

Kent Wildman



Born in 1951 on the Isle of Leighton (a large island, roughly the size of Hispaniola, that exists -- or rather existed -- at the approximate coordinates of Bermuda) Kent Wildman demonstrated superhuman -- exotic, in that world's parlance -- abilities in his early teens. His generation was the first to have many exotics born in it, though there had been a handful in previous generations, with his own parents among them. No one, then or now, was sure what caused their numbers to increase, but Kent found himself certain that he needed to do something to protect the mundane citizens from criminal exotics and to inspire law-abiding exotics to do the same. And so, he became Kid Challenger, one of the first superheroes of his world, soon joined by many others as the Crime-Busters.

They did well for a while, but events in the early seventies shattered their team and sent many of them, including Kent, on paths of self-destructive behavior. But by the mid-eighties, he had once more joined with old allies and new, all striving to make a difference in their world that seemed about to break. Unfortunately, despite their efforts, by 1993 the world was broken, with the start of a nuclear war. In these last desperate moments, Kent and his friends and family agreed to a proposal by [Alexander McGovern](#), their most brilliant scientist, to activate a device that would theoretically create a dome over the Isle to protect it from the effects of the bombs.

It did more than that, tearing the entire island and a chunk of the ocean surrounding it away from the planet and into another dimension, one of intensely bright light. The shield kept those within it alive, but something about the radiance surrounding them affected all animal life within the dome, transforming every one of them into exotics. For those few who witnessed the activation of the shield, it did more, enhancing them to almost godlike levels of ability. All of them had the sense that they had been charged to act as "guardians" -- all but one, at least, but more of her later.

The first few years of this existence were extremely difficult, but through hard work, the Isle of Leighton once more became a decent place to live. It was discovered how to open portals to

other worlds, and the guardians and other citizens traveled through them to explore and to purchase needed resources that they could not create for themselves. They also frequently found themselves involved in local troubles, generally trying to resolve them in as peaceful a way as possible. (This often placed them in conflict with agents of **the Sprawl**.) After a while, a movement to change the name of their home arose; drawing on some obscure paperback novels from their original world, they renamed the place **Tanelorn**.

It has been at least a generation since then, though just how much time has passed is not clear; even atomic clocks give different answers. Kent has settled into the role of the Sheriff of Tanelorn, working to keep the peace between many different agendas and factions while also helping to train the younger citizens of the bubble to serve as heroes. He generally leaves the actual adventuring to the other guardians these days, but will help whenever he is called upon, especially when one individual gets involved.

Before the shift, his worst enemy was his half-sister, **Jessica Drummond**, a madwoman as devoted to anarchy as he was to the rule of law. They fought countless bloody battles against each other over the years. However, a strange bond existed between the two of them that neither fully understood, and they had come to realize that neither of them could die if the other yet lived. That bond also caused her to be empowered as a guardian even though she was not present when the shield was activated. Since then, Drummond has continued her rampage across other worlds, frequently coming into conflict with the other guardians. Bewilderingly, she also sometimes assists them, as the mood takes her.

The powers that the guardians possess only function during a state of "dimensional crisis", which can best be described as "when parts of different realities are in contact with each other". Tanelorn is in a *constant* state of dimensional crisis, and any world with a portal to that realm also enters that state -- though only for a small area of it, consisting of about a mile around the portal, at maximum. Areas around portals to other worlds also become crisis zones, but somewhat smaller ones.

In terms of his personality, Kent Wildman is something of an enigma. He strives to be trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean, and reverent ... but there is also a shadow hanging over him. He sometimes wonders how much of who and what he is was shaped not by his own choices, but by those made by others on his behalf, and whether he is just a pawn being used by powers he does not fully understand. The situation with Jessica is the perfect example of this; he cannot understand why they are bonded in the way that they are, and sometimes feels personally responsible for her misdeeds, on the theory that he is keeping her alive because of his continued life. However, he truly does want to live, for the sake of his home and for those he loves, such as **his wife** and **adopted children**, and many friends.

How all this will work out is beyond his understanding, even with his mind enhanced as it is. He just hopes to live up to the awesome responsibility he has been given and help to make all worlds better places. He also sometimes wonders why the portals that they open always make a strange noise, like a key being dragged along a piano string. Well, it probably makes sense to someone.

Kent Wildman -- PL 15

Abilities:

STR 10/5 | **STA** 10/5 | **AGL** 11/6 | **DEX** 9/4 | **FGT** 13/8 | **INT** 8/3 | **AWE** 9/4 | **PRE** 7/2

Powers:

Guardian: Enhanced Agility 5; Enhanced Awareness 5; Enhanced Dexterity 5; Enhanced Fighting 5; Enhanced Intellect 5; Enhanced Presence 5; Enhanced Stamina 5; Enhanced Strength 5 - 80 points

Lifelink: Immortality 14 (4 minutes), Quirk (only as long as Jessica Drummond is alive) - 27 points

Mobile: Speed 5 (60 MPH); Leaping 7 (900 feet); Movement 3 (swinging, wall-crawling 2) - 18 points

Striking Strength: Strength-based Damage 3 - 3 points

Advantages:

All-out Attack, Defensive Roll, Equipment, Improved Initiative, Inspire 2, Interpose, Jack-of-all-trades, Leadership, Move-by Action, Teamwork.

Equipment:

Commlink and 4 points of equipment as needed.

Skills:

Acrobatics 6 (+17/+12), Athletics 6 (+16/+11), Close Combat: Unarmed 4 (+17/+12), Expertise: Dimensional 6 (+14/+9), Expertise: Streetwise 6 (+14/+9), Investigation 6 (+14/+9), Insight 6 (+15/+10), Perception 6 (+15/+10), Persuasion 8 (+15/+10), Technology 6 (+14/+9).

Offense:

Initiative +15/+10

Unarmed +17/+12 (Close Damage 13/8)

Defense:

Dodge 15/10, Parry 17/12, Fortitude 14/9, Toughness 12/10/7/5, Will 15/10

Totals:

Abilities 74 + Powers 126 + Advantages 11 + Skills 30 + Defenses 18 = 259 points

Offensive PL: 15/10

Defensive PL: 15/10

Resistance PL: 15/10

Skill PL: 12/7

Complications:

Responsibility--Motivation. Friends and Family. Nemesis. Power Loss (Guardian, outside of dimensional crises.)

Update 2022: During the events of **the Anachronic Calamity**, Kent Wildman was forced to make an impossible choice, and evaded it by sacrificing his life. However, because of the nature of the situation, this proved to be something other than a final end, as he has now become ... **someone else.**