

Vendetta



For his former identity, see [here](#).

When the news finally reached him, the staff at [the Academy](#) recognized that he was not going to take it well. They sent a grief counsellor to talk to him. Neal largely ignored what the man had to say, until he started talking about the five stages of grief -- denial, anger, bargaining, depression, and acceptance -- and how everyone passed through these in different ways, often experiencing the same stage multiple times. "Good," Neal said, then. "I choose to remain angry. Please leave."

He was not there when [she](#) died. Those who were did not even think to contact him; the news came second- or even third hand. He was not invited to the funeral. He heard that the damned [alraune](#) who pretended to be her friend was invited, but did anyone consider that her sidekick-in-training should be there, to see her one last time before her remains were sealed in an impenetrable casket for the rest of eternity? No, they did not. All [the great and the good](#) made their opinion of *him* pretty clear at that point, so he waited a bit, then packed his things, submitted his withdrawal form, and left the Academy forever.

A week or so later, the hidden headquarters of Project Mayhem came under a sudden attack, during a time when most of its personnel were out on "missions". The remainder were dealt with in less-than-fatal but decidedly brutal fashion, and the attacker confronted [Joey Bazooka](#) in his private sanctum. Efficiently stripping the great leader of his weapons, he then further disarmed him by hinting at his knowledge of a certain Cipher. "You may call me Vendetta," he said then. "And I will help you to achieve your vengeance, after you help me to gain my own."

The emotional breakdown that Neal Porter has clearly suffered seems to have further integrated his so-called "battlesense" into the conscious areas of his mind, speeding his reactions even without needing to activate this ability. He also believes that his constant state of

rage has rendered his mind incapable of being read or influenced. He is sorely mistaken about that, but Bazooka has kept secret the probe that one of his telepaths conducted, easily revealing the true identity of the self-proclaimed new leader of the movement. As yet, Bazooka has not decided how to play this card.

For now, Vendetta has used the resources of Project Mayhem to acquire an invitation for him to compete in the fighting tournament. He had already established the false identity that he plans to use *before* all this, as he hoped to demonstrate his progress to his mentor. That is impossible, now. But he believes that he will be able to fight against **her pathetic imitation**, and possibly even one of the **so-called friends** who failed her in the worst possible way. The primary goal, however, is to stand where the world can see him and declare to the mundanes that their time of power is drawing to an end.

Trouble gave her life for them. They do not deserve that blessing. He is sure she would have realized this, had she been given time.

Vendetta -- PL 10

Abilities:

STR 2 | STA 3 | AGL 4 | DEX 4 | FGT 8/5 | INT 4 | AWE 3 | PRE 2

Powers:

Battlesense: Linked Enhanced Advantage 3 (Ranged Attack 3); Linked Enhanced Defenses 6 (Dodge 3, Parry 3); Linked Enhanced Fighting 3; Activation (Move Action) - 14 points

Advantages:

Agile Feint, All-out Attack, Assessment, Close Attack 2, Contacts, Defensive Roll, Equipment 15, Evasion, Hide in Plain Sight, Improved Initiative, Instant Up, Jack-of-all-trades, Leadership, Power Attack, Ranged Attack 8/5.

Equipment:

Body Armor: Protection 3 - 3 points

Smartphone, Restraints, Flashlight, Multi-tool, Rebreather - 6 points

Motorcycle: Size Medium; **STR 1; Speed 6** (ground); **Defense 10; Toughness 8** - 10 points

Swingline: Movement 1 (Swinging) - 2 points

Utility Belt: Array (13 points)

- **Bolos:** Ranged Cumulative Affliction 4 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobilized), Extra Condition, Limited Degree - 1 points
- **Explosives:** Ranged Burst Area Damage 4, Trigger - 13 points
- **Meta-Taser:** Ranged Cumulative Affliction 4 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) - 1 point
- **Power-Knuckles:** Strength-based Damage 3, Improved Critical, Inaccurate - 1 point

- **Tear-Gas Pellets:** Range Cloud Area Affliction 4 (Resisted by Fortitude; Dazed and Visually Impaired, Stunned and Visually Disabled), Extra Condition, Limited Degree - 1 point
- **Throwing Blades:** Ranged Multiattack Damage 2, Accurate 2 - 1 point

Skills:

Acrobatics 8 (+12), Athletics 7 (+9), Close Combat: Unarmed 4 (+12/+9), Deception 8 (+10), Expertise: Streetwise 4 (+8), Insight 8 (+11), Intimidation 8 (+10), Investigation 6 (+10), Perception 5 (+8), Stealth 8 (+12), Technology 6 (+10), Vehicles 6 (+10)

Offense:

Initiative +7
 Unarmed +14/+9 (Close Damage 2)
 Power Knuckles +12/+7 (Close Damage 5, Crit 19-20)
 Bolos +12/+9 (Ranged Affliction 4, Resisted by Dodge)
 Meta-Taser +12/+9 (Ranged Fortitude 4)
 Throwing Blades +16/+13 (Ranged Multiattack Damage 2)
 Explosives - (Ranged Burst Area Damage 4)
 Tear Gas Pellet - (Ranged Cloud Area Fortitude 4)

Defense:

Dodge 10/7, Parry 12/6, Fortitude 6, Toughness 8/6/5/3, Will 9

Totals:

Abilities 54 + Powers 14 + Advantages 35 + Skills 39 + Defenses 13 = 155 points

Offensive PL: 9

Defensive PL: 10

Resistance PL: 8

Skill PL: 7

Complications:

Vengeance--Motivation. Delusion ("my fury renders my mind impermeable".) **Obsession** (Trouble.)

Update 2022: Much to his fury, not only did Vendetta not win at the tournament, he did not even get to challenge Bravo, being defeated by **Amari** instead. He *was* able to announce that the movement would begin a new campaign of terror attacks and escape, with the assistance of **the Dead Ringers**, but this was hardly the auspicious start to his revenge that he hoped it would be.