

George Robinson & Daniel Moriarty



Robinson



Moriarty

As someone once said, extraordinary crimes must be avenged by agents extraordinary. While **Argus** normally prefers to use its assets for that avenging, that is not always a possibility. Therefore, they employ a few extraordinary agents of their own -- generally not as powerful as a typical superhero, but also not nearly as independently minded. Opinions within the agency vary as to whether they have too many or not enough of these agents, and they are often not all that popular with their fellows ... right up until one of them hauls the ashes of their fellows out of a fire.

George Robinson had his med school expenses covered by Argus under the expectation that he would come to work for them after completing his residency. He expected to work as a medic,

or possibly be assigned to a Disease Control team. Halfway through his residency, however, he witnessed one of his patients receiving assistance from **an elderly man** whose touch acted as an analgesic. Naturally, this was something that he was interested in learning more about and accepted the necessity of learning a style of unarmed combat in the process. He managed to awaken certain talents in the process, and consequently ended up assigned to fieldwork when he finally joined Argus in 2016. As a doctor, a trained martial artist, and a Black man in America, he has learned the virtue of remaining calm. And then he met his partner.

Daniel Moriarty was "recruited" by the same covert black ops division that attempted to "recruit" **Miriam Herschlag**, after a genetic test administered following his arrest for hooliganism indicated that he was a likely candidate for a super-soldier process they had stolen from Japan. He consented to the process after the division promised to protect his girlfriend and their kid. After four years in the service, he stumbled on to the fact that their definition of protection had been "prevent anything bad from happening to them by killing them." He went rogue, and was eventually captured by Argus, who offered him a job once they knew the full story. Lacking anything else to do with his life, he agreed in the hopes that he would get himself killed. To cover up his grief and pain, he engaged in constant wild antics and risk-taking. And then he met his partner.

These two men should hate each other. If you listen to them, you might be convinced that they do. Robinson thinks that Moriarty is completely insane and should never have been given clearance to become an agent. Moriarty thinks that Robinson is a self-righteous prig who has no idea how easy he has had it. And yet ... Robinson knows that Moriarty has saved his life, and the lives of his loved ones, more times than he can conveniently count. And yet ... Moriarty knows that Robinson is one of the only people who has glimpsed the bleak emptiness at the heart of his existence and is not afraid of him. (And since he scares himself sometimes, that is something of note.) So, despite frequently wanting to strangle each other, these two extraordinary agents work extraordinarily well together.

Their private lives are as opposite to each other as their approaches to their work. Robinson is happily married to a real estate agent (who believes that her husband works as the private doctor for a multimillionaire who employs Moriarty as his bodyguard) and has a young daughter (who was read in on what is really going on after she was kidnapped and rescued, and knows how to keep her mouth shut.) Moriarty lives alone, and rarely stays in the same apartment for more than a month or so before he ends up evicted for annoying his neighbors. (He also moves frequently to avoid visits by the mad scientist who created him, **Dr. Jubal Wylie**, who apparently wants him back.)

Their most recent assignment had them on standby in New York, with the invasion of the city by **Dracula** happening on their first night in town. During the battles that followed, they worked alongside several members of **the Powerhouse** and with mercenary monster hunter **Maureen Summerisle**. They came out of it bloodied but not beaten, and with commendations ... and also with an extensive bill for collateral damage.

George Robinson -- PL 8

Abilities:

STR 6/3 | STA 2 | AGL 3 | DEX 3 | FGT 8 | INT 3 | AWE 4 | PRE 2

Powers:

Qi Sense: Senses 6 (danger sense; accurate acute ranged detect life) - 6 points

Qi Techniques: Array (6 points)

- **Nerve Strike:** Affliction 6 (Resisted by Fortitude; Dazed, Stunned, Paralyzed) - 6 points
- **Pain Ease:** Healing 6, Temporary - 1 point
- **Strength Boost:** Enhanced Strength 3 - 1 point

Advantages:

Accurate Attack, Assessment, Close Attack 2, Defensive Attack, Defensive Roll 2, Equipment 5, Evasion, Fast Grab, Improved Defense, Improved Disarm, Improved Hold, Improved Initiative, Improved Trip, Improvised Tools, Instant Up, Move-by Action, Ranged Attack 3, Skill Mastery (Treatment), Teamwork, Uncanny Dodge.

Equipment:

Heavy Pistol (Ranged Damage 4) and 17 points of equipment as needed.

Skills:

Athletics 4 (+7), Deception 4 (+6), Expertise: Science 6 (+9), Insight 4 (+8), Investigation 6 (+9), Perception 4 (+8), Persuasion 5 (+7), Stealth 3 (+6), Technology 3 (+6), Treatment 7 (+10)

Offense:

Initiative +7

Unarmed +10 (Close Damage 6/3)

Nerve Strike +10 (Close Fortitude 6)

Heavy Pistol +6 (Close Damage 4)

Defense:

Dodge 8, Parry 8, Fortitude 5, Toughness 7/2, Will 6

Totals:

Abilities 56 + Powers 14 + Advantages 29 + Skills 23 + Defense 10 = 131 points

Offensive PL: 8

Defensive PL: 8

Resistance PL: 6

Skill PL: 5

Complications:

Responsibility--Motivation. Family. Friend (Moriarty). *Strives to Remain Rational and Calm at All Times.*

Daniel Moriarty -- PL 8

Abilities:

STR 6 | STA 6 | AGL 2 | DEX 3 | FGT 8 | INT 1 | AWE 2 | PRE 3

Powers:

Augmented Body: Immunity 2 (disease, poison); Impervious Toughness 6; Regeneration 5 - 13 points

Advantages:

All-out Attack, Defensive Roll, Diehard, Equipment 5, Fearless, Great Endurance, Improved Critical (Unarmed), Power Attack, Takedown, Teamwork, Ultimate Effort (Toughness checks)

Equipment:

Heavy Pistol (Ranged Damage 4) and 17 points of equipment as needed.

Skills:

Acrobatics 6 (+8), Athletics 4 (+10), Close Combat: Unarmed 2 (+10), Expertise: Military 6 (+7), Insight 4 (+6), Intimidation 6 (+9), Investigation 6 (+7), Perception 6 (+8), Ranged Combat: Guns 4 (+7), Stealth 4 (+6), Technology 6 (+7), Vehicles 6 (+9)

Offense:

Initiative +2

Unarmed +10 (Close Damage 6, Crit 19-20)

Heavy Pistol +7 (Ranged Damage 4)

Defense:

Dodge 6, Parry 8, Fortitude 9, Toughness 8/6, Will 6

Totals:

Abilities 62 + Powers 13 + Advantages 15 + Skills 30 + Defense 11 = 131 points

Offensive PL: 8

Defensive PL: 8

Resistance PL: 8

Skill PL: 5

Complications:

Death Wish--Motivation. Electrical (becomes Hindered, Immobilized and Paralyzed if subjected to Nullify Electrical.) **Enemy** (Dr. Jubal Wiley). **Friend** (Robinson). **Never Rational or Calm.**

Update 2022:After two years assigned to the Los Angeles branch office, during which time they laid down the groundwork for the apprehension of **Montana**, and subsequently assisting the Powerhouse again during the arrest of **Anna Rothery**, the two of them became involved in an altercation with **the Nightstalker**. In the aftermath of *that*, they have been seconded to the Abyssal Research Taskforce -- the branch of Argus dealing with incursions from **Daath**. Neither of them completely trusts their new associate, but there is nothing all that novel about that. (Add **Speed Boost:** Leaping 4 [120 feet]; Speed 2 [8 MPH] as a slot of Robinson's Array; add Improved Initiative to Moriarty's advantages.)

"Y'know there is no hope of breaking free/From what you suffer happily."