

REVISED *SUPERSYSTEM*

CHARACTERS

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The Shock Force

This team of Free Agent Supers used to have ties to the Canadian government, but went rogue four years ago and have since lead a shadowy existence on the fringes of society in North America. Although they bill themselves as high-priced mercenaries for hire, they have been known to take charity cases, and they have refused jobs offered to them by representatives of both Lemuria and Atlantis.

Doc Shock [BL1]

Affiliation: Shock Force

BP: 85

AP: 10

Attributes

Strength 3 Agility 6 Mind 4 Resolve 4

Powers

Armor x 2

Force Field x 2

Iron Will x 1

Combat Sense x 3

Knockback Resistance x 1

Pushing

Ranged Attack (9D, 26")

--Extended Range x 6

Vitality: 7

Doc Shock is a brilliant tactician and field leader, and the unchallenged master of electrical forces. His mastery of his powers makes him a deadly ranged fighter, but also grants him enhanced agility, toughness and a potent force field.

Tenpin [BR5]

Affiliation: Shock Force

BP: 85

AP: 7[15]

Attributes

Strength 5[1] Agility 4 Mind 3 Resolve 5

Powers

Armor x 2

Combat Sense x 2

Extra Movement x 8

Knockback Resistance x 1

Melee Attack x 2

Ricochet Attack

Super Leap

Super-Strength x 1

Vitality: 10

Nearly as wide as he is tall, Tenpin is the SF's muscle-man, regularly tangling with some of the strongest members of the team's opposition. His compact bulk belies his acrobatic mobility and amazing leaping proficiency, sometimes allowing him to get the drop on unsuspecting foes!

Split-Second [SP2]

Affiliation: Shock Force

BP: 85

AP: 10[16]

Attributes

Strength 4 Agility 6[1] Mind 4 Resolve 3

Powers

Armor x 1

Combat Sense x 1

Extra Movement x 6

Hyper Movement

Super-Agility x 1

Melee Attack x 3

Vitality: 7

The daughter of a pair of scientists from the mysterious Nth Dimension, Split-Second lives her life in constant motion. Her tremendous speed and close-in hitting power make her a dangerous foe, and valuable advance scout for the team.

Stretcharm [ST1]

Affiliation: Shock Force

BP: 85

AP: 8

Attributes

Strength 4 Agility 5 Mind 3 Resolve 5[1]

Powers

Combat Sense x 1

Kinetic Absorption

--Sponge x 1

Elasticity

--Stretch Climb

--Stretch Attack

Knockback Resistance x 1

Melee Attack x 2

Super-Resolve x 1

Vitality: 11

Roland Dobbs life-long passion for Chemistry resulted in a host of valuable patents, and the development of a formula that would transform him into a human rubber band! Ingesting the only workable sample of the formula before it could fall into the wrong hands, Dobbs became Stretcharm, and joined the SF to battle the forces of evil.

Kondor [FL2]

Affiliation: Shock Force

BP: 85

AP: 11

Attributes

Strength 3 Agility 4 Mind 5[1] Resolve 4

Powers

Combat Sense x 1 (Mental)

Mental Attack (7D, 20")

Pushing

Telekinesis

--TK Grab

Super-Mind x 1

Vitality: 7

The high-flying Kondor was once only intrepid Archaeologist Dan Ace, but on a dig near Machu Picchu he discovered the wondrous belt of Aztlan. Donning the belt opened the hidden powers of Ace's mind, granting him telekinetic and mental attack powers that make him a formidable foe.

Yin-Yang [BA4]

Affiliation: Shock Force

BP: 85

AP: 8

Attributes

Strength 3 Agility 5[2] Mind 3 Resolve 4

Powers

Combat Sense x 2

Enhanced Senses x 2

Instant Stand

Iron Will x 1

Super-Agility x 2

Super-Leap

--Extra Bounce x 2

Melee Attack x 3

Vitality: 7

Orphaned at an early age during the Viet Nam War, the Cambodian girl Tri Ning was rescued

by traveling Laotian monks and taken to their monastery to be raised in an atmosphere of mystical asceticism. Under their tutelage, Tri grew into a woman of consummate power and discipline, eventually becoming the hero known as Yin-Yang, for her noble and gentle spirit hides the power of a warrior-born.

The Atlantis Front

The Atlantis Front is Four-Color Earth's most prominent Atlantis cell. Claiming to possess a direct connection to the alien technology of the Progenitors themselves, its leader Dr. Simian wages a campaign of terror and intimidation in his home country of India. The Front (as they have come to be called by many in the media) makes frequent forays into other countries, including the United States.

Dr. Simian [GA1]

Affiliation: Atlantis Front

BP: 85

AP: 10

Attributes

Strength 4[1] Agility 5 Mind 5 Resolve 4

Powers

Climbing

Combat Sense x 3

Iron Will x 1

Force Field x 2

Instant Stand

Melee Attack x 2

Super-Strength x 1

Super-Leap

--Extra Bounce x 2

Vitality: 8

Reddy Singh was once India's most brilliant geneticist, but it was that very genius that drove him mad, and prompted him to transform himself into the super-ape Dr. Simian! His gadgets and tremendous physical powers make him a dangerous foe, and his genius has allowed him to assemble a legion of artificial minions to do his bidding.

Devil's Knight [BA3]

Affiliation: Atlantis Front

BP: 85

AP: 12

Attributes

Strength 3 Agility 5[1] Mind 5[1] Resolve 4

Powers

Armor x 1
Combat Sense x 1
Fear
Melee Attack x 2
Regeneration
Super-Agility x 1
Super-Mind x 1
Vitality: 7

Not above using Free Agent talent, Simian and the Front often employ the services of the pumpkin-headed fiend, Devil's Knight. Just one glance from his glowing yellow eyes can send even the bravest hero running in fear.

Devils Knight Henchmen [HE15]

Affiliation: Atlantis Front
BP: 85
AP: 7[13]
Attributes
Strength 5 Agility 5[1] Mind 2 Resolve 2
Powers
Armor x 2
Extra Attacks (+6 AP)
Extra Movement x 6
Melee Attack x 2
--Extra reach x 1
Soulless
Super-Agility x 1
Vitality: Henchmen Group-5 Members

If Devil's Knight's powers emanate from the supernatural source he claims, then his inhuman Henchmen lend credence to these boasts. These pumpkin-headed fiends are little more than shambling husks of animated plant matter, but their uncanny speed, reflexes, and hitting power make them a force to be reckoned with.

Bot [BR4]

Affiliation: Atlantis Front
BP: 85
AP: 6
Attributes
Strength 6[2] Agility 4 Mind 2 Resolve 4
Powers
Armor x 3
Combat Sense x 2
Enhanced Senses x 2
Knockback Resistance x 2
Massive x 1

Melee Attack x 2
Super-Strength x 2
--Super-Knockback
Vitality: 10

Simian rarely undertakes any operation without his faithful creation and bodyguard, Bot, a massive robot capable of raising whole city blocks on its own. Bot has worked in Simian's service for so long that he has recently begun to take on sentience and develop independent thoughts and actions. To this point he remains loyal to his creator.

The Plasti-Men [HE1 x 2]

Affiliation: Atlantis Front
BP: 85
AP: 6[12]
Attributes
Strength 4 Agility 4 Mind 2 Resolve 2
Powers
Combat Sense x 3
Elasticity
--Stretch Attack
--Stretch Climb
Enhanced Senses x 1
Extra Movement x 6
Melee Attack x 3
Soulless
Vitality: Henchmen Group-10 members

Synonymous with Simian and the Front are the Plasti-Men, more products of the super-ape's twisted genius. He is usually never without two cadres of them on any given operation. Their super-pliable bodies make them tough and unpredictable foes in close combat.

The S-Men

The S-Men are the United States' most popular and enduring Super team. A group of Free Agents with strong ties to the Federal Bureau of Investigations, the S-Men are comprised of mutants who were products of various super soldier programs throughout the late 1970s and early 1980s. The "S" in S-Men is short for "Super", which was how the team was often called by the media in their early years of existence.

Ember [BL2]

Affiliation: S-Men

BP: 85

AP: 8[14]

Attributes

Strength 2 Agility 5[1] Mind 3 Resolve 5

Powers

Armor x 2

Combat Sense x 2

Extra Movement x 6

Instant Stand

Pushing

Ranged Attack (9D, 20")

--Blast Radius x 2

Super-Agility x 1

Vitality: 7

The flaming heroine Ember is the unchallenged leader of the S-Men. Her affinity for flame includes energy projection, enhanced movement, and "thermal" armor that can turn back the strongest of attacks.

Giantess [BR3]

Affiliation: S-Men

BP: 85

AP: 8

Attributes

Strength 5[2] Agility 5 Mind 3 Resolve 4

Powers

Armor x 3

Combat Sense x 2

Iron Will x 1

Knockback Resistance x 3

Melee Attack x 2

Super-Strength x 2

--Shockwave

Vitality: 9

One of the team's mainstays, Giantess is the group's muscle, deputy leader, and senior member. Her tremendous strength and ability to knock foes off balance with tremendous stomps of her booted feet make her an asset in any fight.

Grav-Girl [FL1]

Affiliation: S-Men

BP: 85

AP: 12[18]

Attributes

Strength 2 Agility 4 Mind 6[1] Resolve 5

Powers

Armor x 2

Combat Sense x 1

The Difference x 1

Enhanced Senses x 1

Extra Movement x 6

Flight

Mind Control

Super-Mind x 1

Vitality: 7

A flyer with psionic abilities, little is known about the mysterious Grav-Girl. She is the S-Men's newest member, and some speculate the origin of her powers may be alien in nature.

Brute [BA1]

Affiliation: S-Men

BP: 85

AP: 7

Attributes

Strength 4 Agility 5[2] Mind 2 Resolve 4

Powers

Armor x 1

Climbing

--Vertical Charge

Combat Sense x 2

Enhanced Senses x 2

Instant Stand

Regeneration

Melee Attack x 2

Super-Agility x 2

--Lightning Reflexes x 1

Vitality: 8

Brute is a brawler who can recover from nearly any wound, a savage, haunted man with a shady past and a heart of gold. His super-tough body and incredible reflexes make him a deadly adversary at close quarters.

T-Bolt [SU1]

Affiliation: S-Men

BP: 85

AP: 7[17]

Attributes

Strength 5[1] Agility 4 Mind 3 Resolve 5

Powers

Armor x 2

Combat Sense x 2

Extra Movement x 10

Flight

--Powerdive

Melee Attack x 2

Super-Strength x 1

Vitality: 10

Often called the most versatile member, T-Bolt is a hero who can do it all. His combination of flight, strength, and agility make him tough for foes to handle. His alter-ego, Louis Smith, is one of the East-Coast's foremost businessmen and financiers.

G.U.A.R.D. Tac-Team [HE4 x 2]

Affiliation: VanG.U.A.R.D.

BP: 85

AP: 6

Attributes

Strength 3 Agility 3 Mind 3 Resolve 4

Powers

Armor x 2

Combat Sense x 2

Force Field x 1

Ranged Attack (8D, 28")

--Armor Piercing x 2

--Extended Range x 8

--Rapid Fire

Vitality: Henchmen Group-10 members

The S-Men also work closely with G.U.A.R.D. and often conduct operations backed up by one of the organization's Tac-Teams of highly trained and well-equipped elite troopers.

Sons of Poseidon

When Atlantis and Lemuria re-emerged from beneath the ocean waves in the year 2000, both floating cities remained strangely aloof for a time. However, the more aggressive Lemurians decided that after several months of waiting, it was time to test the planet's inhabitants to see if they had the mettle to survive the Return of the Progenitors. Several small groups of operatives were chosen for this task, and leading one of them was the Lemurian noble Lord Tridan. However, in recent months Lord Tridan has begun to follow his own agenda, and begun a campaign of murder, grand larceny, and rapine unlike any seen before in the history of Super activity. It remains to be seen who, if anyone, can end the SoP's murderous rampage.

Lord Tridan [BR6]

Affiliation: SoP

BP: 85

AP: 8

Attributes

Strength 5[1] Agility 5 Mind 3 Resolve 4

Powers

Armor x 2

Combat Sense x 2

Iron Will x 1

Melee Attack x 2

--Extra Reach x 1

Ranged Attack (8D, 20")

Super-Strength x 1

Vitality: 9

This imposing, green-skinned Lemurian has lead his elite Shark Troopers in battle against the earth's heroes and villains, testing their might so that his masters know the state of the planet's defenses. But he also follows his own criminal agenda, using his formidable physical powers and Lemurian technology to build tremendous, ill-gotten wealth.

Megladon [BR7]

Affiliation: SoP

BP: 85

AP: 6

Attributes

Strength 6[2] Agility 4 Mind 2 Resolve 3

Powers

Armor x 2

Combat Sense x 2

Extra Attacks (+3 AP)

Iron Will x 1

Massive x 1

Melee Attack x 2

--Extra Reach x 2

Super-Strength x 2

--Rage

Vitality: 9

The massive Lemurian mutate known only as Megladon is Tridan's chief enforcer. Half-shark, half-man, Megladon is all rage and power, and wields a great scythe with devastating effect in combat.

The Shark Troopers (Power Tridents) [HE2 x 2]

Affiliation: SoP

BP: 85

AP: 6[9]

Attributes

Strength 5 Agility 4 Mind 2 Resolve 4

Powers

Armor x 2
Combat Sense x 3
Enhanced Senses x 2
Extra Movement x 3
Melee Attack x 3
--Extra Reach x 3
Veterans

Vitality: Henchmen Group-10 members
Fanatically loyal to Tridan, the Shark Troopers follow his every command, using superior Lemurian technology and breeding to overwhelm lesser foes.

The Shark Troopers (Aqua Blasters-1 Squad) [HE3]

Affiliation: SoP
BP: 85
AP: 6[9]
Attributes
Strength 5 Agility 4 Mind 2 Resolve 4
Powers

Armor x 2
Combat Sense x 2
Enhanced Senses x 2
Extra Attacks (+3 AP)
Extra Movement x 3
Ranged Attack (9D, 20")
--Armor Piercing x 1
--Rapid Fire

Vitality: Henchmen Group-5 members
Fanatically loyal to Tridan, the Shark Troopers follow his every command, using superior Lemurian technology and breeding to overwhelm lesser foes.

Spine Strike [BA5]

Affiliation: SoP
BP: 85
AP: 7
Attributes
Strength 4[1] Agility 5[2] Mind 2 Resolve 4
Powers
Armor x 1
Combat Sense x 2
Instant Stand
Melee Attack x 2
Regeneration
Super-Agility x 2
Super-Strength x 1
Vitality: 8

Spine-Strike is one of the Lemurians' deadliest operatives. Although slightly built and quite lithe, her sea-born muscles have made Spine-Strike superhumanly strong and resistant to damage. Her reflexes and speed on land and in the water are legendary. Any injuries she does manage to sustain seem to heal in minutes, and her razor-sharp talons are capable of rending flesh and bone with ease.

The VanG.U.A.R.D.

This group of ragtag Supers was gathered by the G.U.A.R.D. (Global United Armed Reaction Division) gadgeteer Rigger, who plucked the team's membership from among the dregs of Super society. Along with his Super companions, Rigger usually brings a G.U.A.R.D. Tac-Team into conflicts for backup. The team's mission is to engage rogue Supers and Lemurian or Atlantis aggressors on smaller scale operations. Rather than reacting to events as they unfold, Rigger's team will at times seek out threats and proactively neutralize them before they can bring their evil power to bear on society.

Rigger [GA2]

Affiliation: VanG.U.A.R.D.
BP: 85
AP: 7[11]
Attributes
Strength 2 Agility 3 Mind 4 Resolve 3
Powers
Armor x 3
Combat Sense x 2
The Difference x 1
Everyman
Extra Attacks (+1 AP)
Extra Movement x 4
Flight
Force Field x 3
Iron Will x 2
Knockback Resistance x 1
Ranged Attack (8D, 20")
Vitality: 5

Swedish scientist Lars Olsen always believed in the U.N.'s power to change lives. Enraged by the many atrocities in Africa and Eastern Europe, he finally decided to use his genius to take a more pro-active stand against the world's many injustices. His specially designed

titanium armor, rocket belt, and blasters, along with his fighting spirit, serve to make him the equal of most super foes.

Artemis [SU3]

Affiliation: G.U.A.R.D. Defense Forces

BP: 85

AP: 9

Attributes

Strength 3 Agility 6[1] Mind 3 Resolve 5

Powers

Armor x 1

Omni-Power (20 pt. pool)

[Example]: Flare (10D, 20")

[Example]: Ranged Attack (10D, 20")

Super-Agility x 1

Vitality: 8

Gifted with superhuman reflexes, Artemis trained herself to become a supreme archer and excellent gadgeteer, and is now one of G.U.A.R.D.'s most effective super-operatives. She enjoys a close working relationship with fellow super-operatives the VAN G.U.A.R.D.

Ox [BR1]

Affiliation: VanG.U.A.R.D.

BP: 85

AP: 5[7]

Attributes

Strength 6[2] Agility 3 Mind 2 Resolve 4

Powers

Armor x 2

Combat Sense x 2

Extra Attacks (+3 AP)

Extra Movement x 2

Knockback Resistance x 1

Massive x 1

Melee Attack x 3

Super-Strength x 2

--Super-Knockback

Vitality: 10

The Ox is the VanG.U.A.R.D.'s resident strongman, a 10 foot tall powerhouse with the heart of a poet who had fallen under the sway of an Atlantis-made mind control device. Once freed by Rigger, the massive mutate swore a vow of loyalty to his rescuer and has served faithfully ever since. His punishing punches have been known to send foes flying for whole city blocks.

Hardcore [BA2]

Affiliation: VanG.U.A.R.D.

BP: 85

AP: 7

Attributes

Strength 4[1] Agility 5[1] Mind 2 Resolve 5

Powers

Armor x 2

Combat Sense x 2

The Difference x 2

Melee Attack x 2

Super-Agility x 1

Super Leap

--Extra Bounce x 2

Super-Strength x 1

Vitality: 9

Hardcore was a street-level vigilante who took justice into her hands one too many times, and was caught herself, but now fights crime on a more global scale under the watchful eye of the U. N.

Emerald Alien [BL3]

Affiliation: VanG.U.A.R.D.

BP: 85

AP: 10

Attributes

Strength 3 Agility 5 Mind 5 Resolve 4

Powers

Armor x 2

Combat Sense x 3

Enhanced Senses x 2

Fortune x 1

Instant Stand

Ranged Attack (8D, 26")

--Armor Piercing x 1

--Extended Range x 6

Vitality: 7

The Emerald Alien is just that, an extra-terrestrial being who made it to earth ahead of the Progenitors to warn the planet's populace of their coming. After rotting in a U. N. holding facility for three years, he was deemed low-threat, and released into the custody of Rigger.

G.U.A.R.D. Tac-Team [HE4 x 2]

Affiliation: VanG.U.A.R.D.

BP: 85

AP: 6

Attributes

Strength 3 Agility 3 Mind 3 Resolve 4

Powers

Armor x 2

Combat Sense x 2

Force Field x 1

Ranged Attack (8D, 28")

--Armor Piercing x 2

--Extended Range x 8

--Rapid Fire

Vitality: Henchmen Group-10 members

G.U.A.R.D. Tac-Teams are composed of highly trained and well-equipped elite troopers. Their weaponry represents the pinnacle of modern technology.

G.U.A.R.D. Power Armor [HE12]

Affiliation: G.U.A.R.D. Defense Forces

BP: 85

AP: 7

Attributes

Strength: 5 Agility 4 Mind 3 Resolve 4

Powers

Armor x 3

Combat Sense x 2

Knockback Resistance x 1

Ranged Attack (9D, 20")

--Rapid Fire

Veterans

Vitality: Henchmen Group-5 members

G.U.A.R.D. Power Armor troopers are heavily armed and armored veterans tasked with the job of taking out hard targets such as super-tough bricks and alien tanks. It's a tough job, but these veterans relish it.

G.U.A.R.D. Attack Drones [HE11]

Affiliation: G.U.A.R.D. Defense Forces

BP: 8

AP: 8

Attributes

Strength: 3 Agility 5 Mind 3 Resolve 2

Powers

Armor x 3

Combat Sense x 2

Enhanced Senses x 2

Ranged Attack (8D, 26")

--Chain Attack

Extended Range x 6

Soulless

Vitality: Henchmen Group-5 members

G.U.A.R.D. Attack Drones are precision killers capable of strafing targets with withering fire, while remaining immune to mental attacks.

G.U.A.R.D. Defense Drones [HE10 x 2]

Affiliation: G.U.A.R.D. Defense Forces

BP: 85

AP: 7

Attributes

Strength: 3 Agility 5 Mind 2 Resolve 2

Powers

Armor x 3

Bodyguard

Enhanced Senses x 2

Force Field x 3

--Dome x 3

Knockback Resistance x 4

Soulless

Vitality: Henchmen Group-10 members

G.U.A.R.D. Defense Drones are programmed to absorb hits as the Operations Group moves forward into battle, increasing the unit's overall battlefield survivability.

Mystick [BL4]

Affiliation: Free Agent

BP: 85

AP: 12

Attributes

Strength 3 Agility 5 Mind 5[1] Resolve 4

Powers

Combat Sense x 1

Hyper Movement

Ranged Attack (8D, 20")

Super Mind x 1

Vitality: 7

Materializing onto the world super scene in the early 1990's, the Mysterious Mystick (as she came to be known) demonstrated amazing energy-wielding powers from her first appearance. Her tumultuous career as a Super has included an initial affiliation to with the Crimson Band, a quintet of heroes all claiming the supernatural as the source of their powers. Indeed, Mystick herself has said in several interviews that her powers stem from a connection to a place "not of this earth." She has demonstrated numerous minor supernatural abilities such as mind reading and truth-saying, but her major abilities are

teleportation and the projection of powerful bolts of eldritch energy.

In 1997 Mystick's career was unexpectedly interrupted when she and the rest of the Crimson Band mysteriously vanished while investigating an Oil Rig collapse off of the Gulf of Mexico. She did not appear in public again until January of 2000 when she was clearly identified working with the Lemurian Super-Villain Lord Tridan during an operation against a National Oceanographic Institute field laboratory in the Caribbean. Mystick's eldritch bolts blew up several NOI craft and injured the operation's Super bodyguard, Coral, before she and her Lemurian accomplices fled the scene.

The next time she appeared it was under very different circumstances. Claiming that she was under the direct control of a Lemurian brain-ray, the penitent mistress of the mystery turned herself in to a G.U.A.R.D. Tac Team led by the UN Super Rigger. The details of her debriefing have not been divulged to the public at large, but Mystick has not appeared in public since her apprehension.

The Red Patriot Movement (RPM)

When the Soviet Union collapsed in 1989, a new Russia was born. That didn't sit well with some Russians who believed Communism got a raw deal. They didn't like the new Russia, and they rebelled against it, bringing many Super Communists to bear in the struggle. Ultimately, the Red Patriot Movement lost, but still managed to retain control of their power base in the Russian state of Georgia, where they set up a new Proletariat.

The Siberian [BR2]

Affiliation: RPM

BP: 85

AP: 7

Attributes

Strength 4[1] Agility 4 Mind 3 Resolve 5

Powers

Armor x 3

Combat Sense x 2

Density Increase

--Immovable

Iron Will x 1

Knockback Resistance x 2

Melee Attack x 2

Super-Strength x 1

--Super-Knockback

Vitality: 9

Through all of its struggles, the most visible member of the RPM has been the Soviet Super Soldier known only as the Siberian. His seemingly ageless body a bastion of Communist Party strength since the 1950s, the Siberian now leads RPM operatives in actions around the world.

Perun [BR11]

Affiliation: Red Patriot Movement

BP: 85

AP: 7

Attributes

Strength 6[1] Agility 4 Mind 3 Resolve 4

Powers

Armor x 2

Combat Sense x 3

Iron Will x 2

Knockback Resistance x 1

Massive x 1

Melee Attack x 3

--Extra Reach x 1

Ranged Attack (9D, 10")

--Reduced Ranged x 5

Super-Strength x 1

Vitality: 10

Stepping from the pages of Russian mythology, Perun is the avatar of the god of war, capable of felling even massive vehicles with his mighty hammer.

Red Bolt [SP1]

Affiliation: Red Patriot Movement

BP: 85

AP: 9

Attributes

Strength 3 Agility 5[1] Mind 4 Resolve 4

Powers

Combat Sense x 2

Melee Attack x 2

Hyper Movement

--Carry Objects x 1

--Hyper Attack
--Speed-Burst x 1
Instant Stand
Super-Agility x 1
Vitality: 7

Red Bolt, a Soviet Speedster who hits like a hurricane, is the Siberian's right-hand man and the RPM's primary field scout.

Katusha Rockets [HE5]
Affiliation: RPM
BP: 85
AP: 5[9]
Attributes
Strength 5 Agility 3 Mind 2 Resolve 3
Powers
Armor x 3
Combat Sense x 3
Extra Attacks (+3 AP)
Extra Movement x 2
Flight
Knockback Resistance x 1
Ranged Attack (10D, 20")
Vitality: Henchmen Group-5 members

The RPMs primary shock troops are the dreaded Katusha Rockets. These power-armor wearing troopers are tough to bring down, and a five-man squad packs the punch of battle tank.

T-34 [GU3]
Affiliation: Red Patriot Movement
BP: 85
AP: 8
Attributes
Strength 5 Agility 5 Mind 3 Resolve 4
Powers
Armor x 3
Combat Sense x 3
Iron Will x 1
Knockback Resistance x 1
Pushing
Ranged Attack (8D, 22")
--Armor Piercing x 1
--Chain Attack
--Extra Range x 2
Vitality: 9

The product of an advanced Soviet weapons development program, Ivan Korkov is now half-man, half-tank. When his mighty personal armament is working, it wreaks devastation on

the battlefield, giving pause to hero and villain alike.

Zoya [BR10]
Affiliation: Red Patriot Movement
BP: 85
AP: 7
Attributes
Strength 5[1] Agility 4 Mind 3 Resolve 5
Powers
Bodyguard
Instant Stand
Kinetic Absorption
--Sponge x 2
Knockback Resistance x 2
Super Leap
--Extra Bounce x 1
Super-Strength x 1
Vitality: 10

Called the "Lethal Guardian" by her comrades in the RPM, Zoya's powers make her nigh-indestructible, and an ideal complement to T-34's erratic firepower. Her loyalty to the Soviet ideal is surpassed only by her love for its most legendary champion, the Siberian.

The Alien Host

Sweeping across the Earth in inexorable waves, the Alien Host is a nigh-irresistible force composed of many disparate elements. The backbone of any Host attack unit are the various castes of Shocktroops, including the dreaded Repto-caste elites and a number of troops from the hundreds of conscript races conquered by the Host over the intervening centuries. A typical Alien warband is composed of at least one unit of basic Host Omega Shocktroops, and either one Repto Warrior Squad or one Alpha Shocktroop squad. Special missions might also include a unit of Omega Shockbots or a unit of Warsloths. Host warbands are always lead by one to three members of the Warlord caste. These are individuals who have attained high status in the Host's warlike society. Phaedra, Karthoum, and Nalan are examples of typical Host Warlords with varying powers.

Host Omega Shocktroops [AL1 x 2]
Affiliation: The Host
BP: 85

AP: 6[9]
Attributes
Strength 5 Agility 3 Mind 3 Resolve 4
Powers

Armor x 2

Combat Sense x 3

Extra Movement x 3

Melee Attack x 2

--Extra Reach x 1

Ranged Attack (7D, 20")

--Rapid Fire

Vitality: Henchmen Group-10 members

The Omega Shocktroops are the backbone of any Host Attack Group. They are prized by Warlords for their tenacity, and their Shock-Staves give even the most stalwart foes pause.

Host Repto Warriors [AL2 x 1]

Affiliation: The Host

BP: 85

AP: 7

Attributes

Strength 5 Agility 4[1] Mind 3 Resolve 3

Powers

Armor x 1

Combat Sense x 3

Extra Attacks (+3 AP)

Iron Will x 1

Melee Attack x 3

--Extra Reach x 4

Super-Agility x 1

Veterans

Vitality: Henchmen Group-5 members

The elite of the Host Attack Groups, the Repto Warriors are bionically altered killing machines specializing in close-up mayhem.

Host Alpha Shocktroops [AL3 x 2]

Affiliation: The Host

BP: 85

AP: 9

Attributes

Strength 3 Agility 6 Mind 3 Resolve 3

Powers

Armor x 2

Combat Sense x 2

Iron Will x 1

Ranged Attack (10D, 21")

--Extended Range x 1

--Rapid Fire

Vitality: Henchmen Group-10 members

The Alpha-caste troops are the Host's long-range attack specialists, and bear Shock-Staves specially calibrated to unleash hellish bursts of crimson energy on their designated targets.

Host Omega Shockbots [AL4 x 1]

Affiliation: The Host

BP: 85

AP: 5

Attributes

Strength 5[1] Agility 3 Mind 2 Resolve 3

Powers

Armor x 2

Combat Sense x 3

Enhanced Senses x 2

Ranged Attack (7D, 12")

--Rapid Fire

--Reduced Range x 4

Soulless

Super-Strength x 1

Vitality: Henchmen Group-6 members

Emotionless killers, the Omega Shockbots are often used to reinforce recently taken areas of the battlefield. Their toughness and close-in firepower make them excel at holding ground.

Host Warsloth Conscript [AL5 x 2]

Affiliation: The Host

BP: 85

AP: 6

Attributes

Strength 5[1] Agility 4 Mind 2 Resolve 6

Powers

Climbing

Combat Sense x 2

Enhanced Senses x 1

Extra Attacks (+3 AP)

Kinetic Absorption

Knockback Resistance x 1

Melee Attack x 2

Super-Strength x 1

Vitality: Henchmen Group-6 members

One of the many conscript races fighting for the host, the savage Warsloths are most at home in the thick of melee combat.

Host Warlord Karthoum [AL6]

Affiliation: The Host

BP: 85

AP: 9
Attributes
Strength 4[1] Agility 5[1] Mind 4 Resolve 5
Powers
Armor x 1
Combat Sense x 1
Fortune x 2
Knockback Resistance x 2
Super-Agility x 1
Super Leap
Super-Strength x 1
Vitality: 9

Known for his resourcefulness in battle, Warlord Karthoum prefers to lead his troops from the front. He despises the Atlanteans and wishes nothing less than the total destruction of their island home.

Guildspeaker Nalan [AL7]
Affiliation: The Host
BP: 85
AP: 11
Attributes
Strength 2 Agility 3 Mind 6[1] Resolve 5
Powers
Extra Forms
--Extra Range x 4
Flare (6D, 20")
Regeneration
Super-Mind x 1
--Lightning Strategist x 1
Vitality: 7

One of the few Host Guildspeakers battling on the frontlines of the Invasion, Nalan bears nothing but contempt for the armchair commanders of the rest of his order. He believes that only through direct action can the members of his caste achieve their ends, and balance out the over-aggressive nature of the Warlords.

Host Warlord Phaedra [AL8]
Affiliation: The Host
BP: 85
AP: 8
Attributes
Strength 4 Agility 5[1] Mind 3 Resolve 5
Powers
Armor x 1
Combat Sense x 1

Flight
Iron Will x 1
Ranged Attack (8D, 20")
Super-Agility x 1
Vitality: 9

Unlike her rivals in the Warlord caste, Phaedra does not wish the total destruction of Lemuria and Atlantis, but rather believes that something can be salvaged from their wreckage. Her great skill and speed in combat make her a powerful leader in the field.

Zorn the Swift [AL10]
Affiliation: The Host
BP: 85
AP: 8[20]
Attributes
Strength 4 Agility 5[1] Mind 3 Resolve 4
Powers
Armor x 2
Combat Sense x 2
Extra Attacks (+3 AP)
Extra Movement x 12
Iron Will x 1
Melee Attack x 3
Super-Agility x 1
Vitality: 8

His planet long ago conquered by the marauding Host, Zorn the Swift has been forced to battle in his masters' Bloodsport Arenas, while also being used as a special operative by certain Host warlords. He longs to one day break his bonds and strike back at the masters who have used him so cruelly.

Krong the Mighty [AL9]
Affiliation: The Host
BP: 85
AP: 6
Attributes
Strength: 6[1] Agility 4 Mind 2 Resolve 5
Powers
Armor x 2
Combat Sense x 2
Enhanced Senses x 2
Massive x 1
Melee Attack x 2
--Extra Reach x 2
Super-Strength x 1
Terrifying Aura
Vitality: 11

Plucked from the Elder Realms by the quasi-science of Guildspeaker Nalan, the mighty Krong has acted as the Host warleader's bodyguard, and when he displeases him, he has been cast into the Host's Bloodsport Circuit. Guardian or gladiator, it makes no difference to Krong, dealing death smiting foes are all he cares about.

Warlord Grom [AL12]

Affiliation: The Host

BP: 85

AP: 7

Attributes

Strength: 5[2] Agility 4 Mind 3 Resolve 5

Powers

Armor x 2

Combat Sense x 2

Enhanced Senses x 1

Knockback Resistance x 1

Massive x 1

Melee Attack x 3

--Extra Reach x 2

Regeneration

Super-Strength x 2

Vitality: 10

The Warriors [AL11]

BP: 85

AP: 7

Attributes

Strength: 5[1] Agility 4 Mind 3 Resolve 5

Powers

Armor x 3

Combat Sense x 3

Iron Will x 2

Melee Attack x 3

Super-Strength x 1

Vitality: Henchmen Group (10 models)

Deemed unfit to serve the Host for crimes unnamable, the Warriors are suited only for the Bloodsport Circuit. Some choose to overcome their disgrace with acts of valor, while others are content with the carnage of the arena. Sometimes a Host Warlord will buck convention and field a group of Warriors that he owns in battle, using them as suicide-squads to soften up formidable opposition.

Cult of Super-Assassins

This group of international super-terrorists is dedicated to spreading mayhem around the world. Lead by the mysterious villain Saber-Skull, the Cult has carried out operations on nearly every major continent in the world. Its rotating roster of super-villains is always supplemented by a several groups of fanatical fighters called the Assassin Acolytes. No one knows who is really behind the Cult, or where it will strike next!

Saber-Skull [BA6]

Affiliation: Cult of Super Assassins

BP: 85

AP: 8

Attributes

Strength 5[1] Agility 4[1] Mind 4 Resolve 4

Powers

Combat Sense x 2

Force-Field x 2

Melee Attack x 2

Soulless

Super-Agility x 1

Super-Strength x 1

Vitality: 9

Saber-Skull is one of the most feared international terrorists in the world. The full range of Saber-Skull's power is unknown, but he has exhibited super-strength and durability, along with great bursts of speed. He wields twin swords that glow with an eerie energy and can cut through most any substance, including armored cars and super-tough heroes with equal ease!

BlackBird [FL3]

Affiliation: Cult of Super Assassins

BP: 85

AP: 8

Attributes

Strength 4 Agility 6[1] Mind 2 Resolve 4

Powers

Armor x 1

Combat Sense x 1

Enhanced Senses x 1

Flight

--Carry Object x 1

--Swoop Attack

Good Luck

Melee Attack x 3
Super-Agility x 1
Vitality: 8

The Paragons [SU7]

Affiliation: Cult of Super Assassins

Sergei

BP: 85

AP: 8

Attributes

Strength 3 Agility 6[1] Mind 2 Resolve 4

Powers

Armor x 1

Combat Sense x 1

The Difference x 1

Enhanced Senses x 1

Extra Forms

--Duplication

Ranged Attack (8D, 22")

--Extended Range x 2

Super-Agility x 1

Vitality: 7

Mikhail

BP: 74

AP: 8

Attributes

Strength 3 Agility 6[1] Mind 2 Resolve 4

Powers

Armor x 1

Combat Sense x 1

The Difference x 1

Enhanced Senses x 1

Ranged Attack (8D, 22")

--Extended Range x 2

Super-Agility x 1

Vitality: 7

Twin brothers whose diabolical nature makes a mockery of the name they have given themselves, Sergei and Mikhail Zhubov were petty thugs in the Russian mob until their use of a highly experimental designer drug unlocked their innate super-powers. Drawing power from some as yet unknown extra-dimensional source, the brothers can manipulate it to enhance their physical prowess or fire deadly blasts of crimson energy.

Their newfound power did not come without a terrible price, as it trapped Mikhail, the

younger of twins, in the dimension of its origin. Sergei can only summon him for short amounts of time. Until they can find a cure for their multi-dimensional malady, they have thrown in their lot with Saber-Skull and the Cult, hoping to earn enough booty to afford the research necessary to put an end to their plight.

Tryckster [BA7]

Affiliation: Larcenous Legion

BP: 85

AP: 13

Attributes

Strength: 3 Agility 5 Mind 6[1] Resolve 4

Powers

Armor x 1

Healing

Hyper Movement

--Carry Objects x 2

Iron Will x 1

Super-Mind x 1

Vitality: 7

Originally only a dabbler in the occult, the woman who would one day be Tryckster made a pact with dark forces to grant her "true" power. Eventually driven mad by her "gifts," Tryckster's crimes attracted the attention of Saber-Skull, who obtained a mystic gem capable of calming and controlling the macabre, maniacal power of the disturbed young woman. Now Tryckster works for the Cult, happy to serve the only person who can ease the pain of her curse.

Assassin Acolyte Brawlers [HE5]

Affiliation: Cult of Assassins

BP: 85

AP: 7[11]

Attributes

Strength 3 Agility 5 Mind 2 Resolve 3

Powers

Armor x 3

Combat Sense x 3

Climbing

Enhanced Senses x 2

Extra Movement x 4

Instant Stand

Melee Attack x 3

--Extra Reach x 1

Vitality: Henchmen Group-15 Members

Recruited from the worst scum and human detritus in the world, the Assassin Acolytes serve the Cult of Super-Assassins with fanatical loyalty. The Brawler specialize in close combat and use all sorts of weaponry various martial arts styles from around the world.

Assassin Acolyte Gunners [HE6]

Affiliation: Cult of Assassins

BP: 85

AP: 7[11]

Attributes

Strength 3 Agility 5 Mind 2 Resolve 3

Powers

Armor x 2

Climbing

Combat Sense x 3

Enhanced Senses x 2

Extra Attacks (+1 AP)

Extra Movement x 4

Instant Stand

Ranged Attack (8D, 18")

--Chain Attack

--Reduced Range x 1

Vitality: Henchmen Group-10 Members

Recruited from the worst scum and human detritus in the world, the Assassin Acolytes serve the Cult of Super-Assassins with fanatical loyalty. The Gunners are crack shots and wield a specially designed submachine gun with a built-in silencer that is deadly at close range.

The Larcenous Legion

One of the Four-Color world's most daring and dangerous groups of super-villains, the Larcenous Legion suffered severe losses after their failed attempt to parley with the Alien Host upon their arrival in Earth orbit. Three of the group's mainstays, Kriegshunde, Wisp, and Deadeye survived the attack and have joined in the Earth's desperate defense. The LL has battled nearly every prominent super-team over the last decade, including the ShockForce, the S-Men, and the VanG.U.A.R.D.

The Wisp [SU7]

Affiliation: Free Agent

BP: 85

AP: 11[15]

Attributes

Strength 2 Agility 6 Mind 5 Resolve 5

Powers

Combat Sense x 2 (Physical)

The Difference x 2

Extra Movement x 4

Density Decrease

Flare (8D, 20")

Vitality: 7

The brilliant, but malicious mutate known only as the Wisp uses her vaporous powers and magnesium flash to commit crimes and wreak havoc. She has worked for the diabolical Dr. Simian, and the super-gangster Capone, but recently found a home as leader of the Larcenous Legion. After the defeat of the villainous delegation, she has grudgingly joined the battle against the Alien threat.

Kriegshunde [BR8]

Affiliation: Free Agent

BP: 85

AP: 7[9]

Attributes

Strength 6[1] Agility 5[1] Mind 2 Resolve 4

Powers

Armor x 1

Combat Sense x 2

Enhanced Senses x 1

Extra Attacks (+2 AP)

Extra Movement x 2

Melee Attack x 2

--Extra Reach x 2

Super-Agility x 1

Super-Strength x 1

Vitality: 10

Born from the Neo-Nazi movement of 1980's Germany, Kriegshunde eventually found greater potential for profit by moving beyond his political agenda. He joined the Larcenous Legion and began a career as an international super-criminal.

Deadeye [SU5]

Affiliation: Free Agent

BP: 85

AP: 10

Attributes

Strength 3 Agility 6 Mind 4 Resolve 4

Powers

Elemental Control Pool (30 pts.)

--Ranged Attack [16 BP, 3 slots] (8D, 20")

--Entangle [22 BP, 4 slots] (8D, 20")

--Climb [3 BP, 1 slot]

Fortune x 1

Vitality: 7

The mercenary archer known only as Deadeye is one of the founding members of the Larcenous Legion. Along with two cohorts from the Legion, he was one of the few survivors of the super-villain delegation that initially attempted to join the alien Host. Now, in the aftermath of the Alien Invasion, Deadeye and cohorts are working to re-build the Legion into a force that exceeds even its previous villainous might.

Elasti-Woman [ST2]

Affiliation: Larcenous Legion

BP: 85

AP: 8[9]

Attributes

Strength: 5[1] Agility 5 Mind 3 Resolve 4

Powers

Combat Sense x 3

Elasticity

--Stretch Attack

Extra Movement x 1

Good Luck

Iron Will x 1

Melee Attack x 3

Super-Strength x 1

Vitality: 9

Ellen Goodman was one of Steel City's most celebrated daughters, a member of the upper class who seemingly cared more about charity than wealth. But Goodman's boredom fostered a hidden passion for the life of the super-criminal! She eventually began using most of the money earmarked for her parents' foundations to secretly develop a process to grant herself super-powers. It was not long before she came across the work of Roland Dobbs, the brilliant chemist who had since become the hero Stretcharm.

Discovering a heretofore unknown version of Dobbs' formula, Goodman had it synthesized, and ingested it shortly thereafter. Elasti-Woman was soon born, and her ensuing crime spree lead her to the Larcenous Legion, hungry

for members in the wake of the Invasion fiasco. Since joining, she has participated in several successful operations, and can't wait for the next villainous opportunity.

Free Agents

Not all heroes and villains in the Four-Color World work in tightly knit teams. Many prefer the mercurial life of the Free Agent, working for the highest bidder or performing solo acts of heroism. Still, many Free Agents often find themselves working with established teams, or even each other, when the need arises, or their goals closely match.

Big Lou [GU6]

Affiliation: The Mob

BP: 85

AP: 6[7]

Attributes

Strength 5 Agility 4 Mind 2 Resolve 5

Powers

Armor x 3

Combat Sense x 3

Extra Attacks (+6 AP)

Extra Movement x 1

Ranged Attack (7D, 20")

--Rapid Fire

Vitality: 10

Big Lou is Capone's right-hand man and protector. His toughness and loyalty have made him an indispensable henchmen to the Mob boss.

Capone [GU5]

Affiliation: The Mob

BP: 85

AP: 9

Attributes

Strength 4 Agility 6[1] Mind 3 Resolve 4

Powers

Armor x 1

Combat Sense x 1

The Difference

Melee Attack x 2

Ranged Attack (6D, 20")

--Rapid Fire

Super-Agility x 1

Vitality Drain

Vitality: 8

Capone is Steel City's premier super-gangster, and the unchallenged leader of The Mob. Despite numerous attempts on his life, his remarkable run of 75 years at the head of The Mob shows no sign of ending any time soon.

Dark Avenger [BA9]

Affiliation: Free Agent

BP: 85

AP: 10

Attributes

Strength: 4 Agility 5[1] Mind 5 Resolve 4

Powers

Combat Sense x 1

Omni-Power (20 pt. pool)

--Activation Goal Roll x 1

Super-Agility x 1

Vitality: 8

Slipping through the night like a shadow, the Dark Avenger fights a war on crime in the gritty streets of Steel City. His almost limitless cache of super-devices and preternatural Agility make him a formidable foe.

Dr. Atlas [SU6]

Affiliation: Free Agent

BP: 85

AP: 7

Attributes

Strength 4[1] Agility 4 Mind 3 Resolve 6

Powers

Armor x 1

Combat Sense x 2

Growth x 2

Knockback Resistance x 1

Melee Attack x 2

--Extra Reach x 1

Shrinking x 1

Super-Strength x 1

Vitality: 10

Through his experiments in particle physics, Dr. Atlas has become a master of size-shifting. His versatile powers always make him the right hero for the job.

The Hunter [GU4]

Affiliation: Free Agent

BP: 85

AP: 8

Attributes

Strength 5 Agility 4[1] Mind 4 Resolve 4

Powers

Armor x 2

Climbing

Combat Sense x 2

Instant Stand

Melee Attack x 2

Ranged Attack (8D, 10")

--Affects Ethereal

--Reduced Range x 5

Super-Agility x 1

Vitality: 9

The aging crime-buster known as the Hunter is actually the third man to wear the costume since its first appearance in the 1930's. Street toughs and super-villains alike fear the trademark shock-sword and percussion gun of the Hunter, his skull-like visage the stuff of evil-doers' nightmares.

Mecha-Samurai [HE13]

Affiliation: Free Agent

BP: 85

AP: 7

Attributes

Strength 5[1] Agility 4 Mind 3 Resolve 4

Powers

Armor x 2

Combat Sense x 2

Enhanced Senses x 1

Extra Attacks (+3 AP)

Knockback Resistance x 1

Melee Attack x 2

--Extra Reach x 1

Super Leap

--Extra Bounce x 3

Super-Strength x 1

Vitality: Henchmen Group-5 members

In his early attempts to create a robotic force to counter the creations of Dr. Simian, the super-gadgeteer Rigger built the Mecha-Samurai. But he built them too well, and they developed sentience, and a code of honor similar to the samurai of old. When they failed to protect an important diplomat during a mission, they became Ronin, or master-less samurai, roaming the Earth in an attempt to atone for their failure.

Scrounger [GA3]

Affiliation: Free Agent

BP: 85

AP: 8[12]

Attributes

Strength 3 Agility 3 Mind 5 Resolve 4

Powers

Armor x 2

Combat Sense x 2

Extra Movement x 4

Flight

Force-Field x 2

Iron Will x 1

Pushing

Ranged Attack (10D, 20")

Vitality: 7

A seemingly mild-mannered neighborhood handyman for the poor and disenfranchised, Jack Gallows is in reality one of the greatest inventors of all times! By night he dons his custom-made powered armor and fights evil as the sensational Scrounger!

Seeker [BA10]

Affiliation: Free Agent

BP: 85

AP: 10

Attributes

Strength 2 Agility 4[1] Mind 4[1] Resolve 6

Powers

Armor x 1

Fortune x 3

Good Luck

Healing

Super-Agility x 1

Super-Mind x 1

The Difference x 2

Vitality: 8

Seeker is a man with no memory. He awoke one amidst the refuse of a downtown Steel City alleyway, clad only in rags and badly injured. As he began to move around, he noticed by concentrating he could heal his wounds at a super-human rate. He later discovered he had other amazing powers, including limited prescience, heightened agility, and a computer-like mind. After finding lodging at a flophouse, he began to use his powers to secure a small fortune. Once he was

comfortable, he decided he would give back to the world by aiding the lost and disenfranchised, hoping that by doing so he may one recover his own lost life.

Shakti [SU4]

Affiliation: Free Agent

BP: 85

AP: 8

Attributes

Strength 4 Agility 4[1] Mind 4 Resolve 5

Powers

Armor x 1

Combat Sense x 2

Flight

Ranged Attack (8D, 20")

Super-Agility x 1

The Difference x 1

Vitality: 9

Shakti is the greatest heroine of India, a powerhouse possessing mastery of the elements of air and lightning. Shakti's trademark lightning bolts and high-flying combat style have made her the pride of country that was initially slow to accept its super population.

The Scions of Atlantis

The sons and daughters of the original heroes of Atlantis that emerged in the 1920's, the Scions have been on the world scene for nearly two decades. Although their membership has changed over the years, their mission has always remained the same: protect the people of Earth from evil of the Lemurians and prepare for the eventual coming of the greater alien threat. When the Host did arrive the Scions were instrumental in the eventual victory of the Earth.

Cat [SU4]

Affiliation: The Scions

BP: 85

AP: 8

Attributes

Strength 3 Agility 5[1] Mind 3 Resolve 5

Powers

Combat Sense x 2

Enhanced Senses x 2
Melee Attack x 3
--Armor Piercing x 1
Pushing
Hyper Movement
--Carry Objects x 1
Super-Agility x 1
Vitality: 8

Cat's Teleportation and Enhanced Senses make her an ideal "point-guard" for the Scions. When the battle is joined, she will move quickly to the trouble spots, aiding her teammates where she is needed most.

FireFlight [FL4]
Affiliation: The Scions
BP: 85
AP: 9
Attributes
Strength 2 Agility 6[1] Mind 3 Resolve 4
Powers
Armor x 1
Flight
Force-Field x 1
Ranged Attack (8D, 20")
--Blast Radius x 1
Regeneration
Super-Agility x 1
Vitality: 6

FireFlight is the son of the 1950's flaming hero, Magma. Living up to his father's legacy has not been easy, but as his own flame-based powers developed, he has grown into the role.

Killshot [GU2]
Affiliation: The Scions
BP: 85
AP: 8[10]
Attributes
Strength 3 Agility 6 Mind 2 Resolve 5
Powers
Armor x 2
Combat Sense x 3
Extra Movement x 2
Force-Field x 1
Fortune x 2
Iron Will x 1
Ranged Attack (9D, 22")
--Extended Range x 2
Vitality: 8

The self-proclaimed "deadliest gunman alive," Killshot's confidence is only surpassed by his fabled luck. His deadly pistols fire a variety of sophisticated ammunition capable of spectacular and explosive results.

Shifter [BL5]
Affiliation: The Scions
BP: 85
AP: 7[14]
Attributes
Strength 2 Agility 3 Mind 4 Resolve 6[1]
Powers
Armor x 1
Boost
--Extra Boost x 2
Extra Forms
--Extra Range x 5
Extra Movement x 7
Force Field x 1
Super-Resolve x 1
Vitality: 10

The elder statesman of the Scions, Shifter's powers lie in the summoning of creatures from other dimensions. His specialty is in summoning elementals of various types, but he is also able to aid his movement and increase the powers of his comrades by using various mystical techniques.

Stalker [BA8]
Affiliation: The Scions
BP: 85
AP: 10
Attributes
Strength: 3 Agility 4[1] Mind 5[1] Resolve 4
Powers
Healing
Flare (7D, 20")
Instant Stand
Super-Mind x 1
--Second Sight
Super-Agility x 1
Vitality: 7

Quiet and sensitive, Stalker is the philosopher and healer of the Scions, ready to render aid to his teammates whenever the need arises.

Tekton [BR9]
Affiliation: The Scions

BP: 85
AP: 6
Attributes
Strength 6[2] Agility 3 Mind 3 Resolve 5
Powers
Armor x 2
Kinetic Absorption
--Sponge x 2
Massive x 1
Melee Attack x 2
Super-Strength x 2
--Shockwave
Vitality: 11

Born from the geomantic experiments of Atlantean scientists and made the strongest of the Scions, Tekton uses his thick hide and seismic attacks to protect his teammates and keep his foes off balance.

Servitor Defenders [HE8 x 2]
Affiliation: The Scions
BP: 85
AP: 6[8]
Attributes
Strength: 4[1] Agility 4 Mind 2 Resolve 4
Powers
Armor x 2
Extra Movement x 2
Bodyguard
Kinetic Absorption
--Sponge x 2
Knockback Resistance x 2
Super-Strength x 1

Vitality: Henchmen Group-10 members
Genetically enhanced and fanatically loyal to the Scions, the Servitor Defenders are used in the most dangerous assault missions.

Servitor Blasters [HE9]
Affiliation: The Scions
BP: 85
AP: 6[8]
Attributes
Strength: 4 Agility 4[1] Mind 2 Resolve 4
Powers
Armor x 2
Combat Sense x 3
Enhanced Senses x 2
Extra Movement x 2
Knockback Resistance x 2
Ranged Attack (8D, 20")

--Affects Ethereal

--Rapid Fire

Super-Agility x 1

Vitality: Henchmen Group-5 members

These genetically engineered warriors use high-tech Atlantean blasters to pin down enemy targets at range and cover the advance of the Scion heroes.