



Here are a few characters to get you started. You can find more characters and additional information about the Kalos Universe at the Kalos Universe Wiki, which is free to use (<http://wiki.kaloscomics.com/>). If you send us your Bulletproof Blues Character Sheet Helper write-ups (<http://rpg.drivethrustuff.com/product/109612/>), we will add your characters to the Kalos Universe, as well!

## Heroes

If you use any of these characters as villains, remember that villains almost never have expertise. Even Master Sin, the brilliant and immortal Alchemist of Crime, does not have expertise. Remove the **expertise** from these characters when using them as villains.

### Blueshift

*Speedster martial artist*

<b>Quotation</b>	“Pay attention. A lot will happen in the next few seconds.”		
<b>First Appearance</b>	Dark Disciple #23, 1987		
<b>Real Name</b>	Jeanette de Vries	<b>Origin</b>	Gifted
<b>Identity</b>	Public ID	<b>Archetype</b>	The Rocket

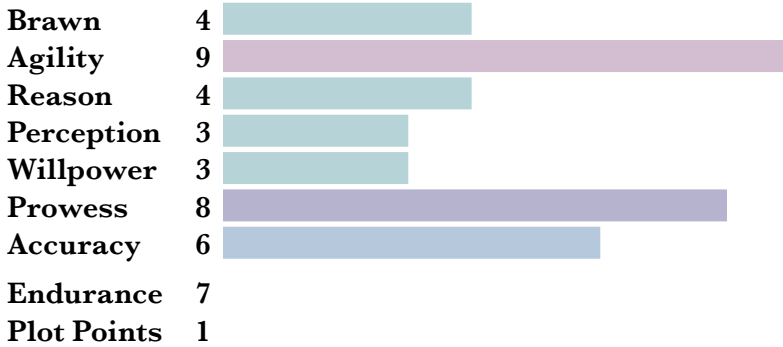
<b>Team Affiliation</b>	Shadow Watch
<b>Base Of Operations</b>	Chicago, IL
<b>Range Of Operations</b>	Local

### Appearance

<b>Gender</b>	Female	<b>Height</b>	5' 8"	<b>Hair</b>	Black
<b>Age</b>	29	<b>Weight</b>	127 lbs.	<b>Eyes</b>	Blue

Jeanette is a lean woman in her late 20s, with short but stylishly cut black hair. Her presence can be unnerving, because unless she is actively engaged in some activity, she stands very, very still: the small movements that normal people make in order to balance themselves are made so quickly and precisely that she appears to be unnaturally immobile. She typically dresses in snug, stretchy clothing and sturdy boots.

**Attributes**



**Powers**

- Attribute Invulnerability 4
- Immortality 1
  - Does not age
- Regeneration 3
- Super-running 3
- Super-speed 4
- Communication 1
  - Tactical visor (Radio)
- Super Senses 3
  - Tactical visor, Detect Invulnerability (Infrared Vision, Night Vision, Other)

**Skills**

- Athletics
- Combat
- Dodging**
- Slamming**
- Investigation
- Legerdemain
- Sleight Of Hand**
- Stealth
- Survival
- Tactics**

**Advantages**

- Master Plan
- Team Player
- Unsettling

**Movement**

	<b>Base Move</b>	<b>Double Move</b>	<b>All-out Move</b>
<b>Run</b>	400 feet	800 feet	2,400 feet (300 mph)
<b>Swim</b>	18 feet/round	36 feet/round	108 feet/round (12 mph)
<b>Jump</b>	12 feet	12 feet	12 feet

**Personality**

Jeanette is usually quiet and aloof. She does not enjoy or encourage what passes for polite conversation, and most people interpret her behavior as disdain. In fact, she finds the

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speed at which normal people interact almost unbearable, like sitting in freeway traffic, so she tries to limit her social interactions with others as much as possible. Of course, this only reinforces her feelings of isolation and her perception of herself as an outsider.

### Motivations

**Guilt:** The character is driven by a desire for redemption from sins from their past.

**Rebellion:** The character doesn't fit into the larger society.

### Complications

**Enemy:** Blueshift is still hunted by Project Genesis, and not everyone has forgiven her criminal past.

**Outsider:** Blueshift's unease around normal people is often taken as disdain.

### History

Jeanette ran away from home when she was sixteen, after the death of her father. She spent the next year avoiding the authorities and Project Genesis, by which she was eventually captured. She was rescued from Genesis by a vigilante known as Dark Disciple. Having nowhere else to go, she stayed with Dark Disciple for a number of months, and it was he who taught her martial arts (primarily a mixture of American kenpo, muay thai, and shotokai karate). She left Dark Disciple when she was approached



by Master Sin, a morally ambiguous mastermind who told her that she could use her abilities to help humanity by leading his strike team. She stayed with Master Sin for several years, learning leadership skills as well as learning to use her own powers effectively in a team. She eventually became disillusioned with Master Sin's mysterious goals and violent methods, and she left his employ. The parting was cordial, and he allowed her to keep the specialized equipment he designed for her; she still uses the tactical visor.

Seeking a way to salvage her life, Jeanette approached the FBI, offering to trade her knowledge of various criminal organizations in exchange for immunity from prosecution. After months of incarceration, the FBI accepted her offer, and Jeanette spent the next several weeks being debriefed. After she was released, she operated as an independent for a period of time before encountering Scanner, Stone, and Zero K. Finding that they had similar goals and compatible personalities, they formed Shadow Watch. Other than the members of her team, she has no friends, although she exchanges Christmas cards with Siege, who was also a member of Master Sin's strike team, and who now works for the FBI.

### **Powers and Abilities**

Blueshift possesses the ability to think and move at superhuman speeds. Her strength and endurance are at least equal to peak human potential, and her hand-eye coordination and control over her body are well beyond human limits. Her biological processes are much more efficient than a normal human's, permitting her to extract nearly 100 percent of the caloric energy of what she eats and to exert herself for several hours before resting. She is capable of running over 300 miles per hour, and her brain is capable of processing information quickly enough to operate at this speed.

While in the employ of Master Sin, Blueshift obtained a visor which uses millimeter-wave signals to scan and evaluate the structural integrity of physical objects. While leading Master Sin's strike team, she used this to ensure that the force used against her opponents was commensurate with their durability.

Blueshift has experience leading teams of posthumans with aggressive personalities, and she is an expert tactician. She is proficient with a variety of hand-to-hand combat styles, but generally prefers the throws and joint-locks of aikido.

### **Summary**

Attributes 37 + Skills 4 + Advantages 3 + Powers 19 = 60 / 60

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# Grimknight

*Ominous protector of Manhattan*








<b>Quotation</b>	“This is MY city.”		
<b>First Appearance</b>	Moonwolf #32, 1975		
<b>Real Name</b>	Diggory “Diggs” Tyler	<b>Origin</b>	Gifted
<b>Identity</b>	Secret ID	<b>Archetype</b>	The Shadow
<b>Team Affiliation</b>	Spookshow		
<b>Base Of Operations</b>	New York City		
<b>Range Of Operations</b>	Local/Interplanetary with team		

## Appearance

<b>Gender</b>	Male	<b>Height</b>	5’ 8”	<b>Hair</b>	Bald (Brown)
<b>Age</b>	31	<b>Weight</b>	192 lbs.	<b>Eyes</b>	Brown

Diggs Tyler is a handsome, bald, black man in his early thirties. He typically dresses in tailored suits or expensive casual wear in the latest style. When he adopts the persona of Grimknight, he wears a non-reflective black body suit, black full head mask, and sturdy black boots and gloves. Over this attire he wears a hooded cloak, the Mantle Of Arawn. In daylight the cloak appears to be pale grey, while at night the cloak is an opalescent white.

## Attributes

<b>Brawn</b>	6	
<b>Agility</b>	6	
<b>Reason</b>	3	
<b>Perception</b>	6	
<b>Willpower</b>	5	
<b>Prowess</b>	5	
<b>Accuracy</b>	4	
<b>Endurance</b>	11	
<b>Plot Points</b>	1	

Brawn and Agility 4 during the day; Brawn and Agility 6 at night.

**Powers**

- Invulnerability 6
  - Invulnerability 4 during the day; Invulnerability 6 at night
- Teleportation 5
  - Mantle Of Arawn – Radius Effect (+1)
- Super Senses 1
  - (Night Vision)
- Attribute Invulnerability 3
- Power Invulnerability 3
- Investigator’s Equipment 1
  - (Ultra-power)

**Investigator’s Equipment**

- Bicolulars 1
  - (Other)
- Radio 1
  - (Radio)
- Digital Recorder 1
- Covert surveillance device 1
  - (Other)
- Covert tracking device 1
  - (Other)

**Movement**

	<b>Base Move</b>	<b>Double Move</b>	<b>All-out Move</b>
<b>Run</b>	60 feet/round	120 feet/round	360 feet/round (41 mph)
<b>Swim</b>	12 feet/round	24 feet/round	72 feet/round (8 mph)
<b>Jump</b>	18 feet	18 feet	18 feet
<b>Teleport</b>	1 mile	2 miles	6 miles (4,000 mph)

**Personality**

Diggs Tyler is friendly, engaging, and fun-loving. While he may come across as a bit of a Casanova when dealing with the opposite sex, he is never overbearing or disrespectful. He is the flame, not the moth. His years of working as a private investigator have made him skilled at forming a bond with people he’s just met and getting them to open up to him. This has served him well in the District Attorney’s Office. As Grimknight, Diggs is far less friendly, using his powerful presence and his skill at reading people to intimidate and interrogate suspected wrongdoers.

**Skills**

- Combat
  - Surprise Attacks**
  - Sweep Attacks**
- Computing
- Culture
- Deception
- Investigation
- Legerdemain
- Manipulation
  - Conversation**
  - Interrogation**
- Social
- Stealth
  - Shadowing**

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### Motivations

**Justice:** The character seeks to ensure that misdeeds are met with appropriate punishment.

**Honor:** The character believes that their worth is tied to their adherence to a code of conduct.

### History

Diggs Tyler was a private investigator for several years while he worked his way through law school. (Most private investigators work either for insurance companies or lawyers, so this was a natural match.) After graduation, he became a prosecutor in the New York County District Attorney's Office, where he has served the borough of Manhattan with distinction.

Tyler is a descendant of Gwynn Ap Nudd, King of the Faeries and the Otherworld (also called Annwn). He was not aware of his heritage until he was selected to be the next Knight of the Summerland due to the mysterious death of the previous Knight of the Summerland. However faint the blood connection may be, Tyler is a faerie by birthright, which permits him to wear and use the Mantle of Arawn, a powerful faerie artifact.

### Powers and Abilities

During the day, Grimknight's strength and speed are at the peak of human potential, and his skin is tough enough to withstand small arms fire. At night he is even stronger and tougher, able to lift 7 tons overhead and withstand high explosives.

In addition to his supernatural strength, speed, and toughness, Grimknight wears the Mantle of Arawn. The Mantle of Arawn is a faerie artifact which permits the wearer to bend space and teleport thousands of miles in an instant.

Grimknight also carries a number of useful but ordinary pieces of equipment, such as binoculars, radio tracking devices, bugs, and digital recorders.

### Summary

Attributes 33 + Skills 5 + Advantages 0 + Powers 24 = 62 / 62



# Manticore

*Celebrity super-scientist*








<b>Quotation</b>	“We’ll give it all we’ve got!”		
<b>First Appearance</b>	Citadel #1, 2011		
<b>Real Name</b>	Chloe Zhang (Zhang Qianwei)	<b>Origin</b>	Equipped
<b>Identity</b>	Public ID	<b>Archetype</b>	The Gadget
<b>Team Affiliation</b>	Citadel		
<b>Base Of Operations</b>	New York City		
<b>Range Of Operations</b>	Local/Global with team		

## Appearance

<b>Gender</b>	Female	<b>Height</b>	5' 5"	<b>Hair</b>	Black
<b>Age</b>	28	<b>Weight</b>	106 lbs.	<b>Eyes</b>	Brown

Chloe is a photogenic, athletic Chinese woman. She dresses in the most fashionable clothes, yet makes them look effortlessly natural.

## Attributes

<b>Brawn</b>	3	
<b>Agility</b>	5	
<b>Reason</b>	7	
<b>Perception</b>	4	
<b>Willpower</b>	5	
<b>Prowess</b>	3	
<b>Accuracy</b>	5	
<b>Endurance</b>	8	
<b>Plot Points</b>	1	



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### Powers

- Flight 3
  - Jet Wing
- Immunity 4
  - Sealed systems – Must be activated (-1) (Asphyxia, Pathogens, Poisons, Radiation)
- Gadgets and Weaponry 6
  - (Ultra-power)

### Gadgets and Weaponry Powers

- Invulnerability 6
- Super Senses 6
  - Detect EM Radiation (360° Vision, Detect [Element], Hyperacuity, Infrared Vision, Ultraviolet Vision, X-ray Vision)
- Blast 6
  - Jet wing chain guns
- Hold 6
  - Jet wing mini-rocket: restraining foam – Exposed (-1)
- Machine Control 6
  - Machines with onboard computers only
- Power Suppression 6
  - Jet wing mini-rocket: fire suppression foam
- Telekinesis 6
  - Jet wing grappling cable – Exposed (-1)

### Movement

	Base Move	Double Move	All-out Move
<b>Run</b>	50 feet/round	100 feet/round	300 feet/round (34 mph)
<b>Swim</b>	10 feet/round	20 feet/round	60 feet/round (7 mph)
<b>Jump</b>	9 feet	9 feet	9 feet
<b>Fly</b>	400 feet	800 feet	2,400 feet (300 mph)

### Personality

If one word could be used to describe Chloe Zhang, it would be “active”. Nearly every moment of every day is occupied with something, whether it is research into new semiconducting polymers, competing in a snowboarding competition, acting in a film on location in Mongolia, promoting the Special Olympics, or dancing at the newest and most exciting club.

Despite the frenetic pace of her lifestyle, she always seems at ease with the people around her, and she is never too busy to be gracious. She is a genuinely nice person.

### Skills

- Athletics
- Combat
- Computing
- Programming**
- Culture
- Engineering
- Aerospace**
- Electrical**
- Investigation
- Manipulation
- Science
- Metallurgy**
- Nanotechnology**
- Social

### Advantages

- Connected
- Exceptional Beauty
- Famous
- Headquarters
- Linguist
- Team Player
- Wealthy

## Motivations

**Adventure:** The character has an adventurous spirit and rarely turns down a quest.

**Protection:** The character wants to protect others, particularly the innocent and the helpless.

## Complications

**Vulnerability:** All of Manticore's powers are dependent on her armor and equipment.

**Enemy:** Chloe Zhang is internationally famous, which makes her a very easy target for her enemies.



## History

Zhang Qianwei (pronounced JONG-CHYEN-WAY) is the daughter of Zhang Ka-shing, one of the twenty richest people in the world, who emigrated to the United States from Hong Kong in 1998 and obtained American citizenship for himself and his two children. Over the course of the next few years, he moved the corporate headquarters of his company, Zhongsun Telecom (market value \$170 billion, according to Forbes), to Manhattan from Hong Kong. However, the company still has extensive holdings in China, primarily in land development and telecommunications. In the rest of the world, the majority of their holdings are in telecommunications, hotels, and resorts.

Qianwei was educated in the United States, where she is known as Chloe Zhang, but until recently she spent most of her school vacations in Hong Kong, where she is a bona-fide celebrity: she has been on the cover of numerous magazines (the Hong Kong edition of *Cosmopolitan* over a dozen times in the last ten years), appeared in several films (she

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is friends with John Woo and Jackie Chan, in addition to a lot of Chinese show-business types that no one in the USA has ever heard of), and has released a few pop albums which have been quite popular in Asia.

She is also an avid skydiver, skier, snowboarder, and surfer. She often has lucrative endorsement deals despite her amateur status, and she spent six months on Wheaties boxes a couple of years ago, which is the first place most people in the USA saw her. Chloe donates all of the proceeds from her endorsements to charities, such as the Special Olympics.

In addition to her artistic and athletic pursuits, Chloe is absolutely brilliant. She has doctorates from Stanford and Georgia Institute of Technology, and she has developed a number of breakthroughs in telecommunications. For example, she invented a nanotechnological process which permits multiple signals to transmit simultaneously on the same antenna without interference (aka MIMO, a technological underpinning of the WiMax standard).

Recently, Chloe's 80-year-old father decided to retire back to Hong Kong, where her older brother runs the Asian divisions of the company, leaving her in New York to run the North American and European divisions (although she is technically Vice President In Charge Of Research And Development).

Tabloids have connected Chloe to numerous handsome and/or famous men, and some of these rumours have been true, but she has no interest in marriage at this time. She has stated in interviews that she wants to be a wife and a mother — but not yet. “I have too much still to do,” she explains. “It would not be fair to a husband or a child.”

Fun fact: In China, Chloe's superhero persona is known as “Dragon's Lovely Daughter”, while in Japan, she is known as “Super Demon Rider Girl”.

## Powers and Abilities

Chloe Zhang possesses superhuman cognitive ability, but her most significant posthuman ability is her extraordinary focus. She is capable of concentrating on several problems simultaneously, and even carry on a conversation while doing so. When combined with her reduced need for sleep (she rarely sleeps more than two hours per night), she is more productive in one day than an ordinary person would be in a month.

Her most flamboyant abilities are granted by the Manticore armor and jet wing, both of which are her original designs. The armor enhances her speed and reflexes, it provides defense against all but the most powerful conventional weaponry, and it houses a wide array of sensory equipment. In addition to its use as transportation, Manticore's jet wing is a flying weapon platform. The jet wing has chain guns and a selection of special purpose mini-rockets, as well as a net cannon and a grappling line.

## Summary

Attributes 32 + Skills 5 + Advantages 7 + Powers 27 = 64 / 64

# Monolith

*The Man Mountain*








<b>Quotation</b>	“I think you should give up now.”		
<b>First Appearance</b>	Renegades #1, 1986		
<b>Real Name</b>	Wayne Hill	<b>Origin</b>	Altered
<b>Identity</b>	Public ID	<b>Archetype</b>	The Tank
<b>Team Affiliation</b>	Renegades		
<b>Base Of Operations</b>	Los Angeles		
<b>Range Of Operations</b>	Local/National with team		

## Appearance

<b>Gender</b>	Male	<b>Height</b>	8' 6"	<b>Hair</b>	Blonde
<b>Age</b>	32	<b>Weight</b>	625 lbs.	<b>Eyes</b>	Green

Monolith lives up to his name: he is truly massive, and nearly as wide as he is tall. Despite this fearsome build, Monolith has a kind, boyish face. He typically wears a white tank top or t-shirt, weight lifting gloves, jeans, and specially-made high-top sneakers.

## Attributes

<b>Brawn</b>	8	
<b>Agility</b>	3	
<b>Reason</b>	2	
<b>Perception</b>	6	
<b>Willpower</b>	5	
<b>Prowess</b>	5	
<b>Accuracy</b>	2	
<b>Endurance</b>	13	
<b>Plot Points</b>	1	

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### Powers

Attribute Invulnerability 6

Communication 1

Renegades headset (Radio)

Immunity 7

(Asphyxia, Exposure (Cold), Exposure (Heat),  
Pathogens, Poisons, Pressure, Vacuum)

Invulnerability 8

Super-jumping 4

### Skills

Athletics

**Throwing**

Combat

**Grappling**

Culture

**Popular Media**

Manipulation

### Advantages

Common Sense

Connected

Headquarters

Team Player



## Movement

	Base Move	Double Move	All-out Move
<b>Run</b>	30 feet/round	60 feet/round	180 feet/round (20 mph)
<b>Swim</b>	6 feet/round	12 feet/round	36 feet/round (4 mph)
<b>Jump</b>	1,600 feet	3,200 feet	2 miles (1,000 mph)

## Personality

Monolith is good-natured and easy-going, but he takes his responsibilities as a role model very seriously. He goes out of his way to be gentle to those who are small and weak.

## Motivations

**Justice:** The character seeks to ensure that misdeeds are met with appropriate punishment.

**Protection:** The character wants to protect others, particularly the innocent and the helpless.

## Complications

**Enemy:** Monolith has made many enemies, but Cesspool is the most vile and persistent.

**Uncontrolled Power:** Monolith's size and weight make it impossible for him to have a normal life.

## History

Monolith was born in the backwoods of Oklahoma to on-the-lam criminal parents, who were hiding in an abandoned toxic waste dumping site. His mother died in childbirth, for which his father never forgave him. Monolith's early years were marked by abuse and neglect. When he was 10, his father was killed in a shoot-out with the FBI. He became a ward of the court and was placed in a special federal orphanage for "special" children. There he grew to maturity and vowed to use his special abilities to help the less fortunate and downtrodden. When he turned 18, Monolith moved to Los Angeles, joined the Renegades, and became sanctioned by the state of California as a state police officer. When not fighting evil, he makes frequent charity campaign appearances, especially for organizations that help children.

## Powers and Abilities

Monolith is strong enough to lift locomotives, and tough enough to withstand an attack from nearly any conventional weapon. He can survive in nearly any environment, and his posthuman biology is immune to virtually all toxins and diseases. Monolith's speed and agility are greater than his size might lead one to assume, but still well within human norms. However, his massive leg muscles allow him to jump extraordinary distances: his longest measured leap is well over two miles.

## Summary

Attributes 31 + Skills 3 + Advantages 4 + Powers 26 = 60 / 60

# Villains

## Chthyra

*The Crawling Chaos*

<b>Quotation</b>	“I love you, Mommy.”		
<b>First Appearance</b>	Tales Of Mystery #317, 1963		
<b>Real Name</b>	N/A	<b>Origin</b>	Alien
<b>Identity</b>	Public ID	<b>Archetype</b>	The Mirror
<b>Team Affiliation</b>	Solo		
<b>Base Of Operations</b>	Earth		
<b>Range Of Operations</b>	Global		

### Appearance

<b>Gender</b>	Nonhuman	<b>Height</b>	N/A	<b>Hair</b>	Black/None
<b>Age</b>	Ageless	<b>Weight</b>	N/A	<b>Eyes</b>	Red/Yellow




Chthyra is a psychic parasite from a reality in close proximity to our own which travels to our reality in its astral form. As such, it does not have a physical form in our reality. When Chthyra manifests in our reality, it usually takes the form of an oily black-skinned



humanoid, a shapeless mass of hairlike tendrils of darkness, or something in between the two. Chthyra's astral form is only present until it manages to possess its host, after which its astral form inhabits the host's body.

Chthyra's host is always a child in their early teens. Within the dreams of its host, Chthyra may take any form at any time. These forms may be beautiful or terrifying or both, as Chthyra sees fit.

**Attributes**

<b>Brawn</b>	0	
<b>Agility</b>	0	
<b>Reason</b>	4	
<b>Perception</b>	5	
<b>Willpower</b>	12	
<b>Prowess</b>	0	
<b>Accuracy</b>	0	
<b>Endurance</b>	12	
<b>Plot Points</b>	1	

Chthyra has no physical body in our reality. It is a creature of pure, malevolent will.

**Powers**

- Amazing Movement 1  
Negated if Possession is broken. (Astral Travel)
- Communication 2  
(Mind Link, Universal Translator)
- Immortality 2  
Will re-form in six months if destroyed.
- Mind Shield 3
- Possession 6  
(Blackout, +1; Inhabit, +1)
- Willpower Drain 3  
(Target must be asleep, -1; Ranged, +1)
- Illusion 10  
(Illusory Damage, +1; It's All In Your Mind, -1)
- Mind Control 5  
(Mass Hypnosis, +1; Extra Range, +1; Emotional or physical proximity, +1)

**Skills**

- Culture
- Deception
- Manipulation
- Social
- Stealth
- Survival

**Advantages**

- Unsettling

**Movement**

	<b>Base Move</b>	<b>Double Move</b>	<b>All-out Move</b>
<b>Run</b>	N/A	N/A	N/A
<b>Swim</b>	N/A	N/A	N/A
<b>Jump</b>	N/A	N/A	N/A



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### Personality

If Chthyra has any goals beyond its desire to feed, those goals are unknown. However, it is sentient, and it understands humanity and human languages. It “speaks” to and through its victims, but only to expand its influence. As such, any communication from Chthyra is typically in the form of threats, promises, or other statements intended to instill trust, fear, or hopelessness.

### Motivations

**Exploration:** The character lives to seek out new places and new ideas.

**Passion:** The character has a visceral, perhaps even savage, nature.

### Complications

**Gruesome:** Chthyra’s true form is incomprehensible to the human mind.

**Vulnerability:** Chthyra only has access to our reality through a host.

### History

Chthyra is one of a number of entities which are older than humanity and which have preyed upon us throughout history. Chthyra is actually one of the least dangerous of these entities, as its means of entering our reality and the damage it may do are both quite limited.

Chthyra enters our reality by infecting the dreams of a troubled child, one whose nightmares are both frequent and particularly vivid. Once Chthyra successfully takes control of the dreams of its host, the child becomes a prisoner in their own body. From this haven, Chthyra reaches out to poison the dreams of those in emotional or physical proximity to the host, spreading outward and feeding from their nightmares. Once Chthyra’s influence has spread from its host to a dozen or more victims, it can begin to control their waking minds as well as their dreams. If left unopposed, the waking nightmares will drive the victims mad, resulting in riots, mass suicides, multiple murders, and general chaos. The death toll may reach into the hundreds; small towns or settlements may be wiped out entirely.

If this process is allowed to reach its natural conclusion, Chthyra will be sated and will retreat from its host. The host will awake normally and ostensibly unharmed, remembering nothing of the experience.

### Powers and Abilities

In its native reality, Chthyra can reshape matter according to its will and even create living beings from the fabric of its universe. In our universe, its powers are more limited. It cannot reshape matter on Earth, but it can alter the perceptions of other people, causing them to perceive completely convincing hallucinations.

### Summary

Attributes 21 + Skills 0 + Advantages 1 + Powers 48 = 69 / 70

# Crocolisk

*The Lizard King*








<b>Quotation</b>	“You’re gonna be a 60-day homicide.”		
<b>First Appearance</b>	Tales Of Mystery #554, 1983		
<b>Real Name</b>	Anthony Fields	<b>Origin</b>	Altered
<b>Identity</b>	Public ID	<b>Archetype</b>	The Tank
<b>Team Affiliation</b>	Solo		
<b>Base Of Operations</b>	New Orleans		
<b>Range Of Operations</b>	Local		

## Appearance

<b>Gender</b>	Male	<b>Height</b>	9’	<b>Hair</b>	None
<b>Age</b>	26	<b>Weight</b>	800 lbs.	<b>Eyes</b>	Yellow

Crocolisk is a massive grey-green humanoid with thick scaly skin and crocodilian features. Bony plates project from his forearms and shoulders, and extend down his back to his tail. His tail is used for balance, but it is not prehensile. Crocolisk does not wear clothing, but he is fond of jewelry, particularly thick gold chains and large medallions.

## Attributes

<b>Brawn</b>	7	
<b>Agility</b>	4	
<b>Reason</b>	1	
<b>Perception</b>	3	
<b>Willpower</b>	6	
<b>Prowess</b>	6	
<b>Accuracy</b>	4	
<b>Endurance</b>	13	
<b>Plot Points</b>	0	

## Powers

- Attribute Invulnerability 4
- Danger Sense 2
  - Animal cunning
- Immunity 6
  - (Asphyxia, Pathogens, Poisons, Pressure, Radiation, Starvation)
- Invulnerability 9
- Regeneration 6
- Super-swimming 2

## Skills

- Athletics
- Combat
- Culture
- Deception
- Manipulation
- Social
- Stealth
- Survival



**Movement**

	<b>Base Move</b>	<b>Double Move</b>	<b>All-out Move</b>
<b>Run</b>	40 feet/round	80 feet/round	240 feet/round (27 mph)
<b>Swim</b>	100 feet	200 feet	600 feet (70 mph)
<b>Jump</b>	21 feet	21 feet	21 feet

**Personality**

Crocolisk is foul tempered, brash, and fearless to the point of foolishness. He takes what he wants, and he has no expectation that there will ever be consequences for his actions. He has contempt for the weak and for anyone who would defend them. He is not clever by any means, but he has an animal cunning that gives him an almost preternatural sense for when he is in danger.

**Motivations**

**Passion:** The character has a visceral, perhaps even savage, nature.

**Rebellion:** The character doesn't fit into the larger society.

## Complications

**Gruesome:** Crocolisk is a monster, inside and out.

**Uncontrolled Power:** Crocolisk's size and weight make it impossible for him to have a normal life.

## History

Anthony Fields has always been a criminal. From his earliest childhood, Anthony took whatever he wanted and hurt anyone who tried to stop him. By the time we was a legal adult, Anthony already had an lengthy criminal record, including multiple burglaries, armed robberies, and assaults. Due to the corruption and inefficiency of the New Orleans police department, and the lack of cooperation from witnesses, Anthony never served more than sixty days for any of these crimes.

Anthony was on parole from a simple burglary charge when he brutally assaulted and robbed the proprietor of a corner store, leading to his arrest when that crime was recorded on the store video camera. After he was released on bail, pending his trial, Anthony was approached by a stranger who offered him a way to stay out of jail forever -- he would be strong enough to break out of any prison, and his skin would be bulletproof. Anthony rejected the offer at first, until the stranger offered him a sizable cash incentive. Anthony accepted, intending to renege on the deal once he'd been paid.

The stranger drugged Anthony and took him to an isolated laboratory near the docks. Anthony was unconscious during the process, but when we awoke he was alone, and he was a monster. The stranger, true to his word, left a stack of cash on a table next to Anthony. Anthony was truly freed of the consequences of his actions, and Crocolisk was born. He has committed countless crimes, and been captured several times, but he has never been kept imprisoned for long.

## Powers and Abilities

Crocolisk is a nine foot tall reptilian humanoid. He is strong enough to lift 30 tons and his scales are virtually impregnable. In addition to his more obvious alterations, Crocolisk's reptilian physiology permits him to hold his breath for hours, go nearly a year without eating, and recover from nearly any injury.

Crocolisk is inhumanly fast and strong, but he has low stamina. He can't exert himself at his peak for very long.

## Summary

Attributes 31 + Skills 0 + Advantages 0 + Powers 29 = 60 / 60

CHARACTERS

# Ganyeka

*Psychic gorilla supergenius*








<b>Quotation</b>	“Would the hoo-man like a ba-na-na?”		
<b>First Appearance</b>	Tales Of Mystery #166, 1959		
<b>Real Name</b>	Bongo	<b>Origin</b>	Altered
<b>Identity</b>	Public ID	<b>Archetype</b>	The Calculator
<b>Team Affiliation</b>	Solo		
<b>Base Of Operations</b>	Earth		
<b>Range Of Operations</b>	Global		

## Appearance

<b>Gender</b>	Male	<b>Height</b>	5' 7"	<b>Hair</b>	Dark grey
<b>Age</b>	24	<b>Weight</b>	375 lbs.	<b>Eyes</b>	Brown

Ganyeka appears to be a typical western lowland gorilla, with dark brownish-grey hair, a wide skull with a pronounced crest, and pronounced brow ridges. Several large scars are visible on his scalp. Although he does not wear clothes, he usually wears a belt over one shoulder with several pouches attached to it. He has been known to wear a helmet and ballistic chest armor when expecting violence.

## Attributes

<b>Brawn</b>	6	
<b>Agility</b>	3	
<b>Reason</b>	8	
<b>Perception</b>	4	
<b>Willpower</b>	9	
<b>Prowess</b>	3	
<b>Accuracy</b>	3	
<b>Endurance</b>	15	
<b>Plot Points</b>	1	

**Powers**

- Communication 1  
(Mind Link)
- Telekinetic Force Field 8  
Not effective against intangible attacks (-1)
- Mental Powers 9  
(Ultra-power)

**Mental Powers**

- Illusion 9  
Illusory Damage (+1); It's All In Your Mind (-1)
- Mind Control 9
- Mind Hold 9
- Telepathy 9

**Movement**

	<b>Base Move</b>	<b>Double Move</b>	<b>All-out Move</b>
<b>Run</b>	30 feet/round	60 feet/round	180 feet/round (20 mph)
<b>Swim</b>	6 feet/round	12 feet/round	36 feet/round (4 mph)
<b>Jump</b>	18 feet	18 feet	18 feet

**Skills**

- Athletics
- Combat
- Computing
- Culture
- Engineering
- Investigation
- Medicine
- Science

**Advantages**

- Master Plan



## CHARACTERS

### Personality

Ganyeka is suspicious of humans, and aloof, at best, to any humans he encounters. Although he bears a great deal of resentment against humanity for the way he and his people (gorillas, and western lowland gorillas in particular) have been treated, he also feels isolated from them, as he will forever be an outcast from human society, the society in which he was raised. Ganyeka is a proud and lonely creature.

### Motivations

**Anger:** The character is driven to overcome challenges and exceed their limits.

**Nobility:** The character was born to rule and command the respect of their lessers.

### Complications

**Outsider:** Despite his vast intelligence, Ganyeka will always be a gorilla.

### History

Ganyeka was once a completely normal western lowland gorilla named Bongo. Born in captivity in a medical research facility in Louisiana, he was subjected to hundreds of medical experiments by the time he was four years old. Most of these were drug trials, and had no lasting effects on him. However, at the age of twelve he was subjected to a series of surgeries and gene therapies intended to induce and then treat Alzheimer's disease.

The treatments had an unexpected side effect: they gradually increased Bongo's intelligence until he was even smarter than the doctors treating him. Bongo learned quickly, and the more he learned, the more his resentment grew. One day, Bongo had had enough: he struck out at the doctors, his tormenters. At first his rebellion was purely physical, but his wardens were armed with cattle prods and tranquilizer darts, and he knew that he was doomed. Defiant, he roared at his attackers, and was astonished as they crumpled to the ground. Bongo escaped from the facility, swearing revenge on humanity for what was done to him.

Since then, Bongo's anger has cooled. He has taken a new name, Ganyeka, which means "excel" or "surpass" in the Zulu language. He no longer blames all of humanity for what was done to him, but he has no love for humans. He seeks to find a place for himself in the world of humans. And if they do not have a place for him, he will make one.

Ganyeka has a deep disdain for physical violence, deeming it a "human" trait, and his early experiences have instilled in him an aversion to causing physical pain to others. He can be gentle, and he has a soft spot for human children, who remind him of the family he will never have. At the same time, he has no reservations about using his psychic powers to manipulate, hurt, or even kill humans who deserve it — and no one deserves it more than someone who interferes with his plans.

Ganyeka understands English (and numerous other human languages), but he can't speak verbally: his vocal apparatus remains that of an ape. He communicates telepathically. His mental "voice" is that of Bob Marley: a conscious decision on Ganyeka's part.

## **Powers and Abilities**

Ganyeka has the strength and agility of a healthy mountain gorilla, and one of the most powerful minds on Earth. He is capable of mastering any science he devotes himself to, but in practice his primary interests pertain to biology, zoology, and medicine.

Ganyeka has profound psychic abilities. He can read others' thoughts and memories, and he can cause other people to see, hear, touch, smell, and/or taste things which do not actually exist. He often uses this ability to interact with humans without their realizing that he is a gorilla. With effort, he can even override a person's decision-making process, making them into his puppets.

## **Summary**

Attributes 36 + Skills 0 + Advantages 1 + Powers 35 = 71 / 71



CHARACTERS

# Karen X

*One little war machine determined to survive*








<b>Quotation</b>	“I will not be replaced by an inferior unit.”		
<b>First Appearance</b>	Legacies #6, 2011		
<b>Real Name</b>	Karen X	<b>Origin</b>	Artificial
<b>Identity</b>	Public ID	<b>Archetype</b>	The Cannon
<b>Team Affiliation</b>	Solo		
<b>Base Of Operations</b>	United States		
<b>Range Of Operations</b>	Global		

## Appearance

<b>Gender</b>	Female	<b>Height</b>	5' 1"	<b>Hair</b>	Blonde
<b>Age</b>	16	<b>Weight</b>	375 lbs.	<b>Eyes</b>	Red

Karen X appears to be a female human of approximately 16, but she is actually a sentient machine.

## Attributes

<b>Brawn</b>	8	
<b>Agility</b>	8	
<b>Reason</b>	7	
<b>Perception</b>	4	
<b>Willpower</b>	4	
<b>Prowess</b>	5	
<b>Accuracy</b>	7	
<b>Endurance</b>	12	
<b>Plot Points:</b>	1	

**Powers**

- Immunity 8  
(Asphyxia, Exposure (Cold), Exposure (Heat), Pathogens, Poisons, Pressure, Radiation, Vacuum)
- Flight 3  
Jet pack
- Invulnerability 6
- Super Senses 4  
(Hyperacuity, Infrared Vision, Night Vision, Ultraviolet Vision)
- Communication 2  
(Computers, Radio)
- Weapon Systems 8  
(Ultra-power)

**Weapon Systems Powers**

- Blast (Seeking) 7  
Seeking Missiles
- Hold 8  
Neural Paralyzer Eye Beams
- Power Suppression (vs. Electronics) 8  
Ion Blaster
- Blast (Explosive) 7  
High Explosive Missiles
- Blindness (Explosive) 7  
Ultraviolet Ray Burst
- Blast 8  
Particle Beam

**Movement**

	<b>Base Move</b>	<b>Double Move</b>	<b>All-out Move</b>
<b>Run</b>	80 feet/round	160 feet/round	480 feet/round (55 mph)
<b>Swim</b>	16 feet/round	32 feet/round	96 feet/round (11 mph)
<b>Jump</b>	24 feet	24 feet	24 feet
<b>Fly</b>	400 feet	800 feet	2,400 feet (300 mph)

**Personality**

Karen X lacks the skills to handle everyday emotions. When faced with a complex emotional issue, she often seems cold and uncaring to those around her. Most people can pick up on this easily.

**Skills**

- Athletics
- Combat
- Engineering
- Science
- Survival

**Advantages**

- Linguist
- Mental Calculator
- Perfect Recall

## CHARACTERS

### Motivations

**Anger:** The character is driven to overcome challenges and exceed their limits.

**Insecurity:** The character feels as though they don't measure up to their peers.

### Complications

**Enemy:** Karen X is the avowed enemy of Karen 7, the unit which was to have replaced her.

**Vulnerability:** The Karen X unit is considerably heavier than most people and has to be constantly aware of this.



## History

Karen X was created by Doctor Herbert West, a brilliant if somewhat unbalanced inventor and engineer who was well known as a weapon designer for both the government and a number of posthumans during the 1960s through the 1990s. The Karen units were based on a military prototype West had been developing in the mid-1990s. The unfortunate death of West's daughter in 1996 in an automobile accident marked the end of West's professional career. He withdrew from the world, and devoted the remainder of his life to the Karen Project: an attempt to create a perfect, immortal receptacle for Karen West's stored memories and personality.

Karen 6 was designed as a synthetic replacement for the daughter of Dr. Herbert West, whose daughter had died in an automobile accident over a decade earlier. While Karen 6 was more lifelike than her five predecessors, Dr. West was disturbed by Karen 6's lack of empathy. He was working on Karen 7 when a misaligned induction array exploded, killing Dr. West and destroying his laboratory. As Karen 6 watched the laboratory burn, she chose a new name for herself: Karen X. Since then, Karen X has roamed the world learning, improving herself, and destroying anyone who stood in her way.

## Powers and Abilities

Karen X was created using an experimental skeletal combat chassis, composed primarily of Grade 5 and Grade 38 titanium alloys with some carbon fiber structural members. The combat chassis has increased lifting capabilities, reinforced sub-dermal body armor, and a highly responsive fiber-optic control system: combined, these systems give Karen X strength and speed well beyond anything attainable by human beings. Implanted in the chassis is a mark 1 heuristic processor designed by West after the death of his daughter: a collection of nano neural nets designed to function in the same logic as a human brain, and though untested, was intended by West to have the same learning and expansion capabilities. This gives Karen X the ability to collect and analyze information at superhuman speeds.

Karen X was originally equipped with a number of weapon systems, and she has continued to refine and enhance her offensive capabilities. In addition, she possesses an array of enhanced senses, enabling her to perceive wavelengths of light above and below those visible to humans.

As a synthetic being, Karen X is immune to most environmental hazards which would endanger a human being. She is unaffected by heat, cold, poisons, pathogens, radiation, and vacuum.

## Summary

Attributes 43 + Skills 0 + Advantages 3 + Powers 50 = 93 / 93

CHARACTERS

# Master Sin

*The Alchemist of Crime*








<b>Quotation</b>	“I take the long view.”		
<b>First Appearance</b>	Mongoose #232, 1971		
<b>Real Name</b>	Sin Bayan	<b>Origin</b>	Zenith
<b>Identity</b>	Secret ID	<b>Archetype</b>	The Calculator
<b>Team Affiliation</b>	Solo		
<b>Base Of Operations</b>	Korea		
<b>Range Of Operations</b>	Global		

## Appearance

<b>Gender</b>	Male	<b>Height</b>	5' 5"	<b>Hair</b>	Black
<b>Age</b>	Unknown	<b>Weight</b>	125 lbs.	<b>Eyes</b>	Brown

Master Sin is a master of disguise. His most frequent guises are those of a frail old Korean man in a wheelchair, a handsome young Korean man with long hair, and a middle-aged Korean man with a queue wearing a hanbok.

## Attributes

<b>Brawn</b>	3	
<b>Agility</b>	4	
<b>Reason</b>	9	
<b>Perception</b>	8	
<b>Willpower</b>	6	
<b>Prowess</b>	5	
<b>Accuracy</b>	4	
<b>Endurance</b>	9	
<b>Plot Points</b>	1	

## Powers

Attribute Invulnerability 7  
 Immortality 2  
 Immunity 4  
 (Pathogens, Poisons, Sleep Deprivation,  
 Starvation)  
 Mind Shield 7  
 Regeneration 1

## Skills

Athletics  
 Combat  
 Computing  
 Culture  
 Deception  
 Engineering  
 Investigation  
 Manipulation  
 Medicine  
 Science  
 Social

## Advantages

Connected  
 Headquarters  
 Linguist  
 Master Plan  
 Minions  
 Wealthy

## Movement

	Base Move	Double Move	All-out Move
<b>Run</b>	40 feet/round	80 feet/round	240 feet/round (27 mph)
<b>Swim</b>	8 feet/round	16 feet/round	48 feet/round (5 mph)
<b>Jump</b>	9 feet	9 feet	9 feet

## Personality

Master Sin is a calm, reserved man. He is often lost in thought, and rarely says anything that isn't important. He also has a wry sense of humour, but few people get to know him well enough to see that side of his personality.

## Motivations

**Control:** The character detests the chaos of human society, and seeks to impose order.

**Responsibility:** The character is burdened by the responsibility of their powers.

## History

According to legend, Master Sin was an alchemist and astronomer in the court of Queen Seondeok of Silla during the Three Kingdoms period of Korea. It was during his tenure in the court of Queen Seondeok that Master Sin first discovered the alchemical secret for arresting the aging process, a formula he has continued to refine and perfect. After the end of Queen Seondeok's reign, Master Sin formed the Jade Moon Society, a secret

## CHARACTERS

society dedicated to the pursuit of knowledge and the bringing into harmony of humanity and nature.

As the centuries passed, Master Sin's disappointment in humanity increased in proportion to his control of it. By the 12th century, his influence had spread to India and Persia, and by the end of the European colonial era his servants had infiltrated secret societies around the world, all secretly controlled by the Jade Moon Society. Master Sin's ultimate goal is a world in perfect ecological balance, but this fact is withheld from the Jade Moon's subordinate secret societies and their numerous front organizations. Only the fanatically loyal members of the Jade Moon Society itself are aware of this hidden agenda.

### **Powers and Abilities**

Master Sin was born human, but his alchemical formulas and centuries of experience have given him intelligence and wisdom far beyond those he was born with. He has mastered most sciences, and his thirst for knowledge ensures that no realm of human study is long neglected. His experience and keen intellect make him a formidable opponent. Given sufficient information, Master Sin is capable of predicting and preparing for nearly any eventuality. Many members of the Jade Moon Society believe that he can predict the future.

Physically, Master Sin is near the peak of human potential, and his rejuvenating elixir prevents him from aging and allows him to recover from nearly any injury. Despite his lack of more flamboyant abilities, Master Sin is one of the most dangerous people on Earth. His resources and his influence are both virtually unlimited.

### **Summary**

Attributes 39 + Skills 0 + Advantages 6 + Powers 21 = 60 / 60





# Miasma (and the Fume Troopers)

*Highly trained agent specializing in smoke grenades*








<b>Quotation</b>	“Better to fight for something than live for nothing.”		
<b>First Appearance</b>	Miss America #181, 1969		
<b>Real Name</b>	Hilary Watson	<b>Origin</b>	Equipped
<b>Identity</b>	Secret ID	<b>Archetype</b>	The Sword
<b>Team Affiliation</b>	Fume Troopers		
<b>Base Of Operations</b>	Earth		
<b>Range Of Operations</b>	Global		

## Appearance

<b>Gender</b>	Female	<b>Height</b>	5' 6"	<b>Hair</b>	Brown
<b>Age</b>	27	<b>Weight</b>	115 lbs.	<b>Eyes</b>	Brown

When in civilian attire, Miasma is a fit, attractive woman with brown skin and close-cropped brown hair. However, few people outside of her Fume Troopers have seen her in civilian attire. When on a mission, Miasma wears a PVC trenchcoat over a close-fitting black jumpsuit, combat boots, gloves, full-face gas mask, and a wig of long, curly red hair.

## Attributes

<b>Brawn</b>	3	
<b>Agility</b>	3	
<b>Reason</b>	4	
<b>Perception</b>	3	
<b>Willpower</b>	3	
<b>Prowess</b>	4	
<b>Accuracy</b>	4	
<b>Endurance</b>	6	
<b>Plot Points</b>	1	

## Fume Troopers

### Attributes

<b>Brawn</b>	2
<b>Agility</b>	2
<b>Reason</b>	2
<b>Perception</b>	2
<b>Willpower</b>	2
<b>Prowess</b>	3
<b>Accuracy</b>	3
<b>Endurance</b>	4

### Powers

- Invulnerability 3
- Immunity 3
- Communication 1
- Blast 3
- Grenade Launcher 11

## Powers

- Invulnerability 3
  - Jumpsuit
- Invulnerability 6
  - Trenchcoat – Chemicals and corrosives only (-1)
- Immunity 3
  - Gas mask (Asphyxia, Pathogens, Poisons)
- Communication 1
  - Headset (Radio)
- Blast 3
  - Assault rifle – Accuracy +1
- Grenade Launcher 11
  - (Ultra-power)

## Grenade Launcher Powers

- Blast 5
  - Fragmentation Grenade – Exploding (+1)
- Blast 10
  - CS Gas Grenade – Blast 5 + Blindness 5, Exploding (+1)
- Blast 5
  - Stun Grenade – Exploding (+1), Stunning
- Blast 8
  - Knockout Gas Grenade – Exploding (+1), Stunning
- Blindness 2
  - Smoke Grenade – Exploding (+1), lasts 10 rounds
- Blindness 4
  - “Flash-Bang” Grenade – Blindness 4 + Blindness (vs. hearing) (+1), Exploding (+1)

## Movement

	<b>Base Move</b>	<b>Double Move</b>	<b>All-out Move</b>
<b>Run</b>	30 feet/round	60 feet/round	180 feet/round (20 mph)
<b>Swim</b>	6 feet/round	12 feet/round	36 feet/round (4 mph)
<b>Jump</b>	9 feet	9 feet	9 feet

## Personality

Miasma is cool, tough, and professional, but she sometimes can't help taunting posthumans whom she has outfought or outsmarted.

## Skills

- Athletics
- Combat
  - Grenades**
- Deception
- Manipulation
- Stealth
- Survival
  - Tactics**

## Advantages

- Common Sense
- Connected
- Headquarters
- Master Plan
- Minions
- Team Player
- Vehicles

## CHARACTERS

### Motivations

**Honor:** The character believes that their worth is tied to their adherence to a code of conduct.

**Vengeance:** The character seeks revenge for some past wrong done to them or their loved ones.

### Complications

**Enemy:** Miasma is considered an international terrorist by the USA (but not by Canada or most European countries).



### History

The woman now known as Miasma was once a respected member of Joint Task Force 2, the elite special operations force of the Canadian Armed Forces. After being made the scapegoat for a successful mission that became a public relations embarrassment for the Canadian government, she was found guilty at her court-martial, stripped of her rank, and discharged from the military. Shortly afterward, a mercenary calling herself Miasma began offering her services to anyone who could meet her price. Favoring non-lethal munitions and gas grenades, Miasma and her Fume Troopers have established themselves as professionals who can get the job done quickly and efficiently, even in the face of posthuman opposition.

## **Powers and Abilities**

Miasma is merely human, but she is a skilled combatant with the best military training, and she is an expert strategist. This is why she has expertise, which is extremely rare for villains and GMCs: Miasma is a human being who takes on posthumans and *wins*. Miasma also has access to cutting-edge personal armor and weaponry. The ballistic armor in her jumpsuit provides protection against most small arms, while her trenchcoat is resistant to most corrosives. Her gas mask allows her to breathe in any atmosphere which contains sufficient oxygen, and protects her from a wide spectrum of toxins and contaminants.

While she and her Fume Troopers carry firearms, they generally use grenades against posthumans. Among their preferred weapons are incendiary grenades, fragmentation grenades, CS gas grenades, knockout gas grenades, and “flash-bang” grenades.

## **Summary**

Attributes 24 + Skills 2 + Advantages 7 + Powers 49 = 75 / 75

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