

Brad Payne



Brad Payne, one of the two actual Australian members of the Discovery Company, tells a story of trying to enlist in the Australian Defense Force after he got out of high school, but being turned down due to what he terms politics. Frustrated, he managed to make his way to Hawaii in order to sign up with Adventures Unlimited just a few days before he got tapped for the **Dread Island** expedition. The rest is history, of course ... and what precedes it are lies. He is not a particularly *good* liar but has avoided giving anyone a reason to go looking for the truth.

Biron Panagakos, to use the name he was given at birth, never finished high school, much less tried to enlist in the ADF. By the time he was 16, he was using the Brad Payne alias and thoroughly enmeshed in the coils of an outlaw motorcycle gang, who supposedly claimed descent from the legendary Kelly gang but were probably just a bunch of ex-**Pythons**. "Brad" learned all he knew about fighting and surviving in the wild from this dubious source, skills that he would come to rely on heavily after the group was finally broken up in early 1999. He escaped capture and managed to make his way to Hawaii ... well, the rest of it is true. He viewed Adventures Unlimited as a sort of French Foreign Legion where he could escape from his past.

Whatever sins he might have committed in his time with the gang, though, all karma was surely

repaid when he ended up being first paralyzed and then *swallowed alive* by the horrific kaiju known as the Boalisk. He survived, thanks to a secret that he himself did not know -- he was a distant cousin of Steve Panagakos, the member of **the Primal Pattern** known as **Antaeus**, and the experience of being exposed to the stomach acids activated his own power to become solid stone. He was still somewhat traumatized by the way that his super-strength did not suffice to allow him to tear his way out of the monster, but instead required that he ... well, *pass*.

Despite this somewhat inauspicious start, Brad was an enthusiastic proponent of the formation of **the Discovery Company**, and an enthusiastic participant in their exploits. He is an enthusiastic fellow, though some have noted that his enthusiasm tends to burn itself out quickly, leading him to move on to something else. So it was that he was also an enthusiastic voice in support of the proposal that **the Powerhouse** made to the Discovery Company, that they should all join not long after the other group was formed. The rest of the team voted against it, though, and he got used to the idea.

More recently, however, he has come back to that old idea, noting the way that **Max** clearly wants to retire, and arguing that they should check to see if the Powerhouse is still interested in having them as members. He would never admit it, but he fears that his own abilities cannot compare to those of the members of the Powerhouse, and worries that putting it off as long as they have was a big mistake. As for their contract with the government, well, the pols have tried to amend it so many times that they can't really complain if it dissolves completely.

Honestly, it's a surprise to him that he's stuck around as long as he has.

Brad Payne -- PL 9

Abilities:

STR 10/4 | STA 12/4 | AGL 1 | DEX 2 | FGT 6 | INT 0 | AWE 1 | PRE 2

Powers:

Jet Pack: Flight 7 (250 MPH); Removable (-2 points) - 12 points

Transformation: Activation (Move Action, -1 point)

* **Solid Form:** Enhanced Stamina 8; Enhanced Strength 6; Enhanced Strength 3, Limited to Lifting (200 tons); Immunity 10 (life support); Impervious Toughness 8 - 49 points

* **Strength Tricks:** Array (9 points)

- **Crack the Whip:** Line Area Affliction 9 (Resisted by Dodge, Overcome by Fortitude; Dazed and Vulnerable, Prone and Stunned), Extra Condition, Limited Degree, Limited to targets on an appropriate surface - 9 points
- **Groundstrike:** Burst Area Affliction 9 (Resisted by Fortitude, Overcome by Dodge; Dazed and Vulnerable, Stunned and Prone), Extra Condition, Limited Degrees, Limited, targets and attacker must both be in contact with the ground - 1 point
- **Shockwave:** Burst Area Damage 9, Limited, targets and attacker must both be in contact with the ground - 1 point

- **Sleeper Hold:** Cumulative Affliction 9 (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated), Grab-based - 1 points

Advantages:

Agile Feint, Close Attack 2, Defensive Attack, Fearless 2, Interpose, Ranged Attack 2, Takedown, Teamwork

Skills:

Athletics 3 (+13/+7), Expertise: Survival 6 (+6), Intimidation 5 (+7), Perception 5 (+6), Stealth 5 (+6).

Offense:

Initiative +5

Unarmed +8 (Close Damage 10)

Sleeper Hold +8 (Grapple DC 20, Fortitude 9)

Defense:

Dodge 6, Parry 6, Fortitude 12/4, Toughness 12/4, Will 6

Totals:

Abilities 40 + Powers 73 + Advantages 11 + Skills 12 + Defenses 10 = 146 points

Offensive PL: 9

Defensive PL: 9

Resistance PL: 9

Skill PL: 8

Complications:

Thrills--Motivation. Accident (damage to surroundings). *Dark Secrets. Fame.*

Update 2021: In the aftermath of the **Konan** invasion, all members of the Discovery Company are missing in action. Their fate is uncertain.

Update 2022: The Discovery Company has been discovered to have been incorporated into the **Anachronic Argonauts** during **the Anachronic Calamity**. In the aftermath, they have chosen to continue exploring the altered multiverse, and are currently based on **the World That Burned**. Through their voyages, all of their members have grown closer to the extradimensional sources of their respective powers, and increased in power. (Brad is now PL 11; increase his Enhanced Stamina to 12 ranks, Enhanced Strength to 9 ranks, Enhanced Strength Limited to Lifting to 7 ranks, and Impervious Toughness to 10 ranks, and increase **Strength Tricks** array to 11 points and all abilities to 11 ranks.)