

Hwarang/화랑



A group of superpowers organized by **the Emperor of Korea** to serve as superhuman champions of his Empire and himself, named after the "warrior poet youths" of the 6th century kingdom of Silla. While composed largely of criminals, the current Hwarang has acted in a largely heroic manner since its foundation, notably defending against **an alien invasion**. The long-term goals of the group remain unclear.

Known Members

Bravo

Chosigong

El Diablo Rojo

Dìzhèn

Peulleeo

Talante

Tritonic

Former Members

The Avatar

Purple Haze (deceased)

In addition to these "officers" of the Hwarang, the group is also composed of a large body of volunteers from Korea who receive a super-soldier treatment, supposedly devised by the Emperor himself, which grants its recipients powers for a year, followed by a painful and unavoidable death. However, the Emperor assures his Immortal Heroes that they will all be cryogenically preserved before that, delaying this death until a cure may be found.

As a skeptical reader may expect, these young men and women have been horribly deceived. While the treatment does give them powers, their death would only occur a year later if they did not use any of these powers at all during that time. Every use of power reduces the time until their demise; some recipients have died within weeks or even days of their empowerment. Further, cryogenic suspension only slows the decay of their bodies to perhaps one-thousandth of its "normal" rate, and many recipients are (unwittingly) aging much faster than that by the time that the Emperor graciously allows them to retire from active duty.

There are believed to be no more than three or four hundred of these Immortals serving at any given time, with an understandably high turnover of personnel.

Immortals - PL 9/MR 9

Abilities:

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

Powers:

Energy Beams: Ranged Damage 10, Accurate 4, Distracting - 14 points

Gravitic Flight: Flight 9 (1000 MPH), Aquatic - 19 points

Keen Senses: Senses 5 (extended vision 2, extended hearing 2, low-light vision) - 5 points

Super-Physique: Enhanced Stamina 8; Enhanced Strength 8; Impervious Toughness 9 - 41 points

Advantages:

Improved Initiative, Power Attack, Teamwork

Skills:

Expertise: Military 5 (+6), Intimidation 4 (+5), Perception 5 (+6), Ranged Combat: Throwing 4 (+4).

Offense:

Initiative +5

Unarmed +6 (Close Damage 12/4)

Energy Beam +8 (Ranged Damage 10)

Defense:

Dodge 4, Parry 6, Fortitude 15/7, Toughness 12/4, Will 3.

Totals:

Abilities 36 + Powers 79 + Advantages 3 + Skills 9 + Defenses 8 = 135 points

Offensive PL: 9

Defensive PL: 9

Resistance PL: 9

Skill PL: 0

Complications:

Loyalty--Motivation. Rapid Aging. Self-Destruct. Others as Needed.