SILVER AGE SENTINELS
ROL CALL

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NOTES ABOUT GAME CONTENT

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

For the character entries, some of the d20 System point costs are presented in brackets. This is done to indicate the number of points a character spent to acquire the given Attribute although the Attribute rank listed is higher than the point cost would suggest. This difference is due to the “special” bonuses gained from class level progression for the character’s selected class(es).
COPERNICUS (100 Character Points – Tri-Stat)
ADVENTURER LVL 1; 100 POWER POINTS — d20 SYSTEM

IDENTITY: Dimitri Vostov (Secret, Dimitri Vostov is believed to be dead by the Russian government)

OCCUPATION: Adventurer, assistant astronomer at EU Observatory

FIRST APPEARANCE: Science Unbound #137 (First appearance, as Dimitri); The Guard #209 (as Copernicus)

FORMER ALIASES: None

PLACE OF BIRTH: Sverdlovsk, Russia

AFFILIATION: None

TERRITORY: Empire City

HEIGHT: 6'1" (185 cm)  EYES: Green

WEIGHT: 210 lbs. (78 kg)  HAIR: Black

In 1960, the USSR’s OKB Space Projects Unit successfully landed the Korabl 4C on Mars. The crew of four travelled across the planet in an explorer train for a year, before misfortune and tragedy befell the crew.

When cosmonaut Dimitri Vostov disappeared while exploring Olympus Mons, his companions assumed the worst, but in truth Vostov had been captured by mysterious aliens. These were not Haud or Parusian, nor even the benign Nimbus… but a return of the rightful masters of Mars. Aboard their ship, the aliens subjected Dimitri to many experiments that changed the cosmonaut, making him stronger, faster, and more powerful. Vostov was placed in suspended animation aboard the ship, presumably for further experimentation.

Dimitri awoke from his sleep with a bang as the alien ship came under attack, an explosion rupturing his suspension tank. Dimitri was scared and confused as explosions raged around him. Finding his way to a shuttle he managed to escape the crippled alien ship and found himself in orbit around Earth. The shuttle was badly damaged and it was all Dimitri could do to pilot the craft down to Earth, crashing in the Nevada desert.

Dimitri surveyed the world around him and discovered four decades had passed since his capture. The world was much changed. Dimitri considered his place in this new world and felt there was nothing awaiting him back in Russia, but new options presented themselves. Aboard the alien shuttle he found a variety of equipment that could be tailored to his use. That equipment, coupled with his enhanced abilities from the alien experiments, would make him a formidable fighter. Dimitri looked to Empire City and saw the many superheroes there. He always felt cheated that the secrecy of the Mars mission had denied him the adulation he sought when he joined the Soviet space programme. Now, with his abilities and new equipment, he could make a name for himself, and become the hero he always wished to be. Taking the name Copernicus, Dimitri took to the skies to fly to Empire City and join the superheroes there, aiding in the good fight.
DELTA-V

(125 Character Points — Tri-Stat)

Costumed Wizard Lvl 1; 125 Power Points — d20 System

Identity: Gordon O’Donnell (Publicly known)

Occupation: Theoretical Mathematician

First Appearance: Science Unbound, Vol. II #105

Former Aliases: None

Place of Birth: Babbitt, Minnesota

Affiliation: None

Territory: North America

Height: 5’11” (180 cm)   Eyes: Brown

Weight: 165 lbs. (75 kg)  Hair: Brown

Gordon was a typical MIT graduate student researching mathematics modelling of the structure of the universe. Typical, that is, until he discovered a “universal equation” governing all movement. Even more stunning, by manipulating the mathematics, one could affect the velocity of mass and energy, and literally bend the structure of space itself.

To date, only a very few have been able to follow the mathematics, and none with the intuitive flair required to duplicate Delta-V’s powers. He theorizes similar equations exist for all fundamental aspects of reality, but have not been discovered. Though some suspect there’s more than “just math” behind his powers, it is hard to argue with the results.

While still very much the bookish researcher in private, Gordon revels in his newfound abilities and his role as a superhero. He is vivacious and helpful, and typifies the model of a bright young hero, fighting for the greater good. When not actively fighting crime, he can be found giving talks at schools, supporting various charities, or doing other good work from Canada to Central America.

Gordon’s humanitarian efforts are lauded, but not everyone is pleased. Several drug cartels operating in Mexico were damaged when he interrupted a series of major shipments. They have not yet committed major resources to deal with him, as he is only a minor annoyance so far.

Anne Belton is his fiancée and has a doctorate in economics. She advises him on how best to use his powers to help people and they often travel together. Though she worries about him, she is as convinced as he that what he’s doing is simply the right thing.

Note that his power is very flexible and Delta-V is quite creative. It can be used for, but is not limited to, the following: Armour, Flight, Force Field, Immovable, Speed, Superstrength, Telekinesis, and a wide range of Special Attacks.
**Mark Seneca (Secret)**

**WILL 10**

**ATTACK COMBAT VALUE 11**

**DEFENSE COMBAT VALUE 8**

**5**

**INT**

**+5**

**Olympian**

**+5**

**370 lbs. (196 kg)**

**6**

**CON**

**+6**

**EYES:**

**21**

**11**

**Empire City**

**6’7” (201 cm)**

**DEX**

**+9**

**16**

**-1**

**Adventurer**

**+10**

**FORT**

**Black**

**Empire City**

**8**

**HEALTH POINTS**

**CHA**

**None**

**Aegis**

**28**

**34**

**170**

**HAIR:**

**None**

**WEIGHT:**

**370 lbs. (196 kg)**

**HEIGHT:**

**6’7” (201 cm)**

**AFFILIATION:**

**None**

**FORMER ALIASES:**

**Aegis**

**Empire City**

**OCCUPATION:**

**Adventurer**

**IDENTITY:**

**Mark Seneca (Secret)**

**SILVER AGE SENTINELS**

**ROLL CALL — HEROES**

**CHAPTER 3**

**THE OLYMPIAN (150 CHARACTER POINTS — TRI-STAT)**

**ADVENTURER LVL 2; 150 POWER POINTS — d20 SYSTEM**

**IDENTITY:**

Mark Seneca (Secret)

**OCCUPATION:**

Adventurer

**FIRST APPEARANCE:**

Silver Dime Theatre #17 (as Aegis);

The Guard #32 (as the Olympian)

**FORMER ALIASES:**

Aegis

**PLACE OF BIRTH:**

Empire City

**AFFILIATION:**

None

**TERRITORY:**

Empire City

**HEIGHT:**

6’7” (201 cm)

**EYES:**

Dark blue

**WEIGHT:**

370 lbs. (196 kg)

**HAIR:**

Black

Mark Seneca was born and raised in Empire, the child of Greek immigrants. Every since childhood he was fascinated by his heritage, and by the legends his father told him as bedtime stories. When Mark entered college, he focused his studies on Greek culture and mythology. He graduated with honours, and went on to graduate school. But studying from books wasn’t enough for Mark — he wanted to experience the reality of Greece. He had visited Greece several times with his family, but this was his first trip alone and as an adult. Mark wandered the countryside, searching for places that matched the ancient stories. What he found was more than he’d ever expected.

The mountain was in the wrong place, but was otherwise perfect, right down to the storm cloud hovering near the top, obscuring the lofty peak from view. Mount Olympus, home of the Greek gods. Mark knew he had to climb it, and made it as high as the storm cloud before disaster (or destiny?) struck. Mark was hit by a tremendous bolt of lightning, and thrown from the mountain. He awoke hours later at its base; his clothes were blackened and shredded but miraculously he was unharmed. Unharmed, and changed. No longer a man of average height and slight build, the lightning had supercharged Mark’s body, transforming him into a tall, powerful figure whose skin crackled with electricity. Mark took it as a sign from the gods, both a warning not to presume and a gift to reward his dedication.

Mark settled in Athens for a time. One day, while examining a brass shield for sale from a street-side merchant, Mark watched a purse snatcher strike. Without thinking, Mark let his anger flow into the shield, and hurled the cracking object after the thief, felling him in a burst of lightning. It was then that Mark realized why he had been gifted. Taking the name Aegis, he became a crimefighter, protecting the streets of Athens.

Eventually Mark grew homesick and returned to America, renaming himself the Olympian. Mark believes that the Greek gods have granted him powers so that he can do good works — and by doing so, restore Man’s belief in the supernatural. He still pursues his academic career, consulting long-distance on projects, but most of his time is spent fighting crime.
Dr. Reynolds, the son of a British professor and a wealthy Libyan immigrant, pursued a career in academia before joining SCI (Super Conductor Industries) to research organic superconductors. As often happens in science, he had a lucky break: he accidentally cut himself and contaminated a sample with blood. To his delight, the otherwise unpromising compound became slightly more stable. Unable to convince his superiors of his findings, he resigned amicably to continue research in private. Reynolds discovered a different formulation was required for each donor’s genetic structure. Additionally, unless the cells were living, the compound would soon deteriorate.

Months later, SCI attempted to hire Reynolds back at a substantially higher rate of pay. When he refused, he was threatened with lawsuits if he published any papers or attempted to sell products based on his research. To his surprise, it bonded to his nervous system, speeding both his body and mind tremendously. He easily defeated the thugs, but they knew little about his surprise, it bonded to his nervous system, speeding both his body and mind tremendously. He easily defeated the thugs, but they knew little about his

Sirocco (175 Character Points – Tri-Stat)

Gadgeteer Lvl 2, Speedster Lvl 2; 185 Power Points — d20 System

**Identity:**
Dr. Alexander Reynolds (Secret)

**Occupation:**
Organic-eletric chemist

**First Appearance:**
Slipstream Annual #6 (Back-up story)

**Former Aliases:**
None

**Place of Birth:**
Birmingham, England

**Affiliation:**
None

**Territory:**
World

**Height:**
5'9" (175 cm)

**Eyes:**
Blue

**Weight:**
142 lbs. (65 kg)

**Hair:**
Black with grey temples

Dr. Reynolds, the son of a British professor and a wealthy Libyan immigrant, pursued a career in academia before joining SCI (Super Conductor Industries) to research organic superconductors. As often happens in science, he had a lucky break: he accidentally cut himself and contaminated a sample with blood. To his delight, the otherwise unpromising compound became slightly more stable. Unable to convince his superiors of his findings, he resigned amicably to continue research in private. Reynolds discovered a different formulation was required for each donor’s genetic structure. Additionally, unless the cells were living, the compounds would soon deteriorate.

Months later, SCI attempted to hire Reynolds back at a substantially higher rate of pay. When he refused, he was threatened with lawsuits if he published any papers or attempted to sell products based on his research. Upon investigation, he learned that SCI had been purchased by a front company whose ultimate owners were completely untraceable. Only remaining sample of his formula close to deteriorating, he drank it, hoping it would remain stable enough to extract and duplicate later. To his surprise, it bonded to his nervous system, speeding both his body and mind tremendously. He easily defeated the thugs, but they knew little about their employer.

Sirocco (named after the hot Libyan Desert wind) theorizes a similar compound might explain Slipstream’s speed and looks forward to examining him. In the meantime, he has foiled several Haud plots against the Earth and has earned their undying enmity. Realizing how vulnerable he is if surprised, he created his sensory helmet to keep him aware of his environment.
Striker (100 Character Points — Tri-Stat)
Character Sheet: Lvl 1, 110 Power Points — d20 System

Identity: Miguel de Helios (Publicly known)
Occupation: Football player (Retired)
First Appearance: Slipstream #65 (as Miguel de Helios), Slipstream #71 (as Striker)
Former Aliases: None
Place of Birth: Montes Claros, Brazil
Affiliation: None
Territory: Empire City
Height: 6’1” (185 cm)
Weight: 250 lbs. (114 kg)
Eyes: Black
Hair: Black

Miguel de Helios was a star football (“soccer”) player, and loved it — the crowds, the attention, the money, the parties, but most of all the excitement on the field. Unfortunately, politics play a large part in any organized sport, and that was a game Miguel wanted no part in. His teammates were his family and he stood by them, even if the managers decided some weren’t star material and shouldn’t be renewed. Miguel eventually became sick of the backbiting and announced his retirement.

To keep himself busy and to avoid the inevitable question of “what to do now?” Miguel explored the countryside, wandering through South America. In the jungles of Peru, he came across a ruined temple, mostly dust and overgrown vines. Miguel wandered through the remains, nudging rocks occasionally with his feet. Then one of the rocks rolled free. It was spherical, about the size of a football and surprisingly light. Old reflexes made Miguel kick it across the small clearing. When his foot connected, however, he felt a sudden surge of strength, and when he kicked another rock it shattered into dust.

Amazed, Miguel tested his new strength, and discovered he had become extremely fast, and immune to harm. But the feeling faded a moment later. He located that rock again, and saw strange symbols carved beneath the dust and ivy. Upon touching it again, the surge of power returned. Miguel discovered each surge only lasted for sixty seconds. Still, for an expert footballer that was plenty of time to get the ball back.

Miguel returned home, carrying the “power ball,” in order to reflect. A week later, he saw a report on the American Sentinel, and realized his course.

So keep yourself busy and to avoid the inevitable question of “what to do next?” Miguel explored the countryside, wandering through South America. In the jungles of Peru, he came across a ruined temple, mostly dust and overgrown vines. Miguel wandered through the remains, nudging rocks occasionally with his feet. Then one of the rocks rolled free. It was spherical, about the size of a football and surprisingly light. Old reflexes made Miguel kick it across the small clearing. When his foot connected, however, he felt a sudden surge of strength, and when he kicked another rock it shattered into dust.

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The ball had come to him for a reason, because his skills could make proper use of it. Miguel de Helios moved to Empire City to become a superhero. Dubbing himself Striker, he discovered fighting crime gave the same thrill as scoring, but was even better because it was a victory for justice.
TANGENT (150 Character Points — Tri-Stat)
Costumed Wizard Lvl 2; 150 Power Points — d20 System

Identity: Martin Forth (Publicly known)
Occupation: Unemployed adventurer
First Appearance: Slipstream #37
Former Aliases: None
Place of Birth: Aberdeen, Scotland
Affiliation: None
Territory: United Kingdom and International
Height: 5’9” (175 cm) Eyes: Blue
Weight: 165 lbs. (62 kg) Hair: Brown

A mutant, Martin Forth suffers from a powerful form of temporal lobe disorder, which has caused him to become “unstuck in time.” As a young man, Martin was found living on the streets, and institutionalized. There, he was diagnosed as suffering from intense delusions. His prescribed medication enabled him to gain some control over his powers. Martin realized he had the ability not only to see into the future, but to see many futures at once, and to perceive what events might lead to each particular outcome.

As the superhero T angent, Martin is able to view the time-stream from a detached position, seeing many different futures and pasts at once, trying to manipulate events for the better, and enabling him to move through “blinks” in time and space. T angent has become a servant of time and destiny, trying to influence significant events for the better, putting heroes in the right time and place to do some good, but without betraying too much of the future. He is a canny tactician, though the near-infinite time streams rushing through his mind cause him to lose track of time, sometimes even trapping T angent into time loops.

The grim reality is that Martin’s power is destroying his mind, and the temporal power occasionally surges out of control, warping time around him. Martin must take medication to control his powers; without it, he is unable to discern past from present, switching tenses in conversation, referring to events in the past and future at once, and sometimes even becoming frozen or sped-up in time. His arrival is often heralded by small instances of time distortion. Consequently, T angent is not much of a team player, and instead seeks out other heroes as his visions call to him, bearing cryptic instructions and ominous hints of events to come unless his request for aid is heeded. When T angent is not fighting to save the future, he is trying to find a means to save himself from his own power.
TRANCE (50 CHARACTER POINTS — TRI-STAT)
ADVENTURER LVL 1; 50 POWER POINTS — d20 SYSTEM
IDENTITY: Andi North (Publicly known)
OCCUPATION: Adventurer, student at EU
FIRST APPEARANCE: Tales from the Street #67
FORMER ALIASES: None
PLACE OF BIRTH: Cambridge, Massachusetts
AFFILIATION: None
TERRITORY: Empire City
HEIGHT: 5'5" (165 cm) EYES: Green
WEIGHT: 125 lbs. (47 kg) HAIR: Blonde

Andi North was an average biology student at Empire University until an experiment in the genetics lab exploded, bathing her in strange radiation. Andi seemed fine, the doctors agreed, after several days of observation. A few nights later, however, at the Cloud Nine nightclub something strange happened. Andi's boyfriend, Cliff, was set upon by two drunken men and Andi jumped in to help. Instinctively, she found herself reaching out with her mind and one of the attackers suddenly sat down on the floor, too happy to do anything. Unfortunately, so did everybody else standing too close to Andi. Cliff hurried her out of the club and, for the next three days, they talked about, and then experimented with, Andi's new powers.

Andi found she could mentally incapacitate almost any male with sheer pleasure, but had the unfortunate side effect of also affecting anybody next to her. They additionally noticed Andi could only use this power while dancing. She seemed to use the dance to focus her mental powers and entrance her targets. Cliff hypothesised this was probably a mental association Andi had made subconsciously when she first used her powers in the dance club, but without dancing her powers did not appear to work. Both were excited about these changes and agreed she should use them for good. Andi had long been a superhero fan and loved the idea of emulating her childhood heroes. It seemed pointless to try to hide her identity because so many people at Cloud Nine had seen her use her powers, and so Andi adopted the public identity of Trance.

With her Minidisc player at her belt to provide the necessary music to dance to, Trance embarked upon a successful crime-fighting career. She quickly became a sensation with the media who wanted to interview the beautiful young superheroine who battled crime with the power to make people happy.
Ingrid Hammarskjold wanted to do nothing but serve her country and help others. The young woman wanted to defend the weak, put her life on the line for others, and prove her self-worth through heroic action. A brilliant aerospace engineer, she joined the Norwegian military as an airforce pilot. Unfortunately, on a routine flight, a system failure crashed her plane; she was badly injured, and stranded alone atop a mountain for days. Ingrid had a vision (perhaps borne of pain and delirium), in which she saw winged horses flying in the stormy skies above her, ridden by warrior-maidens out of Norse mythology. She saw these women taking the souls of her dead co-pilot and passengers, all fellow soldiers, leaving her on the cold mountain, to live. When a rescue effort finally found, the delay of medical attention left her

Ingrid returned to engineering, and sought new wings of steel and alloy. She designed a walking wheelchair in the form of a suit of power armour, capable of flight, designed exclusively for battlefield and hazardous situation medical rescue, with the ability to stabilize, transport, and defend injured soldiers or civilians. Armoured and equipped with emergency medical supplies and a built-in medical diagnostic computer, the armour was named for the ancient battle-maidens who had inspired it, the Valkyrie rescue suit. Unlike the mythological beings who bore the souls of the dead to the land of the gods, Ingrid’s Valkyrie armour shepherds the injured to safety, and defends the fallen so that they might live, strive, and fight once more.
**AKANDI (150 CHARACTER POINTS – TRI-STAT)**

**ADVENTURER LVL 1; 150 POWER POINTS — d20 SYSTEM**

**IDENTITY:** Mavra Raevski (Raevski is generally believed to be deceased)

**OCCUPATION:** Linguist/Flight Engineer

**FIRST APPEARANCE:** Science Unbound #137 (Mavra Raevski), The Guard #148 (Akanidi)

**FORMER ALIASES:** None

**PLACE OF BIRTH:** Grodno, Belarus

**AFFILIATION:** None

**TERRITORY:** North America

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

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

**EYES:** Blue

**HAIR:** Brown

While everyone was technically equal in the Soviet Union, men were still more "equal" than women. Despite this handicap, Mavra Raevski was determined to achieve greatness. When the Space Projects Unit started looking for candidates, she worked hard to make herself attractive to the committee. For the first time, Mavra's gender worked in her favour, for she weighed 20 kilos less than an equally-qualified male citizen, and was chosen for the Mars explorer mission.

Though details of that ill-fated mission are few, among the reports was a chilling account of Mavra's death. Only her left hand and half of her face were found after a routine, exploratory trip. No conclusion was reached, and almost immediately after, all contact with the mission was lost. Officially, there were no deaths in the Space Projects Unit, so all were listed as "deceased in a training accident." Two years ago, Raevski suddenly appeared in the republic of Belarus, confused and claiming to have no memories of anything after the initial launch. The USSR was gone, all records surrounding her had been destroyed, and she was an embarrassment to local officials. An old friend quietly helped her obtain new papers and disappear, emigrating to Mexico.

On the next conjunction of Earth with Mars, Mavra heard a word or name pound in her head: "Akanidi," and discovered her world exploding in light and fire. She transformed into a luminescent giantess, with a blazing halo above her shoulders. She panicked, tearing through the streets in chaos ... eventually, the voice spoke the same word in her head, but this time it was soothing, and restored Raevski to normal.

**Akanidi**

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<tr>
<th>CHARACTERISTIC ATTRIBUTES</th>
<th>RANK</th>
<th>PTS</th>
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<tbody>
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<td>STR 12</td>
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<td>DEX 15</td>
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<td>CON 19</td>
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<td>CHA 9</td>
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**POWER ATTRIBUTES**

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<th>POWER ATTRIBUTES</th>
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<tbody>
<tr>
<td>10 Alternate Form (Akanidi)</td>
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<tr>
<td>9 Enhanced Soul (Athen Soul)</td>
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<tr>
<td>9 Enhanced Wisdom (Athen Soul)</td>
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<td>4 Mind Shield (Athen psyche)</td>
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<tr>
<td>6 Dynamic Powers (Light/Heat, major; Area 4, Duration 1, Range 1, Targets 4)</td>
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<td>6 Dynamic Powers (Light/Heat, major; Area 4, Duration 1, Range 1, Targets 4)</td>
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**BASE AC MODIFIER:** +2

**ABILITY MODIFIER:** +2

**HIGHLY SKILLED:** 2

**ATTACK COMBAT VALUE:** 12

**DEFENSE COMBAT VALUE:** 5

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

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

**TERRITORY:** North America

**PLACE OF BIRTH:** Grodno, Belarus

**OCCUPATION:** Linguist/Flight Engineer

**IDENTITY:** Mavra Raevski (Raevski is generally believed to be deceased)

**FIRST APPEARANCE:** Science Unbound #137 (Mavra Raevski), The Guard #148 (Akanidi)

**ADVENTURER LVL 1; 150 POWER POINTS — d20 SYSTEM**

**SKILLS**

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<tr>
<td>2 8 Computers (Research)</td>
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<td>3 12 Electronics (Control Systems)</td>
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<tr>
<td>3 3 Etiquette (Bureaucracies)</td>
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<tr>
<td>4 4 Languages (Russian, English, French, Greek, Korean, Mandarin, Spanish, Urdu)</td>
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<td>6 16 Mechanics (Spaceship Systems)</td>
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<td>6 3 Navigation (Astronautics)</td>
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<td>6 3 Plotting (Oil)</td>
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<td>6 3 Physical Sciences (Physics)</td>
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<td>6 24 Power Usage; Dynamic Powers</td>
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<tr>
<td>6 3 Social Sciences (Xeno-anthropology)</td>
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**BASE TO HIT MODIFIER:** +24

**HIT POINTS:** 12

**SILVER AGE SENTINELS**

**ROLL CALL — HEROES**

**CHAPTER 1**

**ROLL CALL — NEUTRALS**

**CHAPTER 2**

**ROLL CALL — VILLAINS**

**CHAPTER 3**

**ROLL CALL — APPENDIX**

**CHAPTER 4**
Pieter Hans Lissot was a privileged child — good-looking, smart, and athletic — until he contracted a rare strain of polio. He survived, but it wrecked the muscles in his legs, leaving him unable to walk without braces.

Furious at the hand Fate dealt him, Pieter swore to reverse the damage. He threw himself into his studies, but for all his brilliance, could not find a way to restore his atrophied muscles. What he did discover was far more interesting, but wielded a double-edged sword. He could learn to manipulate his body, his mind, and his environment.

Excitedly, the young scientist followed up on this breakthrough, but none of the other samples reacted at all. The sample's information card revealed it had been taken from a man imprisoned for ripping open a vault door with his bare hands. It had side effects, though rarely to any severe degree. It was also addictive, and left its users with a massive chair that could boost metahuman powers, but at a price. The treatment provided results. Pieter incorporated the chemical infusions and irradiations into a booster chair.

Furious at the hand Fate dealt him, Pieter swore to reverse the damage. He threw himself into his studies, but for all his brilliance, could not find a way to restore his atrophied muscles. What he did discover was far more interesting, but wielded a double-edged sword. He could learn to manipulate his body, his mind, and his environment.

Since then, news has leaked of “Boost,” and a device to enhance anyone’s powers, for the right price. Pieter uses each subject to add to his data, and still hopes to create a variant of the device for the nonpowered, so that he can once again stand unaided.
**Congo (75 Character Points — Tri-Stat)**

**SKULKER LVL 2; 85 POWER POINTS — d20 SYSTEM**

**IDENTITY:** Marisa Tambolt’e (Secret)

**OCCUPATION:** Game warden, adventurer

**First Appearance:** Amazing Presentations, Vol. III #50

**Former Aliases:** None

**Place of Birth:** Bombo-Lumene Game Reserve, the Republic of the Congo

**Affiliation:** None

**TERRITORY:** Brazzaville, Republic of the Congo, Africa and Kinshasa, Democratic Republic of the Congo, Africa (twin cities across the Congo River)

**Height:** 5’10” (179 cm) **EYES:** Black

**Weight:** 160 lbs. (73 kg) **HAIR:** Black

Marisa Tambolt’e’s father was the game warden of the Bombo-Lumene Game Reserve in the Republic of the Congo. A powerful man who preferred the honesty of animals to the trickery of humans, he taught his daughter how to track, hunt, and live in a world where no one killed except for territory, food, or self-defense. Marisa grew to be an athletic young woman, equally at home in the jungle, on the plains, and on the river. Her mother insisted, however, that she also spend time among other people. She attended in the city, on her mother’s insistence. Several years later, her father was killed by poachers. Marisa wanted revenge.

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Marisa took her rifle and tracked the poachers down to a pier in Kinshasa, where they were selling skins, meat, and several live bonobos (an extremely rare ape). Enraged, the young woman attacked them, and wound up killing them all. After her anger passed, she pushed the bodies into the water, and took the bonobos home.

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Marisa realized she would have to become more proactive in her defense. Someone needed to protect the animals, someone who could fight back. Marisa fashioned herself a costume to disguise her identity. She knew killing would only make matters worse, so she bought and modified several high-powered water-guns, to disable opponents without serious injury. Armed with the proper tools, and riding a jetski, Marisa took to the Congo River, adopting its name as her own.
**Deadeye Chimp (150 Character Points — Tri-Stat)**

**Powerhouse Vol. 4: 175 Power Points — 020 System**

**Identity:** Edgar (Publicly known)

**Occupation:** Private investigator and security specialist

**First Appearance:** Amazing Presentations, Vol. III #137

**FormerAliases:** Hal

**Place of Birth:** United States (exact location unknown)

**Affiliation:** None

**Territory:** Los Angeles, United States

**Height:** 6'9" (205 cm) **Eyes:** Black

**Weight:** 647 lbs. (241 kg) **Hair:** Black

Perhaps one of the more unusual people in a city of odd people, this strange, devil-may-care adventurer has made a career for himself in Los Angeles as a security specialist and private investigator. Deadeye Chimp is a massive bull gorilla who stands upright and speaks fluently (usually on a cell phone), and wears an oversized trench coat beneath which he carries two shoulder-holstered 9mm automatic pistols that he uses non-lethally but with incredible skill. He drives a convertible, dates attractive models and actresses, and is on friendly terms with the police.

Even though his identity is publicly known, the origin of Deadeye Chimp is still shrouded in mystery. Was he a surgically and neurologically augmented gorilla created in a secret government lab as part of a simian super-soldier program? Or was he actually born and raised in a travelling circus, blessed with human-level intelligence and the power of speech, learning his superlative marksmanship skills while observing the circus trick shooter? The only thing certain about Deadeye Chimp is that he is not in fact a chimp, but a gorilla ... but the nickname has stuck despite his best efforts to dissuade people of it (his real name is Edgar). Though he claims to hate the nickname, he has named his agency “Deadeye Chimp Investigation & Security” and has it on his business cards.

Good-natured and soft-spoken, Deadeye Chimp regularly finds himself in the midst of trouble, and is sometimes even mistaken to be a villain by inexperienced or ignorant superheroes. Though he is a deadly marksman, he has taken a vow never to kill with his guns, instead using them in amazing displays of trick shooting, usually to disarm or hinder his opponents.
System Crash has been a famous stadium rock band since 1984 with many platinum albums and music industry awards under their belts. Much of that fame comes from their lead guitarist and singer, the charismatic Johnny Cross. The band’s fame skyrocketed in 1990 when the electrical-powered supervillain, King Volt, attacked a System Crash concert. An electric bolt struck the stack of amplifiers and a massive blast of energized feedback washed over Johnny Cross. Johnny was somehow changed, gifted with the power to manipulate sound. Cross’s first act was to quickly defeat King Volt with his newfound abilities. The crowd went wild with excitement over this amazing show. A very surprised and confused Johnny was led from the stage by a representative of his record company, who could already see the massive potential of the super-powered rock star.

The record company’s PR machine went into frenzied action and, soon after the attack by King Volt, the company unveiled their newest creation: a rock hero. Johnny was repackaged as the rock-star-cum-crimefighter, the amazing Feedback. Cross and the rest of the band underwent rigorous training in the martial arts; meanwhile a private research company was commissioned to design the incredible Sonic Blaster Guitar, which Cross could use to focus some of his powers. System Crash were reinvented as “heroes.”

The band is still playing stadium gigs around the country, only now they also fight crime (when convenient), boosting their popularity even further. Feedback loves every minute of it. He does not seem to care that his crime-busting is carefully managed by his record company; he has his music, amazing powers, fame, and money. What more could he want? Cross considers himself the luckiest man alive and feels his powers are the greatest thing that could have happened to him.
**Gang Zhao** (100 Character Points – Tri-Stat)

**Costumed Fighter Lvl 1; 100 Power Points — d20 System**

<table>
<thead>
<tr>
<th>IDENTITY:</th>
<th>Gang Zhao</th>
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<tbody>
<tr>
<td>OCCUPATION:</td>
<td>Olympic Athlete</td>
</tr>
<tr>
<td>FIRST APPEARANCE:</td>
<td>Tales from the Street #93</td>
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<tr>
<td>FORMER ALIASES:</td>
<td>None</td>
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<td>PLACE OF BIRTH:</td>
<td>North America</td>
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<tr>
<td>AFFILIATION:</td>
<td>None</td>
</tr>
<tr>
<td>TERRITORY:</td>
<td>China</td>
</tr>
<tr>
<td>HEIGHT:</td>
<td>5’9” (175 cm)</td>
</tr>
<tr>
<td>WEIGHT:</td>
<td>142/1500 lbs. (64/679 kg)</td>
</tr>
<tr>
<td>EYES:</td>
<td>Brown</td>
</tr>
<tr>
<td>HAIR:</td>
<td>Black</td>
</tr>
</tbody>
</table>

Gang was born in the heart of China, far from any city. His parents were taken to a re-education camp when he was quite young and were never seen again. He was raised by his only surviving relative, his grandmother. After his tenth birthday, Gang’s natural aptitudes were noticed and he spent the rest of his childhood training for China’s Olympic team.

Gang was especially skilled in skiing and the biathlon (cross country skiing and marksmanship), and won two silver medals. He was the favourite to take the biathlon gold in the Nagano 1998 Winter Games, when he learned his grandmother passed away. Gang decided to defect to the US. As a metahuman (he had kept his powers secret to avoid being conscripted), he was granted asylum with alacrity.

Though defections are not uncommon, Gang gained international acclaim when he voluntarily returned his medals despite the evidence that his powers had no impact on his performance. He rode this wave of fame and popularity to several lucrative endorsements and has invested the money wisely. He is currently considering several offers from major movie studios.

Gang Zhao is not a classic hero, but does not hesitate to help when people are in danger. He’s managed the trick of not appearing to be a “sell-out” superhero; the public accepts him as an athlete/entertainer first, and a superhero second. He never accepts money for helping people, though, which only increases his reputation.

**NOTE:** If Gang discovers he has any living relatives, however, replace Nemesis with Significant Other or Owned (if they are being held prisoner). His standing in the Chinese-American community and general popularity would make him a valuable double agent.
**Star Imp**

(75 Character Points — Tri-Stat)

*Adventurer Lvl 2; 75 Power Points — d20 System*

**Identity:**
Unknown, even to self

**Occupation:**
Unemployed

**First Appearance:**
Episode #3 of "Lady Starbright" animated series; later appeared The Guard #150 in a backup strip titled “Helter Stellar” — the character was integrated into regular continuity in The Guard #175, amidst highly vocal fan protest.

**Former Aliases:**
Goblinaut, Space Elf, Star-Mite

**Place of Birth:**
Mars (assumed)

**Affiliation:**
None

**T erritory:**
World

**Height:**
3'4" (101 cm)

**Weight:**
2.2 lbs. (1 kg)

**Hair:**
None

**Eyes:**
Mirrored

When the OKB Space Projects Unit Mars Train went incommunicado in 1961, the Russians abandoned hope. Three months later, the project was officially cancelled. However, exactly 687 days (one Martian year) after the last contact with the Mars team, a signal came through — a lengthy transmission in a complex alien language. The Russian scientists could not decipher the transmission, so the message was quietly “buried” and the transcript shelved. Almost four decades later, Andrei Alexikov, a brilliant Russian cryptographer working with the Russian Space Agency, found the Mars transcript. After a year of dedicated effort, Alexikov broke the code. What he didn’t expect was that when translated, the code revealed itself to be a life form, a being made up entirely of biological energy. The "Star Imp" (as he called it) displayed a gleefully immature personality, and took on the form of a small goblin-like creature, equating itself to the domovy or vodyanye of Russian myth. Andrei deduced that unfortunately, in the transmission from Mars, some of the being’s bio-energy code was lost or garbled, and the creature found itself without a clear idea of its original form, or its history.

It quickly escaped Andrei’s custody, and sought fun in the outside world. Relatively powerless, the Star Imp is perpetually agitated curiosity. Damaged by the transmission, the Star Imp’s long-term memory is fairly deficient, causing it to forget events after only a few months, meaning it might re-introduce itself to someone, or return to bother them once more exactly as before.

This diminutive creature bedevilled the Russian space program (as a hyperactive poltergeist) for several years, but has grown bored. Now the Star Imp seeks a way home, which means it is a threat to any country with a space program. For these reasons, the Star Imp is often responsible for raising alarms wherever it goes.
### Tyler Brand

**Costumed Wizard lvl 5; 140 Power Points — d20 System**

**Identity:** Tyler Brand (Known in select circles)

**Occupation:** Occult expert

**First Appearance:** Amazing Presentations, Vol. III #103

**Former Aliases:** None

**Place of Birth:** Boston, Massachusetts

**Affiliation:** None

**Territory:** Empire City

**Height:** 5'10" (178 cm)  
**Eyes:** Blue  
**Weight:** 160 lbs. (60 kg)  
**Hair:** Black

The name “Tyler Brand” is spoken in hushed tones by the knowledgeable and arcane. Brand is known to wage a solitary war against the legions of Hell, and is thus feared by the occult community for travelling the darkest highways, and delving into secrets not meant for mankind. Many consider him a lightning rod for trouble and none can ever predict how he will act. Some say his war has become an obsession that makes him a danger to associate with, but few can deny the good works he has done. If one has a problem with the occult, he or she can pay a call at Brand’s Washington Square Park mansion to ask for aid. Few can predict what form that help will take. Sometimes he will merely dispense advice, or offer refuge, and other times he will strap on his small arsenal of weapons, pocket his mysterious magical ruby and go forth to battle the supernatural forces of evil. Tyler’s war may have made him unpredictable, but it hasn’t dulled his effectiveness, making him a powerful ally to those he deems to help. The reasons for Brand’s war are unclear. Some say his mother was a demon who slew his mortal father, driving young Tyler to steep himself in cabalistic knowledge and power in the name of vengeance. Others suggest that Tyler over-reached in his quest for immortality, and made terrible demonic enemies, determined to destroy him. A few believe that both these explanations may be true. Whatever the reasons, Tyler Brand is an implacable foe of the forces of Hell. He is an intense man of few friends and, although many of the city’s superheroes find his agenda worrying, many still come to him for help. Few possess the expertise, experience and magical power Tyler Brand has acquired.

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**TRI-STAT d20 SYSTEM**

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<tr>
<th>Characteristic Attributes</th>
<th>Rank</th>
<th>PTS</th>
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<tbody>
<tr>
<td>STR (Strength)</td>
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<tr>
<td>DEX (Dexterity)</td>
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<td>CON (Constitution)</td>
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<td>ATTACK COMBAT VALUE</td>
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<td>DEFENSE COMBAT VALUE</td>
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<td>HIT POINTS</td>
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<td>LVL</td>
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<td>3</td>
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<td>Combat Technique (Judge Opponent; Portable Armor, Two Weapons)</td>
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<td>3</td>
<td>7</td>
<td>• Restriction (Judge Opponent; Usable only against supernatural opponents)</td>
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<td>Gadgets (Occult Weapons)</td>
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<td>Highly Skilled</td>
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<td>6</td>
<td>19</td>
<td>Item of Power (The Phantasm Ruby; Easy to steal; Restricted to sorcerers)</td>
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<tr>
<td>2</td>
<td>6</td>
<td>Wealth</td>
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<td>53</td>
<td>53</td>
<td>Dynamic Powers (Ritual Magic, major; Area 3; Duration 2; Range 1; Targets 2) (68)</td>
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<td>-5</td>
<td>-5</td>
<td>• Activation Time (Dynamic Powers)</td>
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<td>• Detectable (Dynamic Powers; Magical sensing)</td>
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<td>Illusion (All senses; Area 4; Duration 4; Targets 5)</td>
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<td>• Limited Use, Ongoing (Illusion)</td>
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<td>2</td>
<td>6</td>
<td>Invisibility (Sight, Hearing)</td>
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<td>-2</td>
<td>-2</td>
<td>• Limited Use, Ongoing (Invisibility)</td>
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<td>-2</td>
<td>• Restriction (Invisibility; Only to demonic/occult characters)</td>
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<tr>
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<th>DEFECTS</th>
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<td>Nameless (Sydney, spirit of the Goetia, who governs 72 legions)</td>
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<td>-2</td>
<td>Recurring Nightmares (Sent by Sydonay)</td>
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<td>-2</td>
<td>Skeleton in the Closet (Mother was a demon)</td>
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<td>-2</td>
<td>Wanted Forces of Hell</td>
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<td>2</td>
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<td>Animal Training (Dogs)</td>
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<td>Etiquette (Demonic)</td>
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<td>2</td>
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<td>Languages (English, Demon, Latin)</td>
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<td>Occult (Demonology)</td>
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<td>1</td>
<td>6</td>
<td>Stealth (Silent Movement)</td>
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<td>3</td>
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<td>Street Sense (Empire City occult community)</td>
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<td>Urban Tracking (Occult)</td>
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<td>Gun Combat (Pistols)</td>
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<td>Melee Attack ( Stake)</td>
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**The Phantasm Ruby**

- Easy to steal
- Restricted to sorcerers

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Century (175 Character Points – Tri-Stat)

Adventurer Lvl 5; 180 Power Points — d20 System

Identity: Dr. Zebediah Potter (Known in the underworld, although his status as a vampire is kept secret)

Occupation: Physician

First Appearance: Mother Raven Limited Series #1

Former Aliases: Dr. Z

Place of Birth: Boston, Massachusetts

Affiliation: None

Territory: North America (also Hong Kong)

Height: 5'11" (180 cm) Eyes: Grey

Weight: 165 lbs. (75 kg) Hair: Grey

The thoroughly amoral Dr. Z built a thriving business of proscribed operations and illegal transplants in Hong Kong. His contempt for common morality and predatory attitude drew the attention of an ancient vampire, Zu Hsien-ku. She transformed him into a creature of power, but Dr. Z turned on Zu at his first opportunity; he extracted centuries of knowledge from her through deprivation and torture. When he finally finished, he disposed of Zu in fire and sunlight. Dr. Z revelled in his newly found abilities, and became an artist whose canvas was flesh itself.

Dr. Z’s skills in body sculpting are without peer; the horrors of Hollywood pale when compared to the exults in his “Garden of Delights.” A true psychopath, he has not the slightest trace of sympathy for any other being. He tortures and mutilates at a whim, always honing his hideous talents. Dr. Z’s personal guard is comprised of cunningly grafted monstrosities, who have forsaken beauty for raw, vulgar power. As before, Dr. Z’s services are available for a price. Most often, he demands service in exchange for the modifications he alone can provide. Those he favours may be accepted into his personal guard, while those that fail or bore him may find themselves... in the Garden.

One of the darkest secrets Dr. Z has mastered is an Elixir of Youth, a formula for extending one’s life, but the process is torturous to endure. By slowing infusing a subject with an alchemical cocktail (made in part with vampiric blood), he can essentially stave off and rebuild cell degradation. Dr. Z offers up to one hundred years of extended life, and has become known as “Century.” This process, however, can only be bought at the highest cost, with a subject owing Century an enormous debt. The list of his clients is frightening in scope, for so many owe him favours.

Century keeps his vampiric nature well concealed, and never creates full vampires. The only being who knows his secret is Zu Hsien-ku, who survived Dr. Z’s murderous attempt, but was reduced to a pathetic state. She burns for revenge, however, and knows how to permanently destroy him. She would happily aid Dr. Z’s enemies in defeating him... for the right price.
For several years Anastasia struggled to survive, but a rival company, Antioch Design, kept beating her bids and poaching her employees. Finally one night Anastasia decided she'd had enough. She disguised herself to protect her father’s reputation, and transported herself into Antioch’s offices; her espionage attempt worked, and she learned enough information to win several contracts away from Antioch. High on her success, Anastasia has gone out as Dr. Tesseract regularly, to commit theft and sabotage on rival companies.
Fomor (175 Character Points — Tri-Stat)
Costumed Fighter Lvl 5; 200 Power Points — d20 System

Identity: Sean Boyle (Publicly known)
Occupation: Terrorist and mercenary
First Appearance: Lady Starbright #100
Former Aliases: Seamus Murphy, Liam Sullivan, Iain McDaniel, Devin Conner
Place of Birth: Colerain, Ireland
Affiliation: Numerous Irish and international terrorist and mercenary factions

Territory: International
Height: 6'1"/10'6" (185 cm/320 cm)
Eyes: Green
Weight: 211 lbs./2100 lbs.
Hair: Reddish

Blonde/Black

Handsome and athletic, Sean Boyle could have been a movie star or sports hero, or could have succeeded at any number of decent careers. Instead, he was born with a curse that manifested itself in his childhood and has coloured his existence ever since. Sean is the inheritor of the bloodline of the Fomorians — evil and monstrous Irish giants that had vanished into myth, defeated by the Celtic heroes of yore. His power is both genetic and supernatural, enabling Sean to transform into a huge, fearsome figure of twisted, living black iron. In this form he posses a vampiric “evil eye” power that enables him to cause mayhem and destruction, draining the life-force of those he turns it on.

Seeking avenues for his genetic and spiritual disposition towards cruelty, he joined a terrorist liberation faction so brutal and unscrupulous that every other faction refused to acknowledge them. His activities quickly had his own group disown him, putting a price on his head. Rejected by his own countrymen as well as every law agency in the United Kingdom and Ireland, Sean has become a vicious adherent to any political agenda or political organization that emphasizes anarchy, fear, and destruction.

Fomor is an international fugitive, spending much of his time in North America or Europe furthering some violent plan for terrorism, or working freelance as a mercenary or assassin. He is often a right-hand man for supervillains or criminal masterminds, putting his immense power at their disposal.
Laughing Jack (150 Character Points — Tri-Stat)

Gadgeteer Lvl 2; 150 Power Points — d20 System

Identity: Gerald “Jerry” Brennan (Publicly known)
Occupation: Professional criminal, former television repairman
First Appearance: Caliburn #147
Former Aliases: Jerry Fingers
Place of Birth: Brisbane, Australia
Affiliation: None

Territory: All major urban centres throughout Australia
Height: 5’7” (170 cm)
Weight: 155 lbs. (70 kg)
Hair: Sandy blonde
Eyes: Blue

Jerry Fingers was a small-time crook with a reputation for safecracking until he stumbled across a non-functional prototype and notes for a device that would let the wearer walk through walls. Obsessed, he spent months studying his find and discovered that he had a talent for tinkering (something that he had only used for stealing cable in the past). Improving on the design tremendously, he decided on a trial run at a local bank.

To avoid being identified on camera, Jerry disguised himself in a stolen bird costume. He then simply walked through the bank’s walls, and emptied the main vault. After reveling in his wealth, he found himself disappointed at how easy it all was. The thrill was gone, and so he decided to liven things up again. He replaced most of the money, but also included a bonus of several dozen barrels of the slipperiest oil he could dump on the bank floors. Then he triggered every alarm he so carefully bypassed the first time so that he could enjoy the show from across the street. Delighted at the havoc he caused, he embarked on a new life of crime (sans bird costume).

Although not a particularly moral man, Jerry will go to extreme lengths not to hurt anyone. Laughing Jack, as dubbed by the press, is simply trying to have the very best time he can at the expense of the wealthy and pompous. He has been captured by half of the major heroes of Australia, but always manages to escape or get off with the help of well-paid lawyers. His latest exploit was to offer $1 million to charity to the next hero who could catch him. Of course, he simultaneously tested a projection device that cloaked other heroes with his image. After the dust settled (and the device was destroyed), he kept his word; his lawyers wired the money the day after he was acquitted.
Jaquette DuPonte, a professional French jewel thief, was commissioned through her go-between to steal a valuable jewelled medallion from the medieval collection at the Musée de Cluny, in France. The medallion was not on display, but locked deep within its vaults under the tightest security. The instructions for handling it were simple: do not touch it with bare flesh, and certainly do not put it on. While celebrating the successful break-in with her boyfriend, Etienne Gaspard (another thief), in a moment of fancy Jaquette clasped the medallion around her neck, and was immediately engulfed in mystic energy. In a heartbeat, Jaquette's personality and soul were ejected from her body and trapped within the jewelled medallion. The ancient Gaelic sorceress, Mortlocke, ("death grip") emerged from centuries of imprisonment, and seized Jaquette's body to use as her new mortal vessel. Jaquette's body slowly transformed to look more like Mortlocke's original form.

Mortlocke's story was all-too-familiar: she had grown mighty and arrogant in her power, over millennia ago, and the members of her covenant chose to break her, and imprison her and her servants. They claimed her magical talismans and artifacts for their own, or scattered them across the world. Her soul was trapped within her medallion of power, and her mortal body burned to ash. Now freed, Mortlocke plans to conquer this magic-less world. Inside the medallion, the soul of Jaquette DuPonte despairs of ever being free, taunted by Mortlocke, who uses Jaquette's knowledge and memories to function in the modern world.

Mortlocke fled Paris, searching for her lost treasures and servants. Her thefts from hidden caches of fledgling occultists, and from museum and private collections, have earned Interpol's attention. She is gathering her former possessions in preparation for her return to power and glory. Etienne is also in pursuit, seeking to rescue his trapped love. Mortlocke might be encountered anywhere where ancient things are kept, and any power-using superheroes will undoubtedly pique her interest ... perhaps they bear the reincarnated souls of those who banished her?
Raksha (50 Character Points — Tri-Stat)

Identity: Padma Lallani (Believed to be an urban legend)

Occupation: Psycho-killer hitchhiker

First Appearance: Tales from the Street #35

FormerAliases: None

Place of Birth: Hyderabad, India

Affiliation: None

Territory: Operates worldwide

Height: 5’3” (160 cm)

Weight: 100 lbs. (37 kg)

Eyes: Black

Hair: Black

There are urban legends told around the highways of the world of a fearsome creature known as the Raksha. These legends tell of a young Indian woman, hitchhiking alone, claiming to be on the run from an arranged marriage in her native Hyderabad. Some say her name is Padma Lallani, others say differently, but all agree she is a frightening young woman. They say that she accepts lifts only from solitary men, such as long-distance truck drivers. She is an attractive young woman who flirts with the men she rides with. She tells them her story of woe, of her escape from a terrible arranged marriage, and elicits sympathy from them. When they least expect it, she transforms into the ravenous giant tiger of the Raksha, and eats them whole.

They say this woman is possessed by an evil spirit, and is condemned forever to slay men in this most horrible fashion. Some believe this curse was placed upon her by the husband from whom she fled, dooming her to kill the men she meets and never find happiness. Others suspect Padma brought this curse willingly upon herself to wreak vengeance upon all men. Whatever the reason, the Raksha is a feared legend among drivers the world over.

There is evidence to suggest that the Raksha may not be just a legend. Badly mauled and partially eaten bodies are sometimes found at roadside. A frightened man will occasionally stumble into town, mumbling or screaming of a narrow escape from a vicious, giant beast. The local authorities will generally hush up these stories to avoid a panic, but local superheroes are often called to help with the investigations. The Raksha is still on the loose, but superheroes around the world watch for news of her.
Cassie Blackwell came to Hollywood with dreams of becoming a movie actress but, like countless starlets before and after, Cassie's dreams came to nought. She wanted to act in the horror movies that had captivated her since childhood. She received an audition for a part in a low-budget horror movie, but her dreams were dashed when she learned of the "casting couch." Cassie felt bitter and disillusioned and fled from the studio. She sought solace at an all-night movie theatre showing a selection of old horror films.

In the early hours of the morning, Cassie fell asleep in her seat. She dreamt of a voice, which told her she was meant for far more than a mediocre acting career. In her dreams, Cassie found herself back at the studio, where she watched the movie producer ravish another young starlet. Furious at him, and at the girl for trading her innocence for a roll, she desired revenge. The voice offered her a choice of weapons: the vampiric powers of Dracula’s Bride, a hatchet or butcher’s knife, a werewolf’s claws and fangs, the strength and resilience of Frankenstein's Monster, and many more. Filled with wicked delight, she tried them all, exacting her revenge over and over upon her terrified victims.

When Cassie awoke the next morning she found herself back in her apartment, listening to a news report of a gruesome murder at the studio, where an infamous producer and a young actress were killed. Cassie was stunned ... and then delighted. She would not simply act in a horror movie, but create one!

Cassie adopted the name Scream Queen and assembled a gang of henchmen, eager to help her with her new life of crime. Scream Queen terrorizes Los Angeles, punishing both the wicked and the innocent, depending on her mood. Her powers have allowed her to acquire wealth easily, but she will then splurge on expensive props and the hired help, necessitating a new, more extreme series of sequel crimes.
Jefferson Davis Henderson grew up in Texas, listening to stories about Pecos Bill, Paul Bunyan, and Wild Bill Hickock. Unfortunately, Jeff wasn’t likely to follow in the footsteps of his heroes — a small, scrawny kid with freckles and weak eyes, he was constantly teased and tormented by the other children. So he lost himself in the folk tales, hiding in a world where people could get away with the impossible.

Jeff found he had a talent for storytelling, but not for writing — he needed a live audience to get him going. He found work at a retirement home, telling tales to the residents. Jeff worked there for years, and eventually became the director. Jeff wasn’t happy, though. His life was safe and secure, but dull. He longed for life to be exciting, bold and free. One day he got his wish ... or at least part of him did.

While cleaning the old septic tank, Jeff slipped off a ladder and banged his head. When his eyes opened a minute later, it wasn’t Jefferson Henderson looking out. Somehow, the concussion unleashed a latent ability to alter reality, and simultaneously spawned a new personality, one with all the energy and bravado and impossible luck of the old tales ... and the same level of respect for authority. This was the Tall-Tale Kid.

Claiming to be a “metaphorical descendant” of the old heroes, the Tall-Tale Kid leapt into action. He wasn’t interested in saving people for that was too limiting. He was interested in taking whatever he wanted, from whomever he wanted. He stole candy from babies, the stars from the sky, and all the money and jewels he could carry. The Tall-Tale Kid was able to do the impossible. He could create objects imbued with the power of the tall tales themselves: his lariat, supposedly Pecos Bill’s, could lasso clouds and tornados, while his axe, once Paul Bunyan’s, could chop down any structure in a single stroke. He founded a gang, the Tall Talesmen, and continues to attempt insanely impractical schemes.
ADVENTURE SEEDS

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

IN THE SHADOW OF MARS

SCALE: Standard to Major Heroes
LOCATE: World spanning (Empire City to Mexican temple)
TONE: Four Colour
THEME: Aliens Among Us

The Russian Korabl 4C mission to Mars in 1960 was a highly classified disaster. The entire mission was lost, with no clear report of what had happened. But all such things have a legacy. The Temple of Mars, a fringe cult operating throughout the Americas and Europe, believes it has found a new tool for awakening the ancient masters of Mars. Their insiders reported on the reappearance of Mavra Raevski, and her subsequent immigration to Mexico. The cultists believe that Raevski was sent back as a messenger, and will force her to accept her role if they have to.

Meanwhile, Empire City’s new hero, Copernicus, and the enigmatic Dr. Tesseract have caught rumour of the Temple’s activities. Copernicus is concerned that the aliens who kidnapped him may be once again involved in man’s destiny, while Dr. Tesseract wants to learn more about the experiment that killed her father.

The player characters could have ties to Mars (either directly, like Copernicus, or indirectly, like Dr. Tesseract), and catch wind of what is transpiring; or perhaps they are simply friends of Copernicus, and receive a desperate call for help before the cultists capture him. Maybe the players are enemies of Dr. Tesseract and discover her trail, suddenly and without warning, leads to an ancient Olmec/Maya pyramid at Cerros, Mexico.

Raevski has been taken against her will to the pyramid, and finds that the “voice” has seemingly abandoned her. Were there truly primordial overlords of Mars, and is Raevski’s “voice” biding its time, in order to call them awake? Or does it hope to steal the power from the befuddled Martians?

Note: In a less serious game, Star Imp would assuredly also arrive, causing mischief in its attempt to return home.

SKIN ARTISTS

SCALE: Standard Heroes
LOCATE: World spanning
TONE: Four Colour to Mature
THEME: Everything’s For Sale

Although Boost has made a tremendous reputation for himself, he is frustrated as his inability to cure his own weakness. Therefore, when he learned of Century, and his fabled “Elixir of Youth,” Boost did everything possible to search him out, and finally tracked him down. Century listened to Boost’s woes, and asked probing questions about Boost’s research. Century then confessed he did not believe the Elixir would help Boost, but proposed a partnership to try to find a cure. Century could easily have repaired Boost’s polio-stricken legs, but was more interested in watching Boost work, and learning from his studies on metahumans.

Century told Boost he believed the metahumans probably held the secrets to unlocking a million cures for humanity, and that they should study as many as possible. Boost has tentatively agreed, in awe of Century’s abilities. They have contracted Fomor for muscle, and are targeting solo-operating, lowered powered metahumans.

The operation works as follows. Century and Boost locate a good candidate, and then send Fomor out to subdue him or her, and bring the target back to a hidden laboratory. There, Century and Boost run whatever experiments are needed, and may keep the subject contained for further testing. Depending on the tone of the game, victims may remain imprisoned until freed, be left for dead, or dumped into the river when Century is finished with them.

Initially, they will target higher profile metahumans, like Delta-V, Gang Zhao, Feedback, or Striker. Fomor will also scour the streets for people like Trance or Scream Queen (everyone is a potential target). On the other hand, mystics, aliens, and powerful groups will be left alone.

The players can be a diverse group of loners that feel the need to band together for protection, and to get to the bottom of these disappearances. Or, if they are a team already, might be drawn in because a friend vanishes (or is found), or are possibly contacted by friends of the missing person (be it Trance’s boyfriend, or Feedback’s agent). Meanwhile, Century and Boost are adding to their repertoire of knowledge, and while Boost may become more uncomfortable with Century, he has no interest in being caught, and will certainly use his Booster Chair on Fomor if they need more power.
Super-Pop-Heroes

Scale: Obscure, Minor, or Standard Heroes
Locale: Empire City
Tone: Four Colour to Comedy
Theme: Money, Power, Women

With the recent success of Feedback and System Crash, other companies have initiated “metahuman talent search” competitions in order to capitalize on this newest fad. If one “superhero” can make a rock band legendary, what if the entire group had powers? In their quest to become #1, the major record label All-Star Entertainment Group is determined to create the “greatest rockhero band of all time!”

This scenario can be light-hearted, with competitions and “battles of the bands,” where concerts are disrupted by supervillains also searching for fame. Spin-off opportunities will run rampant, from superhero game shows, to a group of metahumans forced to compete on a remote island for cash prizes.

Conversely, it can be a serious world that engages the question of what it would be like to have powers, where giant corporations would vie with the government to exploit metahumans to their fullest potential.

Characters such as Gang Zhao, Delta-V, Trance, and Striker may easily fall into these fabulous roles, following in Johnny Cross’s footsteps, while more private individuals — Tyler Brand, Congo, Akanidi, etc. — would return further into the shadows. Certain parts of the world (for example, Japan) would embrace and idolize the stars, building opulent commercial industry around them. Yet being in the limelight will also turn these new royalty into prime targets for paparazzi, fanatics, and their enemies.

Silver Screen

Scale: Minor or Standard Heroes
Locale: West Coast
Tone: Four Colour to Graphic Novel
Theme: Crime Spree Wonderland

Laughing Jack has organized a crime spree with two of the most outlandish villains he could find: Scream Queen and the Tall-Tale Kid. Together, this cabal can plan and execute some of the zaniest crimes ever to occur on the West Coast ... the best place to start, because so many heroes are East Coasters!

While none of them care that much about the net profits at the end of the day, all are very concerned with style and atmosphere. They want attention and media coverage (although this has the unfortunate side-effect of attracting do-gooders), and they do need resources to pay their respective henchmen. Their heists run the gamut from: turning a luxury cruise into a horror-themed hold-up; taking hostages at the Academy Awards, and then stealing the Oscars (or possibly the Oscar-winners) for ransom; and trying to liven up Disneyland with some “new and exciting” changes to rides.

Anachronism Redux

Scale: Standard Heroes or Major Heroes
Locale: Empire City
Tone: Four Colour to Mature
Theme: Fantasy Heroes

Mortlocke has retrieved an ancient artifact of immense power, and used it to transform Empire City into a medieval version of itself, where she rules supreme. Fomor is a perfect ally, as he embodies an ageless spirit which revels in the chaos.

Many of the cities heroes have been transformed into menacing caricatures of themselves, and are dominated by Mortlocke’s spell. The Olympian and Copernicus, for example, have been turned into demon knights.

Tyler Brand has summoned a number of allies from around the world, whom he hopes will be little affected by the magic. Even if they are transformed (such as Valkyrie into an armoured warrior-maiden, Delta-V into a magus, or Sirocco into a wind elemental), he will help them maintain their spirits, in order to overthrow Mortlocke.

Brand’s ace, of course, is someone who should be unaffected by Mortlocke’s spell, because he is not human at all, but a gorilla. However, will Deadeye Chimp be able to match wits against a demonized Cogno — who, while visiting Empire City, was transformed into Mortlocke’s master of beasts?

Unique Attribute: Displacement

Cost: 3 Points/Level
Type: Power
Relevant Stat: Body or Soul / [Constitution or Wisdom]
PMVs: None
Progression: Linear, starting at opponents having -2 to hit (Level 1), to opponents having -20 to hit (Level 10)
Reduction: Only against certain sense-based attacks
Restrictions: Specific targets; extreme awkwardness of being displaced

A character possessing the Displacement power is not quite where he or she seems to be standing. This makes it extremely difficult to target the character with any attacks (except for those with the Area Effect Ability, which function normally). The displaced image is normally only a few feet away from the character, in front, back, or to the side. If the character is within narrow confinement, the displaced image may appear stuck into an object, or fractured.
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