

## Tirb



The story begins in horror, passes to wonder, and may return to horror once more. In 1987, agents of **the Pythonian Insurgency** kidnapped dozens of children from the Caribbean and Central America, transporting them on a cargo vessel through the Python-controlled Panama Canal. Just what fate these innocents were to face remains unclear, as the vessel carrying them was intercepted and attacked by the Australian Navy. Tragically, all of the children aboard had been killed by the time the vessel was taken, and it was not possible for their bodies to be removed before the ship sank.

At least, that is the story related by conventional history. The man who goes by the name Tirb ("Justice", in his adopted language) was one of those children, born in the Bahamas and six years old when he was kidnapped. He claims to be unable to remember his birth name or much about his life before these events. His clearest memory is of seeing a man in a uniform open the door to the cell where he and other children were kept in chains, and hoping for a moment that they were to be rescued ... and then seeing a cruel smile and hearing a voice declaring that there was nothing human alive on the ship.

Of course, that was not the end of the story. As the ship sank, many of the survivors were rescued by scouts from the domed submarine city of **Mahoi**, who had been observing the battle as they have observed many sea battles and rescued those lost at sea. Tirb and the others were taken there and given the same medical treatment that others who had been rescued had been given, with most of them becoming stronger, tougher, and able to survive in the water. Tirb was not one of the lucky ones who also became as eternally youthful as the natives of Mahoi, but also not as unfortunate as those who received nothing from the treatments, and would have to remain within the pressurized sections of the dome for the rest of their lives.

As he grew to manhood in Mahoi, Tirb joined the scouts so that he could aid others as he had been aided. But within his heart of hearts, he burned to do more, to seek out those responsible

for the monstrous crime that he had witnessed and suffered and exact justice upon them. This was not the Mahoi way, though, and in loyalty to the people who had taken him and the others in, he remained within the boundaries of his assignments, only rescuing those who would otherwise be lost and never going further.

Just a few months ago, however, Mahoi was finally contacted by surfacers -- specifically the aquatic man, **Nereus**, and his partner **Havfrue** -- who helped to defend the city against **Atlantean** raiders. Unwilling to imprison those who had aided them and unable to persuade the visitors to keep their existence a secret, the ruling council accepted that their isolation had come to an end, choosing to seek out diplomatic contact with the nations of the surface. At the same time, one faction within the council chose to send certain of the scouts to the surface as well, in order to proactively protect themselves by discovering potential threats and dealing with them.

Tirb naturally volunteered for this mission. He has since engaged in a fair amount of what could be considered piratical and even terrorist activities directed against certain organizations throughout the Pacific Rim that he claims to have discovered engaged in activities detrimental to Mahoi. As yet, his ties to the submarine city have not been discovered by the authorities, who regard him as simply another superpower pirate. Tirb has clashed with Nereus on a few occasions since his mission began but worked in an uneasy alliance with him on others. Tirb distrusts Nereus as a surfer, but is self-aware enough to recognize that part of his enmity for the man is jealousy over the power that he possesses and the way that he seems able to live in both worlds.

In addition to his "official" activities, Tirb is also trying to discover all that he can about both the Pythonian operation and the Australian who condemned him and the others to a watery grave. As yet, both questions remain unanswered, and he cannot devote as much time to this private investigation as he would like, for it is of no priority at all to the faction of the council who give him his orders. Losing their support will mean that he can never learn what he needs to know, and so he devotes most of his efforts to their goals, instead of his personal ones. For now, at least.

### **Tirb -- PL 11**

#### **Abilities:**

**STR 8 | STA 10 | AGL 6 | DEX 4 | FGT 8 | INT 3 | AWE 2 | PRE 1**

#### **Powers:**

***Adapted to the Depths:*** Enhanced Strength 4, Limited to lifting; Immunity 3 (cold, drowning, pressure); Impervious Toughness 6; Movement 1 (Environmental Adaptation—Aquatic); Senses 1 (low-light vision); Swimming 6 (30 MPH) - 22 points

**Advantages:**

Agile Feint, All-out Attack, Equipment 15, Favored Environment (underwater), Fast Grab, Fearless, Improved Critical (unarmed), Inventor, Power Attack, Ranged Attack 5, Skill Mastery (Perception), Takedown, Tracking.

**Equipment:**

Roidemer (see below) and 25 points of gear as needed for his current operation.

**Skills:**

Acrobatics 6 (+12), Athletics 5 (+13), Close Combat: Unarmed 4 (+12), Expertise: Science 6 (+9), Investigation 8 (+11), Perception 8 (+10), Stealth 5 (+11), Technology 8 (+11), Vehicles 6 (+10).

**Offense:**

Initiative +6

Unarmed +12 (Close Damage 8, Crit 19-20)

**Defense:**

Dodge 10, Parry 12, Fortitude 10, Toughness 10, Will 8

**Totals:**

Abilities 84 + Powers 22 + Advantages 31 + Skills 28 + Defenses 14 = 179 points

**Offensive PL:** 10

**Defensive PL:** 11

**Resistance PL:** 9

**Skill PL:** 8

**Complications:**

*Justice--Motivation. Distrust* (surface dwellers.) *Hunted by the Authorities. Subject to Orders.*

## Roidemer -- 50 points



**Size** Huge; **Strength** 11; **Speed** 8 (500 mph air/120 MPH water); **Defense** 10; **Toughness** 9

**Features:** Navigation System, Remote Control

**Powers:**

**Blasters:** Ranged Multiattack Damage 8 - 24 points

*Note: Should stats for his previous incarnation as the Aquarian of **the World More Grim** be required, increase STR to 9, INT to 5, AWE to 4, and PRE to 3; increase his Enhanced Strength Limited to Lifting to 6 ranks, his Impervious Toughness to 8 ranks, and his Swimming to 8 ranks, add Immunity 1 (aging), and add **Voice of the Sea**: Selective Area Mental Communication 2; Comprehend Animals 2, Limited to marine creatures; drop Equipment and Ranged Attack from his advantages, but add Benefit (councillor of Mahoi) and Jack-of-all-trades; add Insight 6 (+10) and Persuasion 8 (+11). His motivation was Responsibility, and he had an additional complication of Family (wife and children.)*