerebral Enhancer)                     |            | 3    | 12   |
|          | 5   | 15  | Wealth                                                |            | 5    | (10) |

| LVL | PTS | ITEM OF POWER'S ATTRIBUTES                                                                                                 | FIELD GENERATOR | RANK | PTS |
|-----|-----|----------------------------------------------------------------------------------------------------------------------------|-----------------|------|-----|
| 3   | 12  | Flight (Ride magnetic waves)                                                                                               |                 | 3    | 12  |
|     | -2  | • Activation Time (1 round)                                                                                                |                 |      | -2  |
|     | -2  | • Dependent (Flight, on Force Field)                                                                                       |                 |      | -2  |
| 5   | 22  | Force Field (Magnetic Field — Stops 100 / [1 50]), Regenerating, Full Impact; Area 2)                                      |                 | 5    | 22  |
|     | -2  | • Activation Time (1 round)                                                                                                |                 |      | -2  |
|     | -1  | • Detectable (Human sight, ultraviolet spectrum)                                                                           |                 |      | -1  |
| 1   | 4   | Special Attack "Particle Acceleration Ray" (80 / [1 4d6+8]) Damage, Burning, Inaccurate, Limited Shots, Short Range, Slow) |                 | 1    | 4   |
| 4   | 14  | Telekinesis (Only Metal; Area 4; Range 2)                                                                                  |                 | 4    | 14  |
|     | -2  | • Dependent (Telekinesis, on Force Field)                                                                                  |                 |      | -2  |
| 3   | 11  | Sensory Block (Radar detection, homing weapons, magnetic field detection, Area 4; Duration 4)                              |                 | 3    | 11  |
|     | -2  | • Activation Time (1 round)                                                                                                |                 |      | -2  |
|     | -2  | • Dependent (Sensory Block, on Force Field)                                                                                |                 |      | -2  |

| LVL | PTS | ITEM OF POWER'S ATTRIBUTES                           | CEREBRAL ENHANCER | RANK | PTS |
|-----|-----|------------------------------------------------------|-------------------|------|-----|
| 5   | 10  | Computer Scanning                                    |                   | 5    | 10  |
|     | -1  | • Activation Time (Computer Scanning; 10 Initiative) |                   |      | -1  |
| 3   | 6   | Enhanced Mind / [1 Intelligence]                     |                   | 3    | 6   |

| LVL | PTS | POWER ATTRIBUTES | RANK | PTS |
|-----|-----|------------------|------|-----|
| 5   | 5   | Mind Shield      | 5    | 5   |

| LVL | PTS | SKILLS                                                 | RANK |
|-----|-----|--------------------------------------------------------|------|
| 2   | 12  | Acrobatics (Tumbling)                                  | 6    |
| 4   | 16  | Computers (Programming)                                | 8    |
| 4   | 16  | Electronics (Sensors)                                  | 8    |
| 2   | 2   | Etiquette (Upper Class)                                | 6    |
| 4   | 4   | Languages (Russian, English, French, German, Mandarin) | 6    |
| 2   | 6   | Law (International Law)                                | 6    |
| 2   | 8   | Mechanics (Micro)                                      | 8    |
| 4   | 20  | Physical Sciences (Engineering)                        | 8    |
| 3   | 30  | Special Ranged Attack (Particle Acceleration Ray)      | 3    |
| 1   | 8   | Unarmed Attack (Strikes)                               | 1    |
| 1   | 8   | Unarmed Defence (Strikes)                              | 1    |

| PTS | DEFECTS                                                                      | PTS |
|-----|------------------------------------------------------------------------------|-----|
| -   | Incomplete Training (No Enhanced Intelligence nor Organisation Ties)         | -3  |
| -2  | Marked (Burned diagonally from mid-forehead, across right eye and right ear) | -2  |
| -2  | Nemesis (Janus)                                                              | -2  |
| -2  | Phobia (Fire)                                                                | -2  |
| -2  | Sensory Impairment (Blind in right eye, Deaf in right ear)                   | -2  |
| -1  | Unappealing (Facial scars, chill persona)                                    | -1  |
| -2  | Wanted (Interpol)                                                            | -2  |





## RED LIGHTNING (150 CHARACTER POINTS — TRI-STAT)

Adventurer Level 3; 155 Power Points — d20 System

**IDENTITY:** Maeve O'Donnell (Secret)

**OCCUPATION:** Actress

**FIRST APPEARANCE:** The Untouchables #36

**FORMER ALIASES:** None

**PLACE OF BIRTH:** Sligo, Ireland

**AFFILIATION:** None

**JANUS RELATION:** She's furious at his betrayal, and wants vengeance.

**TERRITORY:** Los Angeles

**HEIGHT:** 5'5" (165 cm)

**EYES:** Brown

**WEIGHT:** 120 lbs. (55 kg)

**HAIR:** Red

Passionate, fiery and self-absorbed, Maeve Leucetius O'Donnell left Ireland at the tender age of 19. She headed for Hollywood with stars in her eyes, determined to make her mark. When fame failed to knock on her door, she rethought her strategy, and enrolled as a drama student. Within a few months she found her niche; she excelled at her classes and was popular with fellow students.

In her second year at UCLA, Maeve and several friends were camping in the Sierras when tragedy struck. Maeve and her on-off boyfriend David were arguing hotly, when he slapped her. Enraged, Maeve hit back hard, breaking his nose. At that moment, their cabin was struck by lightning, and caught fire. The blaze swiftly consumed the building. Three of the campers escaped safely, but Maeve and David were trapped. David was already burning, while Maeve's skin crackled with electric power. In shock, Maeve emerged moments before the building collapsed, a figure of lightning. Her horrified friends ran for their lives, and Maeve was left to deal with the discovery of her powers and the death of her boyfriend alone. Had she killed him, she wondered? Or was it fate that sparked her abilities at that dreadful moment?

Maeve couldn't save David, but she vowed to make a difference from then on. She assumed the name Red Lightning, and made attention-grabbing appearances on the streets of L.A. during climatic superbattles, though whether she wanted to be a hero or just famous was anyone's guess. It all went wrong for the enigmatic new mask when a misaimed lightning-bolt scorched the heroic Skybreaker during a frantic battle. Catastrophe and misunderstanding followed, and a city-wide hunt commenced.

|             |    |                             |    |
|-------------|----|-----------------------------|----|
| <b>BODY</b> | 10 | <b>ATTACK COMBAT VALUE</b>  | 9  |
| <b>MIND</b> | 9  | <b>DEFENCE COMBAT VALUE</b> | 7  |
| <b>SOUL</b> | 8  | <b>HEALTH POINTS</b>        | 90 |

|                         |    |             |    |             |    |                             |    |            |                   |            |    |
|-------------------------|----|-------------|----|-------------|----|-----------------------------|----|------------|-------------------|------------|----|
| <b>STR</b>              | 17 | <b>DEX</b>  | 22 | <b>CON</b>  | 19 | <b>INT</b>                  | 18 | <b>WIS</b> | 16                | <b>CHA</b> | 16 |
| <b>REF</b>              | +7 | <b>FORT</b> | +5 | <b>WILL</b> | +4 | <b>BASE TO HIT MODIFIER</b> |    |            | +1                |            |    |
| <b>BASE AC MODIFIER</b> |    |             |    |             |    | +6                          |    |            | <b>HIT POINTS</b> |            |    |
|                         |    |             |    |             |    |                             |    |            | 30                |            |    |

| TRI-STAT | LVL | PTS | CHARACTERISTIC ATTRIBUTES                      | d20 SYSTEM | RANK | PTS |
|----------|-----|-----|------------------------------------------------|------------|------|-----|
|          | 2   | 2   | Features (Appearance x2)                       |            | 2    | 2   |
|          | 1   | 1   | Heightened Senses (Electric Current Detection) |            | 1    | 1   |

| LVL | PTS | POWER ATTRIBUTES                                     | RANK | PTS  |
|-----|-----|------------------------------------------------------|------|------|
| 10  | 90  | Alternate Form (Lightning Form)                      | 10   | (75) |
| 2   | 20  | Damage Absorption                                    | 2    | 20   |
|     | -3  | • Restriction (Only against electrical-based damage) |      | -3   |
| 1   | 3   | Sixth Sense (Electricity; Area 2)                    | 1    | 3    |

| LVL | PTS | ALTERNATE FORM ATTRIBUTES LIGHTNING FORM                                                               | RANK | PTS |
|-----|-----|--------------------------------------------------------------------------------------------------------|------|-----|
| 3   | 9   | Armour (Optimised: Electricity)                                                                        | 3    | 9   |
| 4   | 32  | Damage Conversion (Electricity)                                                                        | 4    | 32  |
|     | -3  | • Restriction (Only against electrical-based damage)                                                   |      | -3  |
| 1   | 13  | Environmental Influence (Electrical charge; Area 4; Duration 5; Range 3)                               | 1    | 13  |
| 4   | 16  | Flight                                                                                                 | 4    | 16  |
| 3   | 18  | Regeneration                                                                                           | 3    | 18  |
|     | -2  | • Dependent (Damage Conversion)                                                                        |      | -2  |
| 5   | 20  | Special Attack "Ball Lightning" (100 / [ 5d6 + 10 ] Damage, Burning, Knockback, Backblast, Inaccurate) | 5    | 20  |
| 1   | -4  | • Maximum Force                                                                                        | 1    | -4  |
| 4   | 4   | Special Attack "Electric Corona" (60 / [ 3d6+6 ] Damage, Aura, Burning, Melee)                         | 4    | 4   |
|     | -3  | • Marked (Electric Woman)                                                                              |      | -3  |

| LVL | PTS | SKILLS                                 | RANK |
|-----|-----|----------------------------------------|------|
| 1   | 3   | City Knowledge (LA: Hollywood)         | 5    |
| 1   | 2   | Climbing (Natural Surfaces)            | 5    |
| 1   | 3   | Disguise (Costume)                     | 5    |
| 3   | 6   | Performing Arts (Drama)                | 6    |
| 1   | 3   | Seduction (Male)                       | 6    |
| 1   | 2   | Visual Arts (Photography)              | 5    |
| 1   | 1   | Wilderness Survival (Mountain)         | 5    |
| 1   | 10  | Special Ranged Attack (Ball Lightning) | 2    |

| PTS | DEFECTS                                                                     | PTS |
|-----|-----------------------------------------------------------------------------|-----|
| -3  | Achilles Heel (Cold)                                                        | -3  |
| -2  | Blind Fury (When trapped or helpless; Needs to regain freedom to calm down) | -2  |
| -1  | Less Capable (Composure)                                                    | -1  |
| -2  | Involuntary Change (When threatened)                                        | -2  |
| -2  | Nemeses (The Untouchables)                                                  | -2  |
| -2  | Skeleton in the Closet (Secret identity)                                    | -2  |
| -3  | Vulnerability (Immersion in water)                                          | -3  |
| -2  | Wanted (Local authorities)                                                  | -2  |

It didn't take much for Janus to charm the fugitive Maeve off her feet, nor for him to convince the offended Red Lightning the self-righteous, pompous heroes of the town were in the wrong. She assisted him in numerous malicious schemes until he fled to avoid apprehension, leaving Red Lightning to fight her way out of the LAPD's clutches alone. These days, Red Lightning's blazing temper erodes her softer emotions for Janus.



## RED LOTUS (175 CHARACTER POINTS — TRI-STAT)

Powerhouse Level 1, Psychic Level 1, Skulker Level 2; 195 Power Points — d20 System

**IDENTITY:** Diki Dhondup  
**OCCUPATION:** Thief, political activist, agent provocateur  
**FIRST APPEARANCE:** Amazing Presentations, Vol. III, #201  
**FORMER ALIASES:** None  
**PLACE OF BIRTH:** Lhasa, Tibet  
**AFFILIATION:** None  
**JANUS RELATION:** She turned the Chinese authorities onto Janus when she discovered he was using her.  
**TERRITORY:** Lhasa, Khatmandu  
**HEIGHT:** 5'2" (157 cm) **EYES:** Black  
**WEIGHT:** 140 (64 kg) **HAIR:** Black

Diki grew up as a refugee, shipped back and forth from one Chinese "youth education facility" to another. She spent half her time running away and living on the streets, and half her time in youth centres, discriminated against for the crime of her Tibetan ancestry. She had little knowledge of her people's culture and even less of their religion.

She knew the Chinese government, though, and hated it. Every day on the streets she practised her trade, toughening herself by deliberate exposure to the urban elements, burglarising houses of Chinese for revenge and practice. She ignored her Tibetan brethren, not out of altruism, but out of sheer pragmatism: she could not take from those who had nothing.

One night, rumours of an untouched cache of gold led Diki to a monastery hidden in the mountains. Inside, she found a hidden altar covered in gold. In the centre was an image of a god rising from a red lotus flower. A breeze stirred the draperies of the alcove; Diki felt disoriented, yet peaceful. The fires lit, and the god stepped forth from the image to speak to her. The little thief had caught the eye of the divine spirits that inhabited this monastery, and was thus granted the chance to act for the good of Tibet and take her first steps toward enlightenment, as the worldly arm of the god of wealth. Her mercenary attitude hid a soul centuries old, an incarnation of one of the Buddha's most devoted followers. When confronted with this proof of the divine, the memories of her former lives flooded back, and she found herself both humbled and elated to the core of her soul. Finally, she knew where she belonged.

When she stepped forth from the alcove, she was Diki no longer. She had taken her first step toward enlightenment, devoting herself to Buddha and the god of wealth.

**BODY** 8 **ATTACK COMBAT VALUE** 9  
**MIND** 7 **DEFENCE COMBAT VALUE** 7  
**SOUL** 8 **HEALTH POINTS** 140

**STR** 40 **DEX** 18 **CON** 16 **INT** 14 **WIS** 16 **CHA** 16  
**REF** +7 **FORT** +7 **WILL** +10 **BASE TO HIT MODIFIER** +4  
**BASE AC MODIFIER** +6 **HIT POINTS** 55

| TRI-STAT | LVL | PTS | CHARACTERISTIC ATTRIBUTES                      | d20 SYSTEM | RANK | PTS |
|----------|-----|-----|------------------------------------------------|------------|------|-----|
|          | 2   | 6   | Attack Combat Mastery                          |            | 2    | (3) |
|          | 2   | 2   | Combat Technique (Blind Fighting, Leap Attack) |            | 2    | 2   |
|          | 2   | 4   | Defence Combat Mastery                         |            | 2    | 4   |
|          | 3   | 3   | Divine Relationship                            |            | 3    | 3   |
|          | 1   | 8   | Extra Attacks                                  |            | 1    | 8   |
|          | 2   | 4   | Extra Defences                                 |            | 2    | 4   |
|          | 6   | 6   | Heightened Awareness                           |            | 6    | 6   |
|          | 2   | 2   | Highly Skilled                                 |            | 1    | (0) |
|          | 3   | 6   | Tough                                          |            | 3    | 6   |

| LVL | PTS | POWER ATTRIBUTES                                                                | RANK | PTS |
|-----|-----|---------------------------------------------------------------------------------|------|-----|
| 4   | 12  | Armour (Elemental immunity — Optimised vs. Cold)                                | 4    | 12  |
| 4   | 12  | Armour (Elemental immunity — Optimised vs. Heat)                                | 4    | 12  |
| 3   | 3   | Jumping                                                                         | 3    | 3   |
| 6   | 24  | Mass Decrease (Insubstantial; No Knockback)                                     | 6    | 24  |
| 3   | 8   | Mind Shield (Area 3; Targets 2)                                                 | 3    | (7) |
| 1   | 6   | Regeneration                                                                    | 1    | 6   |
| -3  |     | • Restriction (Regeneration; Only while sleeping)                               | -3   |     |
| 3   | 7   | Sixth Sense (Astral/Ethereal Beings, Places of Power, Objects of Power; Area 4) | 3    | 7   |
| 3   | 12  | Superstrength                                                                   | 3    | (8) |
| 4   | 11  | Telepathy (Only humans; Range 2; Targets 1)                                     | 4    | (9) |

| LVL | PTS | SKILLS                                 | RANK |
|-----|-----|----------------------------------------|------|
| 2   | 12  | Acrobatics (Tumbling)                  | 6    |
| 2   | 6   | Burglary (Breaking-and-Entering)       | 5    |
| 1   | 2   | Climbing (Walls)                       | 4    |
| 2   | 4   | Cultural Arts (Art Appraisal)          | 3    |
| 1   | 2   | Foreign Culture (Chinese)              | 2    |
| 2   | 2   | Languages (Tibetan, English, Mandarin) | 2    |
| 2   | 2   | Wilderness Survival (Mountain)         | 3    |
| 1   | 8   | Unarmed Attack (Strikes)               | 2    |
| 1   | 8   | Unarmed Defence (Strikes)              | 2    |

| PTS | DEFECTS                                             | PTS |
|-----|-----------------------------------------------------|-----|
| -1  | Famous (Amongst Tibetans)                           | -1  |
| -1  | Nemesis (Janus, acts as 3 BP when she leaves Tibet) | -1  |
| -2  | Wanted (People's Republic of China)                 | -2  |

She was now Red Lotus, charged with gathering the treasures of Tibet to herself for safekeeping, awaiting the day when they could be restored to her people. When necessary, she would smuggle them out of the country to the exiled Tibetan government, where they remained in the care of the Dalai Lama until he could return.

Red Lotus was charmed by Janus for a short while, to help him search for the *Jowo Mikyoe Dorjee*, the holiest Buddhist statue in Tibet. When she realised that Janus wanted it for selfish purposes, however, she arranged for the authorities to discover his presence. He escaped, leaving the country before he could be apprehended, but he swore revenge against the Red Lotus should she ever set foot into "civilisation."

Red Lotus has studied and mastered a number of mystical techniques, giving her incredible strength and stamina. She never uses weapons, preferring to fight with her own hands when necessary. She sees everything and everyone as a challenge, and is only really happy when she's stealing or fighting.





## SANGRE DE SOMBRA (125 CHARACTER POINTS — TRI-STAT)

Adventurer Level 3; 135 Power Points — d20 System

**IDENTITY:** Maria Solano (Secret)

**OCCUPATION:** Traveller, occultist

**FIRST APPEARANCE:** Tales from the Street #7

**FORMER ALIASES:** Blood Shadow, Sangre

**PLACE OF BIRTH:** San Diego, CA

**AFFILIATION:** None

**JANUS RELATION:** Their relationship is distant but cordial, having split over differing priorities

**TERRITORY:** Wanders; primarily Mexico City, and southwest US

**HEIGHT:** 5'7" (170 cm) **EYES:** Hazel

**WEIGHT:** 140 lbs. (64 kg) **HAIR:** Brown

Maria grew up in hostels and homeless shelters along the coasts of the US and Mexico, dragged with her brother and sister in their mother's wake. In 1997, just after Maria's 14th birthday, life's monotonous rhythm shattered forever. Maria was kidnapped along with 99 other hostel children, strays, and runaways by the Temple of Mars and offered to Bloody Mary as a sacrifice. Other survivors say she looked upon the face of Mary and cried out in horror even as the magical girl Pan swooped in to drive the demon away. Maria had no memory of it afterwards, and merely watched the proceedings mutely. Her little brother was not among the surviving children.

After the attack, the authorities tried to monitor the traumatised survivors, but Maria fled the hospital. Frightened and wounded, she wanted nothing more than to be left alone, and she was almost impossible to locate if she chose not to be found. Finally, her case worker, Tomas Hernandez, learned how Maria could evade Social Services so easily when he saw her openly use her powers to elongate and melt into the shadows of an alleyway.

Tomas eventually tracked Maria down and convinced her to talk to him. He hypothesised her powers might have been unlocked by the traumatic experiences, and wanted to help her adjust back into society. Maria worried her powers came from Bloody

|             |    |                             |    |
|-------------|----|-----------------------------|----|
| <b>BODY</b> | 10 | <b>ATTACK COMBAT VALUE</b>  | 8  |
| <b>MIND</b> | 6  | <b>DEFENCE COMBAT VALUE</b> | 10 |
| <b>SOUL</b> | 8  | <b>HEALTH POINTS</b>        | 90 |

|                         |    |             |    |             |    |                             |    |            |                   |            |    |
|-------------------------|----|-------------|----|-------------|----|-----------------------------|----|------------|-------------------|------------|----|
| <b>STR</b>              | 18 | <b>DEX</b>  | 22 | <b>CON</b>  | 20 | <b>INT</b>                  | 12 | <b>WIS</b> | 14                | <b>CHA</b> | 16 |
| <b>REF</b>              | +7 | <b>FORT</b> | +6 | <b>WILL</b> | +3 | <b>BASE TO HIT MODIFIER</b> |    |            | +1                |            |    |
| <b>BASE AC MODIFIER</b> |    |             |    |             |    | +8                          |    |            | <b>HIT POINTS</b> |            |    |
|                         |    |             |    |             |    |                             |    |            | 3                 |            |    |

| TRI-STAT | CHARACTERISTIC ATTRIBUTES |                                                   | d20 SYSTEM |     |
|----------|---------------------------|---------------------------------------------------|------------|-----|
| LVL      | PTS                       |                                                   | RANK       | PTS |
| 2        | 2                         | Combat Technique (Blind Fighting, Leaping Attack) | 2          | 2   |
| 4        | 8                         | Defence Combat Mastery                            | 4          | 8   |
| 3        | 3                         | Heightened Awareness                              | 3          | 3   |
| 2        | 2                         | Heightened Senses (Hearing x2)                    | 2          | 2   |
| 1        | 1                         | Highly Skilled                                    | 3          | 3   |

| LVL | PTS | POWER ATTRIBUTES                                               | RANK | PTS  |
|-----|-----|----------------------------------------------------------------|------|------|
| 4   | 32  | Damage Absorption                                              | 4    | (17) |
|     | -3  | • Restriction (Against blunt trauma only)                      |      | -3   |
| 6   | 12  | Elasticity                                                     | 6    | 12   |
| 2   | 10  | Environmental Influence (Darkness, Sound; Area 4; Duration 4)  | 2    | 10   |
|     | -2  | • Restriction (Can only be used for hiding)                    |      | -2   |
| 2   | 4   | Flight (Glider)                                                | 2    | 4    |
| 2   | 7   | Sixth Sense (Danger, Pocket Dimensions; Area 5)                | 2    | 7    |
| 1   | 1   | Special Defence (Pain)                                         | 1    | 1    |
| 4   | 4   | Special Movement (Balance, Cat-like, Light-footed, Slithering) | 4    | 4    |

| LVL | PTS | SKILLS                              | RANK |
|-----|-----|-------------------------------------|------|
| 1   | 6   | Acrobatics (Tumbling)               | 6    |
| 1   | 3   | Burglary (Breaking-and-Entering)    | 4    |
| 2   | 6   | City Knowledge (Mexico City: Slums) | 6    |
| 1   | 2   | Occult (Spirits)                    | 2    |
| 2   | 6   | Stealth (Concealment)               | 6    |
| 3   | 6   | Street Sense (Gang Activity)        | 6    |
| 1   | 3   | Urban Tracking (Streets)            | 1    |
| 1   | 8   | Unarmed Defence (Strikes)           | 1    |

| PTS | DEFECTS                                  | PTS |
|-----|------------------------------------------|-----|
| -2  | Phobia (Bloody Mary)                     | -2  |
| -2  | Skeleton in the Closet (Secret identity) | -2  |

Mary, and was terrified that Bloody Mary would hunt her down. Making matters worse, FBI agents whom had been informed of Maria's abilities, tried to take custody of her. Although Tomas explained that he was on her side, Maria freaked and lashed out, hurting him badly. Maria slipped out of the shelter and into the night, and they never found her again.

No one has connected the teenaged Maria Solano who disappeared years ago with the young woman called Sangre de Sombra, or Blood Shadow, known to the underworld as a desultory burglar and spy. She ranges through the North American southwest, slipping back and forth across the border as an agent-for-hire. Although she often fends for herself, she will do jobs for the drug cartels and Mafia.

Sangre de Sombra was hired to spy on a rich British gentleman hiding in Dallas. Janus turned the tables on Sangre, capturing and seducing her. They wiped out Sangre's employer, and then spent several months together, ranging throughout the region. An opportunity arose for Janus in Europe, and he left her since Sangre refused to go with him. She is not comfortable outside of her territory, fearing the unknown dimensions and sinister beings like Bloody Mary. Sangre has returned to her old ways, but with more confidence and skill, becoming a night terror in her own right.



## SANTA ELIANNA (200 CHARACTER POINTS — TRI-STAT)

Psychic Level 5; 200 Power Points — d20 System

**IDENTITY:** Eliana Diaz (Publicly known)

**OCCUPATION:** Evangelist

**FIRST APPEARANCE:** Mother Raven Limited Series #4

**FORMER ALIASES:** None

**PLACE OF BIRTH:** Rio, Brazil

**AFFILIATION:** None

**JANUS RELATION:** Janus is aware of her potential, but the *Orixá* spirits have countered his every plot.

**TERRITORY:** Brazil

**HEIGHT:** 5'6" (168 cm)

**EYES:** Brown

**WEIGHT:** 130 lbs (59 kg)

**HAIR:** Brown

Rio is a city of great beauty, and of great poverty. High above the luxury hotels of Ipanema and Copacabana beach loom the *favela* slums clinging precariously to the sides of the city's many precipitous mountains. Favela Vidigal, in particular, affords its residents a spectacular view of the city, the Atlantic Ocean, and a life its desperate residents can only dream of in the resorts below. But one girl does more than dream, now that the *Orixá* spirits of the Candomblé religion have chosen her to be their emissary.

Eliana Diaz was a typical *carioca* — a Rio local — until the day she found herself alone along the bank of Lagoa Rodrigo de Freitas, just a few blocks from the shores of the Atlantic. There, in the morning mists, the figure of Cristo Redentor, high above on Corcovado, gazed down at the vibrant statues of the *Orixá* spirits set in the waters of the lake. On this day those spirits chose to speak to Eliana Diaz, telling her that her destiny was to be their voice to the people of Brazil and beyond.

**BODY** 9 **ATTACK COMBAT VALUE** 8  
**MIND** 8 **DEFENCE COMBAT VALUE** 6  
**SOUL** 13 **HEALTH POINTS** 110

**STR** 10 **DEX** 12 **CON** 12 **INT** 11 **WIS** 21 **CHA** 12  
**REF** +2 **FORT** +2 **WILL** +9 **BASE TO HIT MODIFIER** +2  
**BASE AC MODIFIER** +1 **HIT POINTS** 25

| TRI-STAT |     |                                                      | d20 SYSTEM |     |
|----------|-----|------------------------------------------------------|------------|-----|
| LVL      | PTS | CHARACTERISTIC ATTRIBUTES                            | RANK       | PTS |
| 3        | 3   | Divine Relationship (Favourite of the <i>Orixá</i> ) | 3          | (0) |
| 3        | 3   | Highly Skilled                                       | 3          | (1) |

| LVL | PTS | POWER ATTRIBUTES                                                                              | RANK | PTS  |
|-----|-----|-----------------------------------------------------------------------------------------------|------|------|
| 4   | 21  | Mind Control (Targets 1)                                                                      | 4    | (16) |
| 4   | 84  | Power Flux (Spheres of the <i>Orixá</i> , primal; Duration Reversed 4)                        | 4    | 84   |
| 2   | 7   | Telepathy (Humans; Area 2; Targets 1)                                                         | 2    | (5)  |
| 3   | 6   | Sixth Sense (Omens, Danger, Spirits; Area 3)                                                  | 3    | (5)  |
| 5   | 20  | Special Attack "Mind Blast" (60 / [1d6+2] Damage, Incapacitating: Unconsciousness, No Damage) | 5    | (16) |

| LVL | PTS | SKILLS                               | RANK |
|-----|-----|--------------------------------------|------|
| 2   | 6   | City Knowledge (Rio: Favela Vidigal) | 5    |
| 2   | 2   | Domestic Arts (Cooking)              | 2    |
| 4   | 4   | Etiquette (Lower Class)              | 6    |
| 5   | 10  | Occult ( <i>Orixá</i> Spirits)       | 10   |
| 3   | 6   | Performing Arts (Public Speaking)    | 8    |
| 3   | 24  | Power Usage: Power Flux              | -    |
| 2   | 6   | Street Sense (Territorial Divisions) | 5    |
| 2   | 2   | Swimming (Diving)                    | 2    |

| PTS | DEFECTS                                          | PTS |
|-----|--------------------------------------------------|-----|
| -1  | Famous                                           | -1  |
| -   | Incomplete Training (no Mind Shield or Illusion) | -2  |
| -3  | Owned (by <i>Orixá</i> )                         | -3  |

Now Santa Eliana travels about her country, doing the will of the spirits. She channels a different *Orixá* each day, acting as that spirit's "horse," and gains powers according to that spirit's sphere of influence. The most typical *Orixá* Eliana manifests are: the benevolent old man Oxala, spirit of creation; the jocose but sinister Exu, spirit of meditation and messages; the gracious, feminine Oxum, spirit of beauty and coquetry; Yansan, a restless woman reigns over the wind and storms; Oxossi the hunter; the blacksmith Ogum, who deals with mechanical and metal objects; and Omulu, a repulsive old man whose sphere is disease. Not all of the *Orixá* are entirely benevolent beings, and as Eliana channels them they use her for their own obscure purposes; she never questions their demands, considering herself no more than a humble vessel for the spirits. Until the day that the *Orixá* leave her, she will follow their will, giving up family, friends, and possibly her own life in the service of her faith.

While on holiday in Rio, Janus happened to be present in a crowd that witnessed one of Santa Eliana's daily possessions, and the subsequent miracle of healing she performed in the role of the *Orixá* Omulu. He attempted to use her for his own purposes but to his infuriating dismay, he soon found her unpredictable powers and the strange spirits that protected her made this impossible.





## WÀNGQUÈ (125 CHARACTER POINTS — TRI-STAT)

Stalker Level 4; 145 Power Points — d20 System

**IDENTITY:** Huang Mei Lin (Secret)

**OCCUPATION:** Triad assassin

**FIRST APPEARANCE:** Tales from the Street #109

**FORMER ALIASES:** Zhulian Fei An

**PLACE OF BIRTH:** Taipei, Taiwan

**AFFILIATION:** Triads

**JANUS RELATION:** Separated at the end of a pre-determined and brief working association.

**TERRITORY:** Taiwan

**HEIGHT:** 5'6" (168 cm)

**EYES:** Brown

**WEIGHT:** 125 lbs. (57 kg)

**HAIR:** Black

Life on the streets of Taipei is rough for the average poor Taiwanese, and more so for girls from large families. Mei Lin rejected her family's unobtrusive urging to become a sex worker, and instead accompanied her brothers wherever they went. Treated like a pet, they indulged her and taught her kung fu at her request. She took the sum of their teachings and defeated each one in real challenges; they realised she wanted to be a serious player. Mei Lin went with them on jobs thereafter, learning to thrive on the street, hotwiring cars and firing guns.

When Mei Lin learned her brothers worked for the Jade Circle Triad, she demanded to be taken in and made a member. Her brothers initially refused, but she deflated their arguments, pointing at her usefulness. They brought her to the next meeting, where she petitioned for membership and displayed her skill against several members. She was accepted after a long and gruelling initiation ordeal.

The Jade Circle Triad put her to work as a burglar and footpad. She might have remained as such were it not for the death of her favourite brother, Shan, at the hands of a rival gang. Spurred on by revenge, Mei Lin trained extensively in order to slay her brother's killers. She delved deep into the mystic roots of kung fu as she did so. Finding the murderers, she killed them bare handed — yet once she had slaked her thirst for revenge, she realised nothing mattered in life.

Mei Lin became a nihilist, concluding life held nothing to lose, nothing to fear ... not even death. An avowed atheist with no belief in an afterlife was a perfect weapon. The Triads were quick to use her in this capacity, killing any who refused to follow their

|             |   |                             |     |
|-------------|---|-----------------------------|-----|
| <b>BODY</b> | 8 | <b>ATTACK COMBAT VALUE</b>  | 12  |
| <b>MIND</b> | 6 | <b>DEFENCE COMBAT VALUE</b> | 10  |
| <b>SOUL</b> | 5 | <b>HEALTH POINTS</b>        | 105 |

|                     |         |         |                         |        |        |
|---------------------|---------|---------|-------------------------|--------|--------|
| STR 15              | DEX 16  | CON 17  | INT 12                  | WIS 12 | CHA 10 |
| REF +7              | FORT +6 | WILL +6 | BASE TO HIT MODIFIER +9 |        |        |
| BASE AC MODIFIER +9 |         |         | HIT POINTS 54           |        |        |

| TRI-STAT | LVL | PTS | CHARACTERISTIC ATTRIBUTES                                                             | d20 SYSTEM |
|----------|-----|-----|---------------------------------------------------------------------------------------|------------|
|          |     |     |                                                                                       | RANK PTS   |
|          | 6   | 18  | Attack Combat Mastery                                                                 | 6 (15)     |
|          | 5   | 5   | Combat Technique (Accuracy, Blind Fighting, Concealment, Judge Opponent, Steady Hand) | 5 (4)      |
|          | 6   | 12  | Defence Combat Mastery                                                                | 6 12       |
|          | 1   | 8   | Extra Attacks                                                                         | 1 8        |
|          | 2   | 6   | Extra Defences                                                                        | 2 (3)      |
|          | 6   | 6   | Heightened Awareness                                                                  | 6 6        |
|          | 6   | 6   | Highly Skilled                                                                        | 2 (0)      |
|          | 2   | 4   | Massive Damage (Unarmed Strikes)                                                      | 2 4        |
|          | 4   | 8   | Organisational Ties (Jade Circle Triad)                                               | 4 8        |
|          | 2   | 4   | Tough                                                                                 | 2 4        |

| LVL | PTS | POWER ATTRIBUTES                                                  | RANK | PTS |
|-----|-----|-------------------------------------------------------------------|------|-----|
| 5   | 5   | Heightened Senses (Hearing, Sight, Smell, Taste, Touch)           | 5    | 5   |
| 1   | 1   | Immovable                                                         | 1    | 1   |
| 2   | 2   | Mind Shield                                                       | 2    | 2   |
| 1   | 6   | Regeneration                                                      | 1    | 6   |
| -3  |     | • Concentration (Kung fu meditation)                              |      | -3  |
| 1   | 4   | Sixth Sense (Danger, Area 3)                                      | 1    | 4   |
| -1  |     | • Restriction (Vague detection)                                   |      | -1  |
| 4   | 4   | Special Movement (Balance, Cat-Like, Light-Footed, Wall-Bouncing) | 4    | (3) |

| LVL | PTS | SKILLS                                   | RANK |
|-----|-----|------------------------------------------|------|
| 2   | 12  | Acrobatics (Balance, Jumps)              | 6    |
| 2   | 6   | Burglary (Breaking-and-Entering)         | 3    |
| 2   | 6   | City Knowledge (Taipei: Hsinji district) | 3    |
| 4   | 4   | Controlled Breathing (Cyclic Breathing)  | 2    |
| 1   | 3   | Disguise (Makeup)                        | 2    |
| 1   | 4   | Interrogation (Psychological)            | 2    |
| 3   | 3   | Languages (Mandarin, Cantonese, English) | 2    |
| 1   | 4   | Poisons (Natural)                        | 2    |
| 2   | 6   | Sleight of Hand (Lock-Picking)           | 3    |
| 2   | 6   | Stealth (Concealment, Silent Movement)   | 3    |
| 2   | 4   | Street Sense (Influential Individuals)   | 2    |
| 2   | 8   | Urban Tracking (Underworld)              | 2    |
| 2   | 16  | Unarmed Attack (Strikes)                 | 2    |
| 1   | 8   | Unarmed Defence (Strikes)                | 1    |

| PTS | DEFECTS                                                                  | PTS |
|-----|--------------------------------------------------------------------------|-----|
| -2  | Marked (Eastern dragon tattoo coiled down right arm)                     | -2  |
| -2  | Owned (Jade Circle Triad)                                                | -2  |
| -2  | Skeleton In the Closet (Secret identity)                                 | -2  |
| -2  | Wanted (As Wàngquè by Taiwan's Ministry of Justice Investigation Bureau) | -2  |

dictates. She became a feared Triad assassin, since no obstacle or threat sufficiently deterred her in carrying out orders. No matter how many times she might be barred or thwarted, she kept returning until the job was done.

Taiwan's Ministry of Justice Investigation Bureau has now been investigating a string of Triad-related murders. They have heard various accounts of the unnamed assassin whom they have nicknamed Wàngquè, or Oblivion, in reference to offhand statements she has reportedly made about death. Recently, they have co-operated with the FBI and Empire City's police in connection with an assassination carried out in Empire City's Chinatown. Eyewitnesses reported her battling alongside Janus against Caliburn and the Lady of the Lantern.

## ADVENTURE SEEDS

Following are some brief ideas for adventures or full-length campaigns. Each one gives a brief outline of a concepts that GMs can flesh out as needed.

### FLICKING YOUR SWITCH

**SCALE:** Standard

**LOCALE:** Empire City

**TONE:** Four Colour to Mature

**THEME:** The enemy of my enemy ... wants to kill me!

Anima has decided that one of the ways to prove she is more real than Janus is to succeed where he has failed, and effectively best him at his own game — hero hunting. She sets her sights on the player characters shortly after they evaded several of Janus's death traps and put the kibosh on his plans. Ideally, she was in a position to tactically observe why Janus's plan failed (perhaps from inside his dreams), and she copies him ... or so it seems. Her scheme is predicated on the heroes first believing they are facing Janus again — but when they attempt to use their old tricks to defeat death traps they've bested numerous times before, they quickly learn that Janus isn't in charge. Anima has even explored the depths of the heroes' dreams and nightmares to tailor her maze especially for them.

Additionally, Anima is not alone in her endeavour. She struggles to treat her companions with the respect that Janus never did, but it's hard to be polite when she sees herself as better than all of them. Still, she has recruited Black Mamba, Briar Rose, and Kitty Kat to her cause, promising them wealth, revenge, and safety respectively. If the player characters are far more powerful than these opponents, however, she can certainly bolster her forces with Dark Valkyrie (taking Janus's place as her partner), and Black Annie.

## TRUE MATHEMATICS

**SCALE:** Standard or Major Heroes

**LOCALE:** Empire City, London, Moscow

**TONE:** Four Colour to Graphic Novel

**THEME:** Justifying the Ends

Myriad and Queue have discovered a mutual interest, and a willingness to work together despite their differences of opinion on Janus. Queue knew of Myriad's history, and sought her out at the Minsk Institute, claiming to desire the pursuit of knowledge. Of course, with Queue, research often involves achieving her ends through whatever means are required ... and there's always the chance that she's simply using Myriad to find Janus.

Yet on the surface, their plan looks mutually agreeable. The Ascension Institute is a vault of metahuman knowledge, and ripe for the plunder, but it is jealously guarded by the self-styled heroes of Empire City. Thus Queue and Myriad form the nucleus of an invisible empire that reaches out to the Artificer and Seawolf in an attempt to create the world's greatest datahaven. Should they prove to not have enough power for their grand ambition, they may talk the Iron Duke into allying with them, for surely their collective genius can help restore his humanity.

### LADYBIRD

**SCALE:** Standard, Obscure, or Minor Heroes

**LOCALE:** Empire City

**TONE:** Mature to Four Colour to Comedic

**THEME:** Making the Most of One's Assets

The villainesses, struck by the thought of romance, have decided to go straight, in a manner of speaking. How do the heroes react when the Senator's new girlfriend is revealed to be a blonde Argentinean bombshell, Honoria Mendes? Of course, it's likely they've never heard of Honey, and don't notice when she introduces the young Sara Adams to Empire's new mayor, or how serendipitously Slipstream finds true love in Genevieve Bruant.

Honey, Fortuna, and Lucky Lady are set to take over the town. There's nothing to worry about, since one of the character's new girlfriends, the lovely Minuet "Mina" King, knows all those girls are harmless ... until they're crossed, of course.

For a more comedic game, the vixens could be played as a villainous *Sex in the City*, while a more serious, femme fatale mystery might replace Mina and Lucky Lady with Anima and Briar Rose.



## CEASE TO EXIST

**SCALE:** Standard to Major Heroes

**LOCALE:** Global

**TOPE:** Mature or Graphic Novel

**THEME:** Role of the Modern Gods

Santa Eliana has been given a vision where modern gods walk tomorrow's halls of power, receiving adoration and homage from their grateful believers. She sets out on a world tour to relay her vision to the sisters she saw herself walking alongside — and to convince them to join her path.

Rumours abound of her travels throughout the underground community. Can she be stopped, and perhaps more importantly, has she done anything wrong?

Santa Eliana first convinces the timid Sangre de Sombra to join her. Together they track down Pele in Hawaii, Black Annie in Scotland, and the Tibetan Red Lotus; their final "partner" is the dreaded African Plague-Bearer. These avatars of the positive and negative aspects of humanity are a true force to be reckoned with should they decide to impose their visions upon any part of the world.

Of course, Santa Eliana might not stop there. Red Phoenix, Mother Raven, and Pan are all mystical embodiments of some aspect of womanhood. Might they not fall to the sin of hubris, and think they are better than common men and women?

But why would the *Orixa* set Eliana on this path to begin with? Perhaps they feel it is their time to return forcibly to the world, for they have been ignored too long, and should people forget about them they will cease to exist. Alternatively, Eliana may be controlled by another spirit rider, like Doc Cimitière, for his own nefarious purposes!

## BLACK PLASTIC

**SCALE:** Minor or Obscure Heroes

**LOCALE:** Empire City or major metropolis

**TOPE:** Mature to Dark and Gritty

**THEME:** Doing What's Hardest

A number of Janus's henchmen have turned up dead, all in black plastic bodybags. Janus himself is on the run, with rumours placing him in Empire City (or L.A., Paris, or Cairo), hellbent on holing up. Not one, but three former sidekicks are after his head;

to make matters worse, two were still his allies last time he checked. Black Mamba, Caiman, and the nihilistic Wàngquè have all been spotted on his trail, and whenever he nearly defeats one, the other two show up to turn the tide.

Will the heroes intervene, if only to keep the destruction to the city down to a minimum? Do they watch gleefully, as Janus is hounded from one femme fatale to the next? Can they refuse him if he begs for help? Who convinced Wàngquè and Caiman to go after Janus's blood, and is there any truth to the stories that there's a big wager riding on the line? And if the heroes take too long to decide, will they find Janus in a black plastic bodybag?

## PLAYGIRL

**SCALE:** Standard Heroes

**LOCALE:** Any major metropolis

**TOPE:** Four Colour to Mature

**THEME:** Hunting Heroes

Dark Valkyrie has decided it is time to make her reappearance. In order to win Janus's affections, she decides a gift of several heroes is in order. She tracks down the poor, autistic Jenny to gain a tactical advantage, and then plans the best offensive she can against the heroes.

Dark Valkyrie then enlists the aid of Red Lightning and the two women storm high society, hobnobbing in any social event the heroes are likely to attend. Beautiful, wealthy, and apparently sympathetic (for their handicapped niece accompanies them), they attract tremendous attention.

Ideally, Dark Valkyrie, in her guise as Victoria King, will collect a few traces (hair, clothing, etc.) of her particular targets. When ready, she will set things in motion. Her plan will likely focus on a distraction, embodied by the volatile Red Lightning. While Red Lightning causes tremendous havoc in a local downtown square, Dark Valkyrie and Jenny wait in the wings. As soon as an opportunity presents itself, Dark Valkyrie will present Jenny with a trace of her target, and instantly teleport to take him or her unawares. With several such blitzkrieg strikes, the heroes may find the battle goes against them very quickly. Can they recover before Dark Valkyrie vanquishes them all?

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SILVER AGE SENTINELS

# ROLL CALL 3

## COUNTRY MATTERS



Janus is a methodical and cunning villain, with a constantly changing series of sidekick vixens that he uses and then tosses away. Occasionally this backfires on him ... and the hunter becomes the hunted.

*Roll Call 3: Country Matters* presents two dozen femme fatales from around the world that you can drop into any *Silver Age Sentinels* campaign.

Includes character bios, dual-stat write-ups for the Tri-Stat and d20 Systems, and game seeds to kick-start your creativity.



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