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INFINITY-VERSE

GROUPS

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Zero Tolerance



Originating out of Rockefeller City, Zero Tolerance is a high-risk quick response force. They were started as a response to the high crime rate in the city with the regular police force losing control due to a low amount of cops and corruption placed in their system. The Mayor (despite threats from the organized gangs) put together this response force in secret with assistance from his advisors seeking to hire ex-military personnel to try and bring some semblance of order back. They are combined with the SWAT force of the city and generally are allowed to take part in raids or incidents that will require heavy support. They are generally the first reaction force if a metahuman is committing a crime.

Equipped with the most state of the art weaponry and vehicles available at the time. They were seen as some to be the next step in protection in a world filled with super-powered beings. It turns out that even with shining new outfits and toys they could still be as twisted and corrupted as man can. Some of them would make deals with the mobsters raiding their rivals' operations, taking some of their profits for themselves or committing assassinations.

Heroes of Rockefeller stay wary of them. They've been known to frame supers for crimes in order to sway the public to their side.

They are going to be the main antagonists for the first arch in which they become an international force after several staged events to discredit supers.

The Courageous Criminals of Silicon City

A ragtag bunch of lawbreaking misfits who after teaming up together to PERMANENTLY bring down the hated mob boss known as Loan Shark. A inventor turned experienced bankrobber (Pissant), a young smooth-talker on the rise to becoming an infamous thief (Jetpack Jockey), a NEET who evolved into a technopathic wizard on his 40th birthday (Machine Mage), a gambling addict who assumed the identity of a now deceased enforcer of Loan Shark (Pinball), and an insane android hellbent on destroying any modicum of fun within its sight (NO-FUN BOT 9000) decided despite their issues with one another, they are more effective together than apart. They are said to be the first alliance of supervillains in history, but their goals are not as ambitious such as taking over the world and remaking it in their own image. They only care about two things **themselves** and **"the score"**.

*Each member is expected to follow the **"Criminals Code"** a list of rules and regulations which was written up and enforced by the de facto leader Pissant after Mage attempted to kill his nemesis Tam Nami (and thankfully failed thanks to the combined efforts of the CCoSC) they follow as ordered.

- 1.) **Do not kill cops needlessly:** *If one or two dies thats fine, they know the danger they signed up for. But if you're actively trying to build up a body count then you're just going to succeed in getting all of our collective asses kicked by a pissed off superhero.*

- 2.) **DO NOT KILL SUPERHEROES NEEDLESSLY:** *Same reasoning as #1 only the consequences might be even more severe (I'm looking at you Jerry).*
 - 3.) **No drugs whatsoever:** *I'm working with professionals NOT crackheads.*
 - 4.) **No harming children:** *We are criminals not monsters. If you so much as try I will kill you myself.*
 - 5.) **Do not fight your fellow partner in crime:** *We are in this together now, and if we are going to make it we need to stop trying to rip out each others throats and focus on the objective at hand.*
 - 6.) **If one of us does in fact die doing this shit, we do not abandon the body.**
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Omega Power Guardians



Power Up aren't the only heroes in Japan. A few months after their reveal another corporation, Acute Industries, revealed their line of heroes for Japan. Known as the *Omega Power Guardians*. Said to be six employees who rose up the ranks with an admiration to fight crime for their fair city! They dispense justice when they can with their advance laser weaponry and list of fast response vehicle. They would be hailed as the forefront of the next generation!

The truth though? The Omega Power Guardians are actually terrible at combating threats that would be above a C-list in power scale. Villains who have lethal abilities have easily been able to kill the Guardians in battle. The corporation simply covers this up, they actually have an entire warehouse full of their clones which they simply thaw out a new batch when they die and the public isn't the wiser. These deaths do give them chances to 're-release' them in new outfits and vehicles mostly to appeal to merchandising.

But there's no telling what would happen if they do eventually find out they're nothing but genetic copies.

Powers

- Peak physical fitness
- Access to a list of melee and ranged weaponry, laser powered with stun settings
- Able to jump extremely high and survive large explosions
- have a habit of calling out catchphrases or speaking very loud
- Vehicles that can turn into giant robots when needed

Alignment

- Good for now, once they find out about being clones. The results won't be pretty
-

Sweet Pie Alliance

A group started by Pie Dynamo in the crime infested hole known as Rockfeller City. First made as a meetup group for the other heroes in the city, it became their go to for group patrols of the city. The member count is currently low due to the sparse hero population of the city (the only recurring members seem to be Pie Dynamo and /Co/nner with Miasma showing up from time to time)

The Faction Five

Five of the most powerful secret societies on Earth all waging an ongoing shadow war against one another. Each underground syndicate has the time, money, and resources necessary to influence and shape the world into their idea of a perfect society.

Factions

- The Cybermancers
 - The Court of Retribution
 - The Catholic Church/The Last Order
 - South American Empire
 - Swabian Reich
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Patriot Force



After the massive public disapproval of Supers following the Vietnam War the US Government had to refocus their efforts. They still wanted to make use of Supers in their acts but needed the public's side so they wouldn't have issues on an illegal route. That's when the idea came for Patriot Force.

Their main propaganda and war hero, Joe Washington, was assigned his own team of several Patriotic supers handpicked after careful research. The point of the team is for public approval, military and government missions as well. They were a big hit with the public seeing heroes that truly represented the USA stepping up to beat down the Soviet Union.

Members

Joe Washington

Madam Liberty
Travis Raptor
Flag Slash
Star Stripe
Steel Might
Morning Glory

SMU (Soviet Meta Unit)



The Soviet Union experienced an influx of people displaying extraordinary abilities after the failed missile test of January 10th, 1960. The Government decided to make good use of them by putting down a law stating all meta-humans must come forward to serve the Government or be killed.

Soviet Meta-Unit is their military division composed of all those with powers that joined up. Some joined out of fear (that their powers would hurt the ones they love or they would be hunted down) and others out of pride to the Motherland. They're taught to learn control of their powers in the field so several of them (if they can't control them) are suited with gadgets to keep them under control.

Members

Timofey (Overseer)
Bodark
Iron Curtain
Sila
Stardust
Concussion

MI-X



After the second Great Fire of London left thousands of citizens empowered with extraordinary abilities, the UK has been under siege by a series of meta and supernatural related events. Each one becoming more chaotic than the next. Her Majesty's Government thought that they could turn to Zero Tolerance for assistance in these matters. But after one persistent journalist blew the police force's corruption wide open, they were forced to look elsewhere.

Enter MI-X, a top-secret department created to handle any and all situations involving superhumans or the paranormal. They mainly recruit from those who were gifted powers by the fire but occasionally seek out the help of more "unorthodox" individuals when the time calls for it.

Members

Sitrep
Vanish
Medic
Archive
Blastwave

Power-Up



Names: Hanabi (Arisu Inoue), Burasuto (Shoichi Ito), EXA-L (Ryota Endo)

Ages: 22 (Hanabi), 24 (Burasuto), 28 (EXA-L)

When the rise of supers came up in the world while some feared them, others praised them there were some who saw a better opportunity for this. Pure profit. The Electroco Company was one seeing pure profit in this ideal originally starting off with the idea of scientific research they decided to pursue an entertainment and security route with

their new idea. Three candidates were chosen after a series of trials and tests to become the first Japanese 'Superheroes'.

Arisu Inoue was a young woman who became one of the first candidates for the trial to become Hanabi. Hanabi in design would wear power armor that would cybernetically be linked to one's DNA code. An operation process that would be both painful and long, she had to train hard to improve her body into the terms needed to use Hanabi's armor. After three other candidates died in the implantation phase she was the only one to come out still breathing and the armor of the future heroine was linked to her.

Shoichi Ito was an athlete who was injured in a training accident while getting ready for the Olympics. The injury caused permanent damage in his leg but the corporation offered him the chance of a lifetime. Genetic research to restore him to former glory and much more with it. Going through with it he was mutated in a special vat which changed his entire DNA spectrum. Walking in a man, he emerged a sliver creature with energy blast powers. Donning the new name Burasuto he became the leader of this new superhero team.

Ryota Endo, genius and studying robotics. The last candidate approached to achieve his vision. Bond a man to his machine permanently. A step he was willing to take as he agreed to have his arms and legs replaced with robotic ones to allow easier integration into EXA-L. An advanced suit of armor that would grant him abilities before his wildest imagination.

All and all they became known as Power-Up. A well loved superhero team saving Japan from multiple threats and appearing for public campaigns. The Electroco company has since made billions off of toy sales and appearances by them.

Appearances

Arisu - wears a tight skinsuit with armored plates along her body, colored a grey metallic color. A small jetpack mounted on her back and an open helmet with a closed visor option. Under the helmet her hair is fairly short and hazel eyes.

Shoichi - a humanoid white furred being with two large pointed ears, a semi-long snout and long slim tail with a red line going down his back. His forehead is known to glow when in deep concentration due to the power supply stored there.

Secondary form makes him gift with a reptilian appearance to it

EXA-L - standing at 14ft is the tallest member of the team. His robotic body is brightly colored blue with silver lines running down it, his head is designed with two glowing eyes fitted with a steel plate as the mouth. Jetpack is built with a wing-style to it able to fold in and out of his body on command.

Powers

Each of them have energy based powers. Hanabi is able to fire energy blasts from her hands, visor and uses a jetpack to get around. Burasuto is able to generate melee weapons from his internal energy supply and even has the ability to turn into a Godzilla-style being if he concentrates enough of his energy. EXA-L is loaded with numerous lethal and non-lethal weapons ranging from railguns, lasers, missiles and even a plasma katana.

Members:

Burasuto

Hanabi

EXA-L

Rebuild (Brief member)

Cybermancers



A cult that started when ENIAC was first revealed to the world. Some scientists began to view the prospect of digital information to be the destiny of humanity, that one day they would be able to live in a form of cyberspace where all their needs would be taken care of. There would be no more sickness, no more hunger, no more aging, they would all be at absolute peace.

The Cybermancers want to speed up this passage of time to the great coming. Since the tech-jump came around they figured this is the perfect opportunity to further their goals with the advancement of computer technology. They're mostly composed of scientists and programmers all working around the clock, linking themselves to their machines and trying to find the absolute bliss of cyberspace.

Their defense force is fairly limited so they rely on the fact they live in an unknown remote location to continue their research. Flood was their greatest invention since he was their first combination of handpicked data implanted into an artificial mind (Flood's intense combat knowledge).

Flood was only the stepping stone. They plan to make more of him in the future.

Alignment

-Neutral

The Court of Retribution



A powerful cabal made up of individuals from a variety of social classes and backgrounds. All of its members had lost something to the corruption that plagues the world and witnesses its perpetrators get away with their transgressions. Either this was do to the case getting thrown out due to "technicalities" or because an abuse of power and prestige that made people look the other way varies from member to member, but what matters is that they aim to deliver retribution to the criminals who got off too easy.

After reviewing the case or the crime in question and gathering the information of the ones involved, the Court sends its most dreaded assassins called the Executioners to carry out their sentence. Some Executioners hunt their marks through stealth and manipulation, others through fear and brutality, either way the job will be done even if it means the chosen Executioner will have to die trying.

Alignment

They are Anti Heroes who are committed to a goal many would sympathize with, but in order to accomplish that goal the Court does a lot of monstrous things. Brutal interrogation, blackmail, setting up or framing others associated with the mark to cover their tracks. But most of all, the creation of their Executioners who are orphans raised from birth and taught to become the ultimate predators.

The Last Order



Since the dawn of the Rome Empire, the threat of heretical magical practices loomed over the world. Created to combat, capture and destroy these abomination, "The Last Order" was created. The group has been prevalent for ages, leaving little trace of their existence or actions. The group's prime was during The Christian Crusades of the middle ages, where

under the pretext of defeating the muslim invaders they sought to eliminate all traces of magical practices throughout Europe. Ever since then the group has been fairly dormant, they played a considerable role during both world wars and the age of imperialism but nothing to the scale of the days of old. Well, until that pesky time traveler came and messed up everything.

Powers

None; only the blessing of the Church, their knowledge as warriors and the luck of God on their side. The Order prefers that their knights fight with melee weapons instead of guns, fearing it would be too easy to disarm them when against a magical enemy. But there is not against them using them, though it has been noted that experienced units that are deep within the system are noted to use some level of magic.

Alignment

The Vatican and the Christian God. Basically Anti-heroes on some sense; they basically hunt magic wielders, rouge aliens or anything deemed heretical by the Church. They do it for the safety of humanity and the will of their God.

Swabian Reich



-Even with the loss of the war, the Third Reich was not dead completely but split amongst itself. Two groups were formed out of this split, the Swabian Reich and the South American Empire.

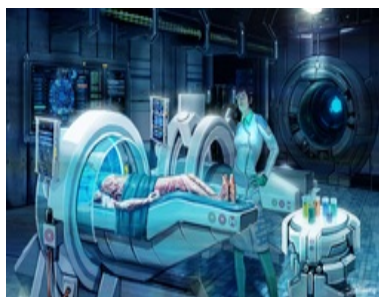
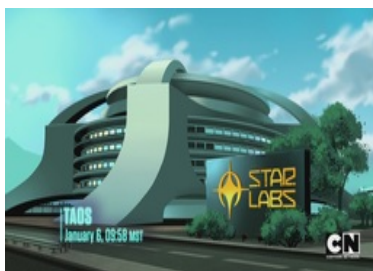
The Swabian Reich was formed from those who fell back to a secret base located in Antarctica (built during the numerous scientific expeditions during World War II). There they regrouped and began to rebuild. No one would ever come looking for them that far out there and this gave the Swabians the chance to experiment undisturbed.

Using documents they kept, technology they brought with them, they went to work to build anew. Their idea was to build a bigger army and accomplish the dream of a pure world under the rule of their doctrine.

The Swabian Reich's interests all rest in technology and the occult. Their base is headed by those who had a foothold in the more secret experiments during the war. Due to this, they have made advance weaponry and vehicles during their isolated time but only in limited quantities. This has led them to scout into the outside world to give themselves an edge.

Due to their isolated location, they have a limited number of soldiers but make up for that with their advance technology. Their common interests in the outside world are places with advance technology, occult or genetic research.

Ikehara Industries/Ikehara International



A multi-billion dollar conglomerate currently owned and run by the brilliant scientist/industrialist Kyouzo Ikehara, who transformed what began as a simple privately funded research and development center into one of the most powerful tech corporations in the world. They are headquartered within Silicon City but also maintain facilities located around the globe, numbering somewhere between twenty and thirty at the last recorded account.

One of their prototype inventions Project ARISE, which was experimental Aether Drive that could theoretically harness the power of the cosmic force to improve the human condition, was stolen during a raid on their HQ was converted into a bomb that was planted in the west ends of Elysium City and detonated. The result was the world's first mass empowerment event, giving anyone who survived the blast radius superhuman abilities.

Now with thousands dead and an unknown amount of metahumans rising from their ashes, Kyouzo and the best and brightest members of his personal R&D team are putting all of their efforts into helping Elysium recover from the bombing. But in secret they are working with metahuman Dr. Roger Amell AKA Defib to assist or combat the new superpowered population while hunting down the ones responsible for not only the raid but the detonation of what specialist are now calling the Mass Empowerment Device (M.E.D).

Alignment

-Good

Caissa



When the MED was detonated the city of Elysium was thrown into a perpetual state of turmoil. A new superhuman population was born from it's ashes, a horde of scientific abominations were let loose onto the city's streets, and local law enforcement was left too weakened to bring any form of order back into the city. It didn't take long for criminal organisations from near and far to try and take advantage of Elysium's weakened state. Fighting each other in a mad rush to acquire new territory and establish new operations. But in the midst of all of this chaos two individuals ended up rising to the top, not only seizing control of damn near all of the illegal enterprises within Elysium but even united some of the warring factions under their banner.

This is how Caissa was born. An influential organized crime syndicate that now runs a monopoly on all of Elysium's underground endeavors, closely beating out the Chicago outfit as the largest criminal organisation in the midwest. While they secretly did assist in bringing back some semblance order to the city it is now more corrupt than ever with numerous cops and politicians in their pocket, ensuring that no matter what happens the odds will forever be in their favor.

"Blessed be Caissa, divinity made reality."

Known Members:

- Wisp
- Blindfire
- Undertow
- Swift Kill

Alignment:

- Lawful Evil
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Elysian Guardians



A group of teenage superheroes operating in Elysium City. They were brought together by Blight seeking to become the next big heroes to protect the city from all who threaten it. The issue is that while some of them do have powers they lack the discipline to properly train and more worry about cool names and catchphrases. That is until Defib steps in to train them, he takes them under his wing seeing he could mold them into the next greatest heroes.

Members

- Blight (Leader)
- Preying Mantis
- Strikeout
- Dark Face
- Sinus
- Defib (Mentor)
- Slapdash (Temporary Mentor)
- Rebuild (Temporary Member)

Alignment

-Good

Section 8



Azen City, what once started as a technological marvel and mankind's first step in reaching a new frontier deteriorated into a wretched hive of scum and villainy after the U.S. Government left it for dead so they could avoid a second depression. So many atrocities have taken place within Azen's borders after "The Great Descent" that it's a damn miracle how this place is still standing today. Fortunately there is one thing that continues to fight for order within the chaos, Section 8...

Officially founded after they defeated the symbiotic horde of Inductors that wreaked havoc on their streets, Section 8 is a team primarily made up of individuals from various backgrounds who have agreed to take on the task of cleaning up the corruption that has taken hold of Azen by bringing down the criminal syndicates that are currently in control.

CURRENT TEAM ROSTER

- Kurtis Kazroy (De Facto Leader)
- Calamity
- No'ek
- Bag n Tag

Alignment

- Good

The Azen City Police Department (ACPD)



Believe it or not, even a hellhole like Azen City had a police department when it was first established. The U.S. Government recruited numerous policemen and women to protect and serve the new frontiersmen out to make a new life on Earth's moon. But then "The Great Descent" happened and everything changed. There were mass riots, anarchy spread like

wildfire, and the body count was on the rise. So what did these brave men and women do in response to this period of chaos? They locked down a hub section of the city and nobody was getting in or out without proper authorization.

After the riots subsided, the remnants of the ACPD became one of the several syndicates currently in control of Azen. Even though they may have started out as one of the more well-armed criminal factions, the ACPD is forced to make a lot of dirty deals and break a fuck-ton of oaths just to keep the majority of their numbers alive and well.

Alignment

-Evil

The Jacks



A gang of four, each dressed in uniforms marked with a card suit. Mostly motivated by boredom, partly by greed and bloodlust, the foursome have taken to a life of crime following their sudden empowerment in the New Years Fire. Not to say they don't all have histories, but they've definitely become more driven.

Jack McCallum, 17. the Jack of Spades: Jack the Ripper.

Capable of shaping objects as though they were made of clay. Violent, willing to use his powers on other people. Treated almost like a pet monster, rather than a member of the team.

Jackson Brown, 17. the Jack of Diamonds: Jack Frost.

Developed ice powers, uses them for vandalism or escape strategies, mostly. Least psychotic of the group, but still willing to go along with the others.

Jacqui O'Rourke, 18. the Jack of Clubs: Hell-Jack (Now known as Spring-Jack)

Her legs were ramped up in strength, allowing her to leap over buildings, run at high speeds, and kick through brick walls.

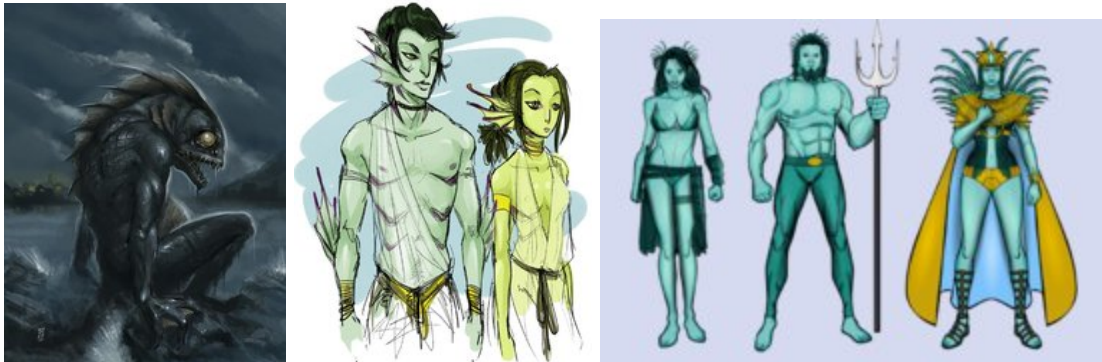
Most "laddish", as though she has something to prove.

Tom Clifton, 21. the Jack of Hearts: Jack of All Trades.

Gained shape-shifting abilities, allowing him to look like anyone he's seen before. Capable of getting details wrong, though.

The leader of the group, and probably a sociopath.

The Kyelamai



-The Kyelamai are a collective of several different fish races living in the Laptev Sea. They were all once separated due to distance and political differences until civilizations began to fall (through nature changing, internal conflict or even surface dweller meddling) it was the Evakasi who realized they would all die out unless they united. Opening up the gates of their city to refugees they began to expand and build more to preserve their culture as one. They lived deep under the sea undisturbed by the surface world. Until the Soviet Union decided to build an underwater facility on their territory.

RACES

-Jansoon

Deep water / further north fishmen less suited to surface interaction. More physically built, and more military minded in culture.

Most of their magic deals with ice weapons, and such.

A deep-sea fish look to them, and probably least human-like. Pale skin, large eyes, merged neck and shoulders.

-Rusalki

Much more surface-ready, in fact capable of surviving up to a week on land if the conditions are right.

Least fish-like, not even having proper gills, so they'll need to be able to get air somewhat regularly.

They have light coloured hair, and fair skin, but the face is just slightly off from normal.

-Evakasi

The dominant class of the kyelamai, if only because their old territory was the only real overlap all the surviving races could survive in.

Most magically aware of the races.

The Busgals

-The Busgals are the newest superhero team to pop up in Silicon City. Started up by Thaddeus Fryer Lee, he sought to expand the brand of food services and what better way than superheroes! They were currently the new thing and Japanese corporations were raking in huge profits from merchandising. He looked to his top three restaurants and began to look for possible candidates. He would have to choose the best of the best, young and inspired women that would be willing to throw down their lives in defense of Silicon's fine residents. Also if they wouldn't mind advertising their new products from time to time, gotta remember those merchandising rights.

MEMBERS

- Sunset Glider
 - Ms. Flurry
 - Patisserie
-

The Revenants



From the unfathomable depths of Limbo, they rise.

The remnants of souls long departed, allowed to walk the realm of the living once more. Imbued with the power to end those who seek to bring the world of man to ruin. Whether they be monsters or gods.

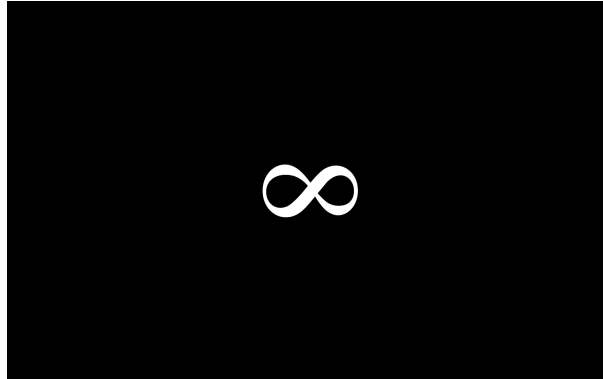
They are humanity's last defense against the forces of the supernatural.

Stalwart protectors.

Ferocious warriors.

Hunters of those who do not belong.

THE INFINITY NETWORK



Let's face it, the world has proven itself to be an increasingly dangerous place that is constantly under siege by threats of both terrestrial and otherworldly origin. By the time government and law enforcement agencies actually pull their heads outta their asses and try to resolve the problem it would already be too late. This is made an even worse situation thanks to the growing tensions of the Cold War where more and more countries are mobilizing against each other rather than work as a united front.

So with that in mind, what's stopping us from saving ourselves?

Answer: Not a damn thing.

The Infinity Network is an independent covert intelligence organization that has taken up the duty to protect the world from those who seek to bring it to ruin. A experimental doomsday device was stolen from a laboratory? They can identify the tech and track it down before the story even hits the news. A terrorist insurgency is looking to overthrow the government? Leave it to them and in less than a week they'll only be an afterthought. A devil worshipping cult is trying to summon a powerful abomination from another dimension? They know just the right people for the job.

The members of the Network are chosen and called on for their specialized skills in a variety of areas. This grand collective not only includes masked vigilantes from around the world but also recruits the assistance of military personnel, intelligence agents, police detectives, scientific researchers, doctors, former criminals and assassins, etc. Each one activated whenever a situation calls for their particular expertise.

Whenever the world needs saving, they're always ready to answer the call.

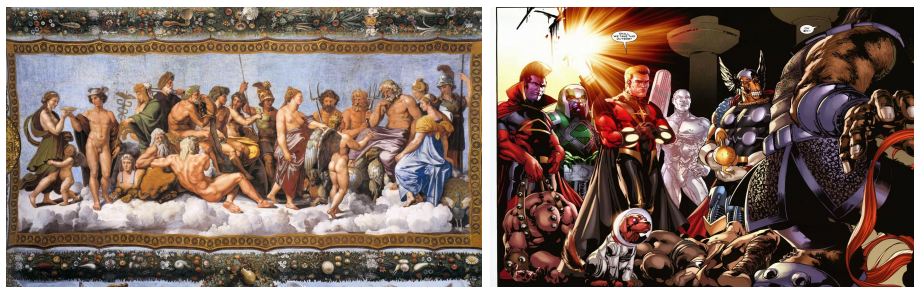


During the Cold War, the American people became concerned for their safety and the state of their country during the growing tensions with the Soviets. Some began to make plans to hide out if the bombs start dropping while some thought it would be best to take the fight to the Soviets, patriotism was on the rise during this age.

Freedom's Future was a result of that. A few meta-humans from Elysium City banded together

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The New Pantheon



A controversial super-group that made their debut around the beginning of the 70's, The New Pantheon is a small collective of old surviving greek gods and their descendants who seek to reinstate their deific status among the mortals of Earth and create a brand new age of the gods after their foolish predecessors ruined everything with their petty arrogance and infighting.

While they were initially dismissed as a bunch of radical superhumans with delusions of grandeur, their repeated heroic deeds and groundbreaking miracles have steadily been changing public perception. Causing many political powers to fear what might happen if these people do succeed in their goal in becoming deities worshipped by the masses, leading to several conflicts in their attempts to either undermine them or bring them in.

MEMBERS:

-Minerva: The former owl of Athena turned New Goddess of Wisdom.

- The Silver Streak: An old retired art thief and descendent of Hermes. New God of Thieves and Travelers.
 - Mr. Unstoppable: Ex-professional wrestler and descendant of Hercules. New God of Strength and Athletics
 - Dionysus: Immortal drunken God of Celebration and Ecstasy.
 - Cyrus the Huntsman: Demi-god protege of Artemis promoted to new God of the Hunt.
 - Bia: The living personification of raw power and energy made Ares' successor as the New Goddess of War.
 - Adamantine: Young tech specialist and "reformed" supervillain who arose as the Armored God of Innovation. Descendant of Hephaestus and Agaea.
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The Four Majesties



Age: Aeons old, ageless

In the beginning, there were four powerful demonesses of who mated with the fallen archangel Samael. After his death by the hands of his fellow fallen, the members of his harem rose to power as the new rulers of Hell. Dividing the nine circles amongst themselves and use their newfound divinity to spread their influence over the world of man. They are known as Lilith, Naamah, Agrat Bat Mahlat and Eisheth Zenunim.

Powers

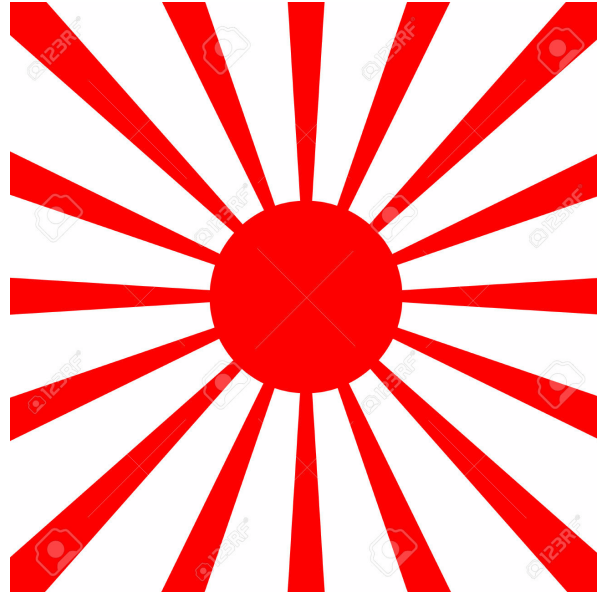
Each Majesty rules over the endless legions of Hell and have unique eldritch abilities that would drive any mortal off the edge of insanity.

Alignment

Lilith-Neutral Evil
Naamah-Lawful Evil
Agrat Bat Mahlat-Chaotic Evil
Eisheth Zenunim-Neutral Evil

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GREATER JAPANESE EMPIRE



After WWII and the American Occupation following it, not all citizens of Japan were so willing to embrace this new relationship with their enemy. While the country let go of their empire and sought to expand on other devices there was one group left seeking to bring the country back to its former glory. The Greater Japanese Empire is a group starting to make its name preaching about restoring Japan to its imperial state and eliminating all western influence.