

HEROES

UNLIMITED

UNIVERSE

Companion Rules BHU26



Superhero roleplaying in the Beyond Heroes Unlimited Universe

The Beyond Heroes Roleplaying Game Book XXVI/26: The Book of Allies 1

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Foreword

The Beyond Heroes Unlimited Universe series represents a new series of pdfs converting the D20 Beyond Heroes setting to Palladium mechanics in general, and Heroes Unlimited specifically.

Superheroes have captivated audiences for generations with their incredible powers, heroic deeds, and unwavering commitment to justice. But what happens when these powerful individuals band together to form a group? The result is a force to be reckoned with: a superhero team that is greater than the sum of its parts. From the X-Men and the Justice League to the Avengers and the Fantastic Four, superhero groups have become an iconic part of popular culture, inspiring countless comic books, movies, and television shows. In this book, we will delve into the world of superhero groups and discover the unique dynamics, challenges, and triumphs that come with working as a team to save the world.

This is a book of heroic organizations which could only occur on a superhero world. Each of these organizations is easily transplantable to any metropolitan community and each is a potential ally for the players.

U.N.I.T.T. and its associated organizations are detailed in PDFs BHU5 and BHU6.

Ancient Era Allies



The Arcane. Espionage. Government. Intelligence. Service. (AEGIS) is an ancient ultra secret organization created around 620 BC to keep the earth safe from all threats supernatural and extradimensional, which might prove to be beyond the power of conventional forces to handle. The group consists primarily of Elves, Dwarves and Humans, though characters of any race can join, if they're good enough. Only high level members of the Elven, Dwarven and Human governments are aware of its existence.

Magic and sorcery have been tied to governments since time immemorial. There is a Dark Cold War going on now. On one side is AEGIS, working for order and peace and not really caring about the cost. On the other is CLAW, a mysterious group that infiltrates and strikes at the world's metaphysical pillars. Its minions are legion. They inhabit the edges of each empire, corrupting, waiting for their chance to sew chaos and disorder. And so the Agents of AEGIS must face these threats as they come. Their lives are sometimes

lost in the cause, but never given cheaply. Indeed, the Agents possess powers and skills beyond the average man or woman's. Yet still it is their courage that most sets them apart from ordinary citizens, for they must endure hardships that run the gamut of human experience and beyond. One day it might be a terrible threat from beyond space and time, another might be thwarting the plot of a would be world conqueror, a megalomaniacal mad scientist, or just your arch-criminals. Although they operate without official government support, they can expect a certain leniency in their actions. The empires are faced with difficulties that can sometimes only be met by those able to operate free of the red tape of bureaucracy.

AEGIS operates between the years of 620 BC to 2066 AD.

Hierarchy

AEGIS is run by Lady Aelieyeva of the Elves. Her seconds in command are Lord Grunri of the Dwarves, and Lord Mercke of the humans.

Defender

1st-4th level; includes only those recently introduced to AEGIS. These are the support troops who aid the regular AEGIS. Although similarly equipped to a Guardian, Defenders have less training.

Guardian

5th-14th level; those who have proven their loyalty and worth. The higher their level the more duties they are allowed. Each is well trained in all forms of armed and unarmed combat. Higher level Guardians (8+) have their unique area of responsibility such as Internal Affairs, Public Relations, Communications, Military Coordination,

Technology, and Recruitment and Training.

Keeper

15th-18th level; in charge of the local branch and has the same powers as the Justiciar within his own jurisdiction.

Justiciar

19th level; in charge of all the branches within his country and has the same powers as the Lord within his own jurisdiction.

Lord/Lady

20th level; in charge of AEGIS, answerable only to the AEGIS council. His or her job is to carry out official directives, oversee the international operations, and to represent the AEGIS administration to the various Elven, Dwarven and Human governments.

AEGIS Council

Is kept constantly up to date by the Lord or Lady on AEGIS's activities and any problems. They also decide on the funding for AEGIS and can arrange additional assistance as required. The Parliament of Nature have a representative on the council.

Structure

Administration

This section comprises the AEGIS community section, Administration & Personnel, Education and internal security. They also maintain the various bases in each country. Usually made up of older AEGIS personnel they supply food, fuel and weapons to the various outposts.

Covert Services

The most prestigious part of AEGIS. The primary purpose of covert agents is to carry out strategic missions including deep reconnaissance of supernatural targets; the destruction of important cult control and communications facilities;

the destruction of summoned demonic entities; and the snatching or assassination of important military and political cult members and any supernatural allies. The emphasis being on carrying these missions out before the enemy can react with minimal or no losses.

Finances

This section controls the purse strings and keeps track of any acquired money and valuables.

Intelligence

This area of AEGIS consists of the Undercover Operatives and Data Analyzers. Undercover operatives are located through every fabric of society on all continents in the known world. It is feasible that operatives mix with each other every day and do not know of the other's existence. The main interest groups targeted are governments and their agencies, business corporations, evil infiltration and certain individuals. All their findings and submissions go through the data analyzers who collate and assess all information gathered by the undercover agents. This information is then channelled to the appropriate organisation or individual in AEGIS.

Medical

Operatives are stationed in all major hospitals throughout the world. Also a hospital is situated at AEGIS for any captured alien, hybrid human or other interesting life forms. AEGIS personnel are treated here and certain other practices of a highly sensitive nature take place here. Captured individuals are also retained here for a short period. What happens to them is only known to a handful of individuals. These teams also deal with viral outbreaks, major

traumas from dimensional attacks, the finding of hybrid humans and alien beings. Wherever these events may occur, or any medical trauma AEGIS deems a threat to humanity will see the combat teams mobilized. These teams are trained in all aspects of current earth medicine and also have a degree of extra-dimensional knowledge.

R&D

This section fights a continual battle to develop and compete with alien technology and stay ahead of possible developments on Earth. Needless to say these are the most advanced laboratories on the planet.

Operations

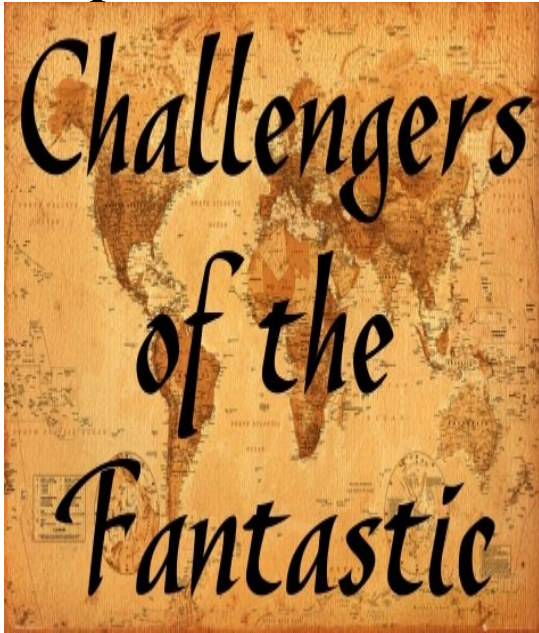
AEGIS remains the planet's largest and most effective force for neutralizing threats to world security and combating alien infiltration. The bulk of AEGIS's operations are covert, but a number involve public activities. Domestic matters falling under the jurisdiction of the militia are coordinated jointly, with AEGIS taking full control. All covert operations are automatically AEGIS's province, making unnecessary coordination with the armed forces.

Unlike the various Elf and Dwarf intelligence agencies such as the Hammer of Stone, and Gaea's Shadow, AEGIS is international in membership, scope and jurisdiction. Most of the world's empires participate in AEGIS and sanction its activities on their soil. AEGIS is fighting the clock to gather intelligence, identify, assess and respond to the alien presence on earth. AEGIS has already identified numerous types of extradimensional life forms. Some are hostile, others aren't. AEGIS's standard operating procedure encompasses state

of the art surveillance technology as well as long term undercover agents stationed in strategic places such as certain industrial, governmental, and military establishments.

This surveillance data is fed to the headquarters of the nearest Justiciar, who dispatches top priority material to AEGIS's central command. Local low priority matters are generally handled by the Justiciars without Aelieyeva's participation. Matters of top priority (those threatening world security, involving extraterrestrials, or endangering in excess of 10,000 lives) are under the jurisdiction of AEGIS's central command and Aelieyeva herself. AEGIS now has secret installations all over the world.

Pulp Era Allies



The Challengers represent a curious blend of traditional superheroes, supernatural investigations and scientific adventurers. The Challengers have never been primarily a crime-fighting organization. Their primary efforts have instead involved discovery, investigation, and exploration of unknown or abnormal supernatural and scientific phenomena. It makes its services available without charge anywhere in the world there is a threat beyond the capabilities of conventional forces. The group also does applied scientific research; revenues from patent leases makes the Challengers one of the most profitable groups around while remaining an independent organization, free of government control. However, they do have a close working relationship with many national governments and organizations.

They have encountered sophisticated thieves, fantastical creatures, aliens, robots, demons and mad scientists. The Challengers have travelled through space, time and other dimensions. Above

all else, the Challengers are bold and brave, unafraid to face any danger and willing to plumb any mystery, no matter how strange.

The Challenger's headquarters is a 5-story warehouse owned by them and located in the port district. The building is unusual in that each floor has a ceiling height of 7 metres. Two cargo elevators service the floors, one on each end of the building.

The 1st floor contains the Challenger's ground vehicles (half the floor), machine shops for repairing these vehicles, a gym, and olympic size swimming pool. The 2nd floor contains the Challenger's living quarters, bathrooms, kitchen and dining area.

The 3rd floor contains the medical lab, the library, and science labs.

The 4th floor could be considered the actual headquarters. The computer banks, monitor banks, communications centre, and briefing room are all there. The 5th floor contains the hangars for the Challenger's various sky vehicles, storage space, and a machine shop capable of building or repairing their vehicles. The vehicles are on platforms that carry them around the floor and over to the launching hatch.

The roof is flat and featureless. A large C-insignia marks the retractable hatch for launching and landing vehicles. If a Challenger vehicle approaches, the hatch will open automatically. There are a series of observatory domes located at various spots on the roof. The observatory equipment includes a computer-linked telescope and twin telescopic cameras.

The bulk of the basement is occupied by the building's mechanical systems (plumbing, ventilation, and elevator

winch). One quarter of it contains a sub pen with a small submarine and a water-filled conduit that reaches the river.

The computer system maintains visual, audio, biophysical, and electronic surveillance on every section of the building. The building is equipped with devices that can disrupt the functioning of a single targeted device or stop the functioning of all electrical machinery within it.

Doctor Faris



| | |
|-----------|-------------------------------------|
| Real Name | Albert Faris |
| Alignment | Chaotic Good |
| IQ | 24 |
| PS | 11 |
| ME | 19 |
| PP | 14 |
| MA | 11 |
| PB | 8 |
| PE | 15 |
| SPD | 1/12 wheelchair |
| HPs | 73 |
| Age | 61 |
| Training | Science, Mechanical and Electronics |
| Height | 5'7 |

| | |
|-------------|--|
| Weight | 120lbs |
| Disposition | Moody, short tempered |
| Category | 12th level Gadgeteer |
| Abilities | Specialties in Fabrication, Vehicles, Weapons, Genius and Micronization. |

Dr. Albert Faris is a paraplegic scientific genius, and was a child prodigy with special aptitude in mathematics, physics, and mechanics. He was taking college-level courses when he was 14 and attended such prestigious universities as the Massachusetts Institute of Technology, California Institute of Technology, Harvard University, Columbia University, and Cambridge University. By the age of 20, he had several degrees in the sciences under his belt. Albert worked as a military scientist, mainly in communications for the Army. Three years later, in his mid-20s, Faris used his inheritance, along with government funding, to finance his research. Since then he has used his scientific knowledge to develop numerous inventions and innovations that have made him wealthy. Faris founded and organized the team called Challengers of the Fantastic to protect the innocent and discover, investigate, and explore unknown or abnormal supernatural and scientific phenomena.

Guardian Angel



Immune System
Enhancement, Lung
Augmentation

Peter was killed by a lion on safari in the 1900s, but his body was cryogenically preserved and eventually resurrected by Dr Faris. After his return from death, Peter was given a healing factor devised by Faris but went temporarily insane and ran away. For next few years he travelled the world training extensively in the martial arts. He tangled with various underworld organizations before finally returning to Faris and with his assistant Madeline Newton. Peter carries and uses primarily three weapons: a Bolo Mauser, a Katar, and two shuriken. These are carried as part of his costume, on the chest.

| | |
|-------------|--|
| Real Name | Peter Saul |
| Alignment | Chaotic Good |
| IQ | 10 |
| PS | 21 |
| ME | 19 |
| PP | 17 |
| MA | 14 |
| PB | 15 |
| PE | 23 |
| SPD | 65 |
| HPs | 336 |
| Age | 32 |
| Training | Espionage and Military |
| Height | 5'9 |
| Weight | 180lbs |
| Disposition | Brooding |
| Category | 9th level Augmented |
| Powers | Autonomous System Control, Brain Barrier, Densified Muscular Structure, Emergency Heal, Enhanced Hearing, Enhanced Taste, Enhanced Visual, |

Dr Oracle



| | |
|-------------|--|
| Real Name | Soo-lin Liu |
| Alignment | Chaotic Good |
| IQ | 18 |
| PS | 11 |
| ME | 18 |
| PP | 18 |
| MA | 14 |
| PB | 19 |
| PE | 13 |
| SPD | 25 |
| HPs | 85 |
| Age | 31 |
| Training | Mysticism, nature and the supernatural |
| Height | 5'3 |
| Weight | 80lbs |
| Disposition | Mysterious, friendly |
| Category | 9th level Medium |
| Spellcast | D'arque, Dreamspeak and Protective |

Dr Oracle owns her own 'magic' shop filled mainly with ingredients for potions and charms. The door always seems locked to those who are just wandering by, giving it a curious glance, but for those troubled by things beyond the ken

of this world, the door is always open, no matter what the time, and Oracle waits within and greets them by name. She waits, ready to listen, near a small round table where her tarot cards lie.

The frightened travellers, coming inside, are surrounded by a comforting scent of mint-jasmine, and a curious collection of crystal jars, magical artifacts of all types, and endless rows of books containing a wealth of esoteric knowledge. Oracle is not surprised by their arrival, and seems to already know the trouble they are in, but she makes them tell their story, perhaps to make them clarify it to themselves. She offers the guidance of the tarot cards, giving them her interpretation of their plight through the symbols of the cards, but she makes no moves to interfere.

As they stumble away to face their demons, she sometimes seems to accompany them, stepping in to intercede only after they have made a move to protect themselves, and the demons seem to vanish. Oracle takes no payment for her services, but from each event she is seen leaving with a reminder of the case, which is now firmly entombed in one of the many opalescent jars that line her parlor shelves, macabre reminders of the evil that has just been overpowered by the soul of this person who came to her in need. Soo-lin seems to be the guardian of many treasures, magical artifacts that somehow make their way to her and, even when stolen from her, always find their way back to her care. Nothing is known of her origin, although she is rumored to be of Gypsy blood and to have come from Europe in some other time. She also frequently aids the Challengers whenever they have a case involving the supernatural.

Helen DeCorso



combat and weaponry. Her first attempt to join the Challengers came when she helped rescue a member from a modern-day pirate. Dr Faris then invited her to join the team. Helen is an ace aviator able to easily handle any type of aircraft, and a fine markswoman, skilled in the use of a variety of weapons, and has superior abilities in hand-to-hand combat. In addition to her ability to handle any plane, Helen is also an expert in aerial manoeuvres and combat. Helen helps Dr Faris in designing and maintaining the groups' air vehicles.

| | |
|-------------|---|
| Real Name | Helen DeCorso |
| Alignment | Chaotic Good |
| IQ | 14 |
| PS | 11 |
| ME | 14 |
| PP | 17 |
| MA | 13 |
| PB | 18 |
| PE | 12 |
| SPD | 20 |
| HPs | 84 |
| Age | 27 |
| Training | Piloting, modern hand weapons |
| Height | 5'7 |
| Weight | 75lbs |
| Disposition | Fearless, cocky, protective of her friends |
| Category | 9th level Ace Aviator |

Helen, determined to become the first woman ace trained herself to pilot a wide range of modern aircraft and made herself an expert in various forms of

Madeline Newton



pursuers and her father was killed, dying in the arms of a very distraught Madeline. Paul promised to avenge his death, but Madeline convinced him to bring her along. During their time together Paul trained Madeline and she soon became highly skilled in espionage, especially disguise and infiltration. They eventually killed those responsible and later both joined the Challengers.

| | |
|-------------|-------------------------|
| Real Name | Madeline Newton |
| Alignment | Chaotic Good |
| IQ | 12 |
| PS | 11 |
| ME | 10 |
| PP | 16 |
| MA | 13 |
| PB | 18 |
| PE | 13 |
| SPD | 21 |
| HPs | 89 |
| Age | 23 |
| Training | Espionage, infiltration |
| Height 6' | Weight 88lbs |
| Disposition | Warm, passionate |
| Category | 9th level Spy |

Madeline came from a long line of family members who were considered war heroes. Both her father and grandfather would routinely share their stories of valour and victory with her, instilling an especially strong sense of pride and patriotism in the young farm girl. Tragedy struck when her family took in an injured Guardian Angel. Their farm came under attack from Guardian's

Modern Era Allies

The A-Force



"If you run, you're only going to die tired!"

In 2002, a crack commando unit of uplifted animals were sentenced to die simply because they were no longer useful. These animals promptly escaped from F.A.R.M.'s secret island to the United States underground and from there made their way to Mexico. Today, still wanted by F.A.R.M., they survive as soldiers of fortune. If you have a problem, if no one else can help, and if you can find them, maybe you can hire... the A-Force.

The A-Force consists of four members of a former special ops outfit, now mercenaries.

In a world where supervillains can pose a serious threat to a city, a nation, or even the entire world, many people aren't content to sit back and wait for superheroes to save them. They prefer to find ways to protect themselves and their property from supervillains, killer robots, and other superhuman perils. The A-Force specializes in hunting and combating superhuman menaces using

intelligence, toughness, technological know-how, and of course meta powers. A highly successful operation in central Africa in 1998 brought the company some much needed publicity and several hefty contracts. In 2002, while helping the Colombian government to quell a particularly brutal faction of the FARC revolutionary group, the A-Force got lucky and captured a supervillain who'd been working with them. Since he wasn't covered by their contract with Colombia, the company was free to turn him in for a hefty reward. Wolf realized they were on to something. Rewards offered for supervillains often mounted into the millions, and the publicity for dealing with them was invaluable. Slowly but surely the team began retooling the company to be less of a mercenary outfit and more of a "provider of anti-superhuman security" (and bounty hunting) organization. Lots of people didn't like being so dependent on superheroes to save them from villains. They hated feeling helpless, or having to simply hope and pray that some costumed nutjob wouldn't fixate on them or their company and ruin their lives.

The services offered by the A-Force is only to legitimate, people in need. They never engage in evil acts and will not knowingly work for an evil person or group.

Captain Wolf



| | |
|-------------|---|
| Real Name | None |
| Alignment | Chaotic Good |
| IQ | 19 |
| PS | 11 |
| ME | 14 |
| PP | 15 |
| MA | 12 |
| PB | 13 |
| PE | 14 |
| SPD | 25 |
| HPs | 100 |
| Age | 6 |
| Training | Espionage and Military |
| Height | 5'5 |
| Weight | 120lbs |
| Disposition | Thoughtful, brooding |
| Category | 7th level Evolved Animal (wolf) |
| Powers | Elongate, Energy Punch, Enhanced Cognition I |

Their leader is Captain Wolf, whose plans tend to be unorthodox but effective. Only a foolish animal goes into a fight unprepared. One of the keys to The A-Force's success against superhuman criminals is Wolf's investigative abilities. He uses a combination of Streetwise abilities and

general investigative skills to figure out where a villain's hiding out, and if possible who's with him or what other resources he has. He also studies wanted meta humans to learn their powers, weaknesses, tactics, and habits. He compiles this information into an overall database for the others to read and learn how a target fights and what he's likely to do in a combat situation.

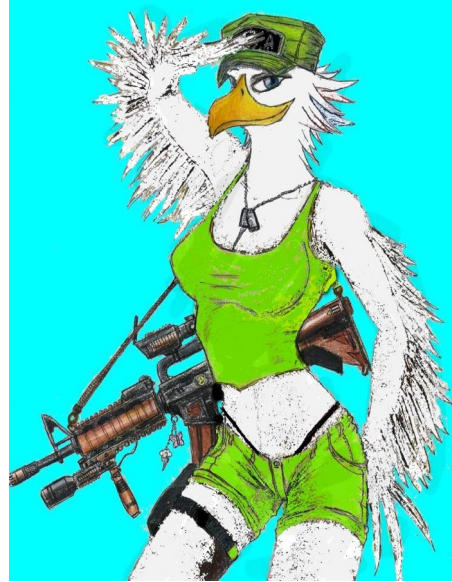
Lieutenant Fox



| | |
|-------------|---|
| Real Name | None |
| Alignment | Chaotic Good |
| IQ | 13 |
| PS | 10 |
| ME | 14 |
| PP | 10 |
| MA | 25 |
| PB | 13 |
| PE | 14 |
| SPD | 19 |
| HPs | 100 |
| Age | 25 |
| Training | Espionage and Military |
| Height | 5'3 |
| Weight | 120lbs |
| Disposition | Charming, everyone's friend |
| Category | 5th level Evolved Animal (fox) |
| Powers | Shapeshift, Enhanced Charisma, Enhanced Agility |

Lieutenant Fox, is a smooth-talking con man who serves as the team's appropriator of vehicles and other useful items, as well as the team's second-in-command. He also handles public relations and tries to put the team in a positive light.

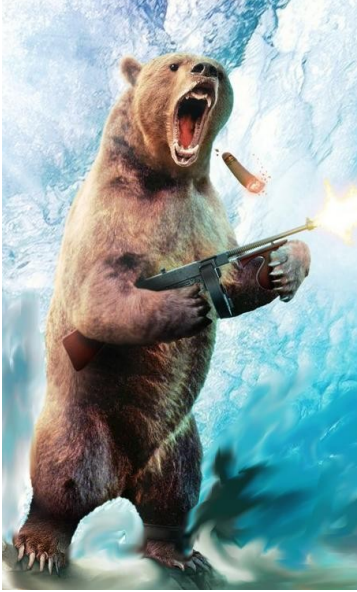
Lieutenant Hawk



| | |
|-------------|--|
| Real Name | None |
| Alignment | Chaotic Good |
| IQ | 13 |
| PS | 10 |
| ME | 12 |
| PP | 19 |
| MA | 14 |
| PB | 17 |
| PE | 14 |
| SPD | 19 |
| HPs | 100 |
| Age | 25 |
| Training | Military and Piloting |
| Height | 5'2 |
| Weight | 120lbs |
| Disposition | Caring, considerate |
| Category | 5th level Evolved Animal (hawk) |
| Powers | Mechankinesis II, Telescopic Sight, Aerokinetic Flight |

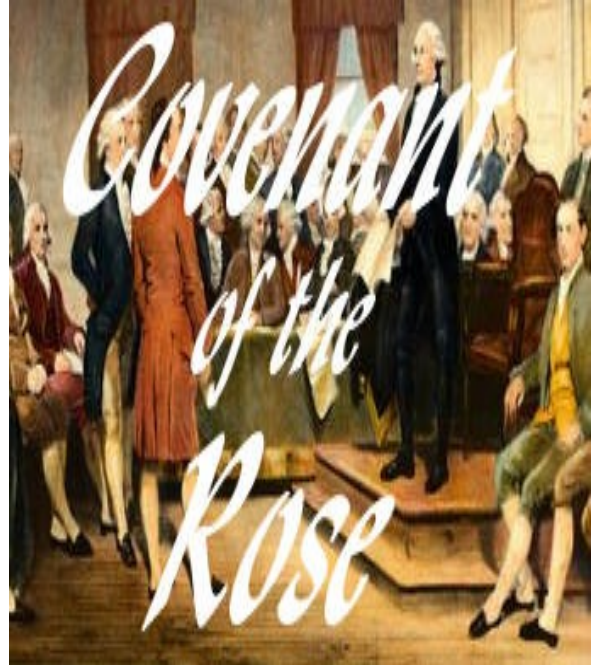
The team's pilot is Lieutenant Hawk, who is slightly insane and can pilot any kind of vehicle with extreme precision.

Sergeant First Class Grizzly



| | |
|-------------|---|
| Real Name | None |
| Alignment | Chaotic Good |
| IQ | 11 |
| PS | 10 |
| ME | 12 |
| PP | 10 |
| MA | 9 |
| PB | 11 |
| PE | 14 |
| SPD | 19 |
| HPs | 100 |
| Age | 25 |
| Training | Espionage and Military |
| Height | 6'3 |
| Weight | 300lbs |
| Disposition | Bad tempered, loyal |
| Category | 5th level Evolved Animal (grizzly bear) |
| Powers | Enhanced Molecular Structure, Enhanced Strength, Mechakinesis I |

Finally, there is the team's strong man er.. bear, and mechanic.



The Covenant of the Rose, is the governing institution of an organization dedicated to the fight against vampires and demons. Despite their status as assisting Undead Slayers, over the years the Covenant has become increasingly arrogant and egocentric, believing themselves to be the supreme authority while the Slayers are just their tools. The Covenant of the Rose has been known to use ethically questionable methods to accomplish its goals, such as interrogations, smuggling, and, if necessary, assassinations.

The Covenant is also known for placing its principles and perceived goals ahead of the well-being of the Slayer. It mainly finds, trains, and supervises Undead Slayers. The Covenant's main headquarters is in London, England. It tries to locate potential Undead Slayers and then sends Monitors to inform and train them. It is not always successful in doing so, and therefore some Slayers are fully trained when they are called, while others know nothing of the heritage or purpose of their power. Each potential

Slayer is assigned their own Monitor – a Covenant employee who is responsible for training the Slayer in combat techniques as well as researching demons, vampires, and magics. Monitors also maintain diaries chronicling the lives of the Slayers under their charge.

A standard Monitor has at least some proficiency in the use of magic with certain individuals being more powerful than others. Numerous members are alchemists. They are students of demonology and as such have a wide knowledge of various incarnations of evil, but their expertise is usually the vampire. They are also highly educated and can speak a wide variety of languages, both human and demonic in nature. Monitors are typically well versed in hand-to-hand combat techniques, though they generally confine themselves to training Slayers or supporting them in battle, as their relatively lower strength limits their effectiveness in directly engaging vampires.

| | |
|-------------|-----------------------|
| IQ | 15 |
| PS | 10 |
| ME | 15 |
| PP | 10 |
| MA | 14 |
| PB | 10 |
| PE | 14 |
| SPD | 19 |
| HPs | 50 |
| Age | Varies |
| Training | Magic, unarmed combat |
| Height | Varies |
| Weight | Varies |
| Disposition | Varies |

Monitor



| | |
|-----------|--------------|
| Real Name | Varies |
| Alignment | Chaotic Good |



Superheroes need medical care as much as anyone else — in fact, given the dangers of their mission, they often need a lot more medical care than the man on the street. Unfortunately, heroes who conceal their identities behind masks, who live their lives in the shadows, and who are often wanted by the police or pursued by fanatical enemies usually can't just waltz into the local hospital or doctor's office and get patched up. Fortunately for the superhero community one dedicated doctor spotted the problem and came up with a solution.

Doctor Todd Khaine is a caring and compassionate physician who turned down numerous lucrative job offers to work at the Khaine Medical Clinic, a semi-free medical facility for the impoverished people of the city and the surrounding communities. Founded by his once wealthy family in the early Sixties, it has a long and proud tradition of service to the community, and Khaine wanted to be part of that. Still, as satisfying as his work was, it lacked a certain intellectual challenge, and he always felt he should be doing something more as a way of giving back to a city that had given his family so

much. The solution to Khaine's problem — though he didn't recognize it as such at the time — came one fateful night in 2001 when he and a date were walking back to his car from a late dinner. Suddenly a mugger jumped out of the shadows, knocking Khaine to the ground and threatening him with a gun. The man was demanding money in a crazed voice, but Khaine feared that even if he gave the robber his wallet, he might get shot anyway. In a flash a superhero swept down from the rooftops, hitting the mugger with a flying kick that knocked him unconscious and into a pile of trash in a nearby alley.

That would have been the end of it... except that before the mugger passed out he reflexively squeezed the trigger, catching the hero in the stomach with the bullet. Bleeding profusely, the hero might have died right there on the sidewalk had it not been for Dr. Khaine. Improvising surgical tools from his pocketknife and his date's tweezers, and bandages from strips of cloth torn from his own suit jacket, he removed the bullet and patched up the wound, stabilizing the hero long enough to get him to Khaine's car and drive him to the hospital. Once at the hospital the hero got full medical care... but Khaine also witnessed him having to cope with what seemed like a dozen different problems caused by the fact that he was a superhero.

Hospital administrators kept pestering him for an insurance card or other means of payment. Police officers responding to the hospital's report of a shooting victim wanted to know his real identity and see his permit to carry firearms in public. Hospital workers who were superhero fans kept stopping by to take

his picture or try to get an autograph. A couple hours later when no one was looking, but long before he should have even been walking, the hero snuck out the window and vanished.

Superheroes need their own hospital, Khaine thought to himself. It was a great idea — but also a very expensive one, and he simply didn't have the money. He briefly looked into the possibility of getting charitable funding, but no one he broached the idea with wanted to have anything to do with a secret (and possibly illegal) medical clinic. One day he had a visit from Leon Felino, the billionaire owner of Tomorrow Corps. Leon had heard about Khaine's plan and wanted to fund it. Now he could afford to put his plan into action. Working through a series of shell companies, Tomorrow purchased a small building not too far from the Khaine Medical Clinic.

While keeping the outside of the building looking like a typical office, it was outfitted with the standard equipment for an emergency room in a high-violence neighbourhood, since they expected (correctly) that most of the work would basically be trauma medicine. With his clinic all set up and ready to go, Khaine realized he wasn't entirely sure how to get the word out to the superhero community but still keep the clinic's existence secret so supervillains, the police, and hero fans wouldn't disturb it. Again Leon took care of this though Khaine doesn't know how (Leon is Red Jaguar and spread the word to heroes he trusts). Realizing that sooner or later word about the Critical Care clinic was likely to leak out, Leon also suggested several alternate sites to Khaine and advised him to remain

prepared to relocate quickly at all times. Slowly but surely, "business" increased to the point where Khaine was busy nearly every night. Eventually he had to hire a staff and other doctors to help him. As of mid-2017, Critical Care has become an important resource for the superheroes of your city. Though it's had a few close calls the secret of its existence remains safe... for now.

Although it started as a simple one-man operation, Critical Care has grown to encompass over a dozen medical professionals who secretly serve the superhero community. The budget for Critical Care comes primarily from the Tomorrow Corporation, but many wealthy superheroes voluntarily pay for their treatments there or donate money to Critical Care's trust fund. Roughly speaking, Critical Care can be thought of as having two branches. The first is the "office staff" — two doctors and three nurses who work at the clinic near the Khaine Medical Clinic. They provide most of the major medical care, keep the facility clean, and so forth. Thanks to the fact that they don't have to file insurance paperwork or deal with a hospital bureaucracy, and that medical records are transcribed from dictation machines, they can spend nearly all of their time on patient care and other vital tasks. The second branch is Critical Care's squad of Emergency Medical Technicians (EMTs) who administer medical care in the field.

The Clinic

Critical Care's physical facility — "the clinic," as it's known — is still located in the four-story building the Tomorrow Corporation bought several years ago, though Dr. Khaine and his staff are ready to abandon it with just a few

minutes' notice if necessary. The building has a somewhat rundown appearance, though that's mostly a sham; Khaine has had it renovated and repaired to tip-top condition inside and keeps the outside in poor condition to discourage the curious. Critical Care masquerades as a telephone answering service office, thus giving it a reason to have lights burning there all night. There's a tiny "reception room" just inside the front door in case anyone comes in to inquire about phone services, at which point the "receptionist" politely turns the potential customer away. The receptionists are also trained to recognize superhumans in need of medical assistance and to call the staff if necessary.

There are three entrances to the clinic besides the front door. First, there's a back door in a secluded alley. This is where most patients enter, since it's concealed from the street. It leads to an emergency room where a duty nurse performs intake and triage on the patient. The back door is not unlocked, though — a hero who wants in has to press a buzzer and be seen on a two-way video screen by the duty nurse. In practical deference to the possibility that some injured heroes may not be able to stand, there's also a buzzer near ground level. Second, for heroes who need even more concealment there's an entrance from the sewer system. It leads into a "clean room" where the hero is subjected to a rapid antiseptic shower. There's a two-way camera at the entrance to the clean room, just like the one in the alley.

Third, there's an aerial entrance on the roof that allows the Heli-Ambulances to enter and exit (plus a high-speed elevator to take patients down from the fourth

floor landing pad to the emergency room). A two sliding doors rapidly retract and close to open or seal the hangar. This entrance only opens for the Heli-Ambulances; it's not a general entrance for flying heroes (though one could certainly enter or exit while the doors are open, a period of 1 Turn from the time they start to open). Despite this wide selection of entrances some heroes find their own ways to get into the clinic. Heroes who can become intangible often just walk through the alley wall right into the ER, and heroes so often teleport in that the staff has set aside a small corner as their "landing zone" so they don't accidentally materialize in an object or person.

The first floor of the Critical Care clinic contains the emergency room, plus several private patient rooms off of it where heroes can be taken for specific treatment after their initial intake. Most visits to Critical Care don't require a hero to leave this floor; Critical Care's three doctors can stitch minor wounds, treat cuts and bruises, set most broken bones, and the like right here. Critical Care's second floor has rooms for diagnostic equipment and two small operating theatres. Seriously-injured heroes are immediately transferred here by high-speed elevator so one of the doctors can get right to work saving their lives.

The third floor contains more diagnostic equipment plus a "recuperation ward" with 15 beds. Most of the beds are in one dormitory-like room, with only curtains to separate them, but there are three private rooms for patients who may put other patients at risk of infection, radiation powers or the like. The fourth floor includes the hangar for the Heli-

Ambulances, offices for the doctors, equipment storage, and a few areas where the staff can put more beds if necessary (though they've never had to).

Besides some of the specialized equipment described below, Critical Care contains a full range of standard medical equipment to diagnose and treat various combat medicine conditions and illnesses, plus equipment specially designed for use on superhumans. For example, not all superheroes can submit to an MRI scan, so Dr. Khaine has worked with gadgeteer heroes to create a similar machine that uses a pulson energy field instead of magnetism. Critical Care's equipment also typically works on a much wider range of body shapes and sizes than similar machines in an ordinary hospital.

Although it has many advanced systems, Critical Care is not set up to provide long-term care of illnesses and chronic conditions; it primarily focuses on trauma medicine. It doesn't have the lab facilities to study serious diseases, for instance. A hero who presents with a problem Critical Care isn't equipped to treat is so informed and advised to visit a standard hospital or to contact the Centers for Disease Control. If the Critical Care staff feels that a patient is contagious and should not be allowed to leave on his own, it transports him to an appropriate facility via their own ambulance. On two occasions Dr. Khaine has had to tranquilize an unruly hero whom he felt posed a serious public health risk so that hero could be taken to the Khaine Medical Clinic. This cost him a little credibility in the eyes of some heroes, but most members of the superhero community recognize the

necessity for his actions and don't hold them against him.

One of the big questions concerning Critical Care is this: which superheroes get to know about it? Doctor Khaine wants to make sure that people who need Critical Care's services know about it, but he doesn't want it to become a target for supervillains. At first Red Jaguar simply spread the word to heroes he knew and trusted, relying on their discretion and judgment when it came to passing on the information. That's worked pretty well, and over the years heroes "in the know" have developed an informal policy: only after a newcomer has been fighting crime and villainy as a superhero for at least six months, thus establishing his bona fides, should more experienced heroes introduce him to Critical Care. Of course, that policy is flexible enough to allow for some variations.

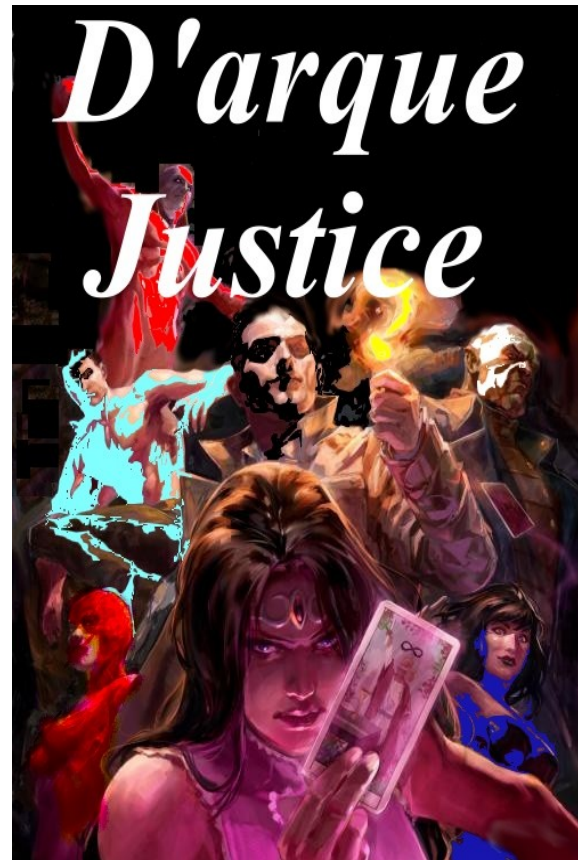
If a new hero works with and earns the respect of existing heroes of good judgment, they might tell him about Critical Care earlier. A new hero who's badly injured might get taken to Critical Care for treatment regardless of whether he's learned about it already. Khaine would rather risk the clinic's exposure than allow a hero to suffer or die from an injury the clinic could treat. Because it's such a valuable service for them, superheroes work hard to keep Critical Care a secret. They don't talk about it casually, they take as much caution as they can when they go to visit it, and they don't go to Critical Care for injuries they can get treated for in conventional facilities without raising suspicion.

If a supervillain or other dangerous

individual were to learn about Critical Care, the city's superheroes would take pains to make it very clear to him what would happen to him if he tells anyone else. Some mentalist heroes might even be inclined to wipe that memory from the villain's mind, even though they'd normally never even consider that sort of psionic tampering.

Khaine, his two doctor colleagues, and the other medical professionals who comprise the Critical Care staff are drawn tightly together by two things. The first is a genuine desire to help the superhero community by keeping heroes "in good repair." The sometimes stressful conditions under which they work, combined with the need to maintain the facility's secret, give the team a high degree of morale and camaraderie. The second is the Hippocratic Oath. While only the three doctors have actually had to swear the oath, the nurses and other Critical Care workers generally agree with the sentiment.

The truth is that while Critical Care doesn't cater to supervillains, if a villain in need of medical care stumbled into the place, Khaine and his colleagues wouldn't hesitate to offer treatment regardless of their personal safety or the need to keep Critical Care secure. Only if a villain posed a threat to other patients would they refuse to help him. A few Critical Care personnel, most prominently Robert Ross, have no desire to help villains at all and would watch them die rather than provide medical care to them.



D'arque Justice is a group of magic-based heroes who fight supernatural elements and handling situations deemed unfit for the traditional super hero groups. Some of the team members are spellcasters.

It also has a secondary role of training those with supernatural abilities in controlling their powers and help foster a friendly human-supernatural relationship. This is done through its Collegium of the Arcane, a place where aspiring sorcerers of talent and noble inclination can learn the basics of the mystic arts. Due to the history of its members and founder, the Collegium has become a group closely associated with the superhero community.

The school consists of Dimitrios, the former Earthlord; his six permanent students including the current Earthlord;

and a variable number of superheroes and talented normals who attend on an irregular basis to learn finer points of magic. The Collegium also acts as a centre of magic research; heroes puzzled by wizardly references or ancient runes or myths bring their questions to The Master and tend to gift him with magic talismans and crumbling scrolls they accumulate in the course of adventuring.

The existence of the Collegium is generally known only to the superhero community and its sorcerous enemies; the fact of its existence has not yet been discovered by the press.

1908 saw Dimitrios Nikolos chosen as the next Earth Lord, the Master of the Mystic Arts on Earth. In 1915 Dimitrios joined the Freedom Squadron and took part in world war one. In 1923 Dimitrios regrouped the Squadron to fend off an invasion by Tyrannus at Ayers Rock, Australia.

In 1935 Dimitrios defeated a Tsaurid scout force with the help of some Lemurians. 1944 saw Dimitrios battle Tong cultists in China only to be defeated by the Master and imprisoned on Elseworld. He would remain trapped in this other dimension until 2005 when he was rescued by members of the Parliament of Nature. Because he was in a state of mystical suspended animation Dimitrios was still only 56 instead of 117.

The Parliament having recently lost its current Master of the Mystic Arts to a supernatural monster conjured by the Cult of Kali offered Dimitrios the position once again. He agreed and leading his mystic rescuers, attacked the

Cult base killing them all and destroying their summoned demon.

After this Dimitrios took on more of a teaching role, at first training new spellcasters and later those with supernatural abilities. In the years since, Dimitrios has tutored many heroes in the mystic arts and is considered to be among the most knowledgeable (if not necessarily most powerful) mortal sorcerers on Earth. Dimitrios does not tolerate frivolous use of magic powers in his presence.

Dimitrios does not go on minor missions. He generally does not answer questions straight; like any other frustrating oracle, important questions posed to him about this magical villain or that ancient spell will often be responded to with riddles or warnings instead of facts.

The D'arque Justice team operates out of Collegium but they are not a superhero team. Its members may be inclined to join other superteams, and may be encountered in the normal crossover way: fighting crime or otherwise trotting around on their own turf. But within those constraints they're still an effective tool for a campaign. One of those frustrating half-answers from Dimitrios can be enough to keep an adventure on track. He's not always (or necessarily often) available, but the assistance of one of his primary students can enliven an episode. If you keep in mind that they simply cannot be used as some sort of data bank for the player-characters, they will prove to be an NPC asset to a campaign.

The location of the Collegium appears to be a focal point for mystical energies

with a nerve center of dragon ley lines running beneath foundations, the veins of magic running through the Earth. Years before any permanent Western European settlements, a powerful Native American Indian Shaman cursed the land to bind a chaos-entity to that place and bar her full access to Earth. The site continued to serve as a place for arcane Native American Indian rituals.

Shamans were known to journey here for vision quests. With the arrival European colonizers, the site became used for pagan sacrifices. Before any permanent structures were built on the land, it was used as a Potter's field: a mass grave for paupers and inmates from the city's first penitentiary. It is unclear who first built on the site, but it housed a Satanic cult that performed human sacrifices.

The original structure was destroyed in a fiery blaze, as were the subsequent five buildings on the same plot of land. Over the years, the various buildings were used as a flophouse for beatniks, a notoriously bacchanalian speakeasy, a failed nunnery, and the lair of a Puritan witchfinder who tortured immigrants in the basement.

The current structure is actually the seventh building constructed on this site. Its architect and details of its structure remain shrouded in mystery, and the building itself continues to grow and change. Before being purchased by Anoushaka Delama, the dwelling gained the local reputation of being haunted. It was the structure's supernatural aura that originally drew Anoushaka and the Parliament of Nature to it.

Before claiming the mansion as Delama rid the building of the chaos entity and

imprisoned her familiar. The Collegium is warded by powerful spells cast by Anoushaka and others on drawing on the inherent mystical energies of the site. It also houses the Nexus of All Realities, the centre of all other dimensions.

The Collegium building is a three-story Victorian-style brownstone townhouse built in the French Baroque architecture design with a Mansard roof. Due to its mystical nature, the exact dimensions of the building are variable allowing the building to seem more spacious on the interior.

Additionally, furniture, doorways, corridors, and even entire rooms will move creating a labyrinthine distortion of time and space. The first floor houses the foyer, drawing room, library, living room, dining room, and kitchen. The second floor consists of a study, private bedchambers, and multiple guest quarters.

The third floor is composed of the meditation chamber, mystical library, and the storage area for occult artifacts. Finally, in the basement are storage rooms, the laundry room, and a magical furnace. There is a utility shaft for servicing the furnace that leads from the basement to the third floor meditation chamber. An alleyway leads to a small courtyard and stables where Sif's steed Aethon is kept. There is also a bathhouse with waters that few mortal beings can survive, a medical recovery chamber inhabited by ghosts, staircases, and several doors acting as gateways to other dimensions.

What follows below are the members of the main D'arque Justice team;

Dimitrios



| | |
|-------------|---|
| Real Name | Dimitrios Nikolas |
| Alignment | Lawful Good |
| IQ | 18 |
| PS | 13 |
| ME | 17 |
| PP | 18 |
| MA | 10 |
| PB | 11 |
| PE | 11 |
| SPD | 13 |
| HPs | 71 |
| Age | 117 |
| Training | Medicine, Magic |
| Height | 6' |
| Weight | 170lbs |
| Disposition | Brooding, helpful |
| Category | 15th level Arcanist |
| Spellcast | Combatic, Caligramancy, Translocative, Transmutanic |
| Abilities | Astralwalk, Familiar (Dragonet), Truesight |

Dimitrios is no longer the Earthlord but rather the trainer and mentor of all who attend the Collegium. Anoushaka still turns to him for advice and on rare occasions assistance.

Coda



| | |
|-------------|---|
| Real Name | Coda D'leer'an |
| Alignment | Chaotic Good |
| IQ | 10 |
| PS | 50 |
| ME | 10 |
| PP | 25 |
| MA | 12 |
| PB | 19 |
| PE | 50 |
| SPD | 40 |
| HPs | 500 |
| Age | 5654 |
| Training | Military, Espionage, Animal care and breeding |
| Height | 6'2 |
| Weight | 90lbs |
| Disposition | Compassionate but ruthless |
| Category | 20th level Exiled (accidental), Soldier, Eternal |
| Powers | Enhanced Agility, Enhanced Hearing, Enhanced Molecular Structure, Enhanced Movement, Enhanced Regeneration, Enhanced Stamina, Enhanced Strength |

Coda comes from one of the many Iridani races and was stranded on Earth thousands of years ago when her transport ship crash landed after a battle with a Celestial Alliance warship. Coda and the other survivors were scattered, forced to hide themselves amongst the human population.

Their enemies had likewise been forced down, and though less humanoid, the Chameleons used their powers of shapeshifting to blend in, too. For the next few millennia, a secret war raged, with Coda's people defending the vulnerable and oblivious humans from their would-be conquerors. After a devastating battle in which all of Coda's allies were killed, she formed a sisterhood of Combat. She fought with them for many years, even leading the group for a while.

However, an incident occurred in Troy during the Trojan War, causing her to be branded a traitor and expelled from the order. She helped Ulysses conceive of the trojan horse and stationed Combat warriors inside it. During the fighting she decided that the killing of all of the unarmed women and children of Troy was going too far, so she saved their lives.

In doing so it was decided by her fellow Sisterhood that she had betrayed their precepts. She was engaged in combat by her closest friends, whom she killed. This was considered a mortal insult. This made her a lifetime (in their case nearly immortal lifetimes) enemy of the Sisterhood. Now Coda lives in America and has done occasional work for the US Government. More recently she has begun aiding D'arque Justice in combatting supernatural evil. Coda is a

master in weaponry and hand-to-hand combat and prefers to use her long and short swords together.

Crypt



| | |
|-------------|--|
| Real Name | Apollyon |
| Alignment | Chaotic Good |
| IQ | 10 |
| PS | 18 |
| ME | 13 |
| PP | 20 |
| MA | 9 |
| PB | 8 |
| PE | 17 |
| SPD | 21 |
| HPs | 125 |
| AR | 13 |
| Age | 6000 |
| Training | Combat |
| Height | 6'3 |
| Weight | 300lbs |
| Disposition | Brooding, vengeful |
| Category | 9th level Demon (reformed) |
| Powers | Demonic Aura, Fire, Hearing, Sight, Smell, Stare, Tongues, Will. |
| Spellcast | Diabolical |

Apollyon was summoned to Earth in the final months of World War II by an Infernal spellcaster, having been commissioned by the Nazis to change the tide of a losing war. As a direct result

of this ritual, the facility he appeared in was destroyed by in a massive fireball though Apollyon was left unscathed. He then made his way down to the German coast and found some caves to hibernate in. Apollyon slept there until 1985 when he reawoke to a different world and eventually made his way to South America.

Around 2001 he was recruited by the US government to assist with supernatural situations. At this point he started going by the name Crypt. He has worked for the CIA and FBI on and off since then, but seems to prefer helping D'arque Justice. In combat he prefers using his +3 Scythe.

Disciple Wildheart



| | |
|-------------|---|
| Real Name | Nancy Mideh |
| Alignment | Lawful Good |
| IQ | 17 |
| PS | 9 |
| ME | 16 |
| PP | 17 |
| MA | 12 |
| PB | 18 |
| PE | 13 |
| SPD | 22 |
| HPs | 33 |
| Age | 24 |
| Training | Martial arts, Magic |
| Height | 5'5 |
| Weight | 90lbs |
| Disposition | Quiet, studious |
| Category | 5th level Astromancer |
| Spellcast | Combat and Dreamspeak |
| Abilities | Aries, Leo, Virgo, Libra, Scorpio, Pisces, Taurus, Gemini |

Nancy was a normal youth of the ghetto; street gangs, overcrowded tenements, the standard background. When her younger brother died in an incident of street violence, she decided to take revenge on

the accidental killers: the members of her own gang.

She donned a handmade outfit and attacked the gang with stolen weapons. She would have been killed in the resulting fight, but Coda stumbled into the situation, kept her from being slain, and, impressed with her potential, invited her to the Collegium. Since then, Nancy has shown an aptitude for magic and begun learning under the tutelage of Dimitrios, while being trained in physical combat by Coda. Nancy has chosen to become the guardian of her old neighbourhood and has earned the grudging respect of the police and some of its residents.

Earthlord Azure



| | |
|-------------|--|
| Real Name | Anoushaka Delama |
| Alignment | Lawful Good |
| IQ | 18 |
| PS | 10 |
| ME | 18 |
| PP | 16 |
| MA | 13 |
| PB | 18 |
| PE | 11 |
| SPD | 35 |
| HPs | 60 |
| Age | 32 |
| Training | Various physical sports, Magic |
| Height | 5'7 |
| Weight | 91lbs |
| Disposition | Caring, talkative |
| Category | 10th level Arcanist |
| Spellcast | Combatic, Faerie, Elemental Water |
| Abilities | Astralwalk, Familiar (Imp), Truesight |

An attractive and intelligent young woman, Anoushaka's father died when she was three, whereupon her mother emigrated with her to Maine to avoid the machinations of her wealthy family.

Looking for a focus for her life, Anoushaka discovered and joined a coven of witches operating in a rural community of the state. The witchcraft of the coven was genuine, and although the witches were not Satanic in orientation, they were power hungry, formidable, humourless, and lethal. Anoushaka, growing up in this cheerless atmosphere, existed in a near-continuous state of rebellion except in her studies of witchcraft.

There, she excelled. She is most comfortable with water-oriented magic (rainstorms, hail, flood, mud, etc.) and tends to carry about several flasks of water at any given time, but can coax magical effects out of most natural elements. At the age of nineteen, she rebelled against the coven on the night she was to join it as a full member. Her mother, now mistress of the coven, grew furious (and frightened, for her daughter's prowess was already quite high) and tried to kill her. Anoushaka escaped, fled to New York to seek the aid of someone strong enough to help her, and inevitably found Dimitrios, who has assisted her with her magical studies against her mother's occasional intrusions.

Anoushaka is formidable, quick-witted, unenamored of city life and inclined to take the law into her own hands. She maintains no secret identity. Anoushaka's final test was the rescue of Dimitrios from Elseworld. She is the current Earthlord.

Ghoul



| | |
|-------------|--|
| Real Name | James Urban |
| Alignment | Chaotic Good |
| IQ | 13 |
| PS | 9 |
| ME | 10 |
| PP | 12 |
| MA | 2 |
| PB | 2 |
| PE | 19 |
| SPD | 19 |
| HPs | 39 |
| Age | 44 |
| Training | Engineering |
| Height | 6' |
| Weight | 160lbs |
| Disposition | Cranky, curious |
| Category | 5th level Ghoul |
| Powers | Detachable limbs, Leech, Paralysis, Psychometry, Talk to corpse, Truesight |

James Urban was originally a dedicated student with his sights set on a career in engineering. Unfortunately, he instead wound up being killed and coming back as a Ghoul. Calling himself simply Ghoul, James was recruited for for the Force of July. Their first mission ended disastrously with Ghoul's entire team killed, including him. Ghoul rose from

his grave with a slightly altered appearance and eventually joined D'arque Justice. Ghoul is extremely hard to kill, since he is essentially already dead. Only the total disintegration of his body can permanently kill him.

His limbs, if torn off, can be reattached or, in time, grow back. He does not feel pain and is immune to disease, poison, and radiation. Ghoul can communicate with the spirits of the deceased, even those who have been dead for tens of thousands of years.

He can, in some cases, also sense a person's imminent death. Ghoul is constantly making wisecracks, jokes and sarcastic remarks. He does this to try to hide the emotional pain of his grotesque condition and the tragedies he's seen.

He deliberately distances himself, while at the same time he is saddened by the fact that he seems to get along better with the dead than the living. It is almost impossible to frighten or intimidate him; however he can feel tension and will get stressed.

At the same time, he's fully aware that he's a physical wimp, and acts in a careful, almost physically cowardly way when faced with physically powerful foes. Unless angry, of course. Since he now longer has to care about such things, Ghoul smokes and drinks heavily (through the effects of alcohol on his "organism" are fleeting) and eats complete junk.

Sif



| | |
|-------------|---|
| Real Name | Sif |
| Alignment | Chaotic Good |
| IQ | 14 |
| PS | 90 |
| ME | 12 |
| PP | 20 |
| MA | 16 |
| PB | 18 |
| PE | 15 |
| SPD | 30 |
| HPs | 255 |
| Age | 5280 |
| Training | Combat |
| Height | 6'3 |
| Weight | 280lbs |
| Disposition | 12 |
| Category | 12th level Exiled Asgardian Deity |
| Powers | Sphere of influence life; Adapt to Environment, Adapt to Temperature, Converse, Diagnose, Heal Others, Heal Self, and Suspended Animation. Divine Luck, Immune to Afflictions, Immune to Magic, Immune to Reality Alteration, Immune to Supernatural Fear, Spellcast (Faerie), |

True Sight, and Unique Artifact.

Lady Sif is a beautiful warrior-goddess of the Vanir. Heimdall, her brother, is the sentinel of Asgard's Rainbow Bridge, which connects Asgard and Midgard, the mortal realm. When Sif was a child, she possessed long golden hair. She often played with young Thor, Odin's son, and Loki, Thor's adopted brother. Sif and Thor fell in love while they were quite young.

When she was kidnapped by Storm Giants and made a prisoner of Hela, Thor offered his own life to ensure her release. Hela, impressed by his nobility, released both of them. Later, the jealous Loki cut off all of Sif's golden hair while she was asleep. Guessing that Loki had something to do with Sif's loss of hair, Thor angrily demanded that Loki restore her golden locks.

The scared Loki contacted two dwarfish craftsmen, Brokk and Eitri (who would later create Thor's hammer Mjolnir), and asked them to create new hair for Sif. Loki was either unable, or unwilling, to pay the dwarfs enough gold to create golden hair. The dwarfs decided that "for the price of naught" they would make "strands of naught." The dwarfs created magical strands of hair from the blackness of the night.

The strands of darkness took root the moment they were placed on Sif's head, and then began to grow out. Thor found that Sif's new black tresses made her even more attractive, disrupting Loki's plan to ruin their relationship. During the second world war Thor and Sif had a falling out. To the disgust of some

Asgardians, including Sif, Thor travelled to earth to aid the Nazis.

To restore the balance Sif also journeyed to Midgard but to aid the Freedom Squadron. Since then wherever Thor has attempted to help evil, Sif has turned up to oppose him. At the moment she is with D'arque Justice the better to track supernatural events.

Sif shares powers common among all Asgardians, with her dense physiology granting superhuman strength, limited invulnerability, as well as advanced stamina, speed, agility, and reflexes. Sif is also extremely long lived and highly skilled in hand to hand combat and proficient in the use of cold weapons, favouring a sword and shield in battle.

She is often said to be the best female fighter in Asgard, on par with the Valkyrie. Valkyrie carries two weapons of choice. Her unique artifact is a sword carved the sword from a tooth of an extra-dimensional dragon. And she rides a winged horse named Aethon.

Silver Deer



| | |
|-------------|---|
| Real Name | Dyani Dahteste |
| Alignment | Chaotic Good |
| IQ | 10 |
| PS | 10 |
| ME | 15 |
| PP | 19 |
| MA | 11 |
| PB | 19 |
| PE | 15 |
| SPD | 30 |
| HPs | 75 |
| Age | 22 |
| Training | Survival, Archery |
| Height | 5'5 |
| Weight | 80lbs |
| Disposition | Cheerful, adventurous |
| Category | 5th level Divine Avatar (Hastseoltoi) |
| Powers | Angular Vision, Alter Attributes, Dextrous, Fit, Hide, Hunt, and Learn. |

Dyani is a member of the Navajo Nation and attempted to stop the Eon mining company from excavating a mountain sacred to her tribe. Fatally wounded during a conflict between her people and Eon, her tribe's shaman took her body and made a bargain with ancient powers to restore her to life. Since then she has

been hunting down and killing all the higher executives of Eon.

She was eventually sensed by Dimitrios who sent Wildheart to track her down, and was invited into to the Collegium. Silver Deer carries a bow which fires special arrows. Examples include; arrows which punch holes in heavy (i.e. tank) armour, arrows which explode into brilliant flames, arrows which entrap, arrows of a multitude of uses. She can summon her bow or make it disappear at will.



The Elite Agency for General Law Enforcement is a Canadian team of soldiers, most of whom have superhuman powers, which was organized under the auspices of the Canadian government's Paranormal Department. The appearance of Justice Anonymous inspired the Canadian government to create a team of superhumanly powerful agents to go on missions for the Canadian government. The standard procedure for recruits was that they would begin as members of a training team.

Upon successfully completing their initial training, recruits would move into a transitional team, to receive more advanced training. Those who proved to be successes in the transition team as well would finally join E.A.G.L.E. Force, the team of agents who would participate in major missions. The team established a headquarters on Canadian Forces Base Kingston in Ontario.

Amazon



| | |
|-------------|--|
| Real Name | June Travanah |
| Alignment | Lawful Good |
| IQ | 13 |
| PS | 10 |
| ME | 12 |
| PP | 10 |
| MA | 14 |
| PB | 19 |
| PE | 14 |
| SPD | 19 |
| HPs | 100 |
| Age | 25 |
| Training | Espionage and Military |
| Height | 6'3 |
| Weight | 120lbs |
| Disposition | Caring, considerate |
| Category | 5th level Mutant |
| Powers | Enlarge, Enhanced Molecular Structure |

The second recruit, June acted as the heart and conscience of the group.

Earthmover



| | |
|-------------|---------------------------|
| Real Name | Douglas Howard |
| Alignment | Lawful Good |
| IQ | 11 |
| PS | 15 |
| ME | 9 |
| PP | 14 |
| MA | 11 |
| PB | 10 |
| PE | 11 |
| SPD | 18 |
| HPs | 71 |
| Age | 36 |
| Training | Espionage and Military |
| Height | 5'6 |
| Weight | 150lbs |
| Disposition | By the book, strict |
| Category | 5th level Mutant |
| Powers | Field Earth, Terrakinesis |

The fourth to be recruited, Douglas came straight from the military.

Gatekeeper



| | |
|-------------|---|
| Real Name | Unknown |
| Alignment | Lawful Good |
| IQ | 15 |
| PS | 14/40 |
| ME | 14 |
| PP | 14 |
| MA | 11 |
| PB | 14 |
| PE | 13 |
| SPD | 15/40kph |
| HPs | 43 |
| Age | Unknown |
| Training | Espionage and Military |
| Height | 5'7 |
| Weight | 150lbs |
| Disposition | Brooding, analytical |
| Category | 5th level Shaman |
| Powers | The Wolf totem grants enhanced hearing, the Hawk totem enhanced sight, the Bear totem enhanced strength, and the Puma totem enhanced speed. |

Gatekeeper is the team's third recruit and resident mage, supernatural expert and forest ranger. Nothing personal is known about him other than he claims to be the keeper of some gate which must not be opened.

Mirage



| | |
|-------------|---------------------------------------|
| Real Name | Judy Robinson |
| Alignment | Lawful Good |
| IQ | 17 |
| PS | 9 |
| ME | 15 |
| PP | 13 |
| MA | 12 |
| PB | 18 |
| PE | 18 |
| SPD | 17 |
| HPs | 68 |
| Age | 19 |
| Training | Espionage and Military |
| Height | 5'5 |
| Weight | 95lbs |
| Disposition | Extrovert, friendly |
| Category | 5th level Mutant |
| Powers | Illusion, Mental Probe, Mental Shield |

The sixth recruit. The government attempted to turn Judy into the first female super soldier but it failed when it triggered her metagene instead.

Roulette



| | |
|-------------|--------------------------------------|
| Real Name | Joyce Sonners |
| Alignment | Lawful Good |
| IQ | 14 |
| PS | 11 |
| ME | 11 |
| PP | 14 |
| MA | 12 |
| PB | 19 |
| PE | 14 |
| SPD | 14 |
| HPs | 64 |
| Age | 22 |
| Training | Espionage and Military |
| Height | 5'8 |
| Weight | 91lbs |
| Disposition | Protective of children, prankster |
| Category | 5th level Mutant |
| Powers | Karma I, Karma II |

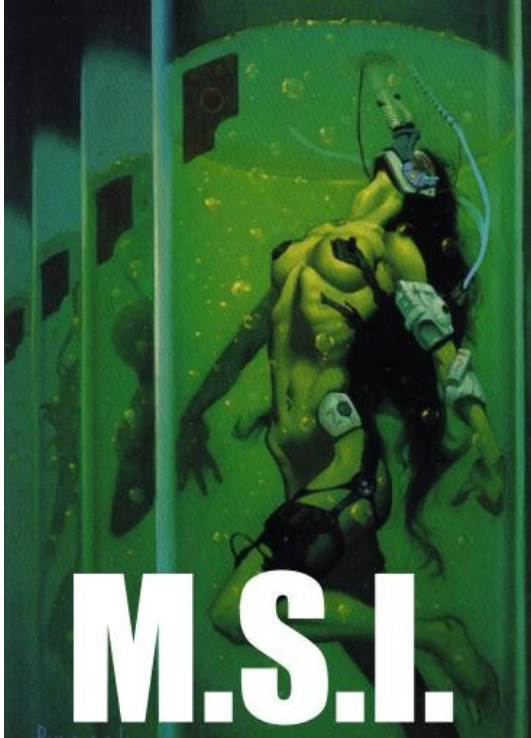
The fifth recruit, Joyce's powers were activated during a military engagement.

Timber Wolf



| | |
|-------------|--|
| Real Name | Hudson James |
| Alignment | Lawful Good |
| IQ | 12 |
| PS | 15 |
| ME | 12 |
| PP | 17 |
| MA | 11 |
| PB | 12 |
| PE | 17 |
| SPD | 16 |
| HPs | 87 |
| Age | 42 |
| Training | Espionage and Military |
| Height | 6' |
| Weight | 190lbs |
| Disposition | Compassionate, trusting |
| Category | 7th level Mutant |
| Powers | Enhanced Agility, Enhanced Leap, Enhanced Regeneration |

Hudson was the first to be recruited by the Canadian government to head EAGLE Force. He was also the only success of their super soldier program.



M.S.I. is an acronym for the Metaphysical Studies Institute. According to the official publicity releases M.S.I. was formed by a group of small laboratories all over the country, combining staffs, experimental results, facilities and equipment to form the most high powered scientific organization in the history of the human race.

Their goal is to expand humanity's knowledge by coordinated effort which probes in hundreds of directions at once. To this end they began forming close ties with the metahuman, supernatural and alien communities on earth. M.S.I. facilities appeared all over the world in a matter of weeks, some in existing lab sites but many in brand new locations. This raised many questions including how did they obtain the funding to combine so quickly? Why are their financial records hidden from the public? Why haven't they published any of their research? Why do they only rarely cooperate with scientists outside their

organization? And what is their obsession with the non human community?

Research Sections

Each department is involved in research well above what would be found in any normal facility.

Aquanautics

Personal equipment, boats, submarines and deep sea labs.

Extraterrestrial

Alien anatomy and equipment.

Macronautics

Dimensional exploration.

Mech

Exoskeletons, power armour and cargo mules.

Medical

Hospital equipment and genetics research. There is a sub section of Meta gene research.

Preternatural

Supernatural races and magic.

Prosthetics

Bionics and cyberware.

Star Reach

Spacecraft, orbital stations, space exploration, probes and terraforming.

Operations

An M.S.I. lab can be found in every major city in the United States, Canada, Western Europe, Australia, New Zealand and Antarctica. Each one is set up identically with the following; an Administration office, security, library, storage and a research section.

Over the years they have assisted many aliens in acclimatizing to earth culture and in return have learnt much from the visitors. Likewise in aiding mutants to learn how to control their powers they have discovered much about the meta gene. In fact they are currently the world's leading authority in medical

knowledge and manufacturer of state of the art medical technology.

Category 12th level Gadgeteer
Training Medical, Science and
 Technical

M.S.I. is Metatech's main rival in supplying official agencies like U.N.I.T.T., various western governments, sanctioned hero groups and even non sanctioned ones who are well known for their heroic deeds. In game terms M.S.I. would be the ones who supply superheroes and hitech legal authority groups with their equipment. For a price..

Dr Kirby is the head of the New York M.S.I. branch. Various U.S. governments have tried to get it shut down over the years due to its policy of extending sanctuary to all and not allowing aliens to be captured and dissected. After an assault by the Force of July she negotiated to move her branch to Switzerland.

Dr Kirby, Janice



| | |
|-------------|---------------|
| Alignment | Lawful Good |
| IQ | 25 |
| PE | 10 |
| ME | 20 |
| MA | 18 |
| PB | 17 |
| SPD | 15 |
| PS | 10 |
| HPs | 20 |
| PP | 10 |
| Disposition | Compassionate |
| Age | 39 |
| Weight | 94lbs |
| Height | 6' |

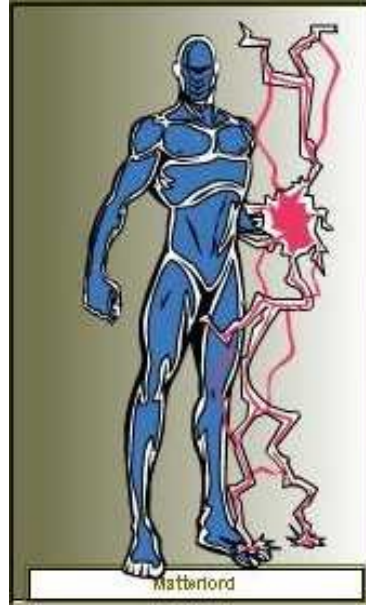
Maser



| | |
|-------------|--|
| Alignment | Chaotic Good |
| IQ | 12 |
| PE | 26 |
| ME | 10 |
| MA | 10 |
| PB | 10 |
| SPD | 20 |
| PS | 18 |
| HPs | 40 |
| PP | 25 |
| Disposition | Braggart |
| Age | 201 |
| Weight | 180lbs |
| Height | 5'8 |
| Category | 5th level Gramosian Mutant |
| Powers | Metamorph Electrical and Light, Electrical and Energy Emission |
| Training | Espionage and Military |

Maser fled the Tsauroid overlords of his own planet and headed to earth. He joined the M.S.I. after it moved to Switzerland and aided them in fighting off an attack from Blitzkrieg.

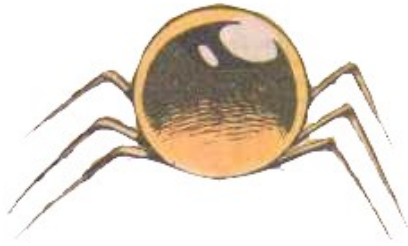
Matterlord



| | |
|-------------|--|
| Alignment | Lawful Good |
| IQ | 15 |
| PE | 30 |
| ME | 10 |
| MA | 12 |
| PB | 8 |
| SPD | 40 |
| PS | 40 |
| HPs | 400 |
| PP | 30 |
| Disposition | Brooding |
| Age | 46 |
| Weight | 180lbs |
| Height | 6'5 |
| Category | 5th level Mutant |
| Powers | Metamorph Diamond (permanent), Matter Manipulation, Lightspeed Flight |
| Training | Unrevealed |

Unknown. Matterlord first turned up in New York to aid the M.S.I. while it was under attack from the Force of July. He remained with it after it moved to Switzerland.

Perk



| | |
|-------------|------------------------------|
| Alignment | Lawful Good |
| IQ | 30 |
| PE | 25 |
| ME | 6 |
| MA | 6 |
| PB | 10 |
| SPD | 50 |
| PS | 6 |
| HPs | 30 |
| PP | 30 |
| Disposition | Helpful |
| Age | Unrevealed |
| Weight | Unrevealed |
| Height | 2' |
| Category | 9th level Pentas Explorer |
| Powers | Mechakinesis I + II |
| Training | Exploration, diplomacy |

Perk was sent to earth to study humans. He found the best way to do this was to join the M.S.I.

Phazer



| | |
|-------------|---|
| Alignment | Lawful Good |
| IQ | 15 |
| PE | 20 |
| ME | 10 |
| MA | 10 |
| PB | 11 |
| SPD | 20 |
| PS | 20 |
| HPs | 40 |
| PP | 24 |
| Disposition | Courteous, talkative |
| Age | Unrevealed |
| Weight | Unrevealed |
| Height | 5'7 |
| Category | 5th level Malator Mutant |
| Powers | Metamorph Light, Energy Absorption, Energy Emission |
| Training | Espionage and Military |

Phazer fled the Tsaurid overlords of his own planet and headed to earth. He joined the M.S.I. while it was still in New York and aided in fighting off the assault from the Force of July.

Quantum



| | |
|-------------|---------------|
| Alignment | Chaotic Good |
| IQ | 27 |
| PE | 26 |
| ME | 26 |
| MA | 10 |
| PB | 15 |
| SPD | 20 |
| PS | 30 |
| HPs | 50 |
| PP | 30 |
| Disposition | Curious |
| Age | 521 |
| Weight | 180lbs |
| Height | 5'6 |
| Category | Phase Warrior |
| Training | Espionage |

An injured Quantum was forced to recuperate on earth after a particularly savage battle with the Persian gods.

Quill, Peter and Companion

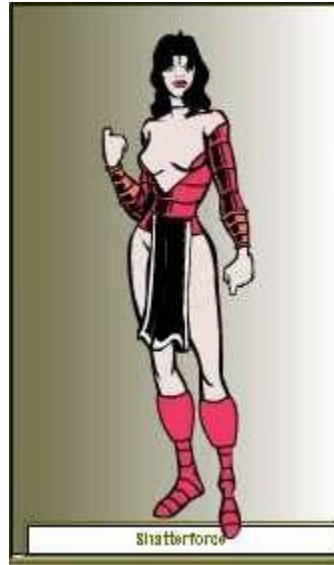


| | |
|-------------|-------------------------------|
| Alignment | Lawful Good |
| IQ | 20 |
| PE | 30 |
| ME | 18 |
| MA | 15 |
| PB | 14 |
| SPD | 30 |
| PS | 20 |
| HPs | 40 |
| PP | 30 |
| Disposition | Courageous, caring |
| Age | 28 |
| Weight | 180lbs |
| Height | 6' |
| Category | 12th level Temporal Displaced |
| Training | Espionage and Military |

Peter was time displaced from the 26th century into our time, along with his

living ship Companion. Not knowing where to go he joined the M.S.I. while it was still in New York. He assisted in its evacuation when the Force of July launched an attack on it, and allowed Dragoon to borrow Companion in order to counter strike against the White House. He and Companion remained with the M.S.I. after it moved to Switzerland.

Shatterforce



| | |
|-------------|---------------------------------------|
| Real Name | Susana Gheij |
| Alignment | Chaotic Good |
| IQ | 12 |
| PE | 25 |
| ME | 10 |
| MA | 10 |
| PB | 19 |
| SPD | 30 |
| PS | 15 |
| HPs | 40 |
| PP | 25 |
| Disposition | Maternal |
| Age | 24 |
| Weight | 100lbs |
| Height | 5'7 |
| Category | 5th level Mutant |
| Powers | Vibration Emission, Sonic Emission |
| Training | Physical |

Susana was accidentally rifted through from an alternate earth by an injured Quantum after coming to her aid against the Persian gods. She then joined up with the M.S.I.

Sza-Dal



| | |
|-------------|---------------------------------|
| Alignment | Chaotic Good |
| IQ | 18 |
| PE | 30 |
| ME | 30 |
| MA | 10 |
| PB | 12 |
| SPD | 20/200kph |
| PS | 15 |
| HPs | 40 |
| PP | 25 |
| Disposition | Rash, talkative |
| Age | 102 |
| Weight | 70lbs |
| Height | 6' |
| Category | 5th level Mutant |
| Powers | Winged Flight, Cosmic Awareness |
| Training | Espionage and Military |

Susana was accidentally rifted through from an alternate earth by an injured Quantum after coming to her aid against the Persian gods. She then joined up with the M.S.I.

Tal Mu



| | |
|-------------|--|
| Alignment | Chaotic Good |
| IQ | 15 |
| PE | 30 |
| ME | 18 |
| MA | 10 |
| PB | 19 |
| SPD | 40 |
| PS | 20 |
| HPs | 50 |
| PP | 25 |
| Disposition | Confident, exhibitionist |
| Age | 85 |
| Weight | 180lbs |
| Height | 6' |
| Category | 5th level Lemurian Mutant |
| Powers | Manipulate Kinetic, Teleport, Enhanced Agility |
| Training | Espionage and Military |

Tal was sent to explore the surface world to see if ties should be renewed. She joined the M.S.I. while it was in Washington and assisted them during the S.L.J.'s assault. She remained with them after they moved to Switzerland.



The Ocean Belles is a group of mermaids with special powers tasked with protecting all in the sea within their area and rescue any from danger. Previously there were many more mermaid groups situated around the world, but continued attacks by the Kopru and Kuo Toa have reduced them to just a single group based near the Philippines, operating from Tritonis.

Andrina



| | |
|-----------|------------------|
| Real Name | N/a |
| Alignment | Lawful Good |
| IQ | 13 |
| PS | 14/17 underwater |
| ME | 13 |
| PP | 14/19 underwater |

| | |
|-------------|---------------------------------|
| MA | 18 |
| PB | 19 |
| PE | 11/19 underwater |
| SPD | 12/600 kph underwater |
| HPs | 83/131 underwater |
| Age | 21 |
| Training | Military |
| Height | 6' |
| Weight | 94 lbs |
| Disposition | Loner, curious |
| Category | 6th level Mermaid Mutant |
| Powers | Cryokinesis, Hydrokinesis II |

Andrina and her mermaid friends, Cleodora and Melite are guardian mermaids of Tritonis. They each have bestowed powers. A loner and a bit of a rebel, Andrina loves her life as a mermaid and is perfectly content swimming alone all day. She has her own fun in her own way, and she isn't used to having to rely on others, or even cooperating, so she can be a little prickly at times. As a general rule, Andrina doesn't like mingling with land dwellers but over time she has become more curious about them. She possesses the ability to transform into a mermaid ten seconds after the touch of water. Once her body is completely dry, she turns back into a human.

Cleodora



ways of humans, from fashion to ordering food in cafés. That said, her knowledge of human social rules is sometimes patchier than she would like to admit- and though Cleodora throws herself into life on land, she often gets things wrong, much to the amusement of the other mermaids. Like the others she possesses the ability to transform into a mermaid ten seconds after physical contact of water. Once her body is completely dry, she turns back into a human along with the outfit she was wearing before she transformed.

| | |
|-------------|------------------------------------|
| Real Name | N/a |
| Alignment | Lawful Good |
| IQ | 11 |
| PS | 10/15 underwater |
| ME | 14 |
| PP | 13/15 underwater |
| MA | 18 |
| PB | 19 |
| PE | 9/15 underwater |
| MR | 11/600 kph underwater |
| HPs | 81/129 underwater |
| Age | 22 |
| Training | Military |
| Height | 5'6 |
| Weight | 93lbs |
| Disposition | Fun, curious |
| Category | 6th level Mermaid Mutant |
| Powers | Telekinesis, Manipulate Weather |

Cleodora is adventurous and fun-loving to the extent that she sometimes gets herself in trouble, acting before she thinks. She thinks both Andrina and Melite could afford to lighten up. Since she was a hatchling, she's been obsessed with land-dwellers, and has spent countless hours watching them from mainland beaches. Because of this, she is more familiar than the others with the

Melite



| | |
|-------------|--------------------------------|
| Real Name | N/a |
| Alignment | Lawful Good |
| IQ | 12 |
| PS | 10/16 underwater |
| ME | 14 |
| PP | 9/15 underwater |
| MA | 18 |
| PB | 19 |
| PE | 11/21 underwater |
| SPD | 14/600kph underwater |
| HPs | 83/133 underwater |
| Age | 20 |
| Training | Military |
| Height | 5'7 |
| Weight | 96lbs |
| Disposition | Naive, trusting, loyal |
| Category | 6th level Mermaid Mutant |
| Powers | Aerialkinesis, Hydrokinesis |

Melite's a really beautiful soul and a bit naïve, very trusting, can be unsure of herself at times and is easily treated like a doormat. Melite is the follower and loyal almost to a fault. She's a little clumsy and of all three mermaids, struggles with legs the most. Although the others rarely pay attention to what Melite has to say, she has sometimes come out of left field with a streak of genius that can help them find their way out of sticky situations. Sirena possesses the ability to transform into a mermaid

ten seconds after physical contact of water. Once her body is completely dry, she turns back into a human along with the outfit she was wearing before she transformed.

Omega Factor



The three original members of Omega Factor were the creations of the Prometheus Institute under their Project Omega department. All life created by Prometheus Institute were considered expendable with no legal rights, often being hired out on dangerous missions they didn't return from. Centaurus, Coyote and Transport had other ideas, however. While on an assassination mission in Iran they disappeared. The three soon resurfaced back in the United States calling themselves Omega Factor. They are often involved in fighting supervillains and helping people where they can although their main purpose remains to destroy the Prometheus Institute.

During one assault on the main laboratories of Project Omega they were defeated by other agents of Prometheus Institute and tried and convicted by the corporation board on multiple counts of desertion. Before they could be executed, two other Prometheus Institute agents - Doomsday and Omega Champion - helped the Omega Factor escape, later joining them. For a while the team lived in a subterranean community of the homeless and disenfranchised. They are currently

residing in Justice Anonymous's old mountain base with their blessings.

Centaurus



| | |
|-------------|--|
| Real Name | Gabriel |
| Alignment | Lawful Good |
| IQ | 18 |
| PS | 12 |
| ME | 15 |
| PP | 12 |
| MA | 16 |
| PB | 14 |
| PE | 11 |
| SPD | 20 |
| HPs | 30 |
| Age | 5 |
| Training | Covert Ops |
| Height | 5'7 |
| Weight | 150lbs |
| Disposition | Friendly, courteous, suspicious |
| Category | 6th level Mutant |
| Powers | Emission Sonic, Field Sonic, Sonic Flight. |

Gabriel is typically calm, smart, and a good friend, but he will often stubbornly cling to his strong personal moral code, which has resulted in numerous bad calls and extra stress within the group.

Gabriel's greatest fault, perhaps, is his

uncanny ability to place responsibility on himself and set for himself goals that are impossible to reach. Despite his faults, his combat skill and general care for all members of the group have led him to be looked up to, and allowed him to take the leadership role within the group.

Coyote



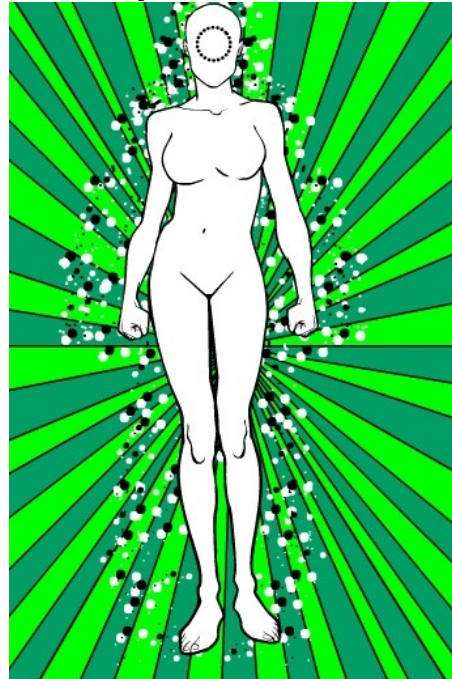
| | |
|-------------|---|
| Real Name | Scott |
| Alignment | Lawful Good |
| IQ | 15 |
| PS | 18 |
| ME | 14 |
| PP | 18 |
| MA | 12 |
| PB | 10 |
| PE | 25 |
| SPD | 30 |
| HPs | 50 |
| Age | 5 |
| Training | Covert Ops |
| Height | 5'8 |
| Weight | 180lbs |
| Disposition | Brooding, curious |
| Category | 6th level Mutant |
| Powers | Animal Mimicry (all), Animal Metamorph (all), Control Animals |

Scott is an expert at hunting, tracking, navigation, and observation. On their early missions he was often brazen, and foul-mouthed but eventually developed into an integral part of the group. His aggression is unprecedented, and it remains one of his most valuable assets,

as well as one of his most noticeable. Scott is a both physically and emotionally strong man.

He is often volatile, but he is still significantly more level-headed and rational than Doomsday. Though he is usually distant, Scott has often shown to be caring and selfless. Scott has also proven to be an incredibly honest individual and hardly ever lies. He is much more clever than he looks, and has a keen sense of intuition, especially when it comes to meeting new people. He can tell almost immediately who can be trusted and who cannot. An experienced tracker and hunter, he has deadly accuracy with any melee weapon.

Doomsday



| | |
|-------------|---|
| Real Name | Angela Szezero |
| Alignment | Lawful Good |
| IQ | 11 |
| PS | 12 |
| ME | 11 |
| PP | 15 |
| MA | 9 |
| PB | 10 |
| PE | 17 |
| SPD | 15 |
| HPs | 30 |
| Age | 2 |
| Training | Covert Ops |
| Height | 5'8 |
| Weight | 100lbs |
| Disposition | Self conscious, aggressive |
| Category | 5th level Mutant |
| Powers | Absorption Energy, Emission Light, Metamorph Light (permanent) |

After having grown discontented for some time with how she was treated by Project Omega, she and Dean freed Omega Factor and took the opportunity to both escape as well. Angela tends to

work alone and keeps much of her past secret, but possesses a keen sense of intuition, she trusts her gut when it comes to meeting new people. After the loss of her boyfriend, she suffered from hallucinations in which she would talk to him. As time went on, she gradually opened up to the group, and became close to James.

Omega Champion



| | |
|-------------|--|
| Real Name | Dean Jaskovich |
| Alignment | Lawful Good |
| IQ | 14 |
| PS | 12/ (suit 35) |
| ME | 17 |
| PP | 15 |
| MA | 14 |
| PB | 10 |
| PE | 17 |
| SPD | 15 |
| HPs | 20/ (suit 500) |
| Age | 31 |
| Training | Pilot, Covert Ops |
| Height | 5'8 (suit 6'2) |
| Weight | 180lbs/ (suit 450 lbs) |
| Disposition | Friendly, courteous, psychotic |
| Category | 5th level Exo-pilot |
| Powers | Flight, Armour, Energy blaster left arm (8D6, 20 metres range), Proton blaster right shoulder (20D6, 1 km range, |

requires 10 minutes to recharge), Missile Launcher left shoulder (8 missiles, 5D6 each, 1 km range), Forcefield (500 SDC for 5 minutes)

Dean formerly worked as a test pilot for experimental military planes. He was recruited to the Prometheus Institute to test their exo armours. However after having grown discontented for some time with what he saw going on in Project Omega, he and Angela freed Omega Factor and took the opportunity to both escape as well. Dean is single-minded, proud, brave, wise, short-tempered and also has a brutal side. He is the living juxtaposition between rage and wisdom. Despite his violent tendencies, Dean is wise and pragmatic, providing insightful advise and council to his friends. His experiences with Project Omega have rendered him a depressed, hopeless shell of his former self, and is only able to push forward if given a clear mission. Despite his rough, brash nature, Dean greatly enjoys having fun, he loves alcohol and likes to socialize. Project Omega absolutely want their power suit back, even more than they want the other members dead.

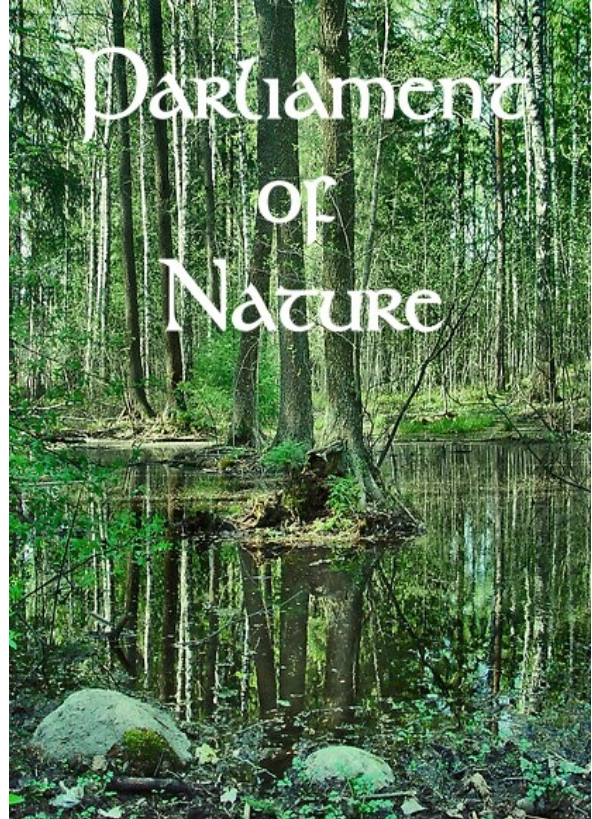
Transport



| | |
|-------------|---|
| Real Name | James |
| Alignment | Lawful Good |
| IQ | 12 |
| PS | 12 |
| ME | 11 |
| PP | 12 |
| MA | 10 |
| PB | 11 |
| PE | 17 |
| SPD | 20 |
| HPs | 30 |
| Age | 5 |
| Training | Covert Ops |
| Height | 5'9 |
| Weight | 180lbs |
| Disposition | Shy, keen, trusting |
| Category | 6th level Mutant |
| Powers | Teleport, Chronal Shift (first rank), Isoport |

James is bright, loyal, resourceful, and swift on his feet. Keenly aware of the extreme dangers in which he places himself for the sake of the group, he thinks on his feet and shows great compassion and humanity. Despite all of the horrors he has experienced, he maintains a youthful enthusiasm for life

and its unexpected pleasures. He is an integral part of the group, showing surprising depth and emotion when experiencing even the most devastating tragedies.



In the last days of Atlantis, an enormous amount of magic was expended during its final invasion. Vast devastation was wrought on the known world, with forests blazing up, and islands sinking into the sea. Eventually Gaea became aware of the savage conflict. Shocked by the destruction, she gave sentience to a grove of trees (the original Throne of Trees) and began to send a visions to the humanoid races.

Through the vision, those most receptive to it understood that the fragile remains of the world's ecology had to be preserved. Thus came about the first Elementals, Geomancers, Rangers and Shaman. For thousands of years these various agents of Gaea have acted as guardians of the earth and all the different forms of life which inhabit it. The Throne trains new Shaman and Geomancers and oversee the appointment of new Elementals.

The Parliament exists in the Grove of Serenity which is capable of shifting between space and time. The Grove has representative leaders and agents from each of the four different types of Thrones. The Grove currently favours alternating between the Parklands in Basilica City and the Tivoli Gardens outside of Rome.

Hierarchy

First and foremost, each of the Thrones (Clouds, Fire, Streams and Trees) are all Gaea's servants. The Parliament has divided up the world into regions of biomes. Each region is a well defined geographic area bounded by mountain ranges, rivers, seas, or deserts.

Parliament regions do not rely on national borders, or on racial or ethnic groups. An Arboreal can encompass several countries and peoples. See the separate tables below for the different setups for each of the Thrones. All members of the Parliament must be of Good alignment.

Operations

Throughout the history of Earth, when times of great trouble has arisen, Gaea has created various Elementals and Geomancers that act as the world's protectors. The Parliament realizes all creatures have basic needs for food, shelter, and self-defence. Humans must hunt animals for food and must clear trees to farm and build houses. These actions constitute a necessary part of the natural cycle. However they do not tolerate unnecessary destruction or exploitation of Nature. Sensing violations, an Elemental investigates the motives of the people involved, weighing them against the risk to the

land. Then he decides whether to take action.

The Parliament frowns upon killing animals simply for sport, over hunting a region, and treating animals with excessive cruelty. Even more than trapping for food or fur, they hate to see animals captured for use in events like bear baiting, bullfighting, or other such sports. Members of the Parliament always try to stop these spectacles and free the animals. They may wreak terrible vengeance on those who capture wild beasts for sport or operate the arenas where animals are forced to fight.

The Parliament has nothing against most forms of farming, even if it means clearing woodlands or draining swamps to create new fields. Although they feel a special reverence for trees, crops are plants too, and civilized races have a right to practice agriculture. However they will object to destroying a wilderness area for a farm extension that is strictly for profit.

They also will oppose farming that requires the destruction of ancient wilderness areas, large spreads of land, or any region that serves as a sanctuary for rare, endangered, or magical plants and animals. Also discouraged are farming practices that harm the soil and selfish irrigation schemes (dams, aqueducts, etc.) intended to parch one region to slake another's thirst.

The Parliament sees all forms of undead as the greatest perversion of Nature. Things exist in a natural cycle: birth, growth and death. The undead break this cycle, worse, they are the enemies of life. Therefore the Parliament sees the undead as abominations to stamp out to

restore the proper workings of Nature. Yet they do not actively hunt the undead themselves. Instead they will pass on information and sometimes aid to Undead Slayers and let them deal with it.

The Parliament relies on both plants and animals to act as their spies all over the land to keep watch on the movements of friends and enemies alike. Normally, small, inconspicuous animals work best, especially birds, with their excellent mobility, aerial vantage point, and good eyesight. Rodents, from squirrels to mice, rarely get noticed.

Domestic animals constitute another good choice due to their intelligence. They have the added bonus of being able to tell about activities inside a building. Animals have a limitation though. They often don't understand what they see and hear and sometimes can't determine what is worth reporting. A dog can recognize certain people and usually has a general idea what its owners are doing, but it cannot understand speech. A mouse or bat probably cannot tell one person from another.

The Parliament also often has to deal with natural disasters. Infestations of beetles, locusts, aphids, and other insects can strip forests and pastures in a matter of days or weeks. Moulds and rusts can ravage woodlands if unchecked. Old trees, which aren't as resistant to disease as younger ones, are particularly vulnerable. To prevent the spread of destructive insects and fungi, Elementals remove and dispose of infested plants as quickly as possible.

An excess of precipitation, sudden snowmelt, or high winds producing strong coastal waves may result in

flooding. Floods can wash away valuable topsoil, destroy trees and buildings, and drown the unprepared. Elementals reduce the severity of river flooding by planting and maintaining the trees and grasses in elevated lands. This vegetation controls runoff and absorbs melted snow, preventing it from running off into rivers and causing the water to rise over the embankments.

Seacoast floods, on the other hand, are almost impossible to prevent. However with sufficient warning, Elementals can warn others to seek protection in the highlands until the storm subsides. Violent shifting of the earth's inner layers may produce earthquakes, which can occur anywhere in the world. Earthquakes can indirectly cause flooding and fires, but the biggest danger comes from avalanches, falling rocks, trees, mudslides, and collapsing buildings. Unusual animal behaviour (such as the agitated prancing of small mammals), spontaneous geyser eruptions, and clusters of small tremors often indicate an impending major earthquake. Earth Elementals of course can sense approaching quakes.

Higher than average temperatures and a lack of rainfall may result in a drought. When water is scarce, rivers dry up, vegetation withers, and animals suffer from dehydration. Elementals can't offset the overall effects of a drought, but he can reduce the local impact of the drought on marginal habitats by storing water, and encouraging others to do the same.

Fires is perhaps the most devastating of all natural disasters. A fire not only wipes out trees and vegetation, it also kills animals and pollutes lakes and

rivers with ash. Travellers who carelessly burn trash or toss unwanted torches into the brush are a common source of fires. While lightning strikes are a primary cause of forest fires, some fires are intentionally set by enemies. Fighting fires isn't easy, nor is it something one agent can effectively do alone (unless he's a Fire Elemental).

Because fires spread so rapidly, particularly in dry seasons, the chance of stopping a fire decreases with every moment it's allowed to burn. Water or dirt can be used to smother small fires. A fireline can be built, an area cleared of all vegetation and other combustible material. This helps contain larger fires, but an adequate fireline usually requires the efforts of many individuals working as a team. Once a fire is extinguished, a close watch must still be kept for many days, lest a smouldering limb start the fire blazing once again.

Groves of Serenity

The Grove of Serenity reveals itself readily to those who know what to look for. No trees or plants within the grove may be harmed, cut, or pruned. No one may pick or cut branches, berries, nuts, or fruit, either; visitors can eat or otherwise use only that which has fallen to the ground. No one may fight within the grove. No bird or animal within the grove may be harmed. If a hunted creature flees into the grove hunters must break off the chase, they cannot shoot at the beast from outside the grove once it enters. No one may fish in the waters of the grove, nor foul these waters in any way. None may light a fire within a grove's bounds.

Each Arboreal also consecrates its own lesser serene grove, awakening it to its

magical properties. To this end, they must find a suitable natural site, then sanctify it. Once finished, the grove becomes a living shrine to Nature, where the Parliament's agents or others can seek sanctuary and contact the Grove of Serenity. The Grove will have on average 10 +D10 intelligent plants, 2 +D4 Servants of the Foliage, Scorch, Fog or Creek; and one Lord of the Botanical, Blaze, Mist or Tributary (although there can be more).

All in the grove are rendered immune to magical fear while within it. Natural (nonmagical) lightning never strikes trees or beings in the grove. Undead cannot enter the grove. Agents or those considered allies of the Parliament may heal wounds at twice the rate of natural healing while in the grove. Any source of water within the grove also has unusual healing properties. Anyone bathing in the water gains the benefit of simultaneous healing of all diseases, poisons, and any serious wounds.

The water loses all special properties outside the grove's boundaries. A Parliament agent who spends the night sleeping in the grove may receive a magical portent in a dream concerning the past, present, or future. The nature of the prophecy remains the GM's decision, but usually warns of danger or hints at a task Nature wishes the agent to perform. All wild animals that enter the Grove are influenced by an aura of peacefulness within it and will not attack anyone.

The Throne of Clouds



| | |
|-------------|--------------------------|
| Other Names | The Parliament of Nature |
| Alignment | Lawful Good |
| IQ | 50 |
| PE | 100 |
| ME | 50 |
| MA | 30 |
| PB | 15 |
| PS | N/a |
| PP | N/a |
| SPD | 1 |
| HPs | 9000 |
| Disposition | Respectful, thoughtful |
| Age | 5000 |
| Weight | N/a |
| Height | 30-100ft |
| Category | Ascended Air Elementals |
| Powers | See below |

Hierarchy

The Throne which governs air and birds follows the following hierarchical order:

Geomancers - The voice of all nature, often acting as messengers and intermediaries between the Throne and humanity.

Elementals - The fist of the Clouds. When Geomancers need protection or some additional persuasion power.

Servants of the Fog - Eventually when an Air Elemental tires of an active existence and seeks to escape the

distractions of the world, he transforms into a living fog of 20 +D20ft diametre. As fog he becomes physically immobile but psychically enhanced. They serve to pass on commands and messages from the Throne to their agents. Powers are identical to an Air Elemental but doubled.

Lords of the Mist - These Clouds have widened their areas of influence, becoming guardians of entire mountains. They reach a diametre of 40 +3D10ft. Powers are identical to an Air Elemental but x5.

Throne of Clouds - The leaders of the Throne of Clouds. These clouds reach diametres of 60 +4D10ft, with the most senior being 100 feet. They are responsible for keeping harmony between their own agents and the different elemental Thrones. They also rally their forces against any local or global threats to Nature.

All Clouds have the following abilities:

Clouds are psychically attuned with all nature and hears its whispers in its head. Additionally they can telepathically communicate with any lifeform.

They can change the wind's direction and even increase its speed or stop it altogether within a ME x100 metre radius. A wind rush can have a speed of up to ME x6kph, and is able to knock people and objects over. Using this he can ride the wind at ME x40kph, lifting himself and an extra ME x50kgs. One final side effect is he can greatly enhance the effectiveness of missile weapons by increasing the force and accuracy with which they strike. It adds a +1 to the

attackers thaco, +1 to damage and doubles the range.

Clouds can surround themselves or any within their line of sight with a pocket of air of up to ME x50 centimetres radius and an MR equal to ME x20. Air supply lasts 20 minutes per ME. This can also act to purify air, removing all pollutants, including but not limited to: smoke, poison gas, dust and anything of a particulate size of than a grain of sand or less from its area of effect. It will not affect natural moisture in the air at all. It will also reduce the duration of any gas based magics or attacks that are affected. Further they can gently force a wind into an organism's lungs, inflating it and restoring their ability to breathe. Alternatively this can be used to devastating effect.

They can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the nature of the magic (including whether it is harmful or helpful). As well as see heat images and traces the same way as thermo optic equipment, electrical fields (and their intensity), gravity waves (in a radar like manner), Mana or Ley Line power (depending on which system you use), Magnetic fields, Radiation, Ultraviolet, Infrared and X-rays.

Clouds are able to travel between any 2 points where aspects of their elemental sign exist. For example Water can travel between oceans, lakes, ponds, etc. Functions identically to Telereformation.

Clouds can create a whirlwind with a 20 metre radius per 2 ME anywhere in its line of sight. It has a rotational speed of ME x100kph. Any caught in it will be

swept up and hurled around unable to perform any actions.

Clouds are able to thrive by feeding on mana and any aspects of nature present nearby. This effectively renders them immortal. It also allows them to spellcast Faerie and Air Elemental magic (knows all the spells). They can tap into the world's natural mana at a rate of IQ + ME x3. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

The Throne of Embers



| | |
|-------------|--------------------------|
| Other Names | The Parliament of Nature |
| Alignment | Lawful Good |
| IQ | 50 |
| PE | 100 |
| ME | 50 |
| MA | 30 |
| PB | 10 |
| PS | N/a |
| PP | N/a |
| SPD | 1 |
| HPs | 9000 |
| Disposition | Decisive, impulsive |
| Age | 5000 |
| Weight | N/a |
| Height | 30-100ft |
| Category | Ascended Fire Elementals |
| Powers | See below |

Hierarchy

The Throne which governs fire, heat and magma follows the following hierarchical order:

Geomancers - The voice of all nature, often acting as messengers and intermediaries between the Throne and humanity.

Elementals - The fist of the Embers. When Geomancers need protection or some additional persuasion power.

Servants of the Scorch - Eventually when a Fire Elemental tires of an active

existence and seeks to escape the distractions of the world, he transforms into a ball of flame of 20 +D20ft. In this form he becomes physically immobile but psychically enhanced. They serve to pass on commands and messages from the Throne to their agents. Powers are identical to an Fire Elemental but doubled.

Lords of the Blaze - These Fires have widened their areas of influence. They reach a height of 40 +3D10ft. Powers are identical to an Fire Elemental but x5.

Throne of Embers - The leaders of the Throne of Embers. These balls of flame reach heights of 60 +4D10ft, with the most senior being 100 feet. They are responsible for keeping harmony between their own agents and the different elemental Thrones. They also rally their forces against any local or global threats to Nature.

All Embers have the following abilities;

Embers are psychically attuned with all nature and hears its whispers in its head. Additionally they can telepathically communicate with any lifeform.

They can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the nature of the magic (including whether it is harmful or helpful).

As well as see heat images and traces the same way as thermo optic equipment, electrical fields (and their intensity), gravity waves (in a radar like manner), Mana or Ley Line power (depending on which system you use), Magnetic fields,

Radiation, Ultraviolet, Infrared and X-rays.

Embers are able to thrive by feeding on mana and any aspects of nature present nearby. This effectively renders them immortal. It also allows them to spellcast Faerie and Fire Elemental magic (knows all the spells). Elementals can tap into the world's natural mana at a rate of IQ + ME x3. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Embers can throw fireballs over his normal distance x2. They do 20D8 per 5 ME and have a 98% chance of causing anything combustible to catch alight. He can also form a continuous gorge of fire which does 20D6 per 5 ME, over 20 metres per ME.

Can form a shield or wall of fire (6 metres per ME thick) x (6 metres per ME tall) x (3 metres per ME radius) anywhere within 60 metres per ME. Does D6 damage per 5 ME for every 30 centimetres the victim walks through.

Embers can fly by riding a planet's thermal currents (if it has any). Speed is ME x100kph with a maximum ceiling height of 100 metres per ME. Speed is reduced accordingly in colder climates, as determined by the GM.

Embers can manipulate any flames within his line of sight of up to a 60 metre radius. The character can either extinguish flames or increase their size. He can cause the fire to lash out up to 50 metre per 2 ME doing 23D6. They can also use this to create a 20 metre per 2 ME radius smoke cloud in which victims are blind and have trouble breathing with -9 and -50% penalties.

Embers can spot weld any two pieces of stone or metal he touches. It is especially useful for sealing entrances and exits in a hurry.

Embers can also cause any 1 object per round within his line of sight which is combustible to ignite doing 20D6. If used on human skin it can scar the entire body and melt the skin, making the affected CHA 1. The fire only does 1 point of pain damage every turn, slowly torturing the person to death, but does no real damage except for that of the marring of facial features.

The Throne of Streams



| | |
|-------------|--------------------------|
| Other Names | The Parliament of Nature |
| Alignment | Lawful Good |
| IQ | 50 |
| PE | 100 |
| ME | 50 |
| MA | 30 |
| PB | 10 |
| PS | N/a |
| PP | N/a |
| MR | 1 |
| HPs | 9000 |
| Disposition | Open minded, firm |
| Age | 5000 |
| Weight | N/a |
| Height | 30-100ft |
| Category | Ascended Water |
| Powers | See below |

Hierarchy

The Throne which governs water and sea life follows the following hierarchical order:

Geomancers - The voice of all nature, often acting as messengers and intermediaries between the Throne and humanity.

Elementals - The fist of the Streams. When Geomancers need protection or some additional persuasion power.

Servants of the Creek - Eventually when a Water Elemental tires of an active existence and seeks to escape the distractions of the world, he chooses a creek to merge with. As part of the creek he becomes physically immobile but psychically enhanced. These creeks serve to pass on commands and messages from the Throne to their agents. They have a diameter of up to 20 +D20ft. Powers are identical to an Water Elemental but doubled.

Lords of the Tributary - These Streams have widened their areas of influence, becoming guardians of entire rivers. They reach a length of up to 40 +3D10ft. Powers are identical to an Water Elemental but x5.

Throne of Streams - The leaders of the Throne of Streams. These streams reach diameters and lengths of up to 60 +4D10ft, with the most senior being 100 feet. They are responsible for keeping harmony between their own agents and the different elemental Thrones. They also rally their forces against any local or global threats to Nature.

All Streams have the following abilities;

Streams are psychically attuned with all nature and hears its whispers in its head. Additionally they can telepathically communicate with any lifeform.

They can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the

nature of the magic (including whether it is harmful or helpful). As well as see heat images and traces the same way as thermo optic equipment, electrical fields (and their intensity), gravity waves (in a radar like manner), Mana or Ley Line power (depending on which system you use), Magnetic fields, Radiation, Ultraviolet, Infrared and X-rays.

Streams are able to thrive by feeding on mana and any aspects of nature present nearby. This effectively renders them immortal. It also allows them to spellcast Faerie and Water Elemental magic (knows all the spells). Elementals can tap into the world's natural mana at a rate of $IQ + ME \times 3$. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Streams can reduce the temperature dramatically anywhere within his line of sight. This can cause a victim's hands and feet to get frostbitten, as if from exposure to extreme cold. The victim gets a save against this effect, but it must be made at -2. When affected by Frostbite the victim will fight with -4 and -40% on all rolls. These effects persist until the victim's extremities are defrosted by heat. Note that any extremity in a frostbitten state for more than 3 hours could potentially become gangrenous. Surfaces on the other hand will become extremely slippery and in some cases brittle.

Can travel between any 2 points where aspects of your elemental sign exist. For example Water can travel between oceans, lakes, ponds, etc. Functions identically to Telereformation.

Streams can exert control over a nearby body of water able to calm it or create waves. 20 metre radius per ME, within line of sight while concentrate. The size of the wave can be up to $ME \times 1$ metre doing D6 damage per metre size. If the body is large enough he can even create a whirlpool of 20 metre radius per 2 ME until his concentration is broken.

Streams can purify any water so that it is suitable for drinking. In the case of sea water it removes the salt content. 20 metre radius per ME. As a side effect he can also remove toxins from himself or another. He must first make a cut somewhere on the body. From this cut he can then summon out any poison, venom or other toxins from the body.

Finally Streams can draw condensation and form a shield or wall of water (6 metres per ME thick) x (6 metres per ME tall) x (3 metres per ME radius) anywhere within 60 metres per ME. Most weapons will have their range halved by the water if not swept away together.

The Throne of Trees



| | |
|-------------|------------------------------|
| Other Names | The Parliament of Nature |
| Alignment | Lawful Good |
| IQ | 50 |
| PE | 100 |
| ME | 50 |
| MA | 30 |
| PB | 10 |
| PS | N/a |
| PP | N/a |
| SPD | 1 |
| HPs | 9000 |
| Disposition | Thoughtful, compassionate |
| Age | 5000 |
| Weight | N/a |
| Height | 30-100ft |
| Category | Ascended Earth and Plant |
| Powers | See below |

Hierarchy

The Throne which governs land based animal and plant life follows the following hierarchical order:

Geomancers - The voice of all nature, often acting as messengers and intermediaries between the Throne and humanity.

Elementals - The fist of the Trees. When Geomancers need protection or some additional persuasion power.

Servants of the Foliage - The first stage of becoming a Throne Tree. Eventually when an Earth Elemental tires of an active existence and seeks to escape the distractions of the world, he transforms into a living tree of 20 +D20ft. As a Tree he becomes physically immobile but psychically enhanced. These are the Trees which pass on commands and messages from the Throne to their agents. Powers are identical to an Earth Elemental but doubled.

Lords of the Botanical - These Trees have widened their areas of influence, becoming guardians of entire forests or mountains. They reach a height of 40 +3D10ft. Powers are identical to an Earth Elemental but x5.

Throne of Trees - The leaders of the Parliament of Nature. These Trees reach heights of 60 +4D10ft, with the most senior being 100 feet. They are responsible for keeping harmony between their own agents and the different elemental Thrones. They also rally their forces against any local or global threats to Nature.

The Arbols

Arbol trees, also known as the Guardians of Life, are incredible life forms unlike any on earth. They stand over a 30 feet tall (up to 100 feet for Arbols hundreds of years old) and show no seasonal cycle or reaction to even the most dramatic changes in the environment. The trees never lose their leaves, nor do the leaves change colour or lose their lustre. The foliage stays green and healthy throughout the coldest winters and the most terrible droughts. In fact, there are Millennium Trees known to flourish in the deserts of Africa and the snow covered forests of Norway. The tree's

sole source of nourishment seems to be mana.

People of good alignment who pray, plead or talk to the sacred trees asking for help are frequently answered, particularly in regards to healing the sick or injured, the calming of storms, and receiving dreams or visions offering advice and warnings of impending danger and future events. However, these powers cannot be drawn upon indiscriminately by just anyone. Creatures of an evil nature have never been known to benefit from the trees unless a good person or friend of the trees intercedes on their behalf. The term “friend of/to the trees” may seem odd, but the Trees do recognize specific individuals and respond to some people better than others. Allies of nature with a pure heart, who work to help people and protect the trees will be granted “gifts” much more readily than others.

Those who visit the tree(s) regularly will benefit by way of visions, healing, shelter, and magic twigs, leaves, and bark. Many of these chosen or recognized people consider the trees to be real friends, talk about and refer to them as if they were people, often telling them about news, rumors, current events, and personal observations and feelings. People of all ilks come to the trees to meditate and many celebrations take place under their shady branches. Of course, the trees never answer back in any audible or obvious way, but the people are confident that the trees understand what is being said, nonetheless.

Friends resting under the tree’s leafy embrace are protected and said never to be caught unawares by an enemy. Even

if asleep, the individual will awake without cause, be instantly alert and immediately look in the direction of the danger (assassins on the prowl, bandits, monster, etc.). Inside the trees are large, hollow, burls that serve as natural tree houses. These bulbous appendages are oblong spheres that are typically the size of a 20th century house.

Inside, there are several different “floors,” complete with spiral ramp structures that connect the levels like stairs. There are also many openings in the outer walls that serve as windows and doorways. These dwelling places/houses are intentionally created by the Arbol as habitation for peace-loving humanoids. The tree can tell if the friend is sincere and truthful, so if he is duped, the tree may respond accordingly. It is also possible to bluff the tree — difficult but possible.

Arbols may also provide help or a magic item to champions of renown. The tree remembers everything it hears and will recognize the names of people who pass under or linger under its branches. This means it hears about all sorts of people, from bandits to heroes. It may be able to identify a person by what he and those around him say. If it can confirm that a champion of good has need of its help, it may do so. Again, this is where a friend of the tree can be of great assistance.

The tree only withholds its gifts from characters of evil alignment, and even then, may provide healing if such a gift is asked by a trusted friend. One must remember that the entire tree is alive and aware, thus it knows everything that is happening in, on and around its gigantic body. It enjoys the songs of birds flying overhead, the chatter of two squirrels

arguing on a branch, the silly games of playful faeries and the whispers of adventurers resting in its shade.

Furthermore, it hears the noises carried on the wind, tastes the ash of a distant fire (also carried by the wind), recognizes the fear and distress of the many animals that visit and live on its body, and feels the vibrations of the earth, including the gallop of horses, the rumble of vehicles, the march of soldiers and the shock waves from explosions.

Additionally, it can feel when the mystic energies of its connecting ley lines are being used, as well as when and where a gate has opened along any of its ley lines. As a result, it is not likely that the tree can be caught unawares. This enables it to protect its friends, inhabitants and self from danger. It's also interesting to note that normal storms are always half their intensity around the trees, and floods and earthquakes never occur in their vicinity. Not only that, creatures living within its branches recuperate twice as quickly when injured or returning sick after a journey.

Arbols can communicate either verbally (speaking very slowly) or by telepathy. Arbols listen to everything ever said by friends and visitors while under its branches (magically understands all languages). It is a sentient and benevolent being who remembers everything it hears and can identify specific people by voice pattern (frequency, tone, inflections, choice of words, etc.). By this means it can also determine if the person is under stress, nervous, angry, sad, happy, sincere, or lying.

The tree is much more likely to intercede and help a friend than a stranger, including pleas for help on behalf of a stranger. This is where a druid or other "friends" of the trees can be a vital ally. The tree may also respond to the needs of a stranger, especially if the person is of a good alignment (the more good, the better), trying to help others, and is sincere and/or desperate. The Tree is most likely to respond to things that come easy for it, like healing. The giving up of leaves, bark, twigs and branches are rare privileges. Of course, since the tree trusts known friends and allies, this means that it can be tricked or deceived.

Arbols are alive with magic energy which makes them living mana batteries. This energy flows throughout the tree and is housed in its appendages, including leaves and branches. To discover a broken branch or leaf from an Arbol is a valuable find. Each twig contains a certain amount of mana, it remains alive and can be used to create magic wands or as a talisman that contains a small amount of mana which can be used by practitioners of magic.

The twig replenishes any used up mana by drawing on ambient magic energy; takes about 24 hours to recharge. The prayers and the cries of the needy have seemingly caused leaves, twigs and bark to fall from the tree without ill affect. In fact, a twig that falls at the feet of the needy is likely to be a magic wand of considerable power. However, to deliberately break a branch, twig or leaf from an Arbol will evoke the wrath of faeries and other supernatural protectors that live in or near such trees.

All Arbols have the following abilities;

Arbols are psychically attuned with all nature and hears its whispers in its head. Additionally they can telepathically communicate with any lifeform.

They can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the nature of the magic (including whether it is harmful or helpful). As well as see heat images and traces the same way as thermo optic equipment, electrical fields (and their intensity), gravity waves (in a radar like manner), Mana or Ley Line power (depending on which system you use), Magnetic fields, Radiation, Ultraviolet, Infrared and X-rays.

Arbols are able to thrive by feeding on mana and any aspects of nature present nearby. This effectively renders them immortal. It also allows them to spellcast Faerie and Earth Elemental magic (knows all the spells). Elementals can tap into the world's natural mana at a rate of IQ + ME x3. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Arbols can reach out to the earth and form arms or other shapes out of any plantation. He can then exert his strength through these arms. The arms can take damage equal to the Arbol's total HPs, and its stretching ability is dependant on the amount of earth available for it to draw on. Does D10 damage per 3 metres height. It can also blend into the surroundings and become 100% undetectable if stand still, 75% if move up to 1 metre per round, 50% if 2 metres

per round, 25% if 4 metre per rounds and 0% if move any faster.

At will Arbols can secrete a resin which causes a severe reaction on skin, causing a rash, severe itching, and watering eyes. Scratching the rash will only make it worse and will remain even after the goo is washed off, but will wear off in about 3 days, although there are several creams available that will neutralize the itching. While scratching, the hero loses 2 attacks per melee and is -3 to all combat rolls. Alternatively he can release clean water through his hands for others' use.

Finally Arbols can fire splinters from his body which do 1 point of damage each (up to 100 splinters) with an effective range of 60 metres +1 metre per level.

The Southern Crisis Response Specialists



Based in Canberra, The S.C.R.S. more commonly known as the Southern Cross is an organization that coordinates and oversees a number of super-powered beings in Australia. Created by a special act of parliament in 2001, originally as a metahuman operatives team under A.S.I.O. they were eventually granted the status of an independent government department reporting directly to the Australian government of the day. They form Australia's premier superhero team, dealing with any and all threats to their country. They have triple-A-one security clearance, a high-tech base manned by government personnel, and command of any Australian military equipment.

Australian Flagg II



| | |
|-------------|---|
| Real Name | James Douglas |
| Alignment | Lawful Good |
| IQ | 10 |
| PS | 30 |
| ME | 11 |
| PP | 20 |
| MA | 10 |
| PB | 10 |
| PE | 30 |
| SPD | 25 |
| HPs | 120 |
| Age | 43 |
| Training | Military, Espionage |
| Height 6' | Weight 175 lbs |
| Disposition | Loyal, patriotic, protective of children |
| Category | 7th level Augmented |
| Powers | Enhanced Strength and Molecular Structure |

James was an ASIO agent, and a good one. He was assigned to discover why a rather unimportant mobster suddenly had access to major muscle. As it happened, Venom was involved and James was captured. When James awoke, he found himself strapped to a table while a Venom scientist cackled over him. Unsurprisingly, the scientist had some

rather odd notions of experimental procedure, and James had just become the latest victim subject of his research on augmentation. Agent Douglas recovered consciousness on the way back to his cell, and was able to overcome an unwary guard. With the guard's uniform and a little luck, he was able to escape and expose the Venom base. With his newly enhanced attributes, Frank became an even better agent. When the Southern Cross was formed James was picked to lead the team.

Dr Midnight



| | |
|-------------|--|
| Real Name | Casandra Jones |
| Alignment | Lawful Good |
| IQ | 10 |
| PS | 11 |
| ME | 11 |
| PP | 11 |
| MA | 10 |
| PB | 19 |
| PE | 16 |
| SPD | 10 |
| HPs | 80 |
| Age | 25 |
| Training | Military, Medical |
| Height | 6' |
| Weight | 91lbs |
| Disposition | Loud, friendly |
| Category | 5th level Mutant |
| Powers | Metamorph Shadow, Absorption Shadow, Field Shadow, Manipulate Shadows, Emission Shadow |

Casandra's crime-fighting career began as she ran a free medical clinic in Sydney. Her work led her to investigate a new street drug killing a lot of her patients. The drug, she soon learned, was produced by an evil corporation.

Casandra got too close and was captured and then drugged by company enforcers. The drug triggered her metagene activating her powers.

Emerald Warrior

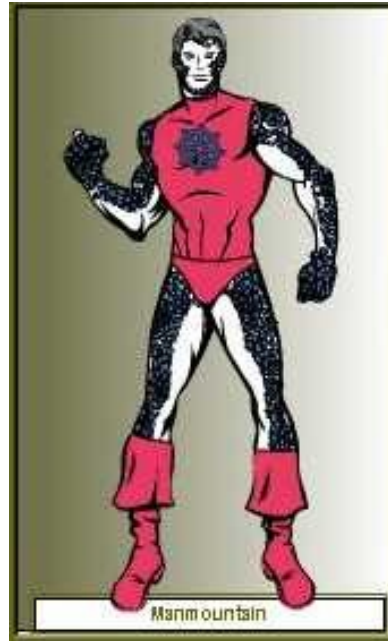


| | |
|-------------|--|
| Real Name | James Donohue |
| Alignment | Lawful Good |
| IQ | 13 |
| PS | 13 |
| ME | 12 |
| PP | 14 |
| MA | 10 |
| PB | 10 |
| PE | 16 |
| SPD | 10 |
| HPs | 75 |
| Age | 31 |
| Training | Military |
| Height | 5'6 |
| Weight | 120lbs |
| Disposition | Quiet, brooding |
| Category | 5th level Arcane Artifact; Bastard Sword and Chain Mail Armour |
| Powers | As per sword and armour |

The authorities told him his name is James Donohue, but he really doesn't know who he is. He doesn't much care anymore, either. Oh, sure, it bothers him sometimes, and sometimes he catches glimpses of some memory or another. All he knows is that he's been the way he

is for as long as he can remember, which isn't very long. The first memory he has is of waking up in enchanted armour and holding an arcane sword. No one really knows where it came from. Some British scientist said once that they look a lot like something he saw in an old Celtic burial ground that the authorities are still trying to figure out. Make sense out of that. He's got a great life now, part of a great team, and he's a popular superhero. Of course, there are strange moments when he feels like something or someone is trying to communicate with him through the sword. He can never make sense out of it, and so far he's avoided telling anyone else. Why worry anyone? It's probably nothing.

Manmountain



| | |
|-------------|------------------|
| Real Name | Jason Dew |
| Alignment | Lawful Good |
| IQ | 11 |
| PS | 14 |
| ME | 16 |
| PP | 12 |
| MA | 10 |
| PB | 11 |
| PE | 13 |
| SPD | 10 |
| HPs | 77 |
| Age | 36 |
| Training | Military |
| Height | 5'4 |
| Weight | 140lbs |
| Disposition | Cheerful |
| Category | 5th level Mutant |
| Powers | Enlarge |

Jason was once a young archaeologist who had been working on a dig in Israel, when he stumbled across the wreckage of an alien spaceship. Going inside he found a strange creature dying within the craft. Some odd compulsion made him take the creature's gem which then embedded itself in his chest. He soon realized he could grow as tall as a building.

Nemesis



| | |
|-------------|---------------------|
| Real Name | Michael Alex |
| Alignment | Lawful Good |
| IQ | 18 |
| PS | 11 |
| ME | 15 |
| PP | 12 |
| MA | 11 |
| PB | 12 |
| PE | 11 |
| SPD | 10 |
| HPs | 35 |
| Age | 29 |
| Training | Military |
| Height | 5'8 |
| Weight | 110lbs |
| Disposition | Quiet, analytical |
| Category | 5th level Gadgeteer |
| Powers | None |

A brilliant young man, encouraged by his family to become the best he could be at what he wanted to do, Michael accomplished quite a lot in his early days. He earned multiple doctorates in a wide variety of scientific subjects and his natural knack for languages allowed him access to the world's technological wonders. Having grown up too fast (a common affliction of the intellectually

gifted), Michael retained a boyish need for adventure and excitement. He decided to create a "super" identity for himself to field test his latest technological developments, especially in the area of gadgets. He was eventually recruited to the Southern Cross.

Oceanus



regard-a truly brave person, willing to risk his own life to save others without a second thought. His common sense is also noteworthy, and he tends to be a voice of calm and reason even under the strangest of circumstances.

| | |
|-------------|--------------------------------|
| Real Name | Rick Truner |
| Alignment | Lawful Good |
| IQ | 14 |
| PS | 13 |
| ME | 11 |
| PP | 13 |
| MA | 14 |
| PB | 14 |
| PE | 16 |
| SPD | 10 |
| HPs | 80 |
| Age | 32 |
| Training | Military |
| Height | 5'7 |
| Weight | 135lbs |
| Disposition | Courteous, friendly |
| Category | 5th level Mutant |
| Powers | Hydrokinesis, Water Freedom |

Rick is a very easy-going sort of person, equally comfortable by himself or in a group. As the newest member of the Southern Cross he is still getting used to being a superhero and associating with others of the same ilk. As a result, he tends to err on the side of caution and is particularly careful where innocents are involved. He is quite selfless in this

Shadow Dancer



| | |
|-------------|---|
| Real Name | Jessica Lora |
| Alignment | Lawful Good |
| IQ | 14 |
| PS | 14 |
| ME | 14 |
| PP | 33 |
| MA | 12 |
| PB | 18 |
| PE | 14 |
| SPD | 14 |
| HPs | 78 |
| Age | 23 |
| Training | Military |
| Height | 6'1 |
| Weight | 89lbs |
| Disposition | Exhibitionist, flirty |
| Category | 5th level Mutant |
| Powers | Ghost Stealth, Holographic Projection, Enhanced Agility and Leap |

The one thing Jessica never wanted to be was a stereotype. Born to poor Aboriginal parents in Alice Springs, she resolved early that she'd never fit into someone else's categories if she could help it. Even though she got excellent

grades in high school she refused all offers of scholarship and worked her way through college and law school so that no one could accuse her of taking government money. Instead of pursuing civil rights or criminal law, she centred her law practice on intellectual property. By the time she was twenty-eight, she'd been so successful carving her own path that she accepted a well meaning friend's invitation to attend a women's "Native Retreat" in Ayers Rock without caring about appearances. But the ceremonies bored her, so she slipped off to work on the case papers she'd secreted in her pack. Looking for a quiet place to sit and work by flashlight, Jessica tripped and fell face-first into the dirt. When she could see again, she found herself sitting alone. But she was six inches taller than she should be, and lighter. She soon realized her enhanced agility and speed.

Tempest



and went on to study cosmetology and some biochemistry at university. She proved to be a capable, popular student. Eventually, she went to work as a researcher for an electrical company, where she had an accident which triggered her metagene.

| | |
|-------------|---|
| Real Name | Laura Drown |
| Alignment | Lawful Good |
| IQ | 12 |
| PS | 12 |
| ME | 12 |
| PP | 14 |
| MA | 10 |
| PB | 17 |
| PE | 15 |
| SPD | 17 |
| HPs | 79 |
| Age | 37 |
| Training | Military |
| Height | 5'4 |
| Weight | 90lbs |
| Disposition | Friendly, analytical |
| Category | 5th level Mutant |
| Powers | Metamorph Electrical, Emission Electrical, Field Electrical |

When Laura was only four, her family was involved in a boating disaster: Laura was rescued, but the other three were lost and presumed dead. Ultimately, she went to live with her grandmother, who raised her. The rest of her childhood was relatively normal. She did well in school



The initial roots for Spetsnaz 5 date all the way back to May 1945 when Berlin finally fell to the Allied and Russian forces. Being the first into Hitler's main headquarters the Soviets discovered his treasure trove of supernatural artifacts and magical tomes. All of it was hurriedly smuggled back to Moscow, the Allies having been delayed by a deliberate massacre of civilian Germans by a Russian unit. Stalin immediately wanted to begin using the captured items to take over the war tired world and all the items transferred to the newly created Star City. This would lead to disaster.

One of the items captured was the Necronomicon. Russia's experiments with it resulted in the complete destruction of Star City. There was no explosion, no crater. The entire city was just gone, like it had never existed. For the first time Stalin felt truly afraid and all information of the project expunged. And so it remained for over 50 years.

Following the death of some 130 hostages in Crimson Storm's rescue operation during the 2002 Moscow theatre hostage crisis Gelbsin was removed as head and his future looked grim. Until the original Star City returned.

Acting on a peasant's report of a city appearing out of nowhere the local army division investigated with only one survivor returning.

Gelbsin was told to choose his own people and essentially go on a suicide mission to investigate the mysterious city. Despite suffering horrendous losses his team was successful in destroying the city by burning it to the ground. In his report to Putin and the senior generals Gelbsin provided video footage of the monstrous horrors they encountered within.

In pure panic the Kremlin decided it needed a force dedicated to specialising in combating the supernatural. Spetsnaz 5 was formed.

Gelbsin was then offered the position as its head, charged with protecting mother Russia from the occult, paranormal and supernatural.

Spetsnaz 5 would draw personnel and resources from Direktsiya Magiya (spell and mana research), Direktsiya Runa (artifact research) and Direktsiya Tajnyj (supernatural races research).

In 2003 a special forces assassin Major Andrei Ramius was sent to kill a Russian mobster in the Ukraine but was unaware of the target's links to a Kali cult. Ramius succeeded but the cult caught him in the act, forcing him to flee.

Gelbsin heard of this through various underworld contacts and offered Ramius sanctuary in his organisation.

Spetsnaz 5 had several supernatural encounters over the next few years but truly proved themselves in 2005. On March 19th all contact was lost with a research base in Siberia. Shortly after a nearby army base also went quiet. Major Andrei Ramius and a Spetsnaz 5 team was sent in to recon. A few hours later he and his team's wounded survivors made contact and reported a dimensional rip over the Siberian lab which was unleashing other planar horrors. Several 'daisy cutter' style bombs were dropped on the lab and army base, cleansing the entire area. Several Arcanists on loan from Crimson Storm then sealed the rip. Spetsnaz 5's funding would never be questioned again.

Hierarchy

Spetsnaz 5 is run by Colonel Yuri Gelbsin. His second in command is former Spetsnaz assassin Major Andrei Ramius.

Leytenant

1st-4th level; Includes only those recently introduced to the division. These are the support troops who aid the regular team. There is no difference in training, only in knowledge and responsibilities. Most come from regular Spetsnaz forces though not exclusively. Anyone coming to their attention may also be recruited.

Starshy Leytenant

5th-10th level; those who have proven their loyalty and worth. The higher their level the more duties they are allowed. This may include such areas of responsibility as Internal Security, Public

Relations, Military Coordination and Recruitment and Training.

Kapitan

11th-18th level; There are 8 of these, each in charge of keeping track of part of the Soviet Union and have the same powers as Gelbsin within their own jurisdiction.

Mayor Andrei Ramius

19th level; Yuri's second in charge and now closest friend.

Polkovnik Yuri Gelbsin

20th level; In charge of the entire Spetsnaz, answerable only to the President of Russia. His job is to carry out official directives, oversee the national operations, and to represent the organisation to regional governments, local forces, and the Kremlin.

Russian President

Is kept constantly up to date by Gelbsin on the Spetsnaz's activities and any problems. He also decides on the funding for them and can arrange additional assistance as required.

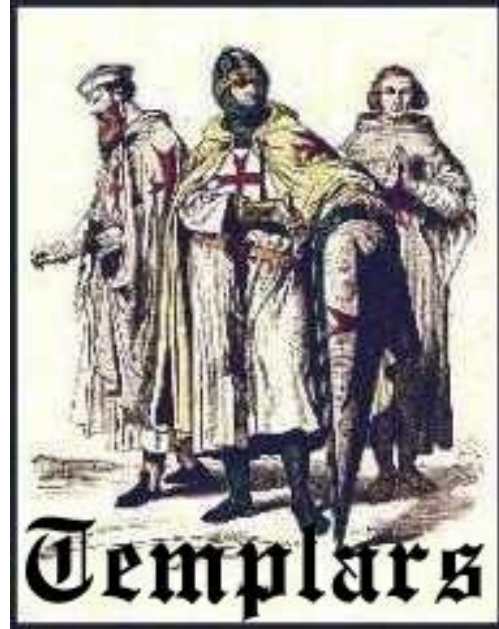
Structure

Spetsnaz 5 is an offshoot of Crimson Storm and uses many of its resources. It has no special structure.

Operations

Spetsnaz's 5 primary purpose is to carry out strategic missions including deep reconnaissance of supernatural targets; the destruction of important cult control and communications facilities; the destruction of summoned demonic entities; and the snatching or assassination of important military and political cult members and any supernatural allies. The emphasis being

on carrying these missions out before the enemy can react with minimal or no losses.



Immediately after the deliverance of Jerusalem the Crusaders considering their vow fulfilled returned to their homes. In 111 during the reign of Baldwin II, Hugues de Payens a knight of Champagne and eight companions bound themselves by a perpetual vow taken in the presence of the Patriarch of Jerusalem to defend the Christian kingdom. Baldwin accepted their services and assigned them a portion of his palace adjoining the temple of the city; hence their title "pauvres chevaliers du temple" (Poor Knights of the Temple). Poor indeed they were being reduced to living on alms and so long as they were only nine they were hardly prepared to render important services, unless it were as escorts to the pilgrims on their way from Jerusalem to the banks of the Jordan then frequented as a place of devotion.

The Templars had as yet neither distinctive habit nor rule. Hugues de Payens journeyed to the West to seek the approbation of the Church and to obtain recruits. At the Council of Troyes (1128) at which he assisted and at which St.

Bernard was the leading spirit the Knights Templars adopted the Rule of St. Benedict as recently reformed by the Cistercians. They accepted not only the three perpetual vows besides the crusader's vow but also the austere rules concerning the chapel, the refectory, and the dormitory. They also adopted the white habit of the Cistercians adding to it a red cross. Notwithstanding the austerity of the monastic rule recruits flocked to the new order which thenceforth comprised four ranks of brethren:

- 1) The Knights equipped like the heavy cavalry of the Middle Ages.
- 2) The Serjeants who formed the light cavalry and two ranks of non-fighting men.
- 3) The Farmers entrusted with the administration of Temporals.
- 4) The Chaplains who alone were vested with sacerdotal orders, to minister to the spiritual needs of the order.

The order owed its rapid growth in popularity to the fact that it combined the two great passions of the Middle Ages, religious fervour and martial prowess. Even before the Templars had proved their worth the ecclesiastical and lay authorities heaped on them favours of every kind, spiritual and temporal. The popes took them under their immediate protection exempting them from all other jurisdiction episcopal or secular. Their property was assimilated to the church estates and exempted from all taxation even from the ecclesiastical tithes while their churches and cemeteries could not be placed under interdict. This soon brought about conflict with the clergy of the Holy Land inasmuch as the increase of the landed property of the order led owing to its

exemption from tithes, to the diminution of the revenue of the churches, and the interdicts at that time used and abused by the episcopate became to a certain extent inoperative wherever the order had churches and chapels in which Divine worship was regularly held.

As early as 1156 the clergy of the Holy Land tried to restrain the exorbitant privileges of the military orders but in Rome every objection was set aside, the result being a growing antipathy on the part of the secular clergy against these orders. The temporal benefits which the order received from all the sovereigns of Europe were no less important. The Templars had commanderies in every state. In France they formed no less than eleven bailiwicks subdivided into more than forty two commanderies, in Palestine it was for the most part with sword in hand that the Templars extended their possessions at the expense of the Mohammedans. Their castles are still famous owing to the remarkable ruins which remain: Safed built in 1140; Karak of the desert (1143); and most importantly of all Castle Pilgrim built in 1217 to command a strategic defile on the sea-coast.

In these castles which were both monasteries and cavalry-barracks, the life of the Templars was full of contrasts. Having renounced all the pleasures of life they faced death with a proud indifference; they were the first to attack, the last to retreat, always docile to the voice of their leader, the discipline of the monk being added to the discipline of the soldier. As an army they were never very numerous. There were 400 knights in Jerusalem at the zenith of their prosperity and an unknown number of serjeants who were more numerous.

They were the terror of the Mohammedans. When taken prisoners, they scornfully refused the freedom offered them on condition of apostasy. At the siege of Safed (1264) at which ninety Templars met death, eighty others were taken prisoners and refusing to deny Christ died martyrs to the Faith. This fidelity cost them dear. In less than two centuries almost 20,000 Templars, knights and serjeants perished in war.

As the order was compelled to make immediate use of the recruits the article of the original rule in Latin which required a probationary period fell into disuse. Even excommunicated men who as was the case with many crusaders wished to expiate their sins were admitted. All that was required of a new member was a blind obedience as imperative in the soldier as in the monk. He had to declare himself forever "serf et esclave de la maison" (French text of the rule). The great wealth of the order may also have contributed to a certain laxity in morals but the most serious charge against it was its insupportable pride and love of power.

At the apogee of its prosperity it was said to possess 9000 estates. With its accumulated revenues it had amassed great wealth which was deposited in its temples at Paris and London. Numerous princes and private individuals had banked there their personal property because of the uprightness and solid credit of such bankers. In Paris the royal treasure was kept in the Temple. Quite independent except from the distant authority of the pope and possessing power equal to that of the leading temporal sovereigns. The order soon assumed the right to direct the weak and irresolute government of the Kingdom of

Jerusalem, a feudal kingdom transmissible through women and exposed to all the disadvantages of minorities, regencies, and domestic discord.

However the Templars were soon opposed by the Order of Hospitallers which had in its turn become military and was at first the imitator and later the rival of the Templars. The Knights Hospitaller also known as the Knights of St. John had begun some 4 decades before the rival Templar Order. Prior to the Templar's existence, the Order of the hospital were principally a humanitarian order offering aid and care to travelling pilgrims.

Also around this period appeared a third rival Order. The Teutonic Knights were originally known as the "Order of the Knights of the Hospital of St. Mary of the Teutons in Jerusalem." They were formed during the siege of Acre during the Third Crusade around 1190 or 1191. Latter the Order moved to Eastern Europe where they gained prominence in the area.

This ill timed interference of the orders in the government of Jerusalem only multiplied the intestine dissensions and this at a time when the formidable power of Saladin threatened the very existence of the Latin Kingdom. While the Templars sacrificed themselves with their customary bravery in this final struggle they were nevertheless partly responsible for the downfall of Jerusalem.

To put an end to this baneful rivalry between the military orders there was a very simple remedy at hand, namely their amalgamation. This was officially

proposed by St. Louis at the Council of Lyons (1274). It was proposed anew in 1293 by Pope Nicholas IV who called a general consultation on this point of the Christian states. Never in fact had the question of the crusaders been more eagerly taken up than after their failure. As the grandson of St. Louis, Philip the Fair could not remain indifferent to these proposals for a crusade. As the most powerful prince of his time the direction of the movement belonged to him. To assume this direction, all he demanded was the necessary supplies of men and especially of money. Admitting that he was sufficiently powerful to encroach upon the property of the Templars in France he still needed the concurrence of the Church to secure control of their possessions in the other countries of Christendom.

Philip the Fair made a preliminary inquiry and on the strength of revelations of a few unworthy and degraded members, secret orders were sent throughout France to arrest all the Templars on the same day (13 October, 1307) and to submit them to a most rigorous examination. The king did this it was made to appear at the request of the ecclesiastical inquisitors but in reality without their cooperation. In this inquiry torture the use of which was authorized by the cruel procedure of the age in the case of crimes committed without witnesses was pitilessly employed. Owing to the lack of evidence the accused could be convicted only through their own confession and to extort this confession the use of torture was considered necessary and legitimate.

Most of the accused declared themselves guilty of these secret crimes after being subjected to such ferocious torture that

many of them succumbed. Some made similar confessions without the use of torture it is true but through fear of it. The threat had been sufficient. Such was the case with the grand master himself, Jacques de Molay who acknowledged later that he had lied to save his life.

Carried on without the authorization of the pope who had the military orders under his immediate jurisdiction this investigation was radically corrupt both as to its intent and as to its procedure. Not only did Clement V enter an energetic protest but he annulled the entire trial and suspended the powers of the bishops and their inquisitors. However the offence had been admitted and remained the irrevocable basis of the entire subsequent proceedings. Philip the Fair took advantage of the discovery to have bestowed upon himself by the University of Paris the title of Champion and Defender of the Faith and also to stir up public opinion at the States General of Tours against the heinous crimes of the Templars.

Moreover he succeeded in having the confessions of the accused confirmed in presence of the pope by seventy two Templars who had been specially chosen and coached beforehand. In view of this investigation at Poitiers (June 1308) the pope until then sceptical, at last became concerned and opened a new commission the procedure of which he himself directed. He reserved the cause of the order to the papal commission, leaving individuals to be tried by the diocesan commissions to whom he restored their powers.

In most of the other countries Portugal, Spain, Germany, Cyprus the Templars were found innocent. In Italy except for

a few districts the decision was the same. But in France the episcopal inquisitions resuming their activities took the facts as established at the trial and confined themselves to reconciling the repentant guilty members imposing various canonical penances extending even to perpetual imprisonment. Only those who persisted in heresy were to be turned over to the secular arm but by a rigid interpretation of this provision those who had withdrawn their former confessions were considered relapsed heretics. Thus fifty four Templars who had recanted after having confessed were condemned as relapsed and publicly burned on 12 May 1310. Subsequently all the other Templars who had been examined at the trial with very few exceptions declared themselves guilty.

At the same time the papal commission appointed to examine the cause of the order had entered upon its duties and gathered together the documents which were to be submitted to the pope and to the general council called to decide as to the final fate of the order. The culpability of single persons which was looked upon as established did not involve the guilt of the order. Although the defence of the order was poorly conducted it could not be proved that the order as a body professed any heretical doctrine, or that a secret rule distinct from the official rule was practiced. Consequently at the General Council of Vienne in Dauphiné on 16 October 1311 the majority were favourable to the maintenance of the order.

The pope irresolute and harassed finally adopted a middle course: he decreed the dissolution not the condemnation of the order and not by penal sentence but by an Apostolic Decree (Bull of 22 March

1312). The order having been suppressed the pope himself was to decide as to the fate of its members and the disposal of its possessions. As to the property it was turned over to the rival Order of Hospitallers to be applied to its original use, namely the defence of the Holy Places. In Portugal however and in Aragon the possessions were vested in two new orders the Order of Christ in Portugal and the Order of Montesa in Aragon. As to the members the Templars recognized guiltless were allowed either to join another military order or to return to the secular state. In the latter case a pension for life charged to the possessions of the order was granted them. On the other hand the Templars who had pleaded guilty before their bishops were to be treated according to the rigours of justice tempered by a generous mercy.

The pope reserved to his own judgment the cause of the grand master and his three first dignitaries. They had confessed their guilt; it remained to reconcile them with the Church after they had testified to their repentance with the customary solemnity. But at the supreme moment the grand master recovered his courage and proclaimed the innocence of the Templars and the falsity of his own alleged confessions. To atone for this deplorable moment of weakness he declared himself ready to sacrifice his life. He knew the fate that awaited him. Immediately after this unexpected coup-de-théâtre he was arrested as a relapsed heretic with another dignitary who chose to share his fate and by order of Philip they were burned at the stake before the gates of the palace. This brave death deeply impressed the people and as it happened that the pope and the king died shortly

afterwards the legend spread that the grand master in the midst of the flames had summoned them both to appear in the course of the year before the tribunal of God.

Such was the end of the first incarnation of the Templars. The Hospitallers finally inherited the property of the Templars and received many of its members with the remainder going to the Teutonics. However it would seem history was not yet done with the Templars on more than one earth..

Justice Unlimited Earth

During World War II Hitler was able to use the Spear of Destiny to command daemonic forces. Although they were opposed by mystery men (now recognised as the first recorded meta humans) from around the world, the Vatican was horrified at the growing darkness coming from Nazi Germany which threatened to engulf the world.

The Italian meta hero Manghost was secretly recruited by the Vatican without Mussolini's knowledge and sent to Germany to investigate. A chance encounter saw him team up with the Shadow and eventually uncover the extent of Hitler's commune with Daemons. Although they succeeded in killing him and managed to escape with the Spear of Destiny, an enraged Illuminati ambushed them recapturing the Spear and taking the Shadow prisoner.

Manghost escaped and reported back to the Vatican. Soon after news came that the Spear was in the hands of Stalin. Recognising that the soul of every living human was now in peril from yet another madman commanding the forces of

chaos, the Vatican decided it needed a special force to combat Satan's minions. The Templars were reactivated..

Beyond Heroes Earth

Just like on the Justice earth Hitler used the Spear of Destiny to summon demons to fight the allies. However on this earth the mystery men were much more organised and the Freedom Squadron were able to take the Spear from him. Dimitrios used magic to teleport the Spear to another dimension (unfortunately for its inhabitants the Spear appeared on the Justice earth once again in the hands of a Hitler). World War II ended normally and although it took a few years longer than on the Justice earth the Vatican again had been terrified into reactivating the Templars. The difference being that on this earth they have had decades more experience.

Garments Of The Templar

The Knights (Full Brothers)

These Templars were dressed in the traditional white mantle (symbolic of their newfound purity). After 1148 the red eight pointed cross was added to the mantle. This Cross was called a Cross Pattee and although the fish tailed cross is an often-depicted image in paintings it is actually the cross of the rival Order of the Hospital.

The Sergeants (men at arms, stewards etc.)

The sergeants as they were commonly known were dressed with the red eight pointed cross on the back of a black or dark brown mantle.

The Clerics (priests)

The Chaplains of the order were garbed in a green mantle with the red Templar Cross on it. They always wore white

gloves that can be found in Freemasonry today and as far back as Egyptian times.

Hierarchy

Sergeant Brothers

1st-4th level; These are the support troops who aid the Knights. Although similarly equipped to a full knight, the sergeants have less training. They are typically assigned as aids, clerks, and assistants to higher level priests, and keep that assignment through second experience level. During this time they will be getting practical field experience in the execution of their duties, in the way their Order works with the population and the real world.

Knight Brothers

5th-12th level; These are the warriors who wear the white tunic and cross. Each is well trained in all forms of armed and unarmed combat.

Under Marshal

13th level+; The Under marshal is in charge of the weapons, equipment and vehicles.

Commander of the Knights

14th-17th level; In charge of the local branch and has the same powers as the Commander of Houses within his own jurisdiction.

Commander of Houses

18th level; In charge of all the branches within his country and has the same powers as the Grand Master within his own jurisdiction.

Seneschal

19th level; Acts as both deputy and advisor to the Grand Master.

The Grand Master

20th level; Absolute ruler over the Templar order, answerable only to the Papacy.

The Pope

Is kept constantly up to date by the Grand Master on the fight against the supernatural. He also decides on the funding for the Order and can arrange additional assistance as required.

Operations

The Templars are priests with a mission. They are charged with saving the souls of all humanity. This involves removing corrupt priests, restoring the honour of the Church and destroying the Daemonic forces threatening to create hell on earth. To a Templar daemonic evil is an affront to his faith, destroying an agent of evil is a holy act. Though the Templar becomes a raging avenger when confronting daemonic forces, he is otherwise thoughtful and compassionate. He sees himself as an advocate of the common man, a source of solace to the downtrodden and disadvantaged. He can conduct impromptu prayer services in makeshift chapels, and can officiate at christenings and burials. Though completely devoted to his faith, a Templar respects all other religions except those of daemonic worship. Templars live by the following code;

- 1) Promote the principles and ideals of Catholicism.
- 2) Honour and respect all members of humanity regardless of race or religion. This does not apply to those who have clearly turned to evil.
- 3) Sacrifice his life for his fellow man if necessary.

4) Consider the feelings of others and take care not to offend them. Templars always demonstrates proper manners (shaking hands with friends, expressing gratitude for favours). He also keeps himself immaculately groomed (bathing regularly, wearing clean clothes).

5) Speak tactfully and kindly. A Templar never knowingly insults or slanders another person. If others engage in insults or slander, the Templar walks away.

6) Behave with dignity. A Templar refrains from emotional outbursts, excessive eating and drinking, foul language and other unseemly acts.

7) A Templar demonstrates unyielding courage in the face of adversity. No danger is too great to prevent him from fulfilling a promise or completing a mission. His commitment is stronger than his fear of pain, hardship or even death.

8) A Templar's valour is particularly evident in battle. A Templar attacks an enemy without hesitation continuing to fight until the enemy withdraws or is defeated. Whenever possible a Templar must choose a supernatural as his primary opponent.

9) A Templar always tells the truth as he knows it. He may decline to speak or choose to withhold information, but he will never intentionally mislead anyone, even his enemies. He may ask permission not to answer a direct question, but if pressed he'll tell the truth (however he may frame his answers in such a way as to withhold vital information). Though a Templar doesn't make promises lightly, once he gives his

word he always keeps it. He behaves in a morally sound manner even when he's by himself or when no one else will know of his actions.

10) Honour also involves respect, not just for the Templar's peers and superiors but for anyone sharing the Templar's commitment to goodness and justice. The Templar shows mercy to the repentant. Defers to the judgment of all good characters of superior rank, experience and honour.

11) Templars would rather die before compromising their principles, betraying their liege or faith, or abandoning a protected charge.

12) The Templar remains humble in spirit and action. He rejects adulation and declines awards. He speaks modestly of his deeds, if at all, grateful for the opportunity to fulfil his moral obligations.

13) The Templar gladly shares his possessions with anyone in need. He will give his last crust of bread to a hungry child, even if he must go without food for the rest of the day. He is also generous of spirit, always willing to lend an ear to a troubled companion or acknowledge a friend's accomplishments with lavish praise.

14) The Templar engages in productive activity at all times. He works diligently and hard until he completes the job at hand. When not working he studies, exercises or practices his combat skills.

Templars are the Black Ops branch of the Vatican locating and destroying supernatural evil where ever it is found. They have seen things most people will

never see. They have witnessed the foulest of creatures commit the blackest of acts. They have seen things that would make common folk become comatose, and have gone toe-to-toe with it. Most Templars have a grim, determined look the result of the grisly nature of their work. These people have lost their old enjoyment of life, and often become obsessed with death and the undead.

Training in this field is often times different then training in other fields of adventuring. The Templar studies the undead through books and through training with those whom are experts in certain fields of undead. They must learn every nuance and variation between the various members of undead species and subspecies. Because of this, the Templar can destroy the creatures with more ease than most. They know the signs of undead infestations and can trace them back to their sources. Their senses are focused and trained to be honed to detect the unnatural rhythms of undead, and they can therefore find their lairs easier.

A Templar will never turn down the chance to eliminate an undead foe. While this does not mean just charging blindly into battle, they will not hesitate to sacrifice themselves if it means one of these foul abominations will perish. They never back away from the opportunity to rid the world of the blasphemous creations, regardless of the cost to themselves. The Templar will always eliminate low powered undead such as skeletons, but they truly live for the hunt of powerful undead such as vampires and liches. What normal people will never see and what few Templars will show to anyone else is the loss of happiness they gradually build up

over time. Undead are not pretty creatures, and the acts they commit are often unspeakable and unfathomable to normal people. This scars the Templar slowly till they reach a point where they die on the inside. Eventually the Templar becomes so obsessed with death they start throwing themselves foolishly into battle just on the hopes that this one will end it all.

However Templars try to live up to the high ideals of the Catholic faith and in nearly all respects are the opposite of the Last Dawn, a splinter group from the Catholic Church which is devoted to bringing about the horrors of the supernatural upon humanity, so that they would have reason to return to God. Recently they have also become aware of the Cult of Kali and the danger it poses to all of humanity..

T.H.U.N.D.E.R.



The Tactical Headquarters United Kingdom National Department of Emergency Response (also known as MI13) was a result of government concern in the early '80s to metahuman threats. An increasing number of super-powered beings were active in the UK, some of them criminals, few of them controllable. The police had deputized some heroes, which had scored some successes, but the Home Office noted that certain situations required very special responses; the Foreign Office observed the international operations of some super-beings; the Ministry of Defence had some worrying reports on the military potential of superpowers; and the Conservative Party Central Office had noticed the publicity advantages of superheroes to the government. On the other hand, the Treasury looked askance at any requests for funding for anything as strange as a "supergroup". The (inevitable British) compromise solution was the creation of an all-purpose official team under the

umbrella of Military Intelligence with the designation of MI13.

They are available to any Minister on request, responsible to the Home Office except when sent abroad (which put them under the Foreign Office's control), but with a serving soldier in command who files full reports with military intelligence. T.H.U.N.D.E.R. have been given a base, a vehicle, and a career civil servant as their public spokesman and administrative liaison. They have become a successful hero team, assigned to high-profile or unusual missions, and their status seems secure.

T.H.U.N.D.E.R. are always ready to assist any British official body with a problem, within limits. Mostly, they get on well with government, police, and military, although of course disagreements may arise. Most of T.H.U.N.D.E.R. quite like and respect the "freelance" heroes they've met (with exceptions), but the government distrusts their lack of discipline.

The team base is an otherwise-decommissioned RAF station, RAF Leabourne, in Sussex. The base was used during the Battle of Britain; it's now surplus to RAF needs. The buildings are two- and three-storey brick office blocks, with training rooms and a computerised radar and command and control system, plus "hotlines" to New Scotland Yard, STOP, Interpol, etc. The station is protected by advanced sensors, and guarded and run by a few infantrymen and an RAF Regiment missile system; these can hold off anything from reporters to small Venom teams, but will fall back in the face of a super-powered assault. The station is often visited by "super-groupies",

reporters, and sensation seekers, who rarely get beyond the outer fence. Agents use the inevitable prototype of a cancelled military transport design, in this case a subsonic VTOL jet.

Sometimes (when no pilot is available, or the jet has been damaged), the agents deploy in an ordinary ten-ton army truck, despite the discomfort. As their job may involve testing new government equipment, they are often followed by more such trucks, carrying scientists and army technicians, all busily monitoring.

More recently THUNDER has also been tasked with investigating supernatural and paranormal phenomena.

Hierarchy

T.H.U.N.D.E.R. uses the rank structure of the UK army.

Pawn

1st-5th level; Includes only those recently introduced to T.H.U.N.D.E.R. Although similarly equipped to a Knight, Pawns have less training but are still amongst the best the UK has to offer.

Non metas may serve as Rooks.

Knight 6th-16th level; Those who have proven their loyalty and worth. They act as support troops who aid the Pawns.

The higher their level the more duties they are allowed. Each is well trained in all forms of armed and unarmed combat.

Rook

Any level; Named for the heavy suits of battle armour they wear the Rooks are heavily armed and armoured, equipped with the latest in military technology.

Bishop

17th-19th level; There are 4 of these, each in charge of a part of the United Kingdom (divided into England,

Scotland, Northern Ireland and Wales) and have the same powers as the Queen or King within his own jurisdiction.

They plan missions and oversee field agents such as Pawns and Rooks.

Queen or King

20th level; In charge of the entire team, answerable only to the U.K. cabinet. The title depends upon the gender of the current leader, ie. females are queens and males are kings.

United Kingdom Cabinet

Is kept constantly up to date by Super Patriot (more or less) on T.H.U.N.D.E.R.'s activities and any problems. They also decide on the funding for the group and can arrange additional assistance as required.

British Military Intelligence

Military intelligence is a military discipline that uses information collection and analysis approaches to provide guidance and direction to commanders in support of their decisions. This is achieved by providing an assessment of data from a range of sources, directed towards the commanders' mission requirements or responding to questions as part of operational or campaign planning. In order to provide an analysis, the commander's information requirements are first identified.

These information requirements are then incorporated into intelligence collection, analysis, and dissemination. Areas of study may include the operational environment, hostile, friendly and neutral forces, the civilian population in an area of combat operations, and other broader areas of interest. Intelligence activities are conducted at all levels,

from tactical to strategic, in peacetime, the period of transition to war, and during a war itself.

Most governments maintain a military intelligence capability to provide analytical and information collection personnel in both specialist units and from other arms and services. The military intelligence capabilities interact with civilian intelligence capabilities to inform the spectrum of political and military activities. Personnel selected for intelligence duties may be selected for their analytical abilities and personal intelligence before receiving formal training.

Strategic intelligence is concerned with broad issues such as economics, political assessments, military capabilities and intentions of foreign nations (and, increasingly, non-state actors). Such intelligence may be scientific, technical, tactical, diplomatic or sociological, but these changes are analyzed in combination with known facts about the area in question, such as geography, demographics and industrial capacities. Operational intelligence is focused on support or denial of intelligence at operational tiers.

Operational tier is below strategic level of leadership and refers to the design of practical manifestation. Tactical intelligence is focused on support to operations at the tactical level and would be attached to the battlegroup. At the tactical level, briefings are delivered to patrols on current threats and collection priorities. These patrols are then debriefed to elicit information for analysis and communication through the reporting chain.

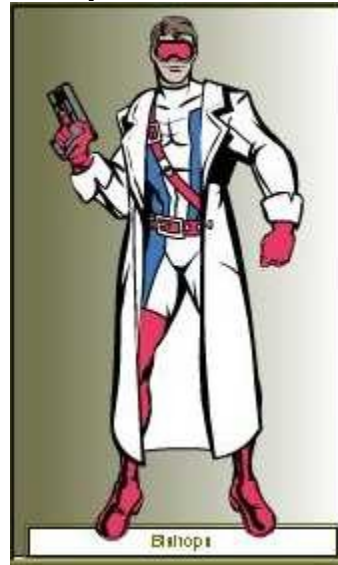
Intelligence should respond to the needs of the commander, based on the military objective and the outline plans for the operation. The military objective provides a focus for the estimate process, from which a number of information requirements are derived. Information requirements may be related to terrain and impact on vehicle or personnel movement, disposition of hostile forces, sentiments of the local population and capabilities of the hostile order of battle. In response to the information requirements, the analysis staff trawls existing information, identifying gaps in the available knowledge. Where gaps in knowledge exist, the staff may be able to task collection assets to collect against the requirement.

Analysis reports draw on all available sources of information, whether drawn from existing material or collected in response to the requirement. The analysis reports are used to inform the remaining planning staff, influencing planning and seeking to predict adversary intent. This process is described as Collection Co-ordination and Intelligence Requirement Management (CCIRM). The process of intelligence has four phases: collection, analysis, processing and dissemination. In the United Kingdom these are known as direction, collection, processing and dissemination.

Designation and Purpose

- MI1 Cyber security, cyphers, codes and internet.
- MI2 Satellite, aerial, and drone surveillance and analysis.
- MI3 Finance, business and tax crime.
- MI4 Weapons research, including reverse engineering.
- MI5 Domestic counter intelligence and security.
- MI6 Secret intelligence service including foreign intelligence.
- MI7 Metahuman black ops.
- MI8 Mythical races research; their life cycle and of course how to kill them.
- MI9 Magical research; attempting to understand how spells and mana work.
- MI10 Alien section; dissecting extraterrestrials and determining how their technology works.
- MI11 Bionics and Robotics research; developing the latest in cutting edge military hardware.
- MI12 The MetaGene project; discovering how powers work and how to instill them in others. This includes ongoing research into creating the perfect super infantry. This section also keeps an active catalogue of every metahuman out there and their abilities.
- MI13 T.H.U.N.D.E.R. Agents; the official public face of the organisation using well known UK heroes.
- MI14 Artifacts research; mystical weapons.

Bishops



| | |
|-------------|---------------------------------|
| Real Name | Varies |
| Alignment | Chaotic Good |
| IQ | 15 |
| PS | 18 |
| ME | 15 |
| PP | 19 |
| MA | 10 |
| PB | 10 |
| PE | 18 |
| SPD | 24 |
| HPs | 188-210 |
| Age | Varies |
| Training | Espionage, Military |
| Height | Varies |
| Weight | Varies |
| Disposition | Varies |
| Category | 17th to 19th level Secret Agent |

The top level commanders of THUNDER, they rarely go on field missions.

Chemical Flare



| | |
|-------------|--|
| Real Name | Angela Kersey |
| Alignment | Chaotic Good |
| IQ | 14 |
| PS | 8 |
| ME | 9 |
| PP | 12 |
| MA | 10 |
| PB | 18 |
| PE | 13 |
| SPD | 13 |
| HPs | 73 |
| Age | 22 |
| Training | Nuclear technology and basic military as part of THUNDER |
| Height | 5'7 |
| Weight | 95lbs |
| Disposition | Flamboyant, cheery |
| Category | 5th level Mutant |
| Powers | Matter Manipulate, Pyrokinesis |

Angela worked as a nuclear technician at the Thorp nuclear facility until one day it was attacked by the League of Evil. The facility was wrecked and everyone except Angela was killed. She survived only due to her meta gene being triggered. During their investigation of the attack THUNDER recruited Angela.

Colossus



| | |
|-------------|--|
| Real Name | Peter Ryskin |
| Alignment | Chaotic Good |
| IQ | 8 |
| PS | 55 |
| ME | 8 |
| PP | 25 |
| MA | 7 |
| PB | 8 |
| PE | 50 |
| SPD | 25 |
| HPs | 100 |
| Age | 23 |
| Training | Basic military as part of THUNDER |
| Height | 6' |
| Weight | 400lbs |
| Disposition | Kind, protective |
| Category | 5th level Mutant |
| Powers | Enlarge, Enhanced Strength, Enhanced Stamina, Enhanced Molecular Structure |

Nuclear waste was illegally dumped near Peter Ryskin grew up. While he was only eight years old, the nuclear waste polluted the water supply for the community and his entire family was killed by the radiation. Peter only survived due to a genetic anomaly,

which mutated him into a strange looking being of immense power. He was briefly taken in by a family but their home was destroyed due to rioting neighbours that didn't want a freak living in their neighbourhood. This caused a distressed Peter to run away from home and try and make a life for himself on the streets. Falling on hard times, Peter became a petty thief, which in turn led him to meet a young mutant girl named Victoria Pierce and the two became friends. Both superhuman youngsters were eventually caught and arrested for their crimes and given a choice; be sent to Vanguard prison or join THUNDER as parolees. The two have since become valued members of THUNDER.

Knights



| | |
|-------------|--------------------------------|
| Real Name | Varies |
| Alignment | Chaotic Good |
| IQ | 13 |
| PS | 20 |
| ME | 13 |
| PP | 20 |
| MA | 10 |
| PB | 15 |
| PE | 20 |
| SPD | 27 |
| HPs | 80-180 |
| Age | Varies |
| Training | Espionage, Military |
| Height | Varies |
| Weight | Varies |
| Disposition | Varies |
| Category | 6th to 16th level Secret Agent |

The support troops of THUNDER.

Pawns



| | |
|-------------|-------------------------------|
| Real Name | Varies |
| Alignment | Chaotic Good |
| IQ | 11 |
| PS | 18 |
| ME | 11 |
| PP | 20 |
| MA | 10 |
| PB | 10 |
| PE | 18 |
| SPD | 25 |
| HPs | 28-68 |
| Age | Varies |
| Training | Espionage, Military |
| Height | Varies |
| Weight | Varies |
| Disposition | Varies |
| Category | 1st to 5th level Secret Agent |

The field agents of THUNDER.

Pskylar



| | |
|-------------|---|
| Real Name | Alison Kellar |
| Alignment | Chaotic Good |
| IQ | 11 |
| PS | 8 |
| ME | 13 |
| PP | 13 |
| MA | 14 |
| PB | 18 |
| PE | 11 |
| SPD | 19 |
| HPs | 47 |
| Age | 31 |
| Training | Chemistry |
| Height | 5'8 |
| Weight | 80lbs |
| Disposition | Dedicated, caring |
| Category | 9th level Arcane Artifact |
| Powers | The Staff of Protection; when activated surrounds Alison with magical Plate Armour (AC -2, 470 HPs) and a magical cape (teleport 3 times per day to anywhere she knows). The staff itself can generate a spherical forcefield (1300 HPs), telescope up to 11 metres, or if used as a weapon can render anyone |

unconscious on successful hit. While held the staff also grants Truesight and the ability to speak and understand any language.

Born and raised in the small town of Maldon, Essex and educated in Edinburgh, Alison was a shy and studious youth, living a relatively quiet life and spending a lot of time with her parents and siblings. The family was an aristocratic one that was no longer rich enough to fraternise with their former academic peers, leaving Alison (too proud to fraternise with lower classes) a lonely child who immersed himself in the study of chemistry. After the death of her parents in what seemed to be a laboratory accident, Alison took a fellowship at a nuclear research centre.

When the facility was attacked by the Dark Raiders, Alison tried to find help by escaping on her motorcycle. Although she crashed her bike in a nearly fatal accident, Merlyn appeared to the badly injured Alison. He gave her a choice: the Staff of Protection or the Sword of Destruction. Considering herself to be no warrior and unsuited for the challenge, Alison rejected the Sword and choose the Staff. This choice transformed Alison Kelar into Pskylar. All her powers are linked to the Staff of Protection. When Alison holds the staff she is transformed from an ordinary mortal into a superhero version of herself, complete with a more muscular physique.

Revenant



| | |
|-------------|---|
| Real Name | Eric Cassidy |
| Alignment | Chaotic Good |
| IQ | 11 |
| PS | 10 |
| ME | 18 |
| PP | 10 |
| MA | 8 |
| PB | 9 |
| PE | 15 |
| SPD | 32 |
| HPs | 35 |
| Age | 61 |
| Training | Unknown |
| Height | 6' |
| Weight | None |
| Disposition | Lonely, brooding |
| Category | 5th level Wraith |
| Powers | Air Blast, Control Spirits, Create Fear, Distort Perception, See Weakness, Telekinesis, True Sight, and Spellcast; Necromancy, Combatic, Transmutanic, and Chaotic. |

Eric was a THUNDER Knight until a fellow agent betrayed him, and got him killed. But Eric rose as Revenant, a wraith intent on unravelling the mystery of his demise and escorting those responsible to the other side.

Ricochet



| | |
|-------------|---|
| Real Name | Victoria Pierce |
| Alignment | Chaotic Good |
| IQ | 11 |
| PS | 14 |
| ME | 9 |
| PP | 25 |
| MA | 9 |
| PB | 17 |
| PE | 18 |
| SPD | 25 |
| HPs | 78 |
| Age | 19 |
| Training | Basic military as part of THUNDER |
| Height | 5'3 |
| Weight | 70lbs |
| Disposition | Shy, quiet |
| Category | 5th level Mutant |
| Powers | Enhanced Agility, Enhanced Leap, Elongation |

Victoria Pierce was born a mutant with the ability to bounce like a rubber ball. Her parents were disturbed that their daughter was a mutant and tried to prevent her from using her powers. Victoria loved to use them, however, and this caused friction in her family. When it came to an ultimatum from her father,

she ran away from her home and took to the streets. Falling on hard times, Victoria became a petty thief and met the freak named Colossus whom she befriended immediately. Both superhuman youngsters were eventually caught and arrested for their crimes and given a choice; be sent to Vanguard prison or join THUNDER as parolees. The two have since become valued members of THUNDER.



The Tomorrow Corporation was founded by Leon Felino Sr and later taken over by his son Leon Jr, after his death. Tomorrow is a technology company that develops and manufactures advanced weapon and defense technologies. The company manufactures the nanite suit worn by Leon as Red Jaguar. It also builds the vehicles and weapons used by U.N.I.T.T. and Justice Anonymous.

Leon Felino Sr originally created the company to develop new electrical and engineering technology that would help to redefine innovative security measures for the industrial age. With growing prosperity, the Tomorrow Corporation quickly became a major global industrial superpower, due in no small measure to Leon's genius. When Felino was killed by his vice president Leon Jr had to flee, but using his genius created the gadgets and persona of Red Jaguar. Eventually as Red Jaguar, Leon was able to amass enough evidence proving who killed his father and seeing him go to jail. Leon then took over control of the company, branching out into other scientific fields including aeronautics, robotics, micro-technology and fringe science. He continued to aggressively develop new technologies and the Tomorrow Corporation became a major contractor for both corporate and government

concerns. One of his major coups was securing a contract with the military watchdog organization U.N.I.T.T. Nearly all of U.N.I.T.T.'s ordnance and equipment is based on Tomorrow technology including their primary base of operations the U.N.I.T.T. Helicarrier and even their lunar equipment.

Leon also decided to continue his double life as Red Jaguar bringing justice to those who escape the system through their wealth. After driving the company to new heights year after year, Leon strengthened the corporation's foreign interests making it a multinational conglomerate. It continues to achieve excellence across a wide range of industry sectors and markets, employing some 170,000 people in 170 countries. By the beginning of the 21st century the Tomorrow Corporation reached a new annual income average of over \$98.5 billion. In addition to providing an income for Leon, the various activities of the organization help facilitate his Jaguar activities. It has more recently started developing more advanced renewable energy technology such as an eco-friendly car, although others have tried to sabotage it.

Leon maintains a 51% majority ownership/control of the common stock, as the controlling stockholder. This allows for the prevention of any hostile takeover attempts of the company by a corporate raider or nefarious individual, attempting to seek control of the vast Tomorrow empire. Another 30% of the common stock is in friendly hands of allies of Leon. Of course, the Tomorrow Corporation is much more than just a place for Bruce Tomorrow to make money. It is the best way for Leon to get information, news, and rumours from the

corporate world. The companies of today are nations unto themselves and they are great forces to be reckoned with. There is also the fact that even though Bruce Tomorrow is a jetsetting playboy, he works too and Tomorrow Corporation gives a great cover story for zipping to wherever and whenever.

Subsidiary companies and branches: Tomorrow Aerospace - builds luxurious and exclusive corporate and private jets and airliners. Its experimental aviation branch produces experimental and research planes built for the government and NASA. The military aviation branch designs and manufactures jet fighters and helicopters for the military. All this has brought millions, if not billions, to Tomorrow Corporation. The company's government contracts and space exploration contracts with NASA are extremely lucrative. However, Tomorrow Aerospace's most important mission is as a source of technology and information for Leon.

Tomorrow Biotech

is a facility for researching and developing new medical procedures and systems. It also trains and teaches a huge number of people annually. Tomorrow Chemicals and Tomorrow Pharmaceuticals work closely with Tomorrow Biotech to develop medicines for different diseases. The current research at Tomorrow Biotech is focused on finding the cure for cancer. Since the human genome has already been unlocked, Tomorrow Biotech is studying cloning to produce organs for future transplants. The company is involved in research into brain surgery methods, the fight against AIDS and HIV, and reconstructive plastic surgery. Leon uses Tomorrow Biotech as a research tool for

finding medical information, patient histories and information on illnesses, and thus clues.

Tomorrow Chemicals

controls Tomorrow Oil, Tomorrow Pharmaceuticals and Tomorrow Botanical. Tomorrow Chemicals is primarily a research and development firm. Tomorrow Oil researches petrochemicals and alternative fuel sources. Tomorrow Pharmaceuticals is another one of Tomorrow Chemicals' research and development branches. Tomorrow Chemicals controls such branches of Tomorrow Corporation as Tomorrow Oil, Tomorrow Pharmaceuticals and Tomorrow Botanical.

Tomorrow Oil gives Leon a direct link to OPEC and other oil organizations and companies. Tomorrow Chemicals has always been good at developing new compounds and chemicals, but its emphasis was shifted to research and development in the 1980s. Because of the oil fields and refineries Tomorrow Oil now owns, it has also started to do research in petrochemicals even more than before. At the same time, it has concentrated a huge effort towards alternative fuel sources. Tomorrow Chemicals is the first company to have created a power generator using algae. These branches are valuable for their income as well as for their contributions to Leon's research. They provide him with a technological edge and valuable contacts.

Tomorrow Electronics

is a large consortium that manufactures portable radios, stereo and Hi-Fi systems, movie cameras, cameras, measuring devices, scanners,

surveillance equipment, and other electronics devices. Its other branches of business include information technology, wired and wireless networks, and space exploration systems and satellites. It also has contracts with the aerospace, nautical, and military industries. Tomorrow Electronics has recently become a major player in home and personal computing. It is easily managing to rival other's products in speed, durability and ease of use. Leon has contacts through Tomorrow Electronics in the media and entertainment industry, even if in lesser degree than through Tomorrow Entertainment. Tomorrow Electronics' contracts with the aerospace, nautical and military industries provide contacts as well.

Tomorrow Entertainment

owns many arenas and stadiums and has working partnerships with several modeling agencies and multimedia houses, and provides a large number of contacts and information. Through Tomorrow Entertainment, Leon has contacts in the media and entertainment industries.

Tomorrow Foods

is a little known subsidiary. It runs farms and cattle ranches and imports beef from Argentina and other countries. Tomorrow Foods produces specialized products like ecological foods and natural lines with no additives and controlled growing. Leon uses Tomorrow Foods as a means to keep tabs on the food produce market. In recent times, Tomorrow Foods has concentrated development efforts on organic produce, as a result of changing fashion and consumer demand.

Tomorrow Foundation

funds scientific research and helps people with research by providing facilities and training. The foundation has its own building, called the Tomorrow Foundation Building, which includes a penthouse where Leon lived for a period of time. It also has a secret elevator that leads to a secret sub-basement under the building. Through the Tomorrow Foundation and the organizations underneath, Tomorrow not only addresses social problems encouraging crime and assists victims in a way that Red Jaguar cannot, but the arrangement also provides a large network of connections in the world of charities. He finds out about the newest trends and newest arts, and at the same time maintains connections to the streets through the soup kitchens and social services groups, which augments his crime fighting efforts.

Tomorrow Industries

is a research and development company used for industrial purposes. The company studies, researches, and develops cleaner, mechanical fission and fusion power plants; and also owns many factories and normal labour units. The company is heavily involved in the industrial circuit, developing industrial machinery such as, manufacturing heavy engines, motors, pneumatic systems and large scale systems. Additionally, Tomorrow Industries is also involved in cloth making. Tomorrow Mining is also a part of Tomorrow Industries, along with the few power stations the company owns. Tomorrow Mining mostly mines and produces gold and some precious stones in Africa.

Tomorrow Medical

is Tomorrow Biotech's sister company, but each has different fields of study and work. Tomorrow Medical handles most of the healthcare system and also studies cancer and AIDS with Tomorrow Biotech. Tomorrow Medical is focused more on researching illnesses than treating them. It maintains and runs many hospitals in various cities and helps the Tomorrow Foundation with the orphanages. Tomorrow Medical is renowned for its level of expertise in treating the sick and for the fact that it shares its facilities with the free clinics.

Tomorrow Shipping

owns dozens of freighters and handles three-and-a-half billion tons of freight each month. It is used by Leon to gain an inside view on smuggling and drug trafficking. Tomorrow Shipping is the second oldest branch of the Tomorrow Corporation and in many ways one of the most successful ones, even dwarfing the more publicized branches like Tomorrow Aerospace and TomorrowTech. For over a century Tomorrow Shipping has been the market leader and the leading player in shipping lines, especially in Trans-Atlantic routes. The company owns dozens of freighters which are usually booked solid. Tomorrow Shipping usually handles three and a half billion tons of freight each month. Tomorrow Shipping is Leon's direct pipeline into knowing other shipping companies' reputations and what they are doing, giving him a great inside view into smuggling and drug trafficking, not to mention more money.

Tomorrow Steel

is one of the oldest steel mills and metal refineries and supplies steel for shipbuilding. It also studies and

replicates alien technology. This has led to Leon getting priority on technology and alloys for him to study. Tomorrow Steel's alliance with the navy and the government has produced numerous contacts for Tomorrow Corporation. Because of the high quality of their steel, they have also supplied shipyards around the world. The boom of shipbuilding has led to the fact that Tomorrow Steel is a great cash cow at the moment. Metallurgical studies have become extremely important as alien technologies and new alloys have been studied and then replicated. This is a new side of the business that has only recently started to take off but because of the unique position Tomorrow Steel has had with the government from the 19th century, Tomorrow Steel has become a market leader in the study of alien alloys from recent crises.

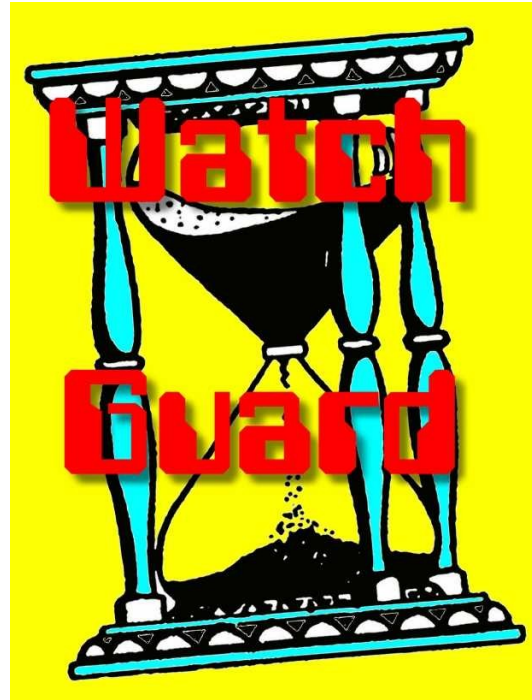
Tomorrow Technologies

also known as TomorrowTech, is the biggest division of Tomorrow Corporation. It is involved in the retrieval and research of alien technology. The subsidiary is sometimes used by Leon as a means to acquire new technologies. Other subsidiaries of TomorrowTech include: Tomorrow Pharmaceuticals, and Tomorrow Healthcare. TomorrowTech is a great resource for Leon. Not only does it provide contacts into the high technology world, it can be used to analyze whatever gadget he might find faster than he would be able to do alone. TomorrowTech is also a good source of income as the company owns dozens of patents. Since TomorrowTech is the market leader and dominator in cybernetic applications, Leon has extremely high level government contracts and contacts.

Tomorrow Yards

is responsible for the building of a large number of naval warships, commercial and private ships. Tomorrow Steel and Tomorrow Yards facilities repair a large number of cruisers and destroyers, and also have contacts within the upper echelons of the Navy and the global maritime business. As the new technology is developed prior to being implemented, this has created a very lucrative chain between Tomorrow Technologies, Tomorrow Electronics, Tomorrow Aerospace, Tomorrow Steel and Tomorrow Shipbuilding. This chain has been churning out money and ships along with information, research data, and contacts within the upper pylons of the Navy and the global maritime business.

Unknown Era Allies



The Watch Guard are a form of "Time Police" who try to keep the past and future safe from careless time travellers. They operate in a base that exists during the last possible moment in the universe, the last nanosecond before entropy ends everything, called Vanishing Point. They do not depend on consent; they enforce compliance. They have virtually no territory, their domain is simply and solely time. Within the time and space of their jurisdiction, they regulate what time travel goes on. The Watch Guard is an organisation dedicated to the preservation of the timeline, without control or predetermination by the conscious manipulation of the past, in which the decisions and choices made by free willed beings living then will determine the course of their lives.

The Watch Guard believes in the right of every being to make choices based on conditioning elements arising from the free choices of beings living in their past, and condemn as unjust the

distortion of that right by the manipulation of history with the benefit of hindsight. Imposed conditioning elements direct history in a way chosen by those who impose them; this is incompatible with the continued freedom of those who will live in the changed future. In short, the Watch Guard fights an eternal war to defend the integrity of the past, and ensure the freedom of the future. The Watch Guard exists and acts because it must, to preserve creation itself. If an individual is in possession of anachronistic information or technology, they have the ability to influence or limit the freely made decisions of others, controlling them and manipulating events to the benefit of the controller.

Standing guard over history, the Watch Guard opposes those who would risk the existence of everything for a taste of personal power. They protect the right of life to find it's own way, whatever that way may be. Sometimes it means standing back while murder is committed, while war is waged and people's lives are destroyed. Sometimes it means pain. Sometimes it means death. Sometimes non-existence. Always it means adventure. Most Watch Guard agents have a number of different postings during their career, as their skills and abilities change over the years. The Watch Guard is an unprecedented achievement; thousands of different sapient species united. Bigotry, racism and xenophobia are not tolerated within the organization.

The Operations Section

This is the heart of the Watch Guard. The Section Director has ultimate responsibility on a day-to-day basis for all Watch Guard agents. It is his duty to ensure that the agents of the various

divisions within Operations are well motivated, equipped, briefed, trained and performing to the highest possible levels in the field. All of the Watch Guard's 200,000 active field agents belong to this section, and are sub-grouped into divisions for ease of management. While the majority of the divisions do not specialise in period or function, a small number do. These are listed below.

Tempus Arbitres

Though technically part of the Operations Section, this division has complete autonomy, reporting only to the Hour Council. This division is responsible for maintaining the Watch Guard' security against both external attack and internal corruption, and does so with extreme vigour and zeal. They are the Watch Guard version of Internal Affairs. But they do more than just that. Security personnel stand guard as sentries in restricted areas, secure classified data, maintain intruder deterrent systems, monitor the citadel, man the armouries and small arms lockers, and control and distribute safe, door and force field combinations and clearances.

Tempus Astronomicus

This division studies the nature of the known parallels, maps the location of new parallels, and analyses their interactions to study the chronoverse in general. They get to explore new timelines first hand.

Tempus Clandestinus

This branch of the Watch Guard performs all strategic information gathering activities, and provides detailed scenario briefings for the Operations Section. They are the spies

and undercover agents of the Watch Guard.

Tempus Divinitus

This division consists of about 5000 of the Watch Guards' most gifted Chronoal Sensitives. Usually assigned to the various Operations Divisions, their primary responsibility is to scan the histories covered by their assigned division, providing an early warning of any intrusion or discontinuity. This division of the Watch Guard monitors and records the flow of time, reporting any temporal disturbances that may indicate potential discontinuities or intrusions.

Tempus Ingenium

Divided into several specialised units, this division consists of meta psionics, magicana manipulators and supernatural entities. They provide training and support to the many Watch Guard agents capable of developing their true mental and spiritual potential. This includes those that are metagene active (also known as mutants) and who can eventually be transformed into a Phase Warrior (although this represents only 1%). As yet the Watch Guard has been unable to recruit any Chronal Walkers and remain wary of their activities.

Tempus Libris

This section performs the monumental task of gathering recording and providing detailed historical information and every single new timeline that was created and eventually restored to the original. Libris will perform research on request for any other section of the Watch Guard, with requests from the Operations Section having the highest priority. Frequently, the staff of Libris will conduct extensive debriefs of agents

on their return from the field, or request specific research missions.

Tempus Medicus

The continued good health of Watch Guard personnel is the responsibility of this division. Medical Division uses tailored viruses, gene therapy, cloned organ replacements, enhancement therapy, and nanite implants to ensure that each Watch Guard agent is fully protected against any biological hazard they might encounter in the past, and are as fit as their missions require. The Medical Division is also responsible for the reversible cosmetic surgery frequently required for agents to blend in during missions. The Watch Guard requires that at least one team member on any mission in the field is a fully trained Med-tech, so this division has the majority of its staff assigned to the Operations Section.

Tempus Proeliatus

This is the standard force of the Watch Guard, consisting of agents recruited from throughout time. These agents act as escorts, recon and shock troops.

Tempus Scientus

This section is responsible for the providing the technical and theoretical advances in research and design that allow the Watch Guard to function with maximum efficiency and minimum risk. Areas covered by this section include palaeontology, planetary and stellar cartography, meteorology, botany, zoology, biology and the other physical sciences.

Tempus Taciturnitus

These black ops agents are specially trained for offensive operations against those who would alter history. The

operations are highly secret, revealed only on a need to know basis.

Tempus Tormentus

This division focuses on several things. First off they conceive, design and test the devices and equipment used by the Watch Guard, from the choral vehicles, to the equipment and weapons. Second they repair and maintain all of the hardware located at Watch Guard facilities. They can produce everything from starships to broadswords, on demand. Finally they are responsible for the construction, maintenance and removal of Watch Guard buildings, facilities and bases. Using advanced technologies, they can construct facilities capable of lasting up to half a million years, and then dismantle them so completely that absolutely no trace remains to disrupt the flow of established history.