

Gibier



On the first day of 2022, **the Purple Haze** threw her unwitting nemesis **Dancer** off the top of a building in St. Louis, expecting that to be the end of her. She then saw **Jack Neutron** appear from nowhere to save the falling woman and seemed to fade out of existence. A few hours later, she reappeared in Denver just in time to be attacked and murdered by **Railgun**, who was promptly taken into custody by **the Blue Bolt**. Roughly in the middle of the times that these two events happened, at a point roughly equidistant between them, a naked man fell out of a glowing portal into the middle of a farm field.

Freezing, he quickly made his way to the farmhouse and offered up a frankly implausible narrative about having been convinced to take part in a naked cow tipping game. The farmer, no fool, recognized that this was probably superpower nonsense, and decided to give the man -- who claimed to be named Donnie Gibier -- some clothes and a ride into the nearest town, while asking no questions and being told no further lies, deeming this the best way to minimize its impact on his life. As it turned out, he was mistaken about this, but would not find that out for a few months.

If Gibier (Donnie is one of numerous aliases that he dons and discards easily) were to honestly

talk about his origins -- which he would probably never do, as the only person whom he considers trustworthy is also someone who would be devastated by the tale -- this is the story he would tell. Roughly thirty years from now, the age of heroes has been over for quite some time, to be replaced by a dystopian technocracy that makes **the Sprawl** look pleasant and upbeat. Those superpowers who still exist are enslaved for the benefit of the ruling class, with the majority of the population utterly impoverished and without any protection. The best that any of them can hope for is to be develop powers, either naturally or by volunteering for experimental treatments, and so become useful.

Gibier was born before the world became this way. Despite what you might be expecting, though he has not escaped back in time to prevent it. To do that would be to erase himself from existence, and Gibier seeks to protect his own life above almost anything else. The deeper truth is that Gibier long ago came to the conclusion that the rise of the Argonauts was probably inevitable, and that the culture of the age of heroes -- specifically, the idea those with powers had the obligation to use them for the benefit of the public -- ensured that it would happen. Therefore, he rejects heroism despite still being tempted to help people. He has just come back to enjoy the last few good years before everything goes in the crapper, as an adult instead of the child that he was at this time.

His primary superpower is the ability to alter his mental landscape to reflect whatever lies he might be telling at any given time. Reading his mind will therefore reveal only illusionary memories that support his current truth. As a consequence, in addition to his naturally phenomenal gift for telling such lies and disguising himself, he has cultivated exceptional skills and training in a variety of areas, the better to help him survive, escape, and convince people of the narrative he is creating.

Unfortunately, he has recently learned that his escape was only temporary. An agent of the Argonauts, dubbed **Chausseur**, and the person who gave him the name "Gibier" ("prey") has followed him back in time to capture him and bring him back to their own era. Anyone he so much as talks to is now at risk of being tortured for information about his whereabouts. Now he really needs help but has no ability to trust anyone to give him that help, and fears that the consequences of asking for it will not fall solely on him.

Oh, well. Every night he goes to sleep is a day he has survived.

Gibier -- PL 8

Abilities:

STR 2 | STA 3 | AGL 4 | DEX 4 | FGT 5 | INT 4 | AWE 6 | PRE 3

Powers:

Master of Disguise: Morph 2 (Other People), Continuous, Standard Action, Removable (-1 point) - 7 points

"My Truth Is Not Your Truth": Illusion 8 (mental senses), Sustained - 16 points

Situational Awareness: Senses 1 (danger sense) - 1 point

Advantages:

Assessment, Beginner's Luck, Defensive Attack, Defensive Roll, Improved Initiative, Jack-of-all-Trades, Multilingual, Power Attack, Ranged Attack 5, Uncanny Dodge, Well-informed.

Skills:

Close Combat: Unarmed 6 (+11), Deception 10 (+13), Expertise: Streetwise 6 (+10), Insight 3 (+9), Investigation 6 (+10), Perception 3 (+9), Sleight of Hand 8 (+12), Stealth 8 (+12), Technology 6 (+10).

Offense:

Initiative +8

Unarmed +11 (Close Damage 2)

Defense:

Dodge 9, Parry 11, Fortitude 5, Toughness 5/3, Will 11

Totals:

Abilities 62 + Powers 24 + Advantages 15 + Skills 30 + Defenses 18 = 149 points

Offensive PL: 8

Defensive PL: 8

Resistance PL: 7

Skill PL: 8

Complications:

Survival--Motivation. Nemesis (Chasseur.) Understandable Caution That the Uninformed Might Mistake for Paranoia.

You run - I chase. That choice was made for us a long time ago.