

Renegade



"This is actually sort of a relief," said **Paragon** as he watched the orange man on the television screen giving a long-winded speech that didn't make a great deal of sense. It was possible that he just didn't have the context to appreciate what was being said, but he had a feeling that wasn't the case.

"Seriously?" asked the man called Renegade, eyeing him dubiously as the two of them sat beside each other on the couch that took up most of the apartment's living space.

"Well, not this part, no, I can't say it's a relief to see that your President is a man who died in prison more than a decade ago in my world, but in general ... you see, one of the tropes of journeys to alternate realities is an encounter with a morally-reversed world, where good people are evil and evil people are --"

"Are you **&#%!ing** serious?" Renegade interrupted, now fully glaring. "Like morality is some sort of black and white construct where you can flip a **&#%!ing** switch or something? That has got to be the dumbest sack of **\$#!+** I've ever heard. You should just be glad Jora's not here to hear it, or she'd give you such a **&#%!ing** lecture your ears'd be ringing for **&#%!ing** days."

"Yes, I suppose that it's a bit absurd," Paragon admitted with a nod. "But I've encountered much stranger absurdities. Anyway, it's a relief that I'm not encountering that particular trope." He looked about the apartment, noting that it was clearly designed for single occupancy. "Does **Jora** not live with you, then?"

"... dude. Why would I still live with my mom?"

Paragon nodded again. "Hm. Good point."

The man beside him was nearly identical in features, though clean-shaven in contrast to his own well-trimmed beard, and slightly younger. He was also a much more volatile personality, quick to anger and yet also quick to calm down. But despite that, and despite how much more prone to violence the other man was -- Paragon's bruises from their introductory fight were still not fully healed -- it was clear to Paragon that the other was just as committed to keeping people safe from harm as he was, just not in the patient and methodical way that was his own process.

Robert would probably like him. Or possibly hate him like poison. Or both, at times. Paragon shook his head. "So, the planet where you were born was --"

"Ibycus," Renegade said, a bit tersely. "Blew up when I was five. My dad got a bunch of us sent off in shuttles, but I don't know if any of us but Jora and me are still alive." He paused. "He didn't make it," he added.

"I'm very sorry."

"Yeah, sure. Anyway, twelve years back I finally decided that I wasn't gonna let the world go even further to \$#!+ than it already had. So I went out and started kicking ass and taking names. I dunno if it's doing any good or not, but I'm not gonna do nothing."

Paragon considered correcting the double negative, then decided against it. "And there'd never been any sort of super-heroics before you made your debut?"

"Not so far's I know, but it ain't like I ever get a day off to go find out." Renegade shrugged. "Snow says that magic came back after World War I, and I guess she'd know."

"Snow -- oh, **Blakestone**."

"The hell kind of name's Blakestone?"

"It's complicated, but I'm pretty sure we're talking about a person just like someone I know. And she's probably our best bet to get me back to where I belong, and out of your hair."

"Right, then," said Renegade, hitting the remote's power button and standing up as the television went dead. "Lemme just power up and we'll get go--"

"Ah, I'll wait outside, thank you," Paragon interjected, getting up in a hurry. "I can't believe you use theonite to empower yourself, that's just -- well, I guess alternate worlds are like foreign countries."

"Huh?"

"... never mind," he said with a sigh, and went out through the open window, still faintly amazed

to find himself in Cleveland of all places, and that no one even bothered to look up as someone flew out of the apartment where, apparently, Renegade lived and everyone knew it.

Long story short, they did manage to get Paragon back to his own world, and neither side of this exchange is in any hurry to have it repeated. Still, Renegade, Shadowraptor, the Goddamn Queen and other members of the Superhuman Crew will probably do whatever they can to help anyone from the other side, though they'll also moan, groan and curse the whole way, and now that the Powerhouse knows about them, the favor will be returned if need be ... more politely.

Renegade -- PL 13

Abilities:

STR 11/9 | STA 12 | AGL 3 | DEX 4 | FGT 11 | INT 3 | AWE 7 | PRE 3

Powers:

Great Speed: Enhanced Advantages 6 (Close Attack 2, Improved Initiative 2, Interpose, Move-by Action), Quirk (Close Attack is only enhanced against targets with a lower Initiative total);

Enhanced Defense 4 (Dodge 2, Parry 2); Quickness 6; Speed 6 (120 MPH) - 21 points

Great Toughness: Immunity 10 (life support); Protection 1, Impervious 12; Regeneration 10 - 33 points

Ibycan Powers: Array (18 points)

- **Cold Projection:** Perception Range Damage 5, Precise, Subtle - 1 point
- **Force Projection:** Perception Range Move Object 6 (3200 lbs) - 18 points
- **Heat Projection:** Selective Environment 6 (extreme heat), Quirk (character is at the edge of the area, not the center) - 1 point
- **Gravity Warp:** Flight 8 (500 MPH), Aquatic - 1 point
- **Sensory Projection:** Senses 18 (acute olfactory, extended sight 3, visual counters all concealment, microscopic vision 4, visual penetrates concealment)
- **Strength Enhancement:** Enhanced Strength 2; Enhanced Strength 14, Limited to Lifting (800 kilotons) - 1 point

Advantages:

All-out Attack, *Close Attack 2*, Contacts, Defensive Attack, *Improved Initiative 2*, *Interpose*, *Move-by Action*, Power Attack, Startle, Ultimate Effort (Fortitude checks).

Skills:

Close Combat: Unarmed 2 (+13), Expertise: Streetwise 9 (+12), Intimidation 8 (+11), Investigation 8 (+11), Perception 6 (+13), Stealth 7 (+10).

Offense:

Initiative +11

Unarmed +15/+13 (Close Damage 11/9)

Cold Projection -- (Perception Range Damage 5)

Defense:

Dodge 13/11, Parry 13/11, Fortitude 12, Toughness 13, Will 11.

Totals:

Abilities 106 + Powers 78 + Advantages 6 + Skills 20 + Defenses 12 = 222 points

Offensive PL: 13

Defensive PL: 13

Resistance PL: 12

Skill PL: 8

Complications:

Justice--Motivation. Family (mother). ***Power Loss*** (Ibycan Powers; without regular exposure to theonite). ***Public Identity. Reputation.***

Update 2022: **The World More Grim** was destroyed in **the Anachronic Calamity**, but Renegade was apparently preserved and reborn within the World in the Aftermath as a young Anacreonite who now goes by the name Jimmy Young, alias **Renegade**.