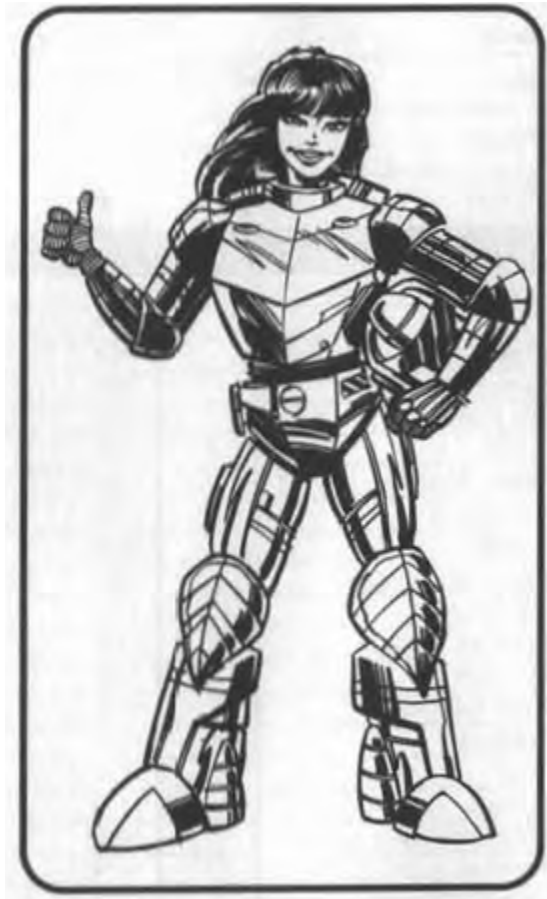


Warden



Technology in **Tanelorn** is a mixture of advanced and retrograde when compared to that of the world where the city on the verge of infinity now resides. In some areas, such as the force fields that once protected Tanelorn from the vagaries of cosmic energies and that now support it as it floats in the North Atlantic of the World in the Aftermath, their science has uncovered secrets unimagined even by hyperbrains. In other areas, though, it lags far behind the accomplishments of savants in this new world, with the powered armor used by ex-guardian Patricia MacMillan being comparable to that created by **Peter Sullivan** in the 1960s.

Patricia is the heir to a legacy of heroism and discovery on her original world, the grand-daughter, daughter, and niece of those who used the Warden suit before her. Barely out of her teens when the world ended and Tanelorn was born, she found herself awakened to the power of the guardians and sent into endless battles to prevent the multiverse from tearing itself apart. Along the way, she developed a relationship with **Kent Wildman** and married him. She never could have imagined that one day, the multiverse would find itself rebuilt in a radically different format, with her husband apparently sacrificing his own existence to bring this about.

Given no real chance to mourn, Patricia found herself appointed into the position of "Sherriff"

that Kent had once occupied, striving to keep all of the factions of Tanelorn satisfied if not content, while also acting as an ambassador to the authorities of the new world. So far, with the help of some of the allies made by the other ex-guardians during the calamity, such as the members of **the Powerhouse**, she has managed to keep the situation from breaking out into a war that Tanelorn could never win, but that everyone else would certainly lose.

Her greatest opponent in this is **Linda Valentina**, the leader of a recently established faction in the political landscape of Tanelorn, which holds that since the city has finally obtained a world to call home, they have the responsibility to ensure that this world never destroys itself as their original home did. While a laudable sentiment, it is unfortunately also one whose chief advocate uses it as a wafer-thin excuse for imperialism directed against the rest of the world. Patricia would think that regardless of who was arguing for the idea of "liberating" this world, but the fact that the one who does so is the grand-daughter, daughter, and niece of enemies of previous Wardens certainly solidifies her opinion.

With the loss of her husband and the way that most of her friends are focused on their own explorations of this new reality, in one form or another, Patricia has largely found herself alone, save for her adopted son **Ligyron**. While he is trying to assist her in bearing the burden of her new office, their relationship is somewhat stressed by his insistent belief that Kent is still alive and active somewhere. She wishes she could believe it, but her clearest memories of the apocalypse are of seeing him looking back at her with an expression of utter grief and mouthing an apology to her. Long before, he promised that he would apologize like that if matters ever demanded his end. So, they must have done so.

In addition to her armored exoskeleton, Patricia possesses an "exotic" ability to improve the function of any technology that she has contact with, if she can understand it. She usually uses this to enhance the function of her armor, boosting it with innovations that she constructs from imagination and willpower, but has and can upgraded the gear of her allies in the same way. This lends some urgency to her efforts to catch up to the science of this brave new world ...

Update 2023: Like many of her friends and associates, Patricia has wondered whether she might have a counterpart on this new world. She has learned that she does not ... but that her late mother did and still does, in the person of the mother of one **Clarissa Schulz**. What little she has found out about this woman does not inspire Patricia with a desire for greater familiarity. Regardless, she has other things to concern her, like learning that Ligyron was right! She is not sure what to make of **the strange being** whom Kent has become, and still considers herself widowed, but will at least listen to Mentor's council when it is offered.

Warden -- PL 11 (3rd Edition)

Abilities:

STR 0 | STA 0 | AGL 3 | DEX 3 | FGT 4 | INT 5 | AWE 3 | PRE 4

Powers:

Tech Enhancement: Variable 3 (technological improvements), Affects Others OR Self, Technology Check Required (DC 15) - 17 points

Warden Armor: Removable (-12 points)

* **Armored Shell:** Impervious Protection 8 - 16 points

* **Broadcaster:** Area Radio Communication 2 (1 mile) - 12 points

* **Sealed Systems:** Immunity 10 (life support) - 10 points

* **Sensors:** Senses 8 (accurate extended radius radio, direction sense, distance sense, time sense) - 8 points

* **Weapon Systems:** Array (15 points)

- **Bashing Mode:** Enhanced Strength 7 - 1 point
- **Flight Mode:** Flight 7 (1000 MPH) - 1 point
- **Grenade Mode:** Ranged Burst Area Damage 5 - 15 points
- **Gun Mode:** Ranged Multiattack Damage 5 - 1 point

Advantages:

Agile Feint, Assessment, Benefit (Sheriff of Tanelorn), Defensive Attack, Fast Grab, Improved Hold, Move-by Action, Power Attack, Teamwork.

Skills:

Close Combat: Unarmed 3 (+7), Expertise: Civics 6 (+11), Expertise: Dimensional 6 (+11), Insight 8 (+11), Intimidation 6 (+10), Perception 6 (+9), Persuasion 6 (+10), Ranged Combat: Weapon Systems 6 (+9), Technology 3 (+8).

Offense:

Initiative +3

Unarmed +7 (Close Damage 0/7/15)

Gun Mode +9 (Ranged Multiattack Damage 5/10)

Grenade Mode -- (Ranged Burst Area Damage 5/10)

Defense:

Dodge 7, Parry 7, Fortitude 4, Toughness 15/8/0, Will 8.

Totals:

Abilities 44 + Powers 69 + Advantages 9 + Skills 25 + Defenses 16 = 163 points

Offensive PL: 11/7

Defensive PL: 11/8

Resistance PL: 6

Skill PL: 6

Complications:

Responsibility--Motivation. Family (stepson.) **Nemesis** (Linda Valentina.) **Power Loss** (suit requires maintenance.) **Unfamiliarity With New World.**

Warden -- PL 11 (4th Edition)

Abilities:

STR 0 | AGL 3 | STA 0 | INT 5 | AWE 3 | PRE 4

Combat:

Attack 5 | Defense 7 | Initiative 7

Specialized Attack: Unarmed 7 | Specialized Attack: Weapon Systems 9

Resistances:

Dodge 7 | Fortitude 4 | Toughness 13/8/0 | Will 8.

Powers:

Tech Enhancement: Variable 3 (technological improvements), Affects Others OR Self, Check Required 5 (Technology, DC 15) - 17 points

Warden Armor: Removable (-13 points)

* **Armored Shell:** Enhanced Toughness 8, Improved - 24 points

* **Broadcaster:** Radio Communication 2, Broadcast - 6 points

* **Sealed Systems:** Immunity 10 (Environmental) - 10 points

* **Sensors:** Enhanced Senses 6 (Direction Sense, Distance Sense, Radio [Accurate, Extended], Time Sense) - 6 points

* **Weapon Systems:** Array - 18 points

- **Bashing Mode:** Enhanced Strength 7, Sustained
- **Flight Mode:** Flight 7
- **Grenade Mode:** Concussion Blast 5, Sphere Area
- **Gun Mode:** Ballistic Blast 5, Multiattack

Typical Variable Settings:

Bigger Grenades: Blast +2, Sphere 2 Area 7

Bigger Gun: Blast +5, Multiattack

Force Field: Enhanced Toughness +5, Impervious 5

Improved Jets: Flight +7

Stronger Servos: Enhanced Strength +7, Sustained

Advantages:

Assessment, Benefit (Sheriff of Tanelorn), Damaging Grab, Encourage 2, Flight Feint, Improved Hold, Improved Team Attack, Multilingual, Teamwork.

Skills:

Dimensional Expertise 6 (+11), Insight 8 (+11), Intimidation 6 (+10), Law Expertise 6 (+11), Leadership 8 (+12), Perception 6 (+9), Persuasion 6 (+10), Technology 3 (+8).

Offense:

Unarmed +7 (Close Damage 0/7/14)

Gun Mode +9 (Ranged Multiattack Damage 5/10)

Grenade Mode -- (Ranged Burst Area Damage 5/10)

Totals:

Abilities 30 + Combat 28 + Powers 68 + Advantages 10 + Skills 23 + Resistances 13 = 172 points

Complications:

Responsibility--Motivation. Family (stepson.) **Nemesis** (Linda Valentina.) **Power Loss** (suit requires maintenance.) **Unfamiliarity With New World.**

Note: Should stats for her PL 16 Guardian incarnation be required, add Enhanced Ability 5 for all abilities.