

Duncan Cassidy



Okay, just to get it out of the way. Yes, his father was -- technically still *is* -- Ben Cassidy, rock star who moonlighted as a secret agent in the late sixties and early seventies. No, he has never been close with his father, having been largely raised in Mexico by his mother after they divorced. And hell no, when he applied to work at **Argus**, he was definitely not intending to have wild crime-fighting adventures like his dad. He wanted a steady job with good prospects, okay?

As it happens, he has gotten both what he wanted and a bit more than that. Owing perhaps to his talent for languages, Duncan found himself under the patronage of **the Director of Alien Contact**, investigating extraterrestrial activities and the rumors of same all over the planet. As Hoffman has gotten older, he has occasionally given indications that he thinks Duncan might be a good choice for his eventual replacement. Duncan knows better than to expect the job to be handed to him, though; the evil old man has had lots of "good choices for his eventual replacement" in the past and is probably making similar noises about other candidates even now.

He does, however, view his current orders as a sign that Hoffman has *some* level of confidence in him. Soon after **El Dorado** announced the formation of **La Gente de Oro** ("The Golden People"), a team incorporating all the "heroic" power prism users on Earth, Duncan was assigned to find a way to become the handler for this new team, since Argus had finally caught on to the fact that **the individual** who was supposedly handling the original El Dorado had started going about as his replacement and now colleague. Of course, that just made the whole thing that much more *fun*, since he would be up against a former Argus agent.

Nevertheless, friendly relations with extraterrestrial agencies that are not yet hostile to Earth

are considered absolutely essential to planetary security by Argus, and La Gente de Oro were considered an extension of the organization based on **Aperion**. Besides, having seen the fallout of the activities of a criminal power prism user many times, Duncan would have wanted to be on the good side of a group that had opposed and would continue to oppose **El Diablo Rojo** regardless. Thus, despite the fact that he knew Hoffman would disapprove, he decided to openly approach the headquarters they had established in Rio de Janeiro.

Duncan came away from that meeting with the assurances that the team would at least try to keep Argus in the loop about their activities, which was probably as good as he could expect. Unfortunately, he came away from it with something else. Until then, neither he nor anyone else associated with Argus was aware that La Gente de Oro were actually operating *in spite* of the leaders of the organization on Aperion -- the so-called **Lightsmiths** -- rather than with their permission, tacit or otherwise. In fact, the group had been organized for self-defence against the Lightsmiths, who seemed likely to be coming to Earth in pursuit of El Dorado.

So, basically, in a few months there is almost certainly going to be *yet another* invasion, in addition to **the one currently happening in Washington**. And it seems equally almost certain that it will be nowhere nearly as diplomatic. *And* by making an agreement with La Gente de Oro, Argus has put itself in the middle of this conflict. Worst of all was the way that Hoffman responded to his report about all of this. The boss *laughed*.

Ah well. At least Duncan gets paid to live in Rio for a while.

Duncan Cassidy -- PL 5

Abilities:

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

Advantages:

Assessment, Contacts, Defensive Roll, Equipment 6, Evasion, Fearless, Move-by Action, Multilingual, Ranged Attack 2, Well-informed.

Equipment:

Concealed body armor (Protection 2, Subtle), Meta-Taser (Ranged Fortitude 5 [Fortitude; Dazed, Stunned, Incapacitated]), Smartphone, and 15 points of equipment as needed.

Skills:

Close Combat: Unarmed 1 (+4), Deception 7 (+9), Expertise: Civics 3 (+6), Expertise: Galactic 5 (+8), Intimidation 6 (+8), Insight 4 (+7), Investigation 6 (+9), Perception 4 (+7), Persuasion 6 (+8), Technology 4 (+7), Vehicles 2 (+5).

Offense:

Initiative +0

Unarmed +4 (Close Damage 1)

Meta-Taser +5 (Ranged Fortitude 5)

Defense:

Dodge 5, Parry 5, Fortitude 3, Toughness 5/3/3/1, Will 5.

Totals:

Abilities 36 + Advantages 15 + Skills 24 + Defense 9 = 84 points

Offensive PL: 5

Defensive PL: 5

Resistance PL: 4

Skill PL: 4

Complications:

Responsibility--Motivation. Ambitious.

I pick that axe and then I get a call

Some bad guy is gonna take a fall