

## Guardian Umbra



Once upon a time, there was a young woman who lived in Happy Valley, a suburb of Portland, with her mother, her father, and her little brother. They were not wealthy, but they were comfortably well-off. Her parents volunteered at a homeless shelter in the downtown area every weekend because they believed, and taught their children, that helping people was both its own reward and that the good deeds one did for others would eventually come back to aid yourself in the end.

And then the police chief of Portland shot the mayor of the city on live television and declared that he was going to eliminate homelessness by eliminating the homeless, and sent his officers to do just that. They followed their orders like good little soldiers. They were stopped, of course, but not before many people died -- among them a mother, a father, and a little brother, too young for preschool but temporarily lacking a babysitter. The people who killed them even made video recordings of the fun they had with the body of the little boy. So nice of them.

The young woman, Enya Beaufort, was taken by child protective services, and fled from that place on her first night. She did not know why they were pretending to be concerned about her, when they were clearly just holding her until whoever had murdered her parents came for her; she did not understand anything about what had happened, and it no longer mattered. She was

leaving, and she would not come back until she found some way to set the wrong things right.

Over the next year, she made her way up the Pacific coastline, crossing over the border into Canada during the confusion of the **Konan** invasion. She reached Vancouver and settled down to winter there before moving on to her next destination, whatever that might have been. Any plans that Enya had formed were shattered when she collapsed while eating in a soup kitchen, at the same time as four other people in the Vancouver area. She found herself floating in a dark place, staring up at **a deeper darkness** yet. The silence of that darkness became oppressive, and Enya finally spoke up, asking it what it wanted of her.

And the darkness replied, in a voice of infinite rage, "**Never stop making them pay.**" Enya awoke holding a necklace with a smooth black stone charm. Sometimes, in private moments, she sits and dangles the stone in front of her eye. Doing so has helped her achieve a greater understanding of her condition than most of the others have. No peace of mind, though. Never any peace.

In some ways, Guardian Umbra is just like **her comrades**. She supports all their struggles against **Kishu** and provides them with a perspective informed by her experiences on the streets, rarely discussing them otherwise and never volunteering much about her private life. (With the help of **Guardian Technon**, she has obtained both shelter and employment at a Salvation Army facility in downtown Vancouver.) Unlike her fellows, however, she goes out at night alone in her form as a Guardian, looking for both street crime that needs to be answered and signs of police misconduct, *especially* violence directed at the unhoused.

Every time she finds what she is looking for, she gets a little bit angrier, and her own voice starts to sound more and more like that voice of infinite rage. And she wonders, sometimes, whether the "them" in that mantra will some day be "everyone".

**Update 2022:** During the events known as **Bad Friday**, Guardian Umbra encountered and (with some assistance) slew **the Shadow Dragon**, who had been responsible for corrupting the previous host of her power. By doing so, she has become the first Initiate of the new **Ascendants**, though the fact that she has ascended as part of the Sphere of Entropy is concerning to many. However, **Teleute**, the Hierarch of Entropy, has not yet permitted her to create a Home Plane of her own. What will become of her if and when she dies remains unclear. The issue had yet to be resolved before **history bifurcated**, creating a timeline in which her fate is unclear.

**Update 2023:** The situation resolved itself in the recent Confluence, resulting in a world where the Guardians remained on Earth for all this time. Also, Teleute finally granted her a small home plane after a major shake-up in the ranks of the Ascendants, in exchange for a few minor tasks that did not trouble Guardian Umbra's conscience. Among them was reporting on the activities of Guardian Technon, whom Enya is sure is also reporting on *her* to her own patron. That is just

how things are, now. Far more concerning to her are some feelings she found herself catching while watching Guardian Lucis in combat with Hyperios.

### **Guardian Umbra -- PL9 (3rd Edition)**

#### **Abilities:**

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

#### **Powers:**

**Enchanted Necklace/Costume:** Enhanced Advantages 3 (Evasion 2, Improved Defense); Enhanced Defenses 10 (Dodge 5, Parry 5); Feature 1 (quick change); Morph 2 (disguise power); Impervious Protection 5; Removable (-6 points) - 28 points

**"Never Stop Making Them Pay:"** Immunity 5 (emotion effects), Special<sup>1</sup> - 2 points

**Shadow Magic:** Array (18 points)

- **Shadow Consumption:** Nullify Magic 6, Broad, Simultaneous - 18 points
- **Shadow Domination:** Perception Range Affliction 6 (Resisted by Will; Dazed, Compelled), Concentration, Limited Degree - 1 point
- **Shadow Poison:** Cumulative Affliction 9 (Resisted by Fortitude; Fatigued, Exhausted, Incapacitated) - 1 point
- **Shadow Step:** Accurate Teleport 9 (2 miles), Medium (shadows) - 1 point
- **Solid Shadows:** Perception-Ranged Damaging Move Object 6 - 1 point

**Shadowed Eyes:** Senses 2 (darkvision) - 2 points

#### **Advantages:**

Benefit (cipher), Close Attack 2, Contacts, *Evasion 2*, Grabbing Finesse, Hide in Plain Sight, *Improved Defense*, Improved Initiative.

#### **Skills:**

Acrobatics 5 (+7), Athletics 5 (+6), Close Combat: Shadow Magic 3 (+7), Expertise: Magic 6 (+8), Expertise: Streetwise 5 (+8), Insight 4 (+8), Investigation 4 (+7), Perception 4 (+8), Sleight of Hand 6 (+9), Stealth 8 (+10).

#### **Offense:**

Initiative +6

Unarmed +6 (Close Damage 1)

Shadow Poison +9 (Close Fortitude 9)

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<sup>1</sup> Whenever Guardian Umbra makes a resistance check against an emotion effect, she automatically succeeds but must make a Will check against an effect of the same DC, becoming Vulnerable (due to anger), Defenseless (due to anger), or Unaware (due to anger) depending on the result of her check, treated as a cumulative effect. She must recover from these conditions normally.

**Defenses:**

Dodge 11/6, Parry 9/4, Fortitude 5, Toughness 7/2, Will 7

**Totals:**

Abilities 42 + Powers 55 + Advantages 7 + Skills 25 + Defenses 10 = 139 points

**Offensive PL:** 9

**Defensive PL:** 9

**Resistance PL:** 6

**Skill PL:** 5

**Complications:**

*Justice/Revenge--Motivation. Hatred (cops.) Secret Identity. Suspicious and Untrusting.*

**Guardian Umbra -- PL9 (4th Edition)****Abilities:**

**STR 1 | STA 2 | AGL 2 | INT 3 | AWE 4 | PRE 2**

**Combat:**

**Attack 7 | Defense 11/6 | Initiative 6**

Specialized Attack: Shadow Magic 9

**Resistances:**

Dodge 6 | Fortitude 5 | Toughness 7/2 | Will 7

**Powers:**

**Ascendant:** Dimensional Travel 2 (mystical dimensions); Dimensional Travel 1 (home plane), Triggered; Immortality 10, Only While On Home Plane, Total Recovery; Immunity 1 (Aging) - 16 points

**Enchanted Necklace/Costume:** Enhanced Defense 5; Enhanced Toughness 5, Improved; Feature 1 (quick change); Morph 2 (disguise power); Removable (-6 points) - 25 points

**"Never Stop Making Them Pay:"** Immunity 10 (emotion effects), Special<sup>2</sup> - 3 points

**Sense Immortal:** Enhanced Senses 2 (Detect Immortal [Ranged]) - 2 points

**Shadow Magic:** Array - 22 points

- **Shadow Consumption:** Nullify Magic 6, Broad, Simultaneous
- **Shadow Domination:** Mind Control 6, Close, Sustained

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<sup>2</sup> Whenever Guardian Umbra makes a resistance check against an emotion effect, she automatically succeeds but must make a Will check against an effect of the same DC, becoming Vulnerable (due to anger), Defenseless (due to anger), or Unaware (due to anger) depending on the result of her check, treated as a cumulative effect. She must recover from these conditions normally.

- **Shadow Poison:** Toxin 9, Cumulative
- **Shadow Step:** Accurate Teleport 9, Medium (shadows)
- **Solid Shadows:** Move Object 6, Damaging, Perception-Range

**Shadowed Eyes:** Enhanced Senses 2 (Darkvision) - 2 points

**Advantages:**

Contacts, Equipment 2, Evasion 2, Guidance, Hide in Plain Sight, Improved Defense, Improved Grab.

*Equipment:*

**Home Plane:** Size 5; **Toughness 8; Features** Communications, Concealed, Dimensional Portal (Pandiomon), Isolated, Library, Living Space, Personnel, Power System, Security System - 10 points.

**Skills:**

Acrobatics 5 (+7), Athletics 6 (+7), Dexterity 6 (+8), Insight 4 (+8), Investigation: Gather Information 4 (+7), Magic 6 (+9), Perception 4 (+8), Stealth 8 (+10), Streetwise Expertise 6 (+9).

**Offense:**

Unarmed +7 (Close Damage 1)  
 Shadow Domination +9 (Close Will 6)  
 Shadow Poison +9 (Close Fortitude 9)

**Totals:**

Abilities 28 + Combat 28 + Powers 70 + Advantages 9 + Skills 22 + Resistances 10 = 167 points

**Complications:**

***Justice/Revenge--Motivation. Hatred (cops.) Secret Identity. Suspicious and Untrusting. Uncomfortable And Barely Understood Feelings Concerning Guardian Lucis.***