

Colonel Violence



In 2007, Eddie Ennis was a high school dropout who lived with some friends of his in Malibu, and his concerns were those typical of someone in that position -- mostly involving where he was going to score his next hit of methamphetamine. And then his life got turned upside down one evening while he was going to meet a supplier of such. A vehicle looking like a car out of a science fiction movie exploded out of nothingness on the street and screeched to a halt right in front of Eddie. Before his stunned eyes, the driver side door opened and a tall man stepped out, walked up to Eddie and handed him a strange costume just like the one he was wearing, and said, "You wear this."

As the tall man turned to go, Eddie managed to find his voice, and asked *why* he was supposed to wear the costume. The tall man paused and looked back at him, answering, "Entertainment." Then he popped back into the vehicle and drove off to disappear in a flash of light. Still bewildered, Eddie ducked into an alley and changed into the costume, quickly discovering that it could change its appearance to anything that his limited imagination could come up with, and that it granted him super-powers.

He promptly used those powers for that stated purpose, entertaining himself by shaking down the drug dealer and taking his entire supply plus all the money he had on him. Eddie was somewhat annoyed to discover that he was unable to experience the same drug high that he had before while wearing the costume, but the rush of the experience was a good substitute. Over the next few years, the legend of the man who called himself Colonel Violence (with the rank pronounced "Carnal") spread across Malibu and much of Los Angeles.

A few years later, when [True Believer](#) went to work for [Heroic Enterprises](#), one of her first assignments was to assist in an attempt to arrest Colonel Violence. The two of them instantly recognized each other as deriving their abilities from the same source and had a short

conversation. But her sense of morality was provoked by his complete lack of one, while he was disgusted by the way that she tried to claim that they had been given these costumes for some higher purpose than the one he had been explicitly told about. The result was a serious super-brawl that resulted in a narrow win for True Believer, thanks to her experience in fighting supervillains, and the arrest of Colonel Violence.

Eddie was not arrested for long, of course, since his costume could no more be removed from his person anymore than hers. That was the beginning of a grudge that has lasted right up until the present day, with Colonel Violence eventually following the True Believer from the west coast to the east, setting up shop in Philadelphia and going after her whenever he gets the chance. He has also attacked her stupid little sidekicks in [the Minor League](#) from time to time. No matter what happens, he always seeks to entertain himself in whatever ways his impulses tell him to do ... and in the process provides bloody entertainment for people in the future, observing the action through the cameras of the suit.

Colonel Violence -- PL 11

Abilities:

STR 10/3 | STA 3 | AGL 1 | DEX 2 | FGT 4 | INT 1 | AWE 2 | PRE 3

Powers:

The Suit:

- * **Bonding:** Feature (cannot be removed involuntarily) - 1 point
- * **Camouflage:** Morph 2 (clothes), Only changes appearance of suit - 8 points
- * **Defensive Field:** Immunity 10 (life support); Impervious Protection 9 - 28 points
- * **Enhanced Mobility:** Enhanced Defenses 12 (Dodge 6, Parry 6); Flight 9 (1000 MPH), Aquatic - 31 points
- * **Offensive Settings:** Array (20 points)
 - **Force Blast:** Ranged Damage 10 - 20 points
 - **Strength Booster:** Enhanced Advantage (Close Attack 6); Enhanced Strength 7 - 1 point
 - **Stun Blast:** Ranged Cumulative Affliction 10 (Resisted by Fortitude; Dazed, Stunned), Limited Degree - 1 point
 - **Tractor Beam:** Move Object 10 (25 tons) - 1 point
- * **Sensory Functions:** Senses 6 (extended vision 2, extended hearing 2, low-light vision, ultrahearing) - 6 points

Advantages:

All-out Attack, Chokehold, Daze (Intimidate), Fast Grab, Fearless 2, Improved Hold, Improved Initiative, Improved Trip, Move-by Action, Power Attack, Startle.

Skills:

Expertise: Popular Culture 6 (+7), Intimidation 6 (+9), Perception 6 (+8), Ranged Combat: Suit Powers 6 (+8).

Offense:

Initiative +5

Unarmed +10/+4 (Close Damage 10/7)

Force Blast +8 (Ranged Damage 10)

Stun Blast +8 (Ranged Fortitude 10)

Defense:

Dodge 8/2, Parry 10/4, Fortitude 6, Toughness 12/3, Will 4.

Totals:

Abilities 38 + Powers 97 + Advantages 12 + Skills 12 + Defenses 6 = 165 points

Offensive PL: 10

Defensive PL: 11

Resistance PL: 5

Skill PL: 4

Complications:

Psychopath--Motivation. Addictions and Other Bad Habits.

Update 2021: During the **Konan** invasion, he accepted an amnesty offer to fight against the invaders, but returned to crime promptly afterwards, including an attack on True Believer. During this episode, Eddie was in a sufficiently uninebriated state to be able to mockingly tell her why he had been given the suit, but found himself bewildered when she pointed that the old man might have meant that he was entertaining other people. That had nothing to do with it ... right? Suddenly, he is not so sure about that.

Update 2022: During yet another attempt by True Believer to capture him, the two of them found themselves contacted by the old man who had given them their costumes -- or rather *costume*, since there was only one of it, existing at different points along its personal timeline. The old man explained that their adventures had been entertaining for people existing in the future, but were no longer attracting good ratings. As such, the plug was being pulled with an event dubbed "The End of Truth." Eddie wanted nothing to do with this, of course, and attempted to kill the old man, but found himself incapacitated by True and disarmed by the old man. He is currently being held in jail, preparatory to his trial for numerous misdemeanors and felonies committed since the amnesty. (Remove all powers; he is PL 5.)