

LINKS ---->	Neutral, Side, & Anti-Heroes	Villains	Heroes	Timeline	Locations
<i>They lead to pages!</i>	Alien Species & Outer Spess	Technology	Events	Groups	<i>Main</i>

INFINITY-VERSE

VILLAINS

The dastardly individuals of the Infinity-Verse, those who have taken it upon themselves to break from goodwill in a world that threatens to fall apart.

[Panzermensch](#)

[Spit-Naz](#)

[Victor Bon Franklin](#)

[Tooth-Decay](#)

[Pissant](#)

[The Boss \(William Tobias\)](#)

[THE NO-FUN BOT 9000](#)

[Jetpack Jockey](#)

[Machine Mage](#)

[Pinball](#)

[Haywire](#)

[Flood](#)

[Vunderkind](#)

[CAS-E](#)

[Toxicity \(Felicity Chambers\)](#)

[The Four Majesties](#)

[Bubonic](#)

[Canvas](#)

[Mob-Star, Sirius "Flashbang" Blinds](#)

[Hurricane Sally, The Living Storm](#)

[Flamebeard](#)

[Lockstep](#)

[Toad](#)

[The Instigator \(Shaun Garrison\)](#)

[Frostbite \(凍傷 Tōshō\)](#)

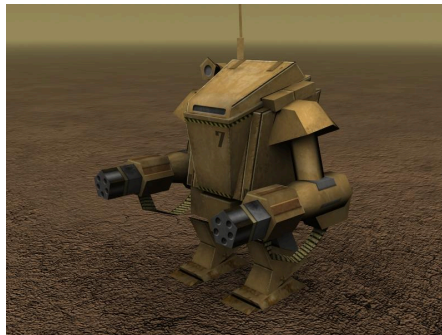
[Tamashī no senshi \(Soul Warrior\)](#)

[Loan Shark \(Dominick Blaylock\)](#)

[Red Fin \(Edward Blaylock\)](#)

[Lord Screech \(Sean Arling\)](#)
[The Quartermaster \(Archibald Rackam\)](#)
[Faust \(Jason Kemp\)](#)
[Cazadora \(Eliza Sawyer\)](#)
[Niko "Lucky Nick" Vlasik](#)
[Carcino \(Abram Moss\)](#)
[Chupacabra \(Javier Hoyos\)](#)
[Mothman \(Real name is unknown or hard to pronounce\)](#)
[Tenmetsu Tigress \(Blinking Tigress\) \(Masuda Kiwa\)](#)
[Bonemeal \(Dylan Ryders\)](#)
[Wesley Sullivan](#)
[Grímnir](#)
[Pestilence](#)
[MADELINE MUDDS](#)
[Setto \(Ota Kitahachi\)](#)
[Riptide](#)
[Jorogumo \(Rika Takagi\)](#)
[Arsene](#)
[MEGALOGOGO \(Daisuke Akagi\)](#)
[Wisp \(Sherry Nash\)](#)
[Blindshot \(Warren Griffin\)](#)
[Rawhead \(Sylvester Parks\)](#)
[Yanki Striker \(Naomi Yakeuchi\)](#)
[Volchitsa \(Jasna Puvaca\)](#)
[THE OPPORTUNIST \(Hugh Carson\)](#)

Panzermensch



Age: 83

A German born and raised, Lutz Hausler only wanted what was best for his country, to join the army and fight for his country- a dream which, sadly, was shot down due to his

asthma making him unfit for service. Lutz remained undeterred though, and was eventually inducted into the secret Nazi power armor program (because of course they had one of those) due to his persistence. He practiced, training endlessly until he could maneuver better in his armor than on his own two feet. When the time came, the unit moved out- a last-ditch effort to turn the tide of the war. It failed, of course, and Lutz ended up welded into his suit and forced to flee the country to escape from the inevitable accusations of war crimes from the allied forces. Over the years, his body has been kept in excellent condition by the suit's advanced life-support systems- his mind, on the other hand, has continued to age. In recent years, Lutz has become senile, his mind forever trapped fighting his last battle.

Appearance

Big, blocky-looking power armor kind of like the Wolverine from Command and Conquer, but gunmetal gray with worn swastikas and stuff.

Alignment

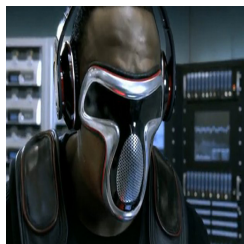
Powers

Power Armor, uses primarily WWII-era weaponry, trench guns, flamethrowers, and mortars built into the armor. Also a giant, horribly unsafe jetpack that shoots fire and shit everywhere.

Inspirations:

The walking tanks from Atomic Robo,
Captain America,
old war comics like Sgt. Rock,
BTAS Mr. Freeze

Spit-Naz



Age: 25

Soviet Russia goes through a techno/ Electronic music revolution due to government efforts to out do the Americans in the mind control department. He's a communist and atomic powered raver who goes around the world robbing banks and later wasting all the money on Rave parties.

Appearance

Cyborg like augmentations, he's bought from the Russian black market. Wears typical Slav track suit but also wears a chest jacket with nylon lining everywhere. Originated from a corrupt evil family which is in a power struggle for some company. He fights using traditional Russian dance and Hip-Hop (Which would be invented there due to the influx of black communists, yes this actually happened) dance moves. America stuck in the 20's while Russian is in a techno Jet-Set Radio dystopia.

Alignment

-Villain

Powers

A atomic battery which powers a number of gadgets.

Atomic Powered: Brass knuckle cufflinks, Knock-off Tesla heat-ray, spring boots, rave sticks which turn into knives or a combined staff.

Victor Bon Franklin



Activation Date: 1964

After the creation of numerous national icons such as Joe Washington and Morning Glory, the United States government decided to recruit the help of Mr. Thaddeus Fryer Lee, President of the Hill-Mills Food Corporation to bring another icon to life.

The plan was simple, to create a family oriented restaurant that would also serve as an education tool for the younger generation. It's mascots will resemble known founding fathers but with cartoony anthropomorphic forms, they will serve as both entertainment with their singing and dancing along with spouting random trivia related to American history. But to create such a dynamic android possible they needed an AI that can stand up to the task, so the government provided Lee with a stripped down variant of a Smart AI chip originally belonging to one of their old military projects. Lee made his employees to begin construction on the animatronics as well as the new restaurant.

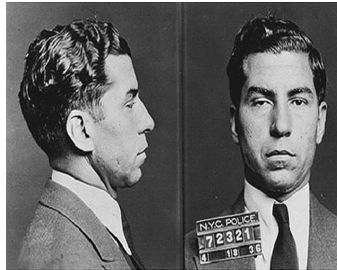
Soon the Patriot's Buffett was born and became a raging American Families could not resist. It looked like Lee and the boys at Hill-Mills had done it again, until after a month of success lead to an incident that changed everything. The "Dumb" Als provided by the government were not completely cleaned of their old war programming and over time started to intrude on its secondary security features causing them to have minor glitches while on the job, by the time the employees took notice it was already too late.

Appearance

Some-sort of Turkey-robot with an aristocrat look to him; wig and all.
Fairly aged look with several parts falling off

Alignment

-Villain

Tooth-Decay

Starting Age: 37 in 1958, 48 by the end of Phase 1

Apart of "The Family", Poor Antonio Bursho was born with no teeth.

He becomes one of the head honchos in a known crime syndicate, known to ruthlessly rip out the teeth of his enemies and use them for his own dentures. He's ruthless in his methods but quite charming as a person; always smiling at the people he meets. He also has a noticeable speech impediment.

Appearance

But his gums are all fucked up because of trying several so called "miracle serums" to grow teeth. Also at one point of his life, he was bullied so badly he shoved razor blades in his gums to bite the kids that were picking on him.

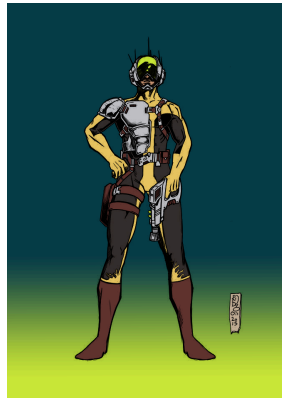
Alignment

Villain with a soft spot for the disabled or unfortunate like him.

Powers

Tommy guns, exploding cigars and other typical mafia weaponry. Like to import Russian arms for personal use.

Pissant



Starting Age: 24 in 1965, 28 by the end of Phase 1

After getting screwed over by his former partner who made off with his life's work, down on his luck inventor Steven Utley recreated the legendary yellow note of the Matulam Whistle (but cannot match its strength) in a drunken stupor. Utley programed the frequency into one of his inventions (The EX-12 Sonic Sidearm) and went on a series of bank heists that usually ended with everyone painfully pissing themselves. He is also the de facto leader of the CCoSC, acting as the mastermind behind most of their jobs.

Appearance

Black haired Caucasian wearing a white, yellow, and dark grey costume along with a Ant Man-esque helmet similar to the first reference pic (right side). He also wears a utility belt holding several sound based gadgets and a leg mounted gun holster for the Ex-12.

Alignment

-Flash rogues gallery tier villain.

Inspirations:

Eric O'Grady

Antman

The Whizzer, And anons like you

The Boss (William Tobias)



-The Boss (intentionally-generic alias used in place of real name by subordinates and allies)

-William Tobias (false name forged in documentation and public media)

Age: 50s-60s based on facial appearance and hair color. 58 in forgery. Actual unknown.

Britain-born kid who came to America with his family while growing up. Loved it and the concepts behind it, but quickly became aware of how shitty and skewed everything was under the surface as an adult. Grew disillusioned with superheroes, seeing them as oblivious keepers of a corrupt order rather than true heroes. Went into criminal activity due to hard times, giving him experience with killing and combat, as well as tactics and observation. Initially hated being a criminal, but he met many otherwise kind, good-hearted folk who were considered evil for not following orders and rules when trying to change the world, which made him realize that modern "hero vs. villain" conflict was actually "status quo vs. change".

He rapidly grew from a common criminal to mastermind of a criminal empire by charming people he considered "good" into helping him, and removing anyone else who stood in his way. Began running legal operations using his illicit resources and influence to openly mass-produce miscellaneous items frequently used by heroes and villains alike, with no allegiance to either side. Under the radar, he also began training the dropouts and downtrodden of the nation who would normally become common criminals to serve as henchmen instead, using his knowledge to train them well. He has used his power and attained wealth to further his plans of altering the U.S. to how he thinks it should be. He vows to use the corrupt wealth/legal/power systems that he's manipulated for power as the very weapons that will destroy them from within, allowing him to rebuild the United States into what he believes it truly should be, with his villainous allies and any superheroes he can convert to serve as the guardians of its principles.

Appearance

Older man with graying/fully-gray hair and full, trimmed beard. Physically-fit and somewhat muscular due to physical training, though usual attire hides this to the untrained eye. Notably-worn face. Typically wears a black business suit with red tie and white undershirt, copying the stereotypical "evil CEO" look for the sake of blending in. Voice has a very heavy British accent of indeterminate regional origin to it, starting from childhood and kept throughout life to highlight his foreign-yet-patriotic American nature.

Extremely personable and friendly towards existing and potential allies, but cold and ruthless towards enemies he can't sway with words. Acts fatherly toward subordinates.

Powers

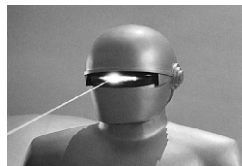
Physically, he's a completely normal if well-trained and physically-fit human. Good at planning and tactics, as well as having high charisma coupled with substantial ability to sway opinions. Weak to everything a normal human is, but good at avoiding direct conflicts that he knows he can't win/survive. Definitely more of a "brains-over-brawn" kind of villain, though physical altercations aren't completely out of his repertoire, but simply rare.

Alignment

Definitely a villain, but a relatable and possibly even justified one. Good ultimate goals, but extremely cutthroat, lethal and manipulative methods used to achieve them. Uses the corrupt nature of government, politics, law and wealth to fight the corruption with itself, via destroying the systems in entirety and rebuilding it all. He's breaking shitloads of laws, doing plenty of financial damage and ending a lot of lives to reach his goals, but not actually

getting any joy out of killing and destroying, only out of the beneficial final results if he ever reaches them.

THE NO-FUN BOT 9000



Activation Date: 1953

A self-aware robot created by Professor Stickinthemud who goes out of its way to destroy all recreational activities that are deemed fun.

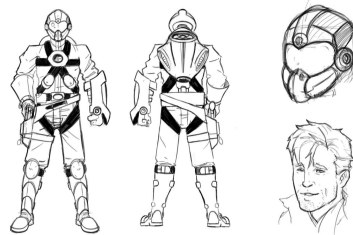
Appearance

It looks like a ripoff of classic Gort

Alignment

Dickhead supervillain who is an expert in the art of sabotage. Effectively ruins any good time to be had with lasers and profanities

Jetpack Jockey



Starting Age: 23 in 1966, 27 by the end of Phase 1

A womanizing con artist that stole an experimental military grade jetpack from the infamous Loan Shark during his expansion into Silicon City. Carter Olson started his criminal career flying around picking up any rich bastard that would enter his gaze and threaten to drop them unless they deposited a large sum of money in some secret offshore account. He later befriended fellow crook Steven Utley (Pissant) after saving him from the cops and became his official partner-in-crime after several successful jobs together.

Appearance

Incredibly handsome dude with a tan wearing a metal face concealing helmet with green lenses and a leather jacket+boots combo along with a retro-style jetpack. The whole ensemble looks like a cross between The Rocketeer and William Grey from Dark Void.

Alignment

Full time crook

Powers

- Flight/Jetpack Proficiency: Thanks to his aforementioned jetpack, Carter is now capable of high-speed flight. Giving him a great amount of maneuverability while in the air.
- Gadget Usage: Carries various support equipment in a utility belt to assist him during his robberies/heists
- Master of Persuasion

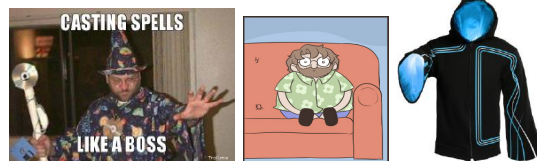
Inspirations:

Handsome Jack

Dark Void

The Batman Incarnation of Firefly

Machine Mage



Starting Age: 41 in 1966, 44 by the end of Phase 1

After being humiliated by his middle school crush, Jerry Richards swore off of the wretched harpies known as 3D women and became a recluse. Once he hit his 40th birthday Richards attained magical powers on the level of a highly skilled wizard, capable of casting spells that hack machines. Jerry quickly turned to the life of crime and began to rob ATM machines to support his NEET lifestyle.

Appearance

Short and fat guy who looks kinda like Ronnie from *Whomp!* crossed with Gandalf wearing light-up "technomancer" robes similar to the third reference pic.

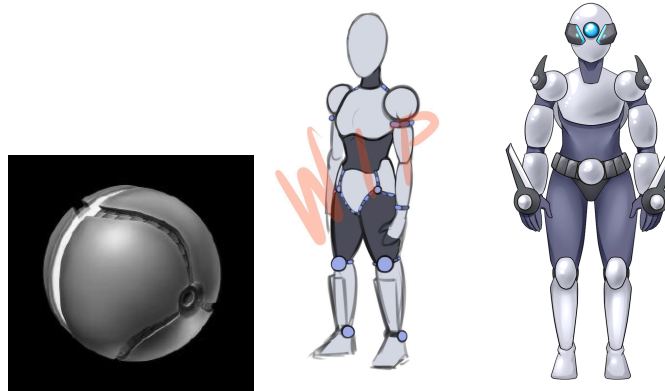
Alignment

Amoral

Powers

Machine Magic/Technokinesis: MM can manipulate technology and technological constructs, computers, hardware and other devices that can be termed as "technology". But he is still training his new powers so it all relatively low level.

Pinball II



Starting Age: 22 in 1964, 27 by the end of Phase 1

Hsiao Kue was an nascent electrical engineer and raging gambling addict who owed the infamous mob boss Loan Shark *a lot* of money. Shark sent his newest enforcer Pinball to go collect her dues however in a freak accident at the power station she works at Pinball ends up getting electrocuted to death.

Seeing this as the perfect opportunity to fake her death and get a brand new life, Hsiao donned the Pinball armor and hid the body returning to Loan Shark to tell him the deed is done. However this only succeeded in making things worse as Shark was so impressed by the turn of events that he makes her his new "Right Hand" and now must protect all of his interests from rival gangs.

Appearance

Young Chinese woman, with a bad disposition and drinking habits. Power Armor looks like a cross between the Light Suit from Metroid and the Superior Iron-Dick Armor

Powers

On top of the usual physical augments, her power armor can enter a morphball mode and can bounce off of walls at high speeds thanks to a concussive force field emitted by the armor.

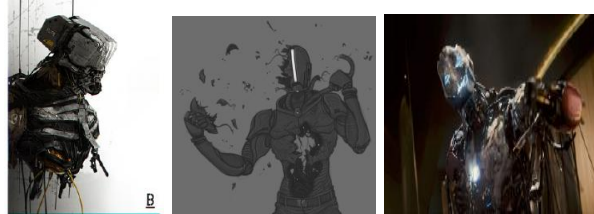
Alignment

Neutral Evil, She is a perpetual liar in denial of her own bad habits who uses her time as a superpowered gun for hire to relieve herself of her own frustrations. In Hsiao's own words "It's almost like therapy".

Inspirations:

Speedball
Metroid Prime
Mucha Lucha
Gotham TV show

Haywire



Age: Unknown

A collection of vengeful spirits believed to be those killed by Winchester firearms, they were captured by Sarah Winchester and stuck in the Winchester Mansion, the creature known as Haywire inhabits junked robots and amalgamated scrap around Silicon City, suiting its look to fit its needs or current desires, which could be anything from hunting down a person that killed one person in the collective, going on a rampage of destruction or protecting a small child that looks like one of the ghost's children. It is very unpredictable and very dangerous, alternating from a force of nature to a vindictive but confused machine with many different operators that can assume control. When it isn't controlled by one spirit directly, it refers to itself as "We" or in the third person. Otherwise it states itself with whatever pronoun the ghost used in its past life.

Appearance

A mess of wires, metal and electricity forming a vaguely human shape. It prefers to take old thrown away robots, but it will often come back in a completely different look.

Powers

Direct possession, fusing taken weapons and reshaping parts to suit its purpose.

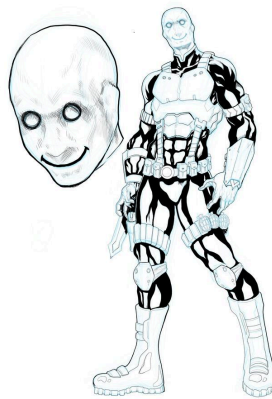
Alignment

Villain - mainly a wildcard that in one story just wants to destroy someone or something, or in another become a chess master style strategist, and in another, a misunderstood and confused gentle soul.

Inspirations:

Carnage
Coldstone from Gargoyles
Solomon Grundy
Deadman
T-800
Hulk

Flood



Starting Age: 1 in 1953, 17 by the end of Phase 1

The Cybermancers were on the next great step of their goal. After years of research and development they finally were able to construct a small portal generator that would allow them to catch a glimpse of the world that would hopefully serve as humanity's sanctuary, Cyberspace. Upon activation the device malfunctioned and began to broke down but not without leaving them with some type of 'gift'. Lying amidst the wreckage of their machine was a gray humanoid who they quickly brought into their custody. They left the being in an isolated cell to observe him as he awakened only interacting with him via one member sent to speak and learn about what he was.

The mysterious figure was interrogated for days where they eventually learned that he did indeed hail from the cyberspace dimension, only offering tidbits of information about it all while demanding some information about this new world. Through providing him with a newspaper at first they learned that Flood was able to practically 'download' information after reading it storing it for later use. Giving him mountains of books, his knowledge of the world grew as did his understanding of humans.

They managed to reach a mutual goal with the Cybermancers. He works with them as their assassin and general black operations operative then they'll devise a new portal that would be able to send him back. Flood has other ideas though...

Appearance

He wears custom kevlar body armor adorned with ammo pouches along with a dirty yellow balaclava that has a sinister looking smiley face design on it. Under the armor he is a gray bald humanoid with white eyes.

Changes the color of his armor depending on the environment he's going into.

Powers/Abilities

Knowledge of several combat styles and military tactics

A well-trained marksman

Two retractable blades built into his gauntlets

Alignment

Villain, Flood is hell-bent on shaping this new world in his own image and actively tries to manipulate his handlers in order to achieve this goal. The Cyberrmancers will occasionally allow him to work with other villains or contracts from them.

Inspirations:

Deathstroke

Taskmaster

He's basically supposed to be the badass mercenary for the world

Agent 47

Vunderkind (Boris Usilov)



Starting Age: 8 in 1963

Boris Usilov's parents were both scientists apart of a secret series of experiments placed upon scientists in the Soviet Union. They were tasked with creating an operational, controllable weapon for the Cold War, they were given free reign with their experiments to help get an edge over the US. Ethical boundaries were crossed several times but one of the most notable where what the Usilovs did to their son Boris.

When the boy was born they got to work with their experiments of trying to muster telepathy out of the human body. These experiments led to a painful childhood as it was nothing but test after test and injections. Powerful chemicals put into his developing body injected directly into his brain. Years of this yielded painful torture and eventually his body began to shift to fit with the new additives. Deformities began to grow along with him but he did start developing those mental powers that his parents tried so hard to churn out of him....the only problem was what they seemed weaker than they expected. There was a theory that the more powerful parts of it needed some type of trigger to get them going.

His parents, having gone through enough time with their own son, were moving onto the next experiment which would involve the family dog.

Boris eventually found out what they did to his dog, his only friend, their remains are probably still on the lab wall to this day.

Appearance

Looks like a light skinned child afflicted with hydrocephalus along with his left eye larger than the other. A few tumors on his arms and his fingers are much longer than the normal length. His legs are skinny and frail from disuse due to him floating everywhere.

Alignment

Villain,

Powers

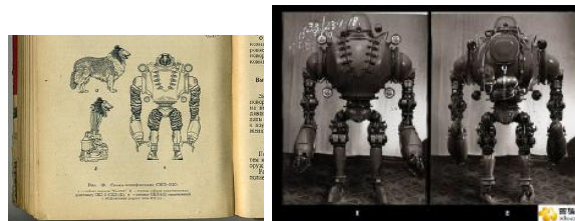
Telepathic powers and a strong psychic

Inspirations:

Melon-Heads urban legend

The boy from the Justice League, 'Legends' episode

CAS-E



Age: 10 in Dog years

CAS-E is Vunderkind's pet dog and best friend through childhood. A female collie dog loyal to her owner and tried at some points to keep him safe from his scientist parents when they attempted to conduct more tests. They only got him the dog in order to study his interaction with other living creatures. They let this experiment ride out for five years before they decided it was time to put Cassie into another experiment. Wrestling away Cassie was their first strike to Billy which he would remember until he was reunited with his companion after killing his parents.

Even locked in a metal suit, she will always be Boris' best friend.

Appearance

Pic related, exactly that

Powers

Robotic suit has strong grip, armed with a machine gun located in the chest. Also a prototype laser cannon that can emerge from the back.

Being locked in the suit didn't grant her any extra intelligence so she still acts like a regular dog somewhat. Except walking on two legs and with metallic claws.

Alignment

Evil, Brainy Billy uses her as the pure muscle when executing his plans. The main idea for her to keep heroes away from the physically frail Billy.

Toxicity (Shanata Suresh)



Starting Age: 26 in 1957,

-Being a hairdresser doesn't leave much for the imagination, Shanata Suresh knew this the hardest.. The spot was popular in the neighborhood so it often had customers of more lavish backgrounds coming in to get their hair done so always hearing rich people stories. They lived the life that she wanted, she's wanted for years and this turned into an annoying part of her personality. She soured towards her co-workers often criticizing them for small mistakes and elevating herself. Complaints were ignored by her aunt who kept her there through nepotism and each day she only ridiculed each day.

One night she was locking up and decided to take a quicker path to the bus via an alleyway. A man bleeding profusely came running into the alley with sirens in the distant. Before she could scream the man was on her and opening his mouth revealing sharp fangs....only for him to succumb to his wounds before causing any harm. Moving against the wall in shock she noticed there was buldge on his chest that began to move. What eventually popped out was a small beetle-like creature which stumbled off the corpse before leaping towards her, it forcibly implanted itself in her chest.

After a few minutes the beetle had become a part of her body. She began to feel her body changing as distant sounds became more apparent to her, her canines became sharper, a tingling sensation was building inside of her mouth. Then it finally hit her. The hunger, the thirst, the need to feed. She looked and looked for something that could quench the fire building within her, which eventually led to an encounter with a homeless man who was looking quite *delicious*...

Certainly nobody would be missing another bum on the street, right?

Powers

She has enhanced reflexes and heightened senses

Retractable fangs and a lust for blood that can be satiated after draining one human (can be subsided for hours or even days after draining multiple ones)

Alignment

Neutral Evil

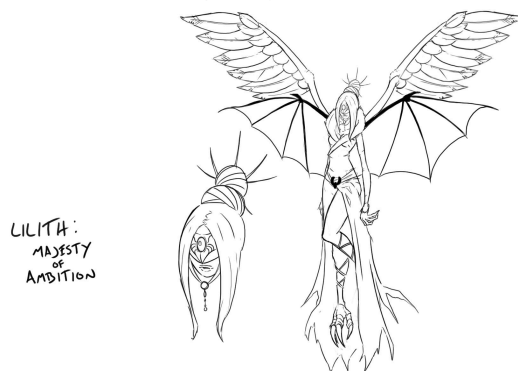
Appearance

She's about 5'7"-5'8", has a skinny athletic build, is of Indian descent, so her skin is a bit dark. Some of her teeth are sharpened to add to the idea that she appears like a vampire. She is capable of performing gymnastic feats, so her outfit needs to be tailored to allow for flexible positions. I think it would look best as a bodysuit with light padding for the knees and elbow on her outfit, while the rest is akin to a bodysuit (look at the 3rd outfit in the picture for reference). I'd like her colors to be a downplayed red/warm tint because she does usually go in stealthy. She wears a facemask or a wrap around her mouth, so you can't see who's making the toxic cloud; it also gives her a ninja look. She also wields a concealed blade with poison on it and has become decent with it over the years. She also likes to use her flirting charm as bait to catch unfaithful men, so she could wear a silk dress in her downtime, perhaps a kimono with a sash.

Inspirations:

Cheshire
Catwoman
Black Canary
Cheetah
Omen

Lilith: Majesty of Ambition



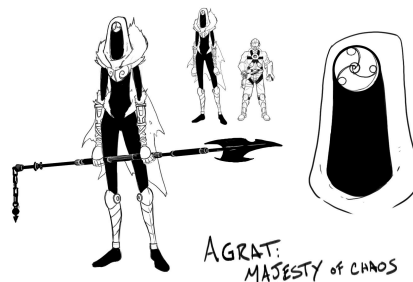
Age: ???

The first wife of Adam who refused to submit to his will and left Eden to create her own Garden along with her lover the fallen Archangel Samael. God set fire to all of Lilith's creations and purged the children who would've been the inhabitants of her new world. Overcome with grief and rage over this unforgivable action, Lilith swore vengeance against

the Kingdom of Heaven and waged war alongside Lucifer's forces until their eventual defeat. As punishment for her actions Lilith was bound to the 9th Circle of Hell, unable to escape while stewing in her own hatred for her creator.

But this would not deter Lilith from her goals as she would rise to power as one of the Four Majesties of Hell. Influencing the realm of man into rejecting God's plan for them and aspire to be something greater. Even if that means bringing hell on earth to see this dream realized...

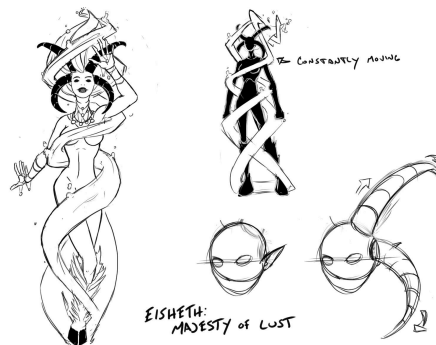
Agrat: Majesty of Chaos



Age: ???

A demoness born from humanity's natural affinity for destruction. As wars broke out and blood continued to be shed in the world of man, Agrat began to rise in power as a personification of wrath and devastation. She was another lover of Samael and went into a murderous rage upon learning about his demise. Agrat now seeks to bring all of God's creations to ruin by manipulating lesser minds into helping her get one step closer to bringing Hell on Earth.

Eisheth: Majesty of Lust



Age: ???

A demoness born from the decadence and depravity of humanity as they indulged themselves in every vice imaginable. Eisheth is the living embodiment of lust and unchecked desires. Wherever mortals are being ruled by their own unquenchable needs, she is there lurking in the shadows. Whispering, tempting, and feasting on a banquet of souls as her soon to be followers throw themselves at her feet.

Eisheth holds no personal resentment against humanity as a whole, and in a way, loves the mortals even more than her own demonic kin. She seeks to bring Hell on Earth not to see the world burn in flames but to create a utopia where everyone is no longer limited by their inhibitions.

Naamah: Majesty of Secrets



Age: ???

A demonic keeper of secrets that somehow arose from a plane *that cannot exist*, Naamah is the most enigmatic and alien of the Four Majesties. A personification of the unknown who collects and catalogs lost forbidden knowledge in her own seemingly endless archive. Information that she is perfectly willing to share to all who have the drive to seek it, but few are rarely ever able to comprehend the contents without going mad from the revelations.

Naamah is the only Majesty that isn't actively trying to raise Hell on Earth and instead plays a long game of manipulating pawns into seeking things for her collection before making her "final move". Most of the time the poor saps on her radar don't even know that they're being played and those that do usually find that defying her isn't even an option on the table.

Bubonic



Age: 1 Year (Rat Age), 30 years old (Human Years)

Rats are common in the concrete jungle, it wasn't a big surprise that Rockefeller City had a bad infestation of them over the years. Since sanitation wasn't very high on the mob-controlled politicians' list, certain areas fell into bad disarray after being abandoned. One of which was the old chemical plant near the outskirts of the city which was shut down

after a chemical leak contaminated the entire facility. Clean-up crews showed up and did their job but they missed a few key elements such as the barrels of hazardous waste in the basement.

Rats made the now abandoned plant their home seeking much fortune in it's deteriorating state. They set up multiple holes in the basement right by those same leaking barrel. Mutations were small at first amongst them. Missing fur here, extra eye there, nothing that wouldn't impair their lives too much.

That was until the barrels broke open unleashing their liquid into all the holes.

What emerged was a pure blasphemy of science. The waste mutated every single rat of that colony into humanoid creatures rising up from the ground like the undead. One Rat stood out amongst them as the biggest, most fearsome and intelligent of them...Bubonic...

He now leads his rat brethren to infest the sewers under Rockefeller. He plans to one-day turn the entire city or even the world into a toxic paradise for his people.

Powers

Naturally strong and resistance to a lot of damage

His body is polluted and a nest for disease. A single bite from him could lead to instant sickness and (if not treated in time) death. It's suspected a new disease is in his blood

Intelligent, despite his appearance, Bubonic is capable of speech and planning. He's managed to teach his people how to make use of firearms or tactics after watching other human criminals work. He's a planner and smart tactician.

Appearance

Bubonic stands around 8ft with various scars and open sores along with body. His teeth are yellow and gnarled. He's pure muscle similar to Killer Croc or Bane. Clothing consists of tattered shorts and a tanktop made from a black trashbag.

Alignment

Evil, he's a common foe to Miasma and /Co/nner due to his constant attempts to flood Rockefeller City with his diseases. Thankfully he lacks the resources and knowledge to construct bombs.

He recently has gotten involved with the criminal trade in Rockefeller. Briefly worked alongside Loan Shark and members of his colony had firearms training from his people. Now harbors a hate for the mob boss after he tricked him into distracting some heroes with a fake gas bomb.

Inspirations:

Barracuda,

Bane,

Killer Croc

Canvas



Starting Age: 20 in 1964, 25 by the end of Phase 1

Leonard Carter was a troubled guy who often found himself running from the cops or hooking up with unfavorable partners. But there's one thing he loved that always kept his mind away from how shitty his life was getting. That was his art. He was a graffiti artist with a goal to hit every unknown spot in the city when he could afford the spray cans. What's a guy to do in Fordway City?

Under bridges, top of buildings, police cars. He always tried to hit it with his tags feeling the people of the city would never forget his work. One night he heard that there was a fine unmarked wall near the outskirts of the city, feeling this was his chance for travelers to see his art he set forth to tag this spot.

Little did he know that the supposed wall was actually in the middle of a testing site for a new chemical weapon. The weapon was designed make an enemy's body extremely sensitive to the natural elements which would make it easier for forces to sweep an area. The weapon was activated while Leonard was tagging, a bright laser tracing across the entire landscape and he was caught by it. With his body seemingly burning he managed to stumble outside of the test site and collapse by the road.

Upon waking up he discovered something strange about himself. His body was now stone white and the corners of his eyes had a black substance leaking from them. It turns out the weapon wasn't as successful as the test would imply, it changed Leonard's DNA code slightly which he would later find out. Accidentally spraying himself with a can of red paint he discovered he felt stronger with the crimson color on him. Testing it out with other colors, his paint now could grant him powers.

Seeing as his real chance to make his name in Fordway, he took on a new name becoming *Canvas*.

Appearance

He is 6ft with white skin almost like concrete on the looks of it. He wears a dark cyan hoodie with a respirator mask, he wears a backpack which carries all of his art supplies and two spray-cans hanging off the straps for quick access. He also wears jeans torn at the knees and worn out sneakers.

Powers

His paint grants him different powers depending on what's sprayed on him. Red grants him strength, blue gives him speed, black gives him the ability to plant himself on the wall like a drawing. The drawback is that his powers are only effective as long as the paint is

wet. His body can't retain color for too long so the colors eventually fade in meaning he has to apply more for his powers to work once more.

Alignment

Evil, he's a C-list villain in Fordway City using his powers to generally cause mischief or steal. Heroes who use vehicles are advised to park it far away from the potential crime area. He has a habit of tagging hero vehicles or tech.

Mob-Star, Sirius "*Flashbang*" Blinds



Starting Age: 32 in 1963, 38 by the end of Phase 1

Despite his father (and his father before him, and his father before him...) all serving in the military, Sirius didn't want anything to do with dying for anyone else. His father dragged him kicking and screaming to the sign-up office, and thanks to the desperation of the army, Sirius was drafted.

He physically performed well in training, despite his lack of discipline. Though his record was littered with attempts at desertion and escape. When he finally began to serve on the battlefield, all his wisecracks and mockery stopped. Every bullet ricochet or explosion had Sirius screaming and begging to get back home. He became a nervous wreck. Finally sent home for "cowardice", his father beat him viciously for "failing" the family and his country. He was disowned, a homeless coward veteran with nowhere to go.

Desperate for money, he signed up for any job that would pay. Despite his phobia of explosions and gunfire Sirius had to quickly adapt or starve, turning to crime. Slowly working his way up with various mob families, he got the nickname "Flashbang"; for his penchant for using said flashbangs to get out of trouble after being lucky enough to find a shipment of them that "vanished" from the police armory. He even made a bandolier to hold the flashbangs in.

A job at a science lab went bad when a reactor exploded, catching Sirius and causing his bandolier of flashbangs to detonate point-blank. The reactor fused the flashbangs to his body, allowing Sirius to produce balls of light from them. When plucked off his body and thrown, they produce a loud explosion and a dazzling light. Sirius does not seem to be dazzled by bright light or loud noises now, his own and others. The transformation seemed to change Sirius' mind as well. While he had recovered from his phobia of bombs and gunfire to enter into crime, he almost seems to take delight with causing explosions and brilliant light. His past-trauma from war-time made him realize how much noise and light could disable, almost being more effective as a tool of battle than direct bullets.

Using his new powers, Sirius has been able to waltz into banks, jewelry stores and anywhere else while the guards are dazzled and dazed. Slowly Sirius built up his own gang; the "Star-Gang". Sirius became "Mob-Star". While his powers seem non-lethal, repeated and point black blasts can cause blindness and deafness. And Sirius has no qualms with fighting dirty.

Motivation

Earn money and reputation in crime underworld. Primarily through theft and usage of gemstones and explosives. Star-themed items of value also pique his interest.

Gain power until he is "immune" to trials and tribulations of other people. No money troubles, a permanent roof over his head, etc. Possible to develop a comfortable living to hide-away from another war; should one arise.

Star-Gang:

- HQ in the Razzle-Dazzle Club. (Specialty cocktail: Nova Sunset. Specialty dish: Star of Beef Wellington. Main act: Star-Struck Cabarete)

- Members are encouraged to not act thuggishly, but with "class and grace". Mob-Star feels this act makes them harder for a jury to prosecute, and makes his organization more classy. Most members do so (if they think Mob-Star will find out).

- Members code-names include star/constellation names, and star/sun classes.

- Each member gets 1 flashbang grenade to use. Until they have contributed to the organization, they do not get another flashbang. High ranking members earn multiple flashbangs. Mob-Star has even set up a factory to create grenades for his organization. Some produce more light, some create fire, some cough out smoke, etc.

- Uniforms are usually a white suit. Masks when needed are star shaped, leaving the mouth uncovered. A stained uniform is harshly punished. Mob-Star wants jobs done "cleanly", so no evidence remains. Much like the waiters on the Orient Express, a clean uniform is a sign of how skilled they are.

Alignment

Cocky, arrogant, greedy, and a tiny bit of a sadist. A bit of a showman when it comes to his crimes. When outmatched, will do anything for self preservation.

Powers

Projectile-based fighter. Advanced bare-knuckle fighter (unskilled). Adept at finding and utilizing escape routes.

Outside of super-powers, relies on dirty fighting (kicking up sand into the eyes, hostage taking, faking surrender, giving up allies)

Hurricane Sally, The Living Storm



Starting Age: 1 in 1955, 15 by the end of Phase 1

A strange occurrence was taking place in the middle of the ocean. A cluster of clouds forming, nothing out of the ordinary. It was possibly another storm brewing so word was sent to California of a possible hurricane on approach. For the next few days a fascinating display grew as the clouds seemed to grow larger and larger. Winds picked up from the storms were said to have some type of sentences forming in them, first thought to be misheard until audio picked up, 'Destroy...' in it.

When the storm was first seen from the coast there were reports that the clouds appeared to take shape of a large monster almost. Lightning brewing as if they were eyes in specific locations.

Later it was documented as one of the worst hurricanes to ever hit California in 1955.

In 1971, there's reports of a similar storm brewing up and approaching Japan.

Appearance

In outward appearance, Sally is represented by a large walking monster in the clouds. Appearing to point specific storms to certain areas and cast down lightning from her hands. Inside the storm, her actual form is that of a humanoid woman composed completely of electricity and dark clouds, long hair represented by lightning and glowing blue eyes.

Powers

Control of weather

Able to make smaller cloud or lightning creatures to ravage cities. This was reported in small instances during the California Hurricane, it's suspected they were 'prototypes' for her

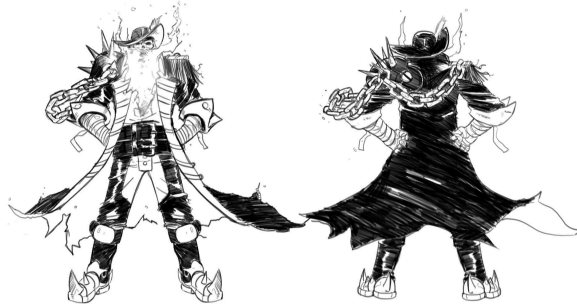
Resides in the Eye of the Storm, only few have seen her let alone photographed her

Alignment

Evil, her origins are mostly unknown (some suspect she was created by the USA or Russia accidentally when trying weather control experiments. Others say she's the new form of Gaia gaining revenge on humanity)

Will actively try to destroy cities, her storms haven't stretched beyond coastal ones but it's possible one day they will.

Flamebeard



Age upon gaining immortality: 46

An infamous pirate who, during the 16th and 17th centuries, preyed mainly on Spanish commerce with the Spanish American colonies. Captain Felbourn was sentenced to be executed for his crimes but survived his hanging after being cursed by a sorceress he royally pissed off during his time in Jamaica and became a fiery wraith of vengeance who continues to prey upon the high seas to this day. Is now currently on the hunt for his old first mate who was also cursed but became the master of combat known as the Swashbuckler.

Appearance

A skeleton pirate who has a beard made entirely out of *fire*.

Powers/Abilities

- Has the ability to create and control fire. Usually fights by throwing fireballs out of his beard and creating rings of fire.
- Can even fly Human Torch style if he is angry enough.
- Has an undead pirate crew at his beck and call, all except his first mate who he hunts for to learn how he gained the benefits of the curse but none of the cons.
- Immortality/Infinite Resurrection: Flamebeard and his crew are forever barred from death and will inevitably bounce back from whatever damage that has been done to them.

Inspirations:

Every single corny pirate trope in the book

Lockstep



Starting Age: 23 in 1960, 32 by the end of Phase 1

In High School, she was the leader of the marching band, and that was about the only thing she had going for her, socially.

Being a perfectionist, and a bit of a bitch, she never really had friends, even among the band. *Especially* among the band. No performance was ever good enough for her; someone was always out of step, and it was her job to set them right.

When she left High School, she never really managed to get a steady job. Nobody wanted to work with her, she didn't have much in the way of skills, etc. Eventually, without enough money to pay the rent, she opts into a drug testing program.

The drug fails hard, and does a number on her mind, replacing her sour attitude with a manic one - though no less bitchy - and turning her violent.

Donning her marching band uniform, she takes to the streets and banks.

Powers

Other than the personality change, the drugs seem to have awoken psychic abilities.

When she copies someone's actions closely for a while, she can then start making actions for them, manipulating them like a puppet. There's technically no known limit to how many she can control, but she would have to imitate them all individually.

Alignment

Villain

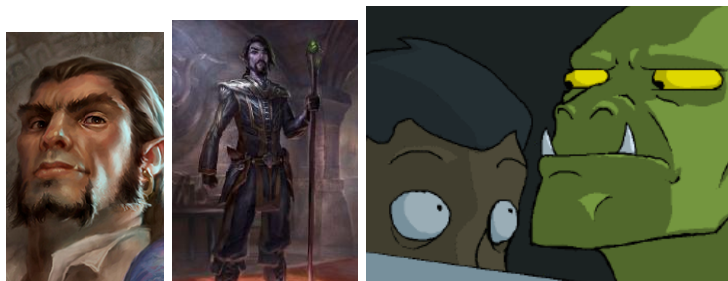
Inspirations:

Nonon

flash mobs

Joker

Toad



Age: ???

Elves are bad news. This kinda goes without saying.

Being literally unkillable kinda makes you beyond reproach, and reinforces some un-likeable traits, like killing sprees, or general magical douchebaggery.

Fortunately for humanity, some clever cookie came up with a way to banish them to the afterlife, which is *kind of* like killing them, though deep magic like that has its costs. But every now and then, an elf finds their way back.

Toad has been lurking in Rockefeller City since it was New Amsterdam, recruiting any untrained magic users, convincing them he was an elder god, and that they drew their power from him. He has these people eating out of his hand, even raising their children under his rule.

He's been careful to stay hidden, as a proper magic user who knew what he was could spell the end of his little adventure in the mortal realm.

Now his "Cult of the Light-bringer" has reached an appropriate size, he has declared this is the time to begin preparations to release his kin upon the world once again.

There's just one problem. It seems the old owner to one of the most important parts of the ritual has decided he wants it back.

Powers

Can't be killed, by natural means or otherwise.

As the trade-off for immortality, can't regenerate mana (for lack of a better word). He has to drain it from others, such as his worshipers.

Very well-versed in magic.

Can pass as human, when he needs to. Probably his most practiced spell.

Alignment

-Outright evil

The Instigator (Shaun Garrison)



Starting Age: 67 in 1960, 76 by the end of Phase 1

A U.S. Senator who was in the middle of public appearances during the M.E.D explosion in Elysium. He survived the blast but his extramarital affair with a young intern (who gave birth to his child after the incident) was leaked to the press, undercutting his presidential campaign. The scandal led to massive public disapproval along with the immediate divorce to his heartbroken wife, but somehow increased his strength, stamina, and durability to superhuman levels. After watching a news story about the sudden increase in metahumans in Elysium City due to the bombing, the disgraced politician reached the conclusion that the blast also gave him powers, powers that increase with the level of disdain people have for him. Now empowered with abilities that can potentially make him unstoppable, Garrison aims to become the most hated man on the planet.

Powers

Garrison's powers tie directly with the amount of people that currently hate his guts. The more haters there are the stronger he gets, the less haters there are the weaker he gets. So heroes who fight against him should expect massive amounts of super-powered dickery and petty insults. Note: Simply disliking him isn't enough, in needs to be outright destain to the point of aggression.

Appearance:

He's a fat-headed musclebound balding man pushing into his late 60s with a square jaw wearing a Colossus style armless leotard, arm braces and a torn American flag that's been desecrated with the Peace symbol as a cape or poncho.

Alignment

-Evil

Frostbite (凍傷 Tōshō)

Starting Age: 23 in 1965, 27 by the end of Phase 1

Tetsuya Senzo was a young delinquent who was kicked out of school more times than he can count. Unlike his sister Hikari who was more level headed, Tetsuya was prone to violent outbursts along with a lack of patience that only succeeded in getting himself in trouble. After he pissed away any chance he had to live the normal life of a law abiding citizen, the delinquent turned to crime in order to support himself.

Tetsuya made the grave mistake of robbing a store that was under the protection of a powerful Yakuza family, and it didn't take long for them to send some men over to go teach him a lesson. But once the gangsters caught up to him and proceeded to beat him down, something unexpected happened. In the middle of his brutal asskicking Tetsuya actually froze several of his assailants alive and caused them to shatter, a horrifying sight that sent the others running.

Unbeknownst to him, Tetsuya and his sister were actually the children of a Yuki-onna, a Japanese snow spirit who disguised herself as a human and married a mortal man. While not as powerful as his mother Tetsuya could now control the element of ice.

Word quickly spread about Tetsuya's powers and a representative from a rival Yakuza family approached him with an invitation to join their growing empire. The ambitious young man jumped right at the offer and quickly rose through their ranks, becoming the criminal organization's number one enforcer.

Powers

Basic cryokinesis/cold manipulation. Tetsuya can freeze things and small areas to temperatures below zero. He can also create minor cryokinetic constructs such as ice shields and stabbing weapons.

Inspiration

Tokyo Drifter

Beyond Outrage

Every ice based villain in comics

Tamashī no senshi (Soul Warrior)



Age: 4 (by creation date), more than 100 (according to the souls that inhabit it)

When the Empire of Japan surrendered to the allied forces by the end of World War II it was considered a dark day for many in the country. The Empire that had lasted for generations had finally come to an end and all the power it held had vanished.

Some accepted it and moved on with their lives going with what the future may hold for Japan.

Others did not want to give up so easily...

A group rose up in Japan, in secret at first but made their first appearance with small hit and run attacks on American occupation forces in the country. They claimed to be the remains of the once great Japanese Empire seeking to make sure that the country outed those who invaded them.

Their attacks were censored by the media to prevent information traveling about such a rebellion rising up. They didn't want there to be a risk of the entire nation trying to start

WWIII. Also censored were what US Soldiers did to those that were captured in failed attacks.

This only served to strengthen their cause as several more began to join up in this underground group. Even after the Occupation ended, they knew that Japan was no longer the same. Adopting Western traits and even trying to appeal to them.

They dared to make Rising Sun the symbol of the new Japan. The Remnants would not have that, they would not have their great Empire be tarnished by those incompetent few in charge.

They turned to magic as an aid to their cause. Gathering up old samurai armor and turning to a Miko for help, the ritual was started and their champion would come to life. The souls of several Samurai warriors from the Empire's past were summoned into a single entity. All of them formed into one body for a single purpose, one they swore long ago to uphold the Empire. Their Soul Warrior was born and ready to do the bidding of the New Shogun and the Remnants to bring back the Empire.

Appearance

- The Warrior wears red and white ō-yoroi armor
- Mask is actually it's real face
- It never blinks, eyes emit a white glow

Powers

- It uses an assortment of samurai weaponry due to years of experience from several different souls housed in it's body
- There are symbols burned into the palms of his hands allowing him to summon anyone of these weapons at will

Alignment

- Evil, he seeks to remove ALL forms of Western influences in the country
 - Commonly targets Rising Sun leading to beefed up security when she makes an appearance somewhere
 - Follows the Shogun's orders without question
-

Loan Shark (Dominick Blaylock)



Starting Age: 34 in 1959, 44 by the end of Phase 1

In a world filled to the brim with adversity, men tend to have a habit of rising from one ambition to another: first, they seek to secure themselves against attack, and then they go out to wage war on others. No one knew this more than the infamous mobster known as the Loan Shark, who rose from nothing and became something terrifyingly powerful.

Dominick was born and raised on the gritty crime filled streets of Rockefeller City. Much of his childhood remains a mystery, some believed he was the son of a working girl and a dirty politician while others thought he was part of an immigrant family who came fresh off the boat. What we do know however is that he got started as a small predatory lender, using his charm and charisma to sucker would-be borrowers into accepting unfair and abusive loan terms. From there Dominick was able to instill so much fear into his targets that they would often turn to crime just to pay their dues, either that or check out on life early.

After building some rep over time, more and more people became involved with his expanding operations. Extortion, gambling, embezzlement, prostitution and smuggling rings, Dominick was quickly growing a criminal empire for himself which soon caught the attention of multiple mob bosses. One of them being Antonio Bursho (otherwise known as Tooth Decay) who began to step on Dominick's operations which started cut into his profits. Tensions were running high between the young upstart and the experienced mobster and a gang war seemed imminent, but there was no way Dominick could win against a juggernaut like Bursho. But then a little miracle in the form of a fledgling vigilante named Conner Madison came by and managed to do the impossible, he brought down Tooth Decay.

Soon a long and bloody turf war immediately broke out between Rockefeller's rival crime families, Dominick took full advantage of the chaotic situation and began murdering and manipulating his way to the top. After solidifying his hold on the black market trade in Rockefeller, Dom decided to forge a new identity for himself to celebrate his status as the city's newest crime kingpin. From that day forward Dominick Blaylock donned the visage of one of the world's fiercest predators and forever became known as the Loan Shark, a less than subtle callback to his former profession.

Powers/Abilities

-Loan Shark is a master manipulator and an imposing individual. While the crime kingpin stands at 6'3" and is built like a fucking tank, he always uses his intelligence to outwit his foes rather than relying on pure force. Pair that up with being the leader of an expanding criminal empire then you have a powerful force to be reckoned with.

Inspirations

- Wilson Fisk
- Black Mask
- Tombstone

Red Fin (Edward Blaylock)



Starting Age: 17 in 1966, 20 by the end of Phase 1

There are many benefits that come with managing your own criminal empire. Money, power, fear and respect, but out of all the perks it's the women that seem to bring the most issues. And during his early years as a mob boss, Dominick Blaylock AKA Loan Shark has gotten between the legs of the many interesting ladies he came across. Burlesque dancers, sexy secretaries, *clinically insane reporters*, it was only a matter of time until he actually knocked one of them up by mistake.

Eddie Blaylock is the product of a one night stand between Shark and a hispanic waitress from what would be considered East Harlem in Rockefeller City. Originally she planned to abort the fetus but she stopped herself after realizing how useful the kid could be. In her eyes Eddie was just a means to an end so he was heavily neglected by her, it's almost a miracle that he survived under her roof. On Eddie's tenth birthday his mother confronted Dominick with the existence of their son as an attempt to gain some kinda leverage on him. Best case scenario he just hands over some hush money to send her away. But you don't exactly get to make demands of the guy who has an expanding criminal empire under his

belt. Then again the idea of having a heir was appealing to the crime kingpin, all Shark needed to do was get rid of the third wheel...

So after "dealing" with his mother Dominick took Eddie into his household. While his son slowly acclimated himself to the change of environment, Dominick began putting things together to mold him into his ideal heir. During this process Shark took notice of Eddie's repressed anger, he would always sneak away to a gym in the middle of the day and spend his free time wailing on a punching bag like there was no tomorrow. The mob boss took quick note of his behavior and decided to capitalize on it by having him join Pinball and several other personal enforcers to do a few "errands".

It first started out as a couple of small extortion jobs, just to get his feet wet in the business. Then things escalated to arson and collecting precious cargo from less than generous patrons. Eventually Eddie was sent to carry out a series of solo hits on some small problematic gangs. These were quite the bloody jobs and Eddie loved every second of it. The adrenaline, the violence, the high-stakes, it was like he could find some form of serenity interwoven into the chaos.

Once the deeds were done Shark realized that Eddie wasn't just a heir but a full blown weapon, and encouraged him to continue down the path of an assassin until his time to take his place finally comes. As a reward for his achievements Dominick gave Eddie his very own mask based off of the *carcharhinus leucas*, otherwise known as the ultra-aggressive Bull Shark.

Powers/Abilities

Eddie has been trained since childhood to do two things: run a vast criminal empire and kill any poor bastard still standing in his way. He doesn't fight with honor; he fights with whatever he can get his hands on. Baseball bats, golf clubs, lead pipes, TVs, pens, bottles, staplers, bar stools, when ammunition starts to get scarce Eddie has been known to be quite "creative" when dealing with his adversaries. He is also an excellent driver, capable of doing some amazing things while behind the wheel.

Personality

Whenever he's in public Eddie usually puts on a false face. In this "passive" state he's easily approachable, civil, and at times even funny. But this is a front to cover all of the repressed negative feelings and emotions he has bottled up inside. Which is mainly why he loves doing the dirty work himself rather than rely on a hired gun, it's the only time he finally gets to cut loose.

So once Eddie puts on the mask... just pray that you aren't the one he is looking for.

Appearance

A young man with an athletic build wearing a leather racing jacket, gloves, jeans, sneakers, and a hyper-realistic Bull Shark mask.

Inspirations

Hotline Miami

Drive

Vincent D'Onofrio's portrayal of the Kingpin

Lord Screech (Sean Arling)



Starting Age: 23 by 1963, 29 by the end of Phase 1

-Sean was a guy who was to be the next big punk rock sensation that would take the UK by storm. Too bad no one told the rest of the country that or the punk scene. He lacked the ability to play any instruments but thought he could make up for it with some kickass vocal work....sadly his voice wasn't up to par either. Kicked out of every band he tried out for he began to become resentful towards others, how could they not view him as the kickass rockstar he was meant to be?

When the Second Great Fire of London happened he had just got kicked out a bar when the fires began spreading. His drunken state only promoted him to walk right through a cloud of smoke as he tried to follow the crowd of fleeing citizens.

Waking up the next morning he felt something weird on his hands, his palms were breathing. He had leech-like mouths on his palms that seemed to screech a little when he tried to close his fist. The irony being that his new mouths were able to give a better voice tone than he could.

Now he had a new name! Lord Screech! He would get back at all those who laughed, kicked him out of bands/bars/clubs and so many of his ex-girlfriends! Maybe even earn a little cash on the side too with it.

Powers

-His palms have leech-like mouths in the center of them that are able to emit extremely powerful earsplitting screams

-He can 'suck' the sound from people to generate higher frequencies which often leaves a leech imprint on the throat area

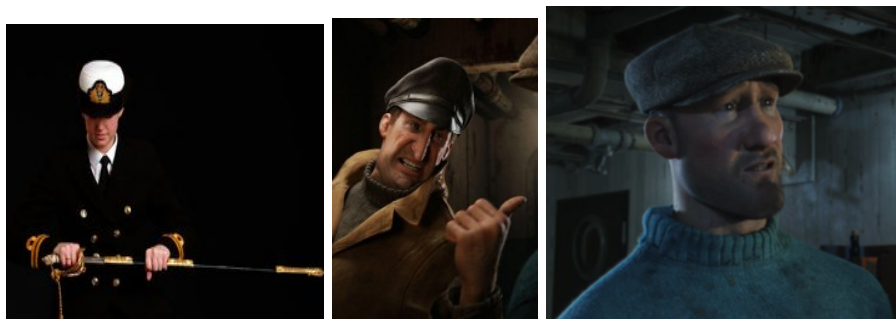
Appearance

- Tall and lanky wearing a leather vest with several buttons on it of random stuff.
- White long-sleeve shirt with one sleeve torn off, tattoos on exposed arm
- L.S. is written on the back of his jacket
- Caucasian with a short blue mohawk and nose piercing

Alignment

- Evil, he's only out for his own gain and nothing more than that
 - During the riots he takes advantage of the situation to loot some stores
 - Other villains find him an issue to work with because he has a superiority complex and a high level narcissist
-

The Quartermaster (Archibald Rackam)



Starting Age: 42 in 1960, 51 by the end of Phase 1

-Despite being dishonorably discharged from the Royal Navy, Archie eventually became the captain of a cargo ship. When returning from being at sea, he saw London engulfed in blue fire. When he finally docked, he learned that the city had been ruined from the fire, and super-powers were springing up left and right. Never a scrupulous man, he saw a chance to turn a pretty penny. Since most of the companies were in disarray or burned to the ground, he ordered crew to sell their cargo to the highest bidder. He managed to get some Zero Tolerance officers to turn a blind eye to them and even get some of their technology to defend themselves from supers.

Having made a meteoric rise in the criminal underworld, The Quartermaster ("Those super-bastards have fancy names, why can't I?") began to hire those who were also discharged from the Royal Navy or desperate for money. Presenting himself as a modern day Sir Frances Drake, he is a *privateer* for hire ("A pirate is a thug on a boat laddie.") Using Navy tactics, he raids nearly anywhere for the goods needed, or that will be needed in the future.

After the riots started to quiet things down, Archie was terrified of losing business. So he begins to sow chaos and racketeering to drive up his own business, particularly among the waters around the UK and port towns. The Quartermaster finally got the respect and power he wanted in his life, and he isn't going to give it up without a fight.

Skills:

(No Powers)

Royal Navy Training (Advanced): Engineering - Military Ships (Advanced), CQC (Advanced), Marksmanship (Advanced), Naval Tactics (Advanced), Military Tactics (Advanced).
Brawling (Advanced)

Appearance:

Still wearing his old navy uniform. His beard almost hides his square jaw. A cross between a thug and an old sea-dog, in personality and appearance.

Inspirations:

Penguin (Arkham City version), Sean Connery (likeness/accent)

Faust (Jason Kemp)

Starting Age: 20 in 1962, 27 by the end of Phase 1

-Jason was a college student, looking for clothes in a thrift shop, when he found an old spell book on cheap. He bought it for a lark, thinking it could be a good conversation piece. During a dorm party, he started to read from one of the spells, and to his surprise, he summoned fire.

Lying awake that night, he thought about what else that spellbook could let him do. Turn things to gold? Woo the ladies? He had to know.

He rifled through the pages, finding a spell that would show him a new world. Ignoring the warnings, he performed the spell, being transformed into a bat-like grotesque.

At first, he couldn't tell what was going on. Then the voices came. Voices not from this world. Voices that want him to kill. To feed. To open ... something. He starts off trying to drown them out, but they seem to know things. Useful things.

Powers

The spell took his sight as its fee, but granted him a strong sense of direction, as well as scent tracking, echolocation, and heat sense while in grotesque form.

He heals fast, hits hard, climbs well, and can glide between rooftops.
His skin is hard as rock, though covered in fur.

Alignment

Villain

Cazadora (Eliza Sawyer)



Age: 24

-A "caretaker" who loyally served the Spallino crime family for four years straight, Sawyer was the person that they turned to for executing people in the most brutal ways possible, usually to serve as examples for their clientele and enemies. She happily murdered and maimed for her employers all until they attracted the wrath of the infamous crime kingpin Loan Shark.

During Shark's siege on the Spallinos, Sawyer witnessed a man rocking a blood soaked shark mask slaughtering gangsters left and right. It wasn't the mob boss himself but the way he carried out the deed was....fascinating. If he ran out of ammunition he'd just improvise and use something else in the room to kill a person with. Chair legs, push broom handles, potted plants, shattered glass, the methods he utilized were almost *arousing* in a way. If people like him were working for the shark she might as well go ahead and take her business to the winning team, especially if that means she gets to see the masked murderer again.

While impressed with Sawyer's track record, Loan Shark was in need of someone who could help fill the void that the treacherous Pinball left behind. Fortunately, the crime kingpin knew a guy who could solve that little issue. So he offered Sawyer a proposition, she can join his growing gallery of assassins but only if she's willing to go under the knife and be genetically modified to become a superpowered killing machine. Sawyer accepted the deal without hesitation...

Powers/Abilities

-Sawyer has been genetically enhanced with the DNA of a Tarantula Hawkwasps, similar to how a certain member of the Elysian Guardians was enhanced using Mantis DNA. On top of having superhuman senses and reflexes, she's capable of moving/flying at insane speeds.

-Wields two retractable stingers located on her wrists that can produce a toxin so powerful that those who were affected (and survived) can only describe the feeling as *"being electrocuted while your blood is slowly being replaced with fire"*.

Personality

Sawyer is a full blown psychopath for hire who has a damn near fanatical obsession with her new "co-worker" Eddie Blaylock, who she has been known to stalk in her free time.

Alignment

Evil

Niko "Lucky Nick" Vlasik



Starting Age: 30

-The only son of a wealthy Bosnian family who ditched out on the USSR early in its absorption of Yugoslavia, knowing full well what happens to rich types under Communism. Niko only wanted two things out of life after settling down in this land of opportunity, profit and more profit. Especially after his father was arrested for multiple counts of fraud and his accounts were rendered frozen. But before his arrest, his father told him to secure an old leather bound book hidden within his study.

Niko later found and cracked open the Eldritch looking tome and discovered that the contents held detailed instructions on how to summon a plethora of demons. Wanna have what may be the best sex in your entire life? There were over 200 entries just for Succubi. Wanna pull a hilarious but deadly prank on some poor sod? Why not summon a mischievous Imp? The tome was like an unholy phone book and each ritual served as a demon's hotline number.

For some reason, a specific page was bookmarked and highlighted for a demon named Zaldelor. Curious of what made this guy so special, Niko decided to fetch the necessary

items give him a call. After several trips to some local marketplaces and some online auctions Niko successfully summoned Zaldelor, a "miracle maker" who could grant you a single favor of your choice in exchange for your immortal soul. Now Niko may be out of his mind for thinking that summoning a demon was a good idea but he wasn't stupid, so he began to ask a slew of questions to open his mind to the world of the supernatural. Then from there he learned what souls (specifically human souls) could possibly provide him, a chance to obtain immortality...

So once the Q&A was over the visually irritated Zaldelor demanded to know what Niko wanted from him, in which Niko replied "To be just like you". Niko wanted the power to grant similar deals to other mortal beings like himself, so he could also tap into the power of souls. Zaldelor was happy to oblige but he needed some form of a collateral. So the two struck a deal, Niko would be given a "license" that would grant him the power to forge deals like a demon but it must be renewed every two months for a sum of x souls (need a good number). If he doesn't make enough in time Niko's soul along with all the souls he has amassed for himself all belong to Zaldelor.

So far business has been booming. There was always some pitiful bastard with a sob story who was willing to fork over anything to turn their lives around or an idiot ready to die to save the life of someone else. With all of these extra souls he could even hire the services of other demons listed in the book, Niko was pretty much set for the rest of eternity. At least until one of his former marks came back from the dead, stronger than ever, and really fucking pissed....

Powers/Abilities

Niko has the ability to make demonic deals with people that can grant wishes (nothing world changing or too extravagant) in exchange for their souls. He also carries a black book holding the contact information of a vast number of demons, but the summoning requirements vary widely and he has to pay them upfront to acquire their services.

Appearance:

A sleezy looking european man with slick black hair and a narrow face wearing a tailored striped suit with a gold chain who is toting around a black book that looks like a pocket necronomicon.

Personality

Niko Vlasik is a selfish, self-centered, and manipulative asshole who is severely lacking any moral principles. This man only shows loyalty towards himself and would sell out anybody in the name of self-preservation.

Alignment

Evil

Carcino (Abram Moss)



Age: 40

-Abram Moss was once a janitor at a Nuclear Power Plant working day to day cleaning up after his more fortunate peers. He never said much and kept to himself a lot, preferring to avoid social contact since he craved some peace in his life. A divorced man with not a lot of credentials, all he had was the constant reminder that 'Everything works out in the end, it's rough now but it gets better later' and by now the later wasn't looking too good.

The change came when there was a meltdown warning at the plant. Reactor was starting to go critical, he was deep in the plant at that time so he wouldn't have time to reach an exit. Most he could do was get an emergency radiation suit and hope it would stave off anything until he got out...that didn't work out as the suit's zipper got stuck halfway up. The poor man was left to be bombarded with high doses of radiation filling the area.

Due to how contaminated the area was where he 'expired' his body was left there for several hours. During this time his mind began to warp as the radiation corrupted his body. The suit actually half-saved him from death but only enough for his vision of peace to blast through his mind. A bright white light taking down everything....leaving nothing but silence....an eternal peace that could be his, no one would ever bother him again. No more calls from his mother to do something with his life, no more rants from the staff about his job, no more news of his ex-wife's better life with a new husband...it would all be silent....

A team went in to survey the area after the reactor was brought under control. They were greeted by a corpse rising up from the floor wearing the tattered remains of a radiation suit, there were no survivors.

Appearance

-His body is covered heavily in radiation burns, he has ARS (Acute Radiation Syndrome) but to a higher degree. Portions of his body are black and red

-His lips are missing and teeth exposed

-Eyes are white, his left eye glows green at night

-His veins are visible due to the green glow they emit

-His clothing consists of the bottom half of his radiation suit (yellow pants and black boots) while his top half is usually topless (sometimes he wears jackets and hats to hide his appearance while he's in public)

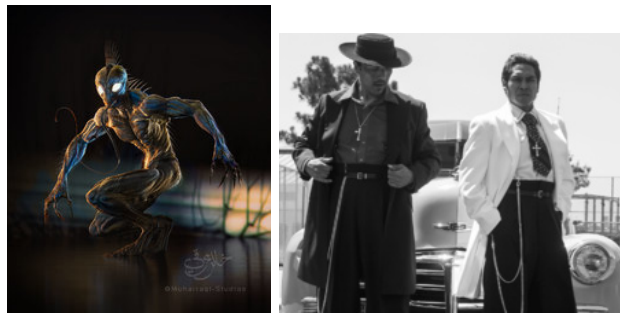
Powers

- He can be absolutely lethal to be around for extended periods of time, his body emits bouts of radiation
- Can throw green chemical fires from his hands (or engulf himself in it) and vomit toxic waste (to burn through obstacles)
- He needs to absorb radioactive materials from time to time, if he goes too long without it he gets painful headaches
- Water is his main weakness. Dousing him with it will make him safe to approach as it drops his levels significantly

Alignment

- Villain
-

Chupacabra (Javier Hoyos)



Age: 23

-Born of a Satanic Worshipping Cult, Chupacabra was meant to be their symbol to prove that demons could be brought into our world. The cult was overseeing the birth of the creature when it was interrupted by the Cartel group that owned the territory they were trespassing on. They were quickly slaughtered as the woman gave a final push and the sound of a baby's cry filled the air as the last cultist died. The Cartel's leader, Santiago Hoyos, and his men converged to see the woman had given birth to a monstrous creature. Scales, horns and red eyes...

Santiago was the one who kept his men from killing it. He thought that the creature could be useful or maybe a trophy, something that other Cartel leaders could never have. They brought the demon baby back with them and overtime discovered that it wasn't a mere animal but a being that could actually think. Santiago abandoned his plans of keeping it as a pet and adopted it as a son dubbing it, Javier Hoyos.

Javier grew up alongside the family, wealthy but out of sight on their private estate. He began to exhibit some extraordinary abilities when he reached age 5, suddenly able to move at super fast speeds that allowed him to zip all over the household. Growing tired he would drink the blood of goats to keep his speed up, much to his adoptive father's delight. He would have his son doing drug runs across Mexico and eventually the country able to move

so fast that the police wouldn't be able to catch nor detect him. He became the prize of the family....much to the chargin of his two brothers.

Appearance

- A dark grey scaled thin but muscular creature with white eyes and a long versatile tongue (the first pic is exactly how he looks, use as main reference)
- His main draw is the zoot suit he wears and a common part of his wardrobe is fancy looks

Powers

- Super speed, he can run at near supersonic speeds but requires the ingestion of blood to maintain his speed. Goat blood is commonly what sates and keeps him going but human blood is an emergency commodity only reserved for if he needs a large boost
- Sharp claws
- His tongue can easily piece through bone

Alignment

- Evil, being the son of Mexico's richest Cartel leader can kind of skewer your view of morality especially with all the tasks he has him do
-

Mothman (Real name is unknown or hard to pronounce)



Age: ?

- There have been hushed whispers in Fordway for those who lived closer to the forested areas. Stories of a dark being with a long wingspan, red-eyes and humanoid build watching cars from the side of the road, following some through flight or appearing in windows. Some cast it off as simply some scary story designed to frighten children or keeps teens off the streets at night. It all came to light when police were called to a problem down to a domestic disturbance only to find the wretched thing standing on the lawn of the caller's home. He was holding the caller in his arms with a hand on their forehead, a light blue glow emitting from it.

Sight of the creature induced feelings of paranoia, hearing hushed whispers, feeling drained and general fatigue. The cop shot at it three times with no visible effect. It only hissed then dropped its victim and flew off.

Lately it seems to have left the suburbs area of Fordway and moved to the industrial district. Small stories of people disappearing after leaving work late at night and winding up on rooftops days later, frail and in a daze.

Appearance

- He appears to be a shadow-like creature standing 7ft with a 6 ft wingspan
- Glowing red eyes with a humanoid build, when approached one may think he's wearing a cloak
- No visible clothing
- Sounds like many voices whispering when he speaks

Powers

- Flight
- Terror induction in those who view it (theorized to be magically induced)
- Able to suck dreams or memories (it seems to focus on extracting bad ones using them to fuel itself or possibly for other malevolent reasons)
- Possible to induce death through the extraction process

Alignment

- Villain, he's in the city for unknown reasons and several theories pop up for his origins but it's already confirmed he's a threat

Tenmetsu Tigress (Blinking Tigress) (Masuda Kiwa)



Starting Age: 22 in 1963, 28 by the end of Phase 1

-Superpowers? That could open up so many doors for Masuda and her boyfriend, Tadao. Abilities beyond their wildest dreams and so much they could do with them. One thing in particular? Get rich from it.

She went along with her boyfriend for his idea that they should use their powers for good. She tossed the idea in his head that maybe they could join with a company to give them some exposure. He casted down the decision saying, 'You want to work for someone again? We can use these powers to do so much more than that'

She didn't want to work for someone....but she wanted to at least get something out of it. They went into Japan as street heroes becoming known as the Borutoran'nā (Bolt Runners) with him as Speed Bolt and her as Blinking Tigress. They foiled their share of crimes happening around Tokyo gaining some recognition from the community and the police force but nothing too grand. They weren't getting called to make public appearances and they still had to report to their jobs at YAGI. He seemed excited by this new life but she was getting tired of it.

That was until the call came in from the Manji Company who expressed interest in meeting the heroes for a possible deal. She jumped at the opportunity and set up the meeting at their headquarters. Tadao was uneasy about this but she reassured him that it would be something that would help them for the future.

Meeting with the company head was a tense situation. They were brought into a boardroom with several guards and told what would be happening. The head wanted them to do special jobs for them in exchange for exposure to the media, they would be put at the front of newspapers (maybe even rise to even rival Power-Up or OPG) if they did what they wanted. Tadao didn't like the sounds of the situation while Masuda didn't mind the sound of it. The two went into the hallway to have a discussion about it, what started light eventually turned heated. It ended with him leaving the building and ending their relationship while she signed on.

Her first mission

Take a trip back to the YAGI building and see if there's anymore of the serum left.

Appearance

- A slim Japanese female wearing a white full-body costume with cat ears on it, she also wears a gold color backpack
- Her entire face is covered with a gold koban in the middle of her forehead, her eyes are yellow visors
- Wears a belt where her 'skidders' are holstered
- A mechanical cat tail fitted on her outfit that can be used as a weapon

Powers

- Speed bursts, unlike her ex she's got more control of her speed bursts but can't go as far as he can
- Skidders, a pair of golden claws she holds that can be used as a weapon or helps her 'skid' around corners more easily with her speed bursts
- Accelerated perception, she can detect when things are coming at her but if her mind is too preoccupied then it may not work

Alignment

- Starts good then turns evil
-

Bonemeal (Dylan Ryders)



Age: 24

-War will change anyone and almost always for worst. Dylan was facing the toughest turn of events in his life. He survived an explosion which gave him the power to grow bones as extra weapons. Now he was thrust into the damn Vietnam War...things were going faster than he could comprehend.

Being in the Meta-Human Company was no easy task during the war. Since they had powers usually they were the ones sent in first to clear areas due to having the obvious advantage (some colonels did it just to try and purge the 'freaks' from the world) and several times it was alot of FUBAR situations. Clearing out camps is one thing but towns is a much harder task. He had to do things he wasn't proud of during the war, lives taken and many more that weren't able to be saved.

All this, all the crap he went through only to be sent back home and told that the war was over for him. Now people back home in Elysium were saying that he did the wrong thing during the war. He was a freak and would forever be a freak. He saw footage of old squadmates going onto great things (stories of them as heroes or joining big groups) while

he was being left in the dust. The entire world was just rushing by him and he was left to rot in the wake of it all.

But maybe he could bring it to a stop. Stop it all so he would finally catch up.

Appearance

-He wears his old army fatigue pants and green vest with various holes in it (from where his bones spring from)

-Caucasian in race with a bald head, a burly muscular individual

-Holes along different parts of his body when his bones come from

Powers

-Bone armor and weapons, he can grow bones to be used as extra weapons or shields (armor, spears, claws)

-Bone regeneration, he can grow back lost bones in a few seconds and heal them just as fast too

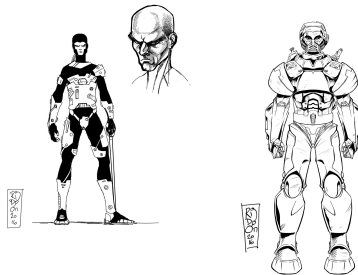
-Null to pain, months of pulling bones out of your body could make you null to the pain as well but sometimes takes painkillers

Alignment

-Evil, he targets the public around him out of frustration and somewhat random in his attacks

-With his military training and powers he's a fairly formidable foe

Wesley Sullivan



Age: 34

-Sullivan had hit a small rut in his career. The military-grade exoskeleton he spent two years working on had been rejected on the count of it being too expensive to mass produce. He wasn't going to stress about it too much since he had other weapon contracts and ideas to make more profit for the future. He decided to take some time off due to New Year's coming up, a trip to London would be fantastic.

The vacation ended disastrously due to the Second Great London Fire. He was close to Big Ben when the fires started spreading inhaling a great deal of smoke as he attempted to get away.

Not everyone got superpowers from the fire and Sullivan was one of those unlucky few. The smoke caused damage to his lungs and a new disease manifested from the Aether-laced air. His cells were starting to repair themselves to the point they were eating away at his body....he would only have a few months to live....

Zero Tolerance stepped in briefly and attempted to help the man. They were going to take him to their offshore prison where they had research on several metas spawned from a similar event. On the day they would transport him, the prison was dealing with a riot scenario and unfit for any civilians to visit.

He could feel time was running out for him so he had to take matters into his own hands.

With a quick bribe he was able to get out of the hospital and rushed home, he accessed the rejected exoskeleton and began to modify it. He included a helmet, a respirator, and tweaked elements in the plating of it. Once he put it on the suit would help increase his lifespan through pumping a specialized chemical into his veins that slowed the effects of the disease.

But even then he only extended his lifespan to a few years. He didn't want to die anytime soon so he went forth with his next step. The ZT officials said that his conditions was brought on through a similar incident that happened in Elysium a few months prior. Some people got superpowers from it and were flying around without a care in the world. The cure to his disease must have rested in one of them.

He would just have to open them up and find out which.

Appearance

-Outside, gray armor with a polarized visor. There are tubes vaguely visible near the chest section of his armor pumping the chemical into his body

-Inside, he's pale and frail wearing a full-piece body suit

Powers

-His armor gives him enhanced strength, speed, durability and access to a list of medical supplies loaded into sections of it (syringes are one thing)

-Multiple locations, using his compiled fortune he was able to purchase many spots across the globe (usually close where there's meta-human activity) and turned it into a makeshift lab to experiment on captured meta-humans

-Associates, when ZT was taken down he took the opportunity to buy as much of their stuff as he could. He gave several of their soldiers new employment under him, brought out some of their lab locations and information from scientists

Alignment

-Evil, he's taking meta-humans and subjecting them to terrible experiments or autopsies

Grimnir



Age: Appears to be in mid 30's

Dragons, legendary monsters of unfathomable power that were capable of scorching entire armies with little to no effort. Back during the Age of Magic these majestic but deadly creatures terrorized humanity from the skies above. Burning random villagers and nobility to a crisp, hoarding gold and precious metals, and generally being treated as harbingers of death and destruction. It's no wonder why the Revenants chose to exterminate them all instead of letting them continue their reign of terror.

But surprisingly not all were happy about this turn of events, for there was a small minority that had actually revered these beasts despite their destructive nature. Thus they worked endlessly trying to find a way to bring back their gods from death itself. Using everything from the dark arts to blood sacrifices, the cult grew closer and closer to resurrecting the dragons. All until a revelation caused infighting within their ranks, quickly leading to their downfall.

Fast-forward to the modern day where a group of intellectuals and seekers of occult knowledge known as the Society of Scales uncovered one of the dragon cult's strongholds in Iceland. After reading over the ancient texts left behind, they all decided to continue where the cult left off. Not because they believed the cult's religious ramblings but rather because they found that with a couple of changes to the rituals they could potentially influence the actions of these "newly reborn" dragons. It didn't take long for them to start getting results with their experiments, but in the case of the actual resurrection...they started to hit some walls.

In order to solve this growing problem, the group decided that they needed more power. They needed relics, tomes, scrolls, etc. Magical artifacts that could help speed up their progress. So they decided to create a warrior skilled enough to retrieve what they needed and powerful enough to crush anything standing in their way.

Their champion Grimnir was the end result...

Powers:

Grimnir wears an enchanted mask that gives him telepathic control over an entire horde of wyverns, an artificial race created by the Society that has been based off of the dragons. While they are smaller and less durable than the real deal, the wyverns more than make up for it with their speed and sheer numbers. Whenever he's not riding on the back of one of his flying reptiles, Grimnir utilizes his skills as both a sorcerer and a warrior on the ground. "Quick-casting" numerous offensive/defensive spells and taking out targets with his Voulge or Kris depending on the situation.

Appearance:

An aged caucasian man with a muscular build with long dark brown hair tied into a ponytail. He is primarily seen wearing a set of lightweight leather armor similar to the second reference pic (right side) along with his trademark mask. The mask is gold in color and has a scale like texture along with glowing emerald lenses and two draconic horns.

Alignment:

Neutral Evil

Pestilence

Age: 23

Born with a rare genetic disease that slowly ate away at her body over the years, Alicia Cunningham spent most of her life hitting dead ends. Nearly every doctor she and her family visited provided her with kind words but little solutions. While the usual turn of events made her accept the inevitability of her situation, her family on the other hand refused to let go. They insisted that there had to be a way to save her life, just letting her die wasn't an option in their book. So when a pharmaceutical company offered to hold a series of clinical trials in hopes of finding a cure for Alicia, her family jumped at the offer.

It didn't take long for Alicia to start feeling like the company's personal guinea pig. Being subjected to numerous experiments and being poked and prodded non-stop in hopes of some kind of reaction felt like some unusual form of torture to her. Her family's constant reassurance that everything was going to be all right didn't help either. Things were looking bleak, at least until something unexpected popped up.

The boys in the lab created something new, a regenerative formula that in theory should counteract the disease and possibly do even more. After getting the green light, they injected Alicia with the experimental drug and everyone hoped for the best. It didn't take long for the drug to kick in and in a matter of a few hours, Alicia went from somebody who looked like they were at death's door to a seemingly healthy individual. After a few tests to confirm that everything went as planned, the head doctor in charge personally gave her the good news. Overwhelmed with emotion, Alicia jumped up and hugged him. Squeezing him tight with tears of joy in her eyes. At last, all that hardship she endured finally paid off. So why did the rest of the staff look absolutely horrified? And why did the doctor she was hugging look like a rotting corpse?

Everyone panicked. Screams filled the hallways. Alicia snapped and soon bodies started dropping. By the time the Elysium City Police Department showed up, the only thing left was a single witness who was scared out of his mind and a pile of lifeless husks...

Powers:

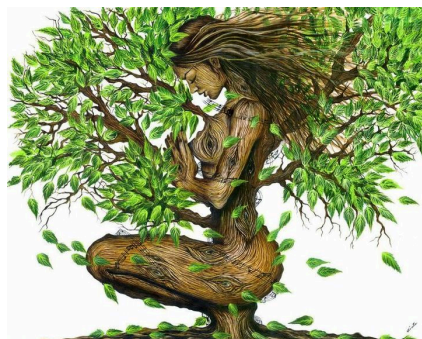
Alicia can cause any organic material to rot and decay via physical contact. If she touches your skin, you're infected and can unknowingly spread a flesh eating disease before you succumb to it yourself. However, If she holds on to you long enough, necrosis will immediately start to kick in. She also has a moderate healing factor but enough extensive damage to her body will kill her (destroying vital organs, incineration, ect.)

Appearance:

An extremely pale young woman with white hair in a short bob-cut with bangs wearing a black and green 1950's nurse outfit. Also wears purple latex gloves whenever she isn't trying to use her powers.

Alignment:

Chaotic Evil

MADLINE MUDDS

Age: ???

A member of one of the few magical races that weren't wiped out by the Last Order, the Dryad "Madeline Mudds" (not her real name but a chosen alias) has tried her best to keep out of humanity's way. Like her peers Maddie chose to live out the rest of her days in peace with the surrounding flora and fauna. But as more and more humans began to push into her territory, building towns and vast cities, she had no choice but to move her home tree. This left her with an incredibly bitter view of humanity general, but she still held on to some lingering hope that we would eventually be satisfied.

But then everything changed when Humanity finally caught up to her in the form of Silicon City, which was supposed to serve as their shining example of the world of tomorrow. A world filled with great innovation and technological advancement, a world that would have no room for Maddie or her kind.

After finally coming to the conclusion that Humanity's thirst for progression will never be sated, Maddie decided to take action. Starting with Silicon...

Powers/Abilities:

Maddie can control and manipulate any surrounding plant life to do her bidding, she can even use the surrounding wildlife as improvised weapons (throwing beehives and hornet nests at people, Milking snakes of their venom to use for poison darts, ect.) But as a Dryad her life is forever linked to her home tree. While this does mean that the death of her physical body is mostly an inconvenience to her (she will just respawn inside of her home tree) if it was ever destroyed she will die permanently. Maddie has also formed a cult made up of hippies who she keeps enthralled through the use of "mind expanding" drugs of her own design.

Alignment:

Neutral Evil

Setto (Ota Kitahachi)



Age: 31

A self-employed inventor that mostly did freelance work for several different corporations, Ota Kitahachi made his first big breakthrough with a device that could shrink or enlarge non-organic material. After testing it's capabilities on a couple of random items around his home, Ota began to wonder if he should really sell this thing to some big-shot tech company. After all, the last thing he needs is some corporate lawyer screwing him out of rights and royalties. He could use it to be a hero, but that vigilante lifestyle only brings a lot of enemies and never ending troubles. So after giving it some thought Ota decided to tweak the design so he could use it towards something more "rewarding".

He started off by shrinking a couple of miscellaneous items from several retailers and walking out with them tucked deep into his pockets, then he moved on to bigger targets like jewelry stores and car dealerships. After stealing nearly half a million dollars worth of items, Ota realized that he found his true calling as thief and began to hire out his "services" to the highest bidder. Whether it be rival corporations or criminal syndicates, there was always a guy who needed something stolen, and Ota was the man for the job.

Appearance

He made himself a black suit with gray highlights along with a balaclava to keep his identity secret during jobs. The battery pack for his 'mass shifters' are located in a fannypack on his lower back, the wires for it connected to his gloves. The gloves have two different colors being red (left) and blue (right).

Blue increases size while red decreases

He also wears a special form of night vision goggles to help spot items he shrinks.

Powers/Abilities

He can use his gloves to increase or decrease the mass of inanimate objects. He has to be holding onto the object for it to work, it won't work on items that have organic beings inside of them.

Alignment

Evil

Undertow



Age: 32

After spending years wasting away in some dreary corporate job, Calvin Barnes was growing more and more discontented with his life. Sitting in a cubicle for hours on end, getting chewed out by his boss over the slightest infractions, stuck playing as the third wheel to a man he can barely call his "friend" and a two-faced woman who hates his guts, Calvin felt like he was trapped in some kind of perpetual hell. Luckily something broke this painful cycle. The infamous MED went off in Elysium and his workplace ended up getting caught in the blast radius. Calvin was barely able to get out of the building before it collapsed in on itself but while he tried to make his way back home he started to transform. His whole body was soaking wet, his bones felt like jelly, and he was hit with a bad case of vertigo. By the time Calvin made it to his apartment and started to walk up the stairs, he tripped and fell then turned into a large body of water upon impact.

In a matter of a few seconds Calvin's body began to reconstitute itself but was constantly shifting in and out of his regular appearance and some humanoid water form. After finally "stabilizing" his condition, Calvin left the apartment complex and began to aimlessly wander the streets of Elysium. The bombing apparently gave some survivors caught in the blast radius superpowers and he was one of the lucky few who got affected. But now what? What the hell was he supposed to do with these newfound abilities?

During his search for a new purpose in life Calvin ended up getting cornered by a couple of thugs, their leader didn't even get the chance to make demands before the office worker used his powers to slice him in half. The goons ran off scared but some well dressed man who witnessed the incident approached Calvin afterwards, told him about a big event going down in Elysium that he might be interested in. With nothing better to do Calvin decided to show up and ended up finding something amazing. An underground fighting tournament that primarily featured metahumans like himself. Calvin immediately signed up and found himself going against foes just as powerful as him. Fists were thrown, attacks were parried, bodies dropped and the crowd was going wild. For the first time in his life Calvin was truly happy, at least until he won.

After winning three consecutive tournaments Calvin started to realize how boring things were getting. Every fighter they threw his way he found himself crushing in less than five minutes. Things were getting way too easy. The buzz was gone and he needed a new fix, he needed a new challenge. Eventually Calvin caught word of an open bounty on some vigilante in Elysium, a hero with the power to control electricity.

Looks like Calvin finally got his wish...

Powers/Abilities

Hydrokinesis/Water Mimicry - Calvin can control, manipulate, and turn into water as well as create hydrokinetic constructs (combat tentacles, shields, restraints, ect.) He can even shapeshift into other people in a way similar to the T-1000 but he can only take on their physical appearance after studying them up close.

Alignment

Evil

Jorogumo (Rika Takagi)



Age: 27

Brilliant as she is cold-hearted, scientist Rika Takagi was hired by Acute Industries for her expertise in cloning and genetic modification. Apparently they had suffered an incident where their heroes, the Omega Power Guardians, were murdered in cold blood and needed to be brought back by any means necessary. After ensuring that ethics wouldn't be a problem, Rika happily complied and successfully cloned each member that fell in battle. Impressed with her work, Acute decided to hire her full-time as the head of their science

team. With near unlimited resources and no ethical boundaries put in place, Rika created numerous artificial threats for the Power Guardians to fight. Some proved successful while others were complete disasters, but Rika didn't really care however. As long as she had a testing ground for her own personal experiments, she was unfettered.

But not all good things last forever, eventually Acute gave Rika and her team a new project to work on. They needed to create a team of supervillains based off of the DNA of their only successful crime fighter, Omega Power Sentinel. The operation was a complete success but the plan backfired horribly when their creations rebelled against them. The result was the infamous Marauder Riots, which ended with numerous Acute employees blowing the whistle on their former company's shady business practices and illegal genetic experiments. With her funding gone thanks to Acute going out of business and being unable to find a job due to getting blacklisted for her involvement. Rika needed to find a new way to support her research.

Eventually Rika got desperate and decided to use the rest of her earnings to make a cloning chamber. With it, the scientist began creating a group of super-soldiers from scratch who she sent to rob a series of banks and raid various tech corporations. Each job was a success, and with her new funds/equipment she was capable of creating better and stronger henchmen to serve her. But soon she realized that she might be attracting too much heat to herself. So instead of using her growing army of super-goons to keep robbing banks, Rika decided to sell them. There were numerous criminal organizations like the Yakuza who were searching far and wide for superhumans to recruit into their ranks, and Rika was happy to be the one to provide what they needed, for a price...

Soon more and more "interested parties" began to hire out Rika's services, leading to her making name for herself in the criminal underworld. If you needed anything from a squadron of loyal super-henchmen to a clone of your favorite celebrity, *Jorogumo* was the woman for the job.

Powers/Abilities:

Rika is capable of creating an army of loyal and fearless super-human henchmen called the Tsuchigumo to do her bidding. Each one created is usually gifted with enhanced strength, speed, durability, wall-crawling and corrosive web spit but additional abilities can be granted if the situation calls for it.

In the rare case that she might have to fight for herself and for the hell of just wearing a costume (why be bland in a world full of colorful spandex?) She wears a form-fitting power suit that has four collapsible spider arms on the back that can carry her around Doc-Ock style and can transmogrify into various offensive or defensive weapons. The suit is also lined with sensors which will alert her of any incoming danger.

Appearance:

-Normal appearance: A stoic but stunning Japanese femme fatale with ghostly pale skin and short length black hair styled in a way that covers one of her eyes. Usually seen wearing a black plugsuit/undersheath with a long white lab coat worn over it. Imagine Ada Wong meets Ritsuko Akagi with a dash of Black Widow 2099.

-As Jorogumo: She wears a form-fitting armored power suit with four extendible "robo-spider" arms protruding from her back along with a full-face mask with six lenses but leaves her hair exposed. The whole outfit has a black and yellow color scheme with her mask's lenses glowing purple.

Alignment:

-Neutral Evil

Blitzmädel



Starting Age: 28

One of the many children produced during an extensive eugenics and enhancement program that sought to unlock the latent psionic abilities of the human mind. Irma Bismarck was the lone success brought to life by a Nazi Enclave that's been hiding deep within the

Arctic Circle since the end of WW2. Showcasing mental abilities that allowed to telepathically drain another person of their skills and experiences to make them her own, she was raised up and trained to be a lone spy that would go out into the modern world and study enemy tactics so countermeasures can be planned for their own forces.

That was until the little psiote started to grow disillusioned with the Swabian's quest of creating a Fourth Reich after witnessing years of stagnation to the point of the organization she once respected amounting to nothing more than glorified scavengers obsessed with the past. Feeling that the world had much more to offer her, Irma fled the bunker via hijacking one of their prototype aerial transports (a flying saucer) then crash landing in Argentina. From there the fugitive funded her way out of South America by making a mint "training" cartel members into combat experts.

While Irma now had her freedom and a lucrative vocation to boot, the Swabians are far from willing to let her act of treachery slide.

Powers/Abilities:

Psionic Skill Theft/Transferral: Blitz is a psiote that can burrow into the minds of any person within her immediate vicinity and steal away their expertise in a variety of fields, specifically combat oriented ones, then proceed to utilize it as her own. The victims she leeches off of will then suffer short term memory loss and be unable to utilize whatever skills they had under their belt but can regain their memory with time. Rival psiotes and those of abnormally strong willpower can resist her skill theft.

Appearance:

A statuesque young woman with long blonde hair, blue eyes and an athletic build wearing a black and red bodysuit bearing an iron eagle symbol on her chest with a black sleeveless long coat, a half mask and a SS Officer cap.

Alignment:

Neutral Evil: Life with the Swabians killed any and all hopes she had for seeing the potential rise of a Fourth Reich and all she sees in both Nazi factions now are a bunch of delusional old men who think they can change the course of history by pulling a couple of strings. Is somewhat satisfied with the mercenary life and has learn to reign in her prejudices to an extent so they won't interfere with her jobs. At least until somebody brings up communists or anything relating to the political left. She'll lose her shit and go on an hour-long tirade once that can of worms is opened.

Arsene



Age: 28

Ever since he could remember, Alfred Keller has always been a lover of literature. The tales of adventure, mystery, and suspense were a great escape from his usual drab life. Some days he could even envision himself in the protagonist's shoes, constantly thrown into death-defying situations. But while the dream might have been exhilarating, the reality was less than extravagant. Who would have thought that a book fanatic like him would feel so out of place working in a library.

Eventually Alfred had enough. He wasn't going to spend the rest of his life daydreaming about something he can make into a reality. So the librarian geared up and prepared to carry out his first burglary, just like the numerous gentleman thieves showcased in his famous novels. His first target was house in the suburbs belonging to a woman in red, after she left her home he slipped in through her window and looked for any valuables he could pocket. But all he was able to find was a shelf full of books, really old books, writings that he himself hasn't even seen before. But just as he began digging into this vast collection, the woman in red came back who then started to shoot electricity from her staff at him. Alfred was able to make it out of there in one piece, but all he was able to get his hands on was a single tome. An instructional book on how to integrate magic into traditional styles of combat. Seemed like an interesting read but as he flipped through more of the pages it started to actually look possible. Certain that this grimoire can give him the means to become a master thief, the Librarian began training himself in the art of arcane archery.

Five months have already passed, and Alfred has built himself quite the collection...

Powers/Abilities:

Arsene is an adept arcane archer, capable of shooting enchanted arrows that deliver various magical effects (Ex: Fire arrows create a fiery blast upon impact, ice arrows can freeze targets and small areas, light arrows produce a flashbang effect, ect.) He's also a skilled escape artist, capable of slipping in and out of even the most fortified establishments.

Appearance:

As Alfred: Well-dressed black man with short black hair and glasses.

As Arsene: A black form-fitting costume with thin white gloves, boots, a utility belt, a plain white mask similar to the first ref pic but with a monocle in one eye along with twin quivers on his back like Connor Hawke Green Arrow.

Alignment:

Neutral Evil

MEGALOGOGO (Daisuke Akagi)



Age: 32

Daisuke Akagi is an actor with a proud history to himself and that was during his time playing the monster Giga in one of the first Kaiju films to release. The movie reached high acclaim among critics and scared audiences turning Daisuke, the man under the monster suit, into a semi-well known name who went on to make another movie entitled Giga 2. Another success but the actor started getting a little too confident in himself so when Giga 3 rolled around he felt he could write a better script than the material that was given to him. This caused an argument on set with the Director who noted that he was only there to look scary in a suit he didn't actually have any talent. This brought the argument to the breaking point resulting in Daisuke shoving him into equipment, injuring him and putting the actor on the blacklist.

Giga 3 went into development hell while Daisuke disappeared from the public eye.

Powers:

The Megalogogo suit is upgraded and modified over time, yet still has a layer of prosthetics to look like a real "monster." The most common recurring trait is a flamethrower inside the

mouth of the costume. As the suit becomes more advanced, the armour becomes thicker and the tail is able to be moved and controlled.

Weaknesses:

When Megalogogo believes he is a monster, it can be used to the opponent's advantage (though this is risky, as it could just induce a psychotic rage). Megalogogo can truly believe the suit is an extension of his body. When the camera's in the eyes are broken, he'll think he's truly blind. If a hydraulic bursts, he'll think he is heavily bleeding. Shattering his belief that he is a monster can cause unexpected results.

The suit is usually pretty bulky, leading to poor maneuverability.

Appearance

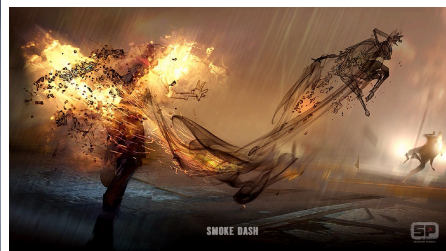
-Under the suit, a thin Japanese man with a receding hairline. He's not entirely in terrible shape but looks like he could do much better.

-There are three Megalogogo suits

Alignment

-Evil

Wisp (Sherry Nash)



Age: 25

Sherry was probably in the worst days of her life. She decided to move out of her mom's house and into her boyfriend's only to discover he was a low-brow crook who owed a lot of people money. She was working a low-wage job at a grocery store and barely meeting rent all while her BF just tried to hustle up money only to waste it on nonsense goods. She was really hating the mistake she made, trying to see some type of way out of it.

During a walk home after a late night shift that's when the MED went off a few blocks away from her. She was knocked off the streets through the window of a store and laid there unconscious for a few hours. When she awoke there was an odd feeling to her body feeling as if she was floating. Reaching down to feel her legs only touching air then looking down to see her legs were transformed into smoke and she was hovering a few inches off the ground. After the initial freakout her body reacted as she calmed down turning her lower half back into it's solid state. Trapped under the rubble of the collapsing building she decided to try and channel further into this new ability. After concentrating for a few minutes her entire body shifted into smoke allowing her to slip right through the cracks to freedom.

New powers, new chance at life and now it was time to correct some wrongs,

First target was her crook BF. Easily subdued in a locked room then shifted into smoke state to smother him to death. This would only be the start of her new career as the same crooks who wanted him dead now wanted to hire her. There were several advantages to come with having a meta-human assassin on your payroll.

Powers:

Smoke mimicry, she can turn her entire body into smoke allowing her to slip into areas and even suffocate enemies if she can get close enough. She is also proficient with firearms (a skill acquired over time) using two Walther PPKs but sometimes she switches them out for a Skorpion.

Appearance

A black woman with short stylized hair that transitions into a human smoke cloud with glowing fire-filled eyes that crackle with embers. Wears a fancy black and orange catsuit (think Jill Valentine in RE5) with ammo pouches along the waist and two SMGs holstered on both her thighs.

Alignment

Evil, later becomes a member of Caissa

Blindfire (Warren Griffin)



Age: 36

After years of serving as your run-of-the-mill henchman, Warren Griffin was finally going to step up his game as an assassin. The job was simple enough, kill some senator visiting Elysium then collect his payment at a "soon-to-be" disclosed location. He had his rifle ready, his target within his sights, everything was falling into place. But then the MED was detonated and everything went downhill from there.

Griffin blacked out, and by the time he regained consciousness the target was already gone. To say that the client wasn't happy with the turn of events would be the understatement of the century. With no money for his troubles and a tarnished reputation because of his failure, Griffin's future was looking bleak...until he look at himself in the mirror the next morning and saw nothing but his eyes in his reflection.

Like many others caught in the blast radius, Griffin was given powers. Abilities that could potentially make him unstoppable in his line of work. But he still needed to repair his image. Nobody is going to hire an assassin if they think he's incompetent, even if they could turn invisible. Lucky there was a job out there that could help Griffin rebuild his rep, an open bounty on some meta-vigilante's head. A bounty he was happy to collect.

It didn't work out the way he planned.

Powers/Abilities:

Invisibility: Griffin can now turn himself along with any items he comes contact with invisible. With enough effort, he can even use this ability to cloak larger things like cars, people, ect.

Marksmanship/Blindsight: Griffin is a highly skilled marksman who, despite being permanently blinded after his botched attempt to assassinate Defib, is still capable of hitting multiple targets with surprising accuracy. He does this through a combination of focusing his remaining senses and using his powers to produce an invisible field that his brain interprets as a "sonar" which gives him full awareness of his surrounding environment.

Appearance:

Caucasian male with a shaved head and clouded eyes wearing a collared sneaking suit (given to him by Caissa after being accepted into their ranks) which helps him hide from thermal imaging along with a white full-face mask with large circular goggles with polarized lenses and a hat.

Alignment:

Evil, later becomes a member of Caissa

Rawhead (Sylvester Parks)**Age: 15**

Ever since he could remember, Sylvester Parks always seemed to fade into the background. He wasn't some athletic jock or some preppy honor student. Hell, he wasn't even a geek. Just another forgettable soul destined to fade into the realm of obscurity. But then everything changed when the MED was detonated. He was caught in the blast radius while taking out the trash, attempting to hide in the dumpster to shield himself from the surge of energy only to inadvertently cut himself on some glass from a broken beer bottle on his way in. It was a nasty gash and he bleeding profusely. But when he tried to leave to seek medical attention the door to the dumpster wouldn't budge. Something heavy was weighing it down, probably random debris that ended up landing on the damn thing.

Fearing that he might bleed out, Sylvester began to panic. He repeatedly slammed on the door, screaming for help. But when all hope seemed to be lost, the blood that dripped from his arm suddenly solidified into the form of a blade. In one swipe, Sylvester was able to cut open the side of the dumpster leading to his escape. Imbued with powers that he was only

beginning to understand, the student spent the rest of the week contemplating what he should do with it. He could rise up and become a hero like so many others, but that just means he would have to compete for the public's love and attention. But villains? You always have room for a good villain. After all he just wanted to be remembered not loved, and playing the villain might be the perfect means to that end.

Powers/Abilities

Hemokinesis: Sylvester has the ability to manipulate his own blood to create various constructs. Stabbing and slashing weapons, projectiles, armor and shields, ect. But unfortunately if he isn't careful with the use of the powers he could give himself anemia. Luckily Sylvester was born with a pre-existing condition where his body produces an excess amount of blood (Polycythemia) that can help him compensate for the loss.

Appearance

Caucasian teenager with brown hair wearing a full-body sleeveless costume along with a spiked leather vest, fingerless gloves, boots, and a rugged blood red cowl with a series of spikes running down the top like a Mohawk.

Alignment

Evil

Yanki Striker (Naomi Yakeuchi)



Age: 19

-Tired of being another unattractive wallflower and wanting to get a fresh start in life before going off to a University, Naomi Yakeuchi decided to seek out a magical artifact that was rumoured to make a person's deepest desire a reality. Against all odds Naomi succeeded in tracking it down and wishes to become beautiful, but is absolutely horrified when she thinks the end result makes her look "plain" (true beauty vs. media beauty?). Her anger and ungratefulness corrupts the artifact, transforming the schoolgirl into a more powerful version of herself to reflect her dark heart.. Now imbued with abilities that would make her a force to be reckoned with, Naomi began to build a reputation as a high profile gang leader with a small army of delinquents at her beck and call. Sure, balancing her life as a student with her life as a villain might be tricky. But nothing beats the feeling of running your own criminal organization, especially when it means you can punch out anybody stupid enough not to submit to your will.

Appearance

Normal

-A Japanese girl wearing a school uniform, straight black hair to her shoulders

Sukeban

-Hair becomes shorter and red, her uniform becomes darker and a jacket hangs off her shoulders like a cape

Power/Abilities

- Naomi transforms into her empowered form whenever she gets enraged. If she has not turned in a long time, she becomes more short tempered. Sukeban form lasts 24 hours, or until she is extremely calm (anything away from an emotional "neutral" keeps her in her other form).
- Artifact looks like a short staff, flute, or a baton. When transformed, it splits in two and becomes a set of knuckle dusters.

- Magically enhanced strength and endurance. Advanced "brawling" (from street fighting). Attacks hit harder, and can be slightly projectile thanks to "energy/aura/fighting spirit/rending the air/etc"
-

Volchitsa (Jasna Puvaca)



Age: ???

-The legend of humans who turn into wolves has always been more fact than fiction in Russia. Centuries ago, the Oborot Pack dominated the Taiga Forests. Naturally born with their abilities and wolf-like appearance they began to invade small villages in the land, they would offer them the choice of power by joining (going through the painful ritual process) or be eliminated. They grew in strength as the years went on until a resistance formed from humans who lived outside of the Taiga, they entered the forests and ambushed the predators. The battle lasted days but eventually ended with the Oborot retreating deeper into the woods, a large portion of their pack now dead and the humans celebrating their victory.

During their period of hiding, a new leader rose up to save her people in their hour of need. Jasna Puvaca now dubbed 'The Mother of Wolves' promised that she would return them to their period of prosperity. She rules through an iron fist and sheer intimidation, few would challenge her authority. As times pressed into the 1960s, the time came they would reveal themselves to the outside world once again.

Appearance

-She stands at around 8ft with a muscular body covered in brown fur along with glowing orange eyes and black claws. Primarily moves around on all fours like an actual wolf when not standing upright.

Powers/Abilities

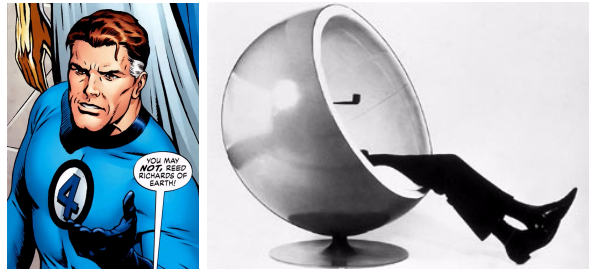
- Enhanced strength, speed, stamina, and senses
- Vast occult knowledge which she uses to create and control lesser werewolves (called Vlkodlaks) who are all made from kidnapped humans who refused to join their pack willingly.
- Immortality (she has been walking this earth for a *long* time).

-Weak to silver, any weapon formed from the wood used for her transformation and holy water.

Alignment

Evil

THE OPPORTUNIST (Hugh Carson)



Age: 41

Things weren't looking good for ol' Carson after a massive recall of his products nationwide. His company, Chrome-Tec, sold retro futuristic goods across the world helping people finally get that sleek looking car, phone, or whatever gadget they wanted right out of a 50s sci-fi movie. It's a shame that the possibility of being horribly maimed by said goods wasn't covered in the warranty as several malfunctioned across the nation during a week. His stocks began plummeting, investors were pulling out and his company was in the worst state it's ever been.

Eventually he was forced to shut down and left to survive on his savings along with his trophy wife, Diane Glossing, he had to pursue a new line of work. He clawed his way to the top before and he could do it again but how would he do so? His old friends weren't going to give out anymore loans so he needed to take a new approach.

Supervillainy seemed like a new profitable expense...

Appearance

An older gentleman with some wrinkles around the eyes and gray streaks in his hair commonly seen smoking an electric pipe.

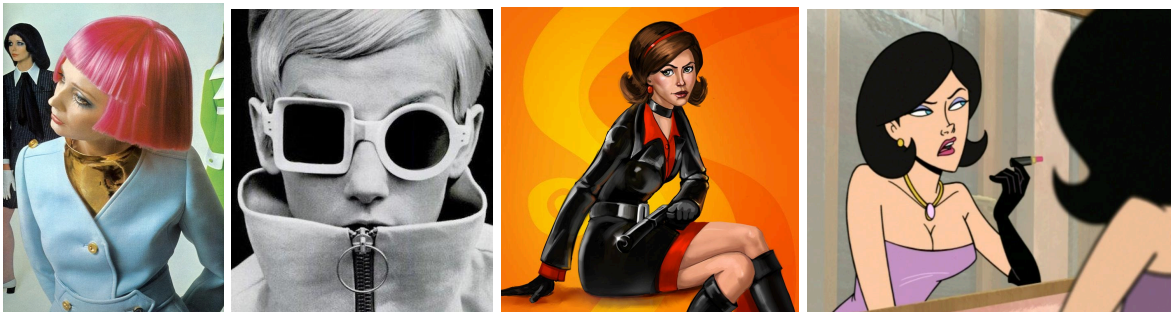
Powers/Abilities

Hugh is the "CEO" of the criminal organisation known as *OPPORTUNITY INC.* and now has numerous high-tech henchmen that will follow his orders at the drop of a dime. He has a magnetic/charismatic personality that's capable of inspiring loyalty from his subordinates but surprisingly has a poor business acumen and crappy leadership skills. So Hugh primarily relies on his wife's "advice" when it comes to making important executive decisions but passes it off as his own ideas.

Alignment

Neutral Evil: While he was apprehensive at first when it came to the supervillain gig, Hugh can't deny the fact that turning to crime has netted him more profit than what he could only hope to achieve with his old company.

MS. CHIC (Diane Glossing-Carson)



Age: 26

A former international runway model that ended up getting hitched to aspiring tech mogul Hugh Carson, when Diane let Hugh put that ring on her finger she expected to live the rest of her life in luxury. But all of her hopes and dreams crashed and burned the moment her husband ended up screwing the pooch by greenlighting a series of unsafe products that led to numerous people getting into freak accidents while putting their new toys to use.

With Chome-Tech's downfall being an inevitability, Diane immediately started working on plans for a divorce. But before she got the chance to call up her lawyers the trophy wife got an idea while watching a news story about a recent string of successful heists by a group of super-criminals. There was profit to be found in the supervillain-gig and by using whatever lingering resources her husband had left, Diane could cash-in on the trend.

All she needed to do is get Hugh into the right mindset...

Appearance:

A young and shapely bombshell of a woman usually seen wearing colored wigs, stylized glasses similar to the second ref pic and over-the-top designer clothing that would make a *Vogue* model jealous.

Powers/Abilities:

While Hugh may be the face of OPPORTUNITY INC. Diane is the true brains of the operation. Regularly manipulating her husband like puppet monarch to lead their men towards success while under the guise of his airheaded main-squeeze. In the rare cases where she

might actually see combat, she primarily utilizes a series of high-tech gadgets that look like they were ripped straight out of a cheesy 60's spy flick.

Alignment:

Neutral Evil: While she never held much love for Hugh in the first place (only married him for the money) she's willing to stick around if that means keeping OPPORTUNITY INC. alive. The last thing she needs is her husband screwing this up for her too.

RATIFIER (Dillion McKinney)



Age: 37

-A DARPA engineer in Washington DC, Dillion has a pretty well flowing life with a good income and he gets to help make some of the gadgets helping defend this fair nation. He would be more satisfied with life if it wasn't for the fact he could see the country being torn apart right in front of him on a daily basis almost. Politicians lining their pockets to pass deals, the rights of the American people are being stomped on nearly everyday especially in a time when the Commies were only inches away from trying to bring down their lifestyle. The country was in chaos and it needed a new leader, someone who would be willing to set things back to the way they were meant to be.

And he would water the tree of democracy with the blood of tyrants.

Appearance

OUT OF COSTUME

-A white bald man with a square jaw, he keeps himself somewhat fit in order to carry out his plans and preparing for the future.

IN COSTUME

-He wears a Colonial soldier outfit with some modern updates (such as combat boots) added to the attire. Holsters for his specialized weapons and a battery pack on his back, he also has a sheath for a modified colonial sword.

Powers

Dillion's primary advantages are his access to technology that he sometimes pilfers from DARPA and his high intellect. He has proven to be resourceful even when only given scraps to work with. He's also managed to recruit several like-minded followers under his Ratifier persona who help him on his path to restore order back to the USA.

Rebellino



Age: 30

Aiden Yates was a nobody, a lonely run of the mill janitor who spent most of his days either sanitizing disgusting bathrooms or smoking weed out in the parking lot. He would often wonder if this was all that life had to offer him. If this was truly how he would spend the rest of his days. Mopping up shit and keeping his head down in the presence of his money hungry employers. That was until he started hearing the voices. The voices of a woman telling him to rise up against the corrupt dealings he constantly overhears while he's on the clock, telling him to tear down the wretched establishment that has taken advantage of the masses for far too long.

It was about time that Aiden raised some hell, and luckily he had the means to do so.

Powers/Abilities:

Aiden is a skilled demolitions expert capable of creating devastating explosives out of simple household ingredients that he loads into two wrist mounted grenade launchers of his own design. He is also the leader of his own cult know as *The Followers of Agrat*, who see him as a true revolutionary and borderline messiah figure that's carrying out the will of their goddess.

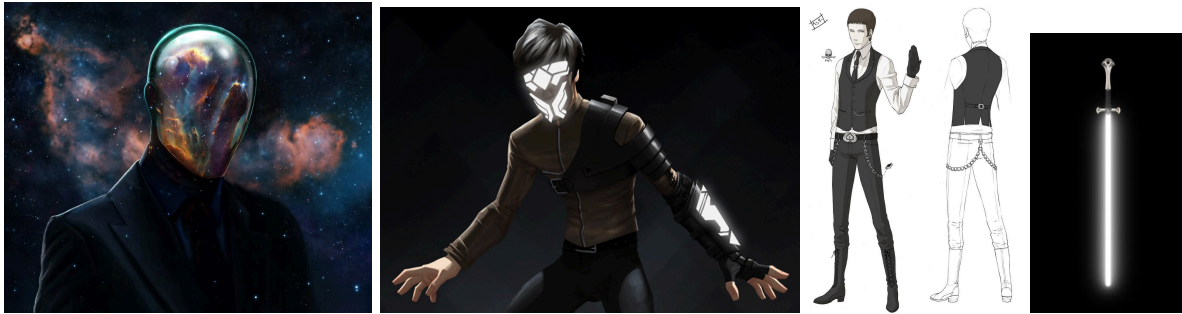
Appearance

A lanky looking dude with dirty auburn hair and a wild beard wearing a hooded trenchcoat with the sleeves ripped off, a bandoleer of homemade explosives worn over his bare chest, grey cargo pants, knee pads, boots, and two bulky wrist mounted grenade launchers.

Alignment

Chaotic Evil

The Midnight King



Starting Age: 28

The son of a combat medic who came home from the war a shellshocked mess whose self-destructive lifestyle lead to him building a debt to a Chicago mob boss, David Ramsay was forced to pick up the debt of his broken father by filling in his position as a back-alley surgeon. He reluctantly patched up numerous mobsters, hitmen and general malcontents responsible for various atrocities throughout the city until their leader was assassinated which opened up the opportunity for David to escape in the chaos born of the power vacuum.

Finally free to live his life, David moved to Elysium and eventually found some semblance of happiness. He married to a loving wife, had a energetic son, finished med school and found a job at a local university hospital as a doctor. But David soon learned that his happy days were numbered as he was dying of an unknown affliction that was exponentially taking its toll on his body. An infamous doctor at his workplace decided to take up his case personally and despite his unorthodox and borderline law breaking methods, the madman successfully saved David's life.

Then everything went white.

The MED was detonated on the hospital grounds, reducing the facility and entire city blocks into a smoking crater. The patients, the staff, his family who were waiting to visit him in recovery, all dead. But he survived. Reborn from the Aetheric explosion as a being of pure energy. A conduit for the cosmic force's power who took months to reconstitute his physical form. David was broken, he lost himself in a flood of despair and pain. But as he continued to reconstruct, he saw glimpses of his beloved city. It's survivors burning, suffering, crying out from the ruins for help as the Government just sat there and *watched*.

Then he heard a familiar voice, comforting yet steadfast.

"Save them."

Powers/Abilities:

Umbrakinesis: David is a negative energy being capable of creating, shaping and manipulating the darkness as a means of making various solid constructs limited only by his own imagination.

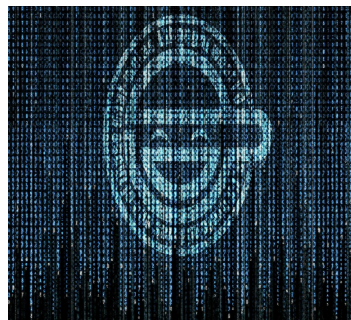
Appearance:

A caucasian man with short white hair wearing a jet black suit with Tron-esque neon lines running down it who uses his powers to form a holographic face mask and crown in a way similar to the first reference pic.

Alignment

Lawful Evil

BLACK_MIRROR



Age before brain upload: 33

A systems analyst who originally worked for the profit obsessed UmbraCorp before he ended up getting himself locked in a company owned cryo chamber while trying to escape a bunch of raiders breaking in during Azen City's Great Descent. Jiro Kageyama was thawed out by Kurtis Kazroy and his fellow smugglers when the former thought that they could sell the pod he was in for some extra dough to put towards new ship upgrades. He once acted as the crew's Mission Control, providing valuable information in the field while occasionally lending a hand with his tech expertise.

But after the events of the Astrophage Outbreak where everyone became separated, Jiro somehow uploaded his consciousness into Azen's DataNet and overtook the dormant Superintendent AI, giving him control over most of Azen City's automated systems which included the vast surveillance network once used by the ACPD to secretly observe people and record their conversations through the use of hidden cameras scattered through each of the districts. Since that day he has made a name for himself as a powerful information broker. His eyes are everywhere alongside the numerous cyber agents under his employ, all practically hiding in plain sight.

Powers/Abilities:

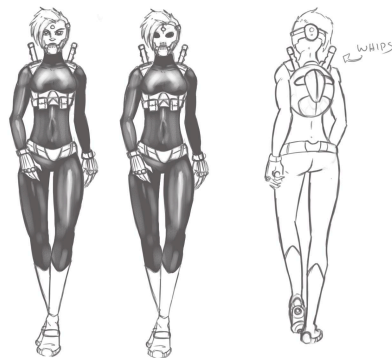
Jiro is a "digital ghost" capable of breaking into and possessing any operating system connected to Azen City's DataNet. He's currently hijacked the responsibilities of the Superintendent AI which gives him control over most of the city's automated systems and vast surveillance network. This combined with an army of cybernetically augmented agents and loyal affiliates make the former analyst a force to be reckoned with.

Appearance:

Shows up on screens and monitors under his control as a circular face formed from a cracked image (very similar to the first ref pic) that switches between several static expressions that match his current emotional state. Think ODS's New Mombasa Superintendent meets The Laughing Man.

Alignment:

Anti-Villain: While under his persona as an enigmatic and seemingly untouchable information broker, Jiro is secretly manipulating the various opposing factions of Azen City into eliminating one another so he can be in the position to take control of the city and reestablish order for humanity. He's willing to resort to whatever means necessary to accomplish this goal, even if he has to sacrifice some innocent lives for the good of the cause.

Skeleton Key**Starting Age: 32**

An expert cat burglar who traveled around the nation breaking into some of the most fortified establishments to pilfer whatever goodies that she could find, Eleanor O'Dwyer decided to use the money gained from her "less-than-legal" activities to reserve a spot for herself in the newly constructed Azen City. A chance to make a fresh start beyond the stars seemed far too good of an opportunity to pass up, and the thief certainly had a deep enough pocketbook to cover the expenses. Life was good for awhile, at least until the infamous "Great Descent" kicked in.

With supplies running low and the cost of living safely in the Ivory Towers shooting up tenfold, Eleanor fell back on what she knew best. Going on spree of burglaries on the

already crime ridden streets of Azen City where she eventually made the mistake of ripping off a crew of space pirates who quickly captured her. After reclaiming what was rightfully theirs the pirates decided to let Eleanor go. But not without carrying out a "thief's punishment". Cue the woman getting both of her arms chopped off with a heatblade and left for dead in a gutter.

For better or for worse, Eleanor was able to survive long enough for her half dead body to be collected by one of Black Mirror's affiliates. A back-alley surgeon who specializes in advanced prostheses that was ordered to convert her into the Information Broker's newest cyber agent and primary enforcer.

Powers/Abilities:

Eleanor is a stealth-oriented cyborg with an extensive amount of cybernetic augmentations that gives her an edge when it comes to her usual B&E jobs. Her primary tools of the trade being various onboard gadgets such as hack tools, plasma cutters, and a cloaking system along with various offensive weapons such as tesla knuckles and twin retractable energized steel whips.

Appearance:

A female cyborg with zombie pale skin and robotic arms with sharp fingers wearing a form-fitting stealth suit and a slim-downed space helmet with a mechanized skull jaw integrated into the design right under her angled visor.

Alignment:

Neutral Evil

PROJECT: KUDLAK



Age: ???

When the Astrophage Outbreak occurred in Azen City and symbiotes were latching on to hosts like it was going out of style, one unlucky bastard ended up getting cornered by five of the damn things. Not wanting to be a homicidal monster, the man attempted suicide by detonating a pulse grenade while his body was being taken over. This resulted in the symbiotes both desperately putting their focus into healing the extensive damage done to his body while fighting one another to make sure that no one seized the brain.

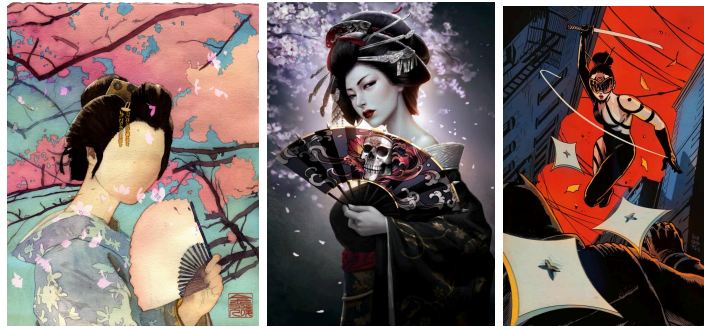
The end result was a horrific mutualist amalgamation that is stronger, faster, and far more deadly than the average Astrophage afflicted host. The beast was eventually captured by UmbraCorp and was subjected to experimentation and indoctrination, turning the monster into a certain board member's own personal enforcer.

But the Kudlak is progressively trying to regain their collective minds and continue with their plan of spreading the Astrophage even further..

Powers/Abilities:

Kudlak is a hulking monstrosity made up of one unlucky host whose mind has long since been torn asunder by the collective of symbiotic parasites that have taken over his body. It's freakishly strong, fast, and durable on top of the the usual shapeshifting and adaptation abilities inherent to Astrophage inflicted hosts. It's kept restrained by several cybernetic devices which allows it to be secretly manipulated by UmbraCorp's Chief Science Officer and several members of the board of directors.

Madam Noppera



Age: ???

Geishas have been a deep part of Japanese culture since the 18th century. Traditional female entertainers and hostesses skilled in the various arts to attract and meet the needs of any man who employs their services. But after the county's defeat at the end of WW2, these enigmatic women were no more than your typical hookers to the occupational forces. If they weren't taking GI's to bed, they were stealing from their storehouses for things that could "enhance" their beauty. But one of these Geisha Girls ended up jacking the wrong substance, a canister filled with confiscated mutigen that was to be shipped out back to the states to be analyzed.

Not knowing what it was, the Geisha assumed it was silicon and injected it into her body hoping her new "enhanced assets" would rake in a crowd. But eventually ended up melting into slimy puddle right in front of one of her patrons for the night. The man screamed bloody murder as the horrific faceless blob escaped into the wildlands. Rumors quickly spread about the Geisha, many believing she was a yokai who ate the souls of men who slept with her. Forever leaving her mark on the world as that of a local legend.

At least until she returned, fully in control of her new form, ready to use her abilities to make up for lost time.

Powers/Abilities:

Shapeshifting/Elasticity: Noppera is capable of taking the form of anybody she meets as well as stretch and manipulate her own body in a myriad of different ways. This has also given her a form of enhanced durability which makes her capable of shrugging off most conventional weapons but leaves her susceptible to extreme heat or cold.

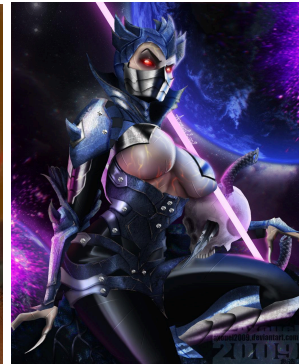
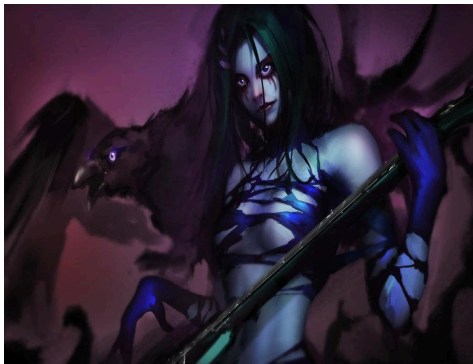
Appearance:

Her default appearance is a faceless young woman with chalk white skin with her hair done in a traditional shimada style wearing a loose fitting kimono.

Alignment:

Neutral Evil: She's a ruthless meta-for-hire that's frequently under the employ of the Yakuza. Perfectly willing to do anything from impersonation to cold-blooded assassination for as long as the money is right.

Black Betty



Age: ???

The Mistress of Mayhem, The Duchess of Darkness, The Baroness Who Bathes in the Blood of Kings, **The** Wicked Witch. Lady Chthonia is an infamous practitioner of the dark arts whose reputation dates all the way back to the Forgotten Ages of Magic. She's elegant as she is deadly and at one time was packing enough power to level entire towns with a mere flick of the wrist. Throughout the centuries she has murdered, maimed, and cursed the hell out of countless innocents just because she could. But after falling for a Haitian Necromancer who was about as twisted as she was, the sociopathic sorceress decided to settle down and have a family who she would raise in their ways.

While most of their children would take to the dark arts as if it was second nature and grew up to become powerful witches, warlocks, summoners, and shamans. A problem arose when the black sheep of the family, their youngest son Asher, showed virtually no interest in his training. Instead he turned his back on them and fled to the states where he reinvented himself as some famed performing artist, disgracing the family legacy in the process.

Chthonia's children tried to kill their wayward brother only to see every direct assassination attempt foiled. Then they bribed Baron Samedi to help rectify this problem which soon backfired once the Loa of the Dead immediately resurrected Asher as his champion after he earned his respect taking a courageous last stand against him to defend his fans and fellow artists. Then after several years of constructing a new school of magic, Asher came back for revenge and singlehandedly defeated and depowered each of his siblings while inadvertently killing his father in the process.

Returning home to see her entire bloodline in shambles and her husband dead as a doornail, Chthonia swore to spend every ounce of her being into making her "mistake" suffer. And what better way to do that than to beat the boy at his own game...

Powers/Abilities:

Instrumental Spellcasting: Taking a page from her son, Chthonia has adopted the newfound art of musical spellcasting but uses Hard Rock and Metal as a catalyst for her sorceries in place of Ashton's Disco, Synth, and House. Resulting in much more devastating effects for her offensive spells at the cost of having little defensive capabilities.

Lana "Rainy" Day



Age: 20

A lounge singer who regularly performed at a dive bar in Chicago, Lana Day was initially a cheerful woman that hung around dreaming of stardom. She's was a curious lass that would often read books in her spare time that the owner had scattered about in the backroom. One day Lana came across a dusty old book of "performance tricks" and decides to incorporate one of them into her act. While singing, she accidentally summoned a rainstorm inside the tiny bar, completely destroying it and injuring some of the patrons. After singlehandedly wrecking the only thing she had going for her, Day fell into melancholy and sulked around the city while causing weather mishaps at random. Black Betty discovers her one night and takes her in as an apprentice.

Powers/Abilities:

Musical Spellcasting: After training under BB in the ways of the arcane arts, Lana's 1920's style lounge singing can radically manipulate the weather. Allowing her to summon storm clouds, mini cyclones, hail, etc.

Appearance:

A young and gloomy looking caucasian woman with elemental hair (looks like a flowing storm cloud) wearing black dress and long-fitting gloves.

Alignment:

Neutral Evil

Hannya (Ogami Takezo)



Age: Physically 23, spirit inhabiting body is actually hundreds of years old

Originally a glory seeking ronin, the masterless samurai Ogami Takezo wandered around Japan hunting dojos and famous swordsmen and collecting their blades as trophies. After killing the daughter of a magistrate, he was forced to hide his face behind a Hannya mask, lest he be attacked by every law man he comes across. His secret is found out one day and he is challenged by 100 men. After a grueling duel that takes an entire day, he has slain 99. As he and the final man prepare themselves, he is struck in the neck by a kunai, thrown by one of Kisaragi's ancestors. As he bleeds to death, his mask is stained red and he vows revenge.

Centuries later, Japanese archaeologists discovers the mask. As a joke, an intern wears the mask and is suddenly overtaken by the spirit of Takezo. Now free and still bearing a grudge towards ninja, the spirit starts to hunt down all he feels may be related to the crafty assassins. Kisaragi included. Still, he cannot shake the feeling that some of the men that were slain by him are still around somehow...

Powers/Abilities:

When wearing the mask, whoever is possessed will start to model their clothes, hair, speech, and body language after the ronin and retain little of their former personality. The ronin does not seem to notice that he is in a different body and only acts in confusion at the modern world. Bearers of the mask develop an acute awareness of their surroundings and incredible reaction and dexterity. They become extremely adept at using a sword or weapon of similar length like a wooden staff or iron pipe while retaining some technical knowledge they might have had previously.

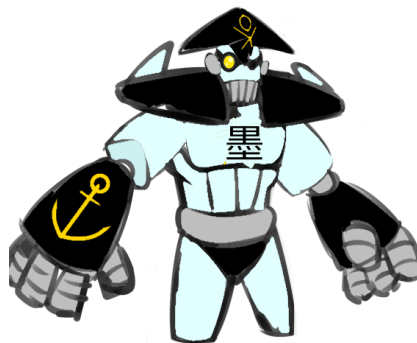
Appearance:

Depends on which body he's actively possessing but typically forces them to take on a style that looks like your stereotypical wandering ronin. The mask however becomes animated upon achieving a host and can express emotion perfectly.

Alignment:

-Neutral Evil

INKAMI



Age: 33

An early prototype of EXA-L ran on a hydrogen engine, that could separate the hydrogen atoms from sea-water. It was soon discovered that this was incredibly unstable, and so the prototype was shelved and left in a top-secret storage facility.

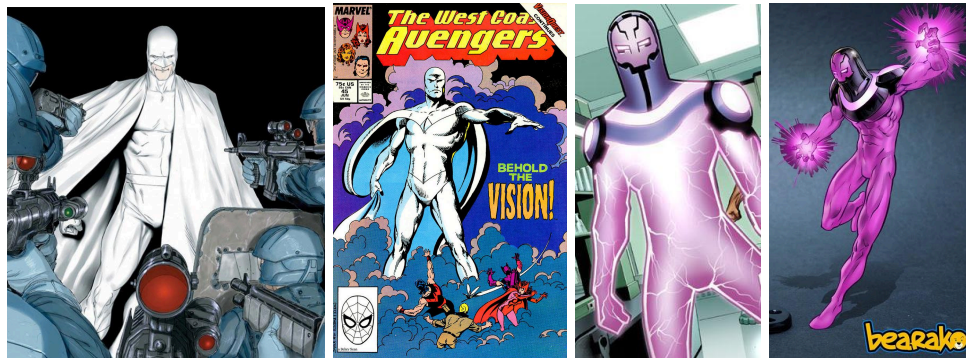
Cut to several years later, and Ryota is accused of using the EXA-L in a crime! This is later revealed to be one of the security staff in charge of looking after the prototype EXA-Ls. Kaishou Tenondo was the creator of many prototype EXA-L's. He believed he could get to the top through being a hard-worker, always taking on challenges his bosses presented to him and being early to work. Imagine his surprise when Ryota (the man once known for modifying mechs without his company's knowledge) was the one to go to the top.

He always felt he was more of a genius than Ryota, and more worthy of being a pilot. After his hijacking of the prototype EXA-L, he dubbed (and re-painted) the prototype as Inkami.

Powers/Abilities:

The prototype is piloted manually by controls, making it more sluggish in comparison to EXA-L. Despite this, its hydrogen engine allows for heavier and more powerful motors. Inkami has more raw-strength than EXA-L, and can build up decent speed over time (high top speed, poor acceleration). It can also shoot out water at high pressure, or eject the hydrogen and turn it into a flame-thrower. Inkami is also later modified by the thief to shoot thick black oil, increased maneuverability underwater, and its fingers can extend into long squid-like tendrils.

The Spectrum Specter



Starting Ages: 48 (SS1), Unknown (SS2)

Before he was put in handcuffs and sent behind bars, Teji Coda was an engineer and close acquaintance of the original CEO of Saitocom, Suichi Saito, who he served as a loyal employee until the proud man kicked the bucket to a brain tumor. While having to mourn the loss of a friend was bad enough, Coda was forced to witness his boss' sleazy replacement Mr. Tokuma Goto steadily drive the entire corporation off a cliff with piss poor business decisions and the cutting of budgets for numerous projects to support superficial ones that looked good to shareholders.

Feeling that Goto was a disgrace to Saitocom and everything his original boss built, Coda stole company resources to create a suit that can harness harmonic energies to vibrate the user's molecular structure to become an intangible ghost or a hard-hitting juggernaut but inadvertently produced a trippy distortion field while active that made him rotate between the different colors of the light spectrum. With it, Coda terrorized the new CEO and his like-minded shareholders until he was successfully subdued by the Omega Power Sentinel.

But while rotting in prison, a new Spectrum Specter has arisen wearing an even more advanced version of Coda's prototype. Someone who has been using it to sell himself to the underworld as a saboteur for hire. Now he is approached by Sentinel and the cops with an offer, help them catch this latest technicolor tyrant and receive a reduced sentence or continue to spend the rest of his days in the big house.

Powers/Abilities:

Density Control: Thanks to the harmonic energies of the suit, anyone who wears the garbs of the Spectrum Specter is capable of decreasing their density to become intangible to phase through objects and fly or increase their density to become incredibly strong and durable. But the radiation emitted is a hazard to humans and can lead to crippling side effects with long term usage.

Appearance:

A middle-aged Japanese man wearing a formfitting bodysuit with broad shoulders pads joined by a metal collar piece and a long flowing cape along with a advanced looking bucket helmet bearing a face with a stoic expression. When activated the suit's neon colors begin to distort and become either transparent when in "ghost" mode or energized akin to the Living Laser when in "tank" mode.

Alignment:

Teji was Lawful Evil, SS2 is Neutral Evil and far more ruthless

Nokov



Starting Age: 30

A narcissistic black marketeer and counterfeiter who got busted by Russian Authorities after one of his dumbass subordinates inadvertently led the Feds to the front door of his hideout. Dmitri Nokovich barely escaped with his life while the militarized police was too busy mowing down his pitiful excuses for henchmen but wasn't fast enough for them to not notice him hijacking a car and driving away like a madman. But one certain missile detonation led to the wanted fugitive getting exposed to the Aetheric fallout and roughly a week later, reports started coming in of Nokovich popping up in multiple locations...at the same time.

The discrepancy in witness accounts was later attributed to Nokovich's newfound status as a rogue meta. One with the ability to multiply fully-autonomous copies of himself to serve as his own henchmen and decoys for his criminal endeavors. Such abilities allowed him to ascend as a one-man mafia, but one that attracted too much heat from the Soviets who were determined to capture him. So after a climatic throw-down with an SMU team, Nokovich fled to the United States where he set up shop in Elysium. Ready to take full advantage of the metropolis in disarray.

Powers/Abilities

Self-Replication: Nokov has the ability to replicate autonomous clones of himself. While the clones are virtually identical in every way, they will slowly develop their own personality quirks if left out in the open world for too long. He can only produce a maximum of 50 at a time, if he exceeds that limit the end result will not be pretty.

Appearance:

A sleazy looking Russian scumbag with brown hair wearing a costume akin to the Ultimatum henchmen but with a track jacket and a ushanka hat.

Alignment:

Neutral Evil

Xatsurt: Yellow King of Corruption**Age: ???**

One of the primordial beings conceived during the birth of this infinitely expanding universe, Xatsurt is an malignant cosmic entity who lurks within the Aetheric subrealm of Carcosa, a distorted and twisted land of euclidean design that serves as both his eldritch domain and his prison due to the powers that be imposing their greater will to force the ambitious King in Yellow to stay in its lane.

But the robe wrapped horror is far from being complacent in its situation. For the vile Xatsurt works tirelessly to break the shackles that bind it to Carcosa and spread its corrupting influence beyond the stars and brand its Yellow Sign on the face of existence.

Alignment:

Chaotic Evil: Its ambitions will not be sated until all of reality becomes as twisted as his domain. Regularly sends its lesser minions to slip through the cracks of Carcosa's borders to assist in spreading its vile influence across the material plain
