

The Avatar (and Lonnie Lawson)



The Avatar



Lonnie

Sometime in the early twenty-first century, a scientific experiment whose exact nature remains undetermined opened up a pinhole-sized fracture between the reality of the World Less Magical and another reality of utterly alien nature. The singular intelligent life form which resided there peered through this fracture for quite some time, monitoring the diverse life forms resident on this version of Earth. It found them fascinating and confusing, and sought to learn more. So it was that, in 2008, several members of [the Powerhouse](#), as well as their associates and their enemies, were drawn into this alternate reality and compelled to fight a

series of conflicts for the entertainment and enlightenment of its sole resident.

The results of these covert conflicts gave the intelligence a great deal to think about, and for about a decade (in Earth terms) it did just that. Apparently, it reached the conclusion that it needed still more data and that the best way to gain it would be to send a discrete part of its own mind into that world as a sort of intelligent probe to observe more directly. It patterned this incarnation on the physical form of one of the most impressive individuals whom it had brought to its world, the one called **Paragon**.

This "avatar" entered the World Less Magical in the city of Los Angeles, and, after a series of encounters with the local humans that were as confusing for them as they were for him, he sought out the individual whom he hoped would be of assistance in learning more -- one Leonidas "Lonnie" Lawson. Formerly known as Talon, the partner of **Darkwing**, the two had met while the latter was working a case in 2004, learned that the young man had powers (which had just begun to flourish) and took him as a pupil in order to keep him out of trouble. Lonnie debuted as Talon after a year of training and worked with Darkwing until 2009. Ironically, the argument that had ended the partnership between the two heroes had at least partially been caused by their experiences in the alternate reality.

Lonnie at first refused to believe that he was dealing with an incarnation of the alien intelligence responsible for an episode in his life from a decade earlier, but was soon convinced of this truth. With that out of the way, what he wanted to do was pass the buck to the Powerhouse, to **Argus**, to **Heroic Enterprises**, hell, to **the Minor League**, *anyone* other than himself. But the fact that the Avatar had deliberately sought him, out of all the people who had been involved in those events, along with the guilt Lonnie felt over how turning away from his responsibilities in the past had led to the rise of **the Combination**, led him to agree to work with the strange being from another world.

And so they have set out, a pair of hard-travelling not-really-heroes in search of the meaning of life. Lonnie possesses low-level physical superpowers and was trained as a crime fighter and detective by Darkwing; while somewhat out of practice, he is still excellent in both areas. The Avatar possesses vast power but also certain limitations. First, he is decidedly *not* omniscient, and is limited to the sensory abilities of an untrained Anacreonite. Secondly, he can manipulate matter at will, but cannot in any way affect minds or consciousnesses. Lastly, he is not immortal; if subjected to an assault powerful enough to kill him, his consciousness will return to its original reality and is unlikely to return to this one afterwards

Lonnie has not informed any of his former colleagues about the nature of the being with whom he travels, but rumors have circulated within the community nonetheless. For now, the members of the Powerhouse are holding back and waiting to see what will happen; the Avatar has not yet done anything that would lead them to view him as a threat. The adventure

continues, in other words ...

The Avatar -- PL 15

Abilities:

STR 11 | STA 12 | AGL 3 | DEX 4 | FGT 9 | INT 1 | AWE 2 | PRE 2

Powers:

Great Speed: Enhanced Advantages 8 (Close Attack 2, Improved Initiative 4, Interpose, Move-by Action), Quirk (Close Attack is only enhanced against foes with a lower Initiative total);

Enhanced Defense 10 (Dodge 5, Parry 5); Flight 9 (1000 MPH), Aquatic; Quickness 9 - 45 points

Great Toughness: Immunity 10 (life support); Impervious Toughness 12; Regeneration 10 - 32 points

Nigh-Omnipotence: Variable 9 (molecular control), Free Action - 81 points

Typical Settings:

Create Matter: Continuous Create 14, Subtle - 43 points

Destroy Matter: Perception Range Damage 15 - 45 points

Go Anywhere: Accurate Easy Extended Teleport 9 (2 miles/500 miles) - 45 points

Move Matter: Perception Range Move Object 15 (800 tons) - 45 points

Restore Life: Perception Range Healing 11, Resurrection (1 month), Side Effect (failed roll inflicts Damage 11 on subject) - 45 points

Transform Matter: Continuous Transform 7 (anything into anything; 100 lbs) - 42 points

Advantages:

Benefit 2 (cipher 2), *Close Attack 2*, Fearless 2, *Improved Initiative 4*, *Interpose*, *Move-by Action*, Sidekick 24

Skills:

Close Combat: Unarmed 2 (+11), Expertise: Science 8 (+9), Insight 6 (+8), Perception 8 (+10).

Offense:

Initiative +19

Unarmed +13/+11 (Close Damage 11)

Destroy Matter -- (Perception Range Damage 15)

Defense:

Dodge 14/9, Parry 16/11, Fortitude 14, Toughness 12, Will 10

Offensive PL: 15

Defensive PL: 14

Resistance PL: 12

Skill PL: 5

Complications:

Curiosity--Motivation. Unfamiliar With Human Culture.

Totals:

Abilities 88 + Powers 158 + Advantages 28 + Skills 12 + Defenses 19 = 305 points

Lonnie Lawson - PL 8

Abilities:

STR 5 | STA 5 | AGL 6 | DEX 6 | FGT 8 | INT 3 | AWE 3 | PRE 1

Advantages:

Defensive Roll, Evasion, Improved Initiative, Instant Up, Jack-of-all-trades, Power Attack, Ranged Attack 5.

Skills:

Acrobatics 6 (+12), Athletics 8 (+13), Close Combat: Unarmed 3 (+11), Deception 8 (+9), Expertise: Streetwise 4 (+7), Insight 4 (+7), Intimidation 7 (+8), Investigation 5 (+7), Perception 5 (+8), Sleight of Hand 4 (+10), Stealth 6 (+12).

Offense:

Initiative +6

Unarmed +11 (Close Damage 5)

Defense:

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

Totals:

Abilities 74 + Advantages 10 + Skills 30 + Defenses 6 = 120 points

Offensive PL: 8

Defensive PL: 8

Resistance PL: 6

Skill PL: 8

Complications:

Responsibility--Motivation. Guilt (past failures and mistakes). ***Mixed Admiration and Resentment*** (Darkwing).

Note: As Talon, his STR, STA, DEX, AGL and FGT were 1 point less, he had a Flight Suit and Utility Belt like those used by Darkwing, and Justice as a Motivation.

Update 2021: Following their involvement with the Strongest Under Heaven tournament held by **Thunder Dragon**, Lonnie and the Avatar have parted ways temporarily. Lonnie has traveled to Portland with **Red Archer**, with whom he has a renewed relationship, and is considering joining her as a superhero. The Avatar has traveled to Korea, where he has become a member of the **Hwarang** in the interests of having some extended conversations about life with **the Emperor**. Or so it seems; he may have started to develop goals beyond that. Remove Sidekick from his advantages, but add the following powers:

Anacreontic Powers: Array (16 points)

- **Sensory Projection:** Remote Sensing 7 (visual; 120 miles), Subtle 2 - 16 points
- **Strength Enhancement:** Enhanced Strength 4; Enhanced Strength 8, Limited to Lifting (200 kilotons) - 1 point
- **Warp Speed:** Enhanced Flight 7 (125,000 MPH); Movement 1 (space travel 1) - 1 point