



WILDSTORM

An Unofficial Supplement for the Marvel
Super-Heroes Advanced Game

The Ultimate Origins Book Supplement Two: Wildstorm Origins

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Version 2.0



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FOREWORD

Originally, this mini expansion to the Ultimate Origins line was going to be a second book included as part of the DC Origins Book. Since DC now owns the rights to Wildstorm, it just fit.

The DC Origins Book kept growing as I wrote it, and I got to the point where I had over one hundred Origins, and adding more to the Origins Table became a daunting task, even with breaking up some of the entries into sub-tables.

As I entertained the idea of splitting this into a separate book, I hesitated due to the much smaller size of this possible expansion in comparison to its predecessors.

In the end, I decided this book would focus primarily on Wildstorm before it was merged into DC's "New 52" Universe, as some significant changes were made to the characters and reality to make it fit in.

The creators of the original Wildstorm Universe made some great stories, characters, and workable Origins for any type of game. The thought of not giving their work a "second life" felt almost like a crime of sorts. As an added bonus, since those stories had a chance to end, I could actually include an overview of their Universe. With Marvel "Retcon" Comics and DC "Reboot" Comics, anything I wrote on that would be out of date before I finished uploading the book.

So I present you with The Ultimate Origins Book Supplement Three: Wildstorm Origins. I hope you enjoy this volume of work as much as I enjoyed learning about it while compiling it.

They had some great ideas and stories. I will certainly be picking up some back issues from time to time to take in the entire volume of their works.

-MTS



OVERVIEW

Wildstorm

History

Earth-50 is one of fifty-one divergent realities that branched from the core New Earth reality during the recreation of the Multiverse shortly following the events of Infinite Crisis. On this alternate earth, metahumans have no inhibitions against removing human political leadership if they engage in initiatives that harm others.

Description

Immortal aliens such as the Kherubim have effectively guided Earth's history since ancient times, which has led to creation of legends and myths about gods, demons and heavenly places based on their activities on Earth. However, the majority of stories in the Wildstorm universe are farther away from reality. One notable difference is the takeover of the United States Of America by the lethal superhuman team, the Authority.

Metahumans

Unlike other earths, where metahumans are often seen as benevolent guardians of the common good, Earth-50 for the most part sees metahumans as something to be controlled and regulated. The metahumans, in turn, see the regular people in much the same light. The tensions between the humans and metahumans reached a boiling point after the extremely powerful Doctor suffered a heroin overdose around the same time as major cities became plagued by natural disasters, which led to suggestions that the Doctor's drug use was

adversely affecting the entire planet. Though the two events were eventually revealed to be unrelated, pundits proclaimed them to be evidence that the metahumans' intentions towards them were malevolent; one pundit even suggested that the Doctor had deliberately created the disasters for fun. This led to the Authority getting ousted and briefly replaced with a more government-friendly team, the first of several attempts by the world's governments to prevent the metahumans from altering the status quo.

Many of the metahumans in the Wildstorm Universe owe their powers to either being born Gen-Active, through alien-human heritage, or being transformed into 'seedlings' through exposure to the energy from a comet. Others owe their powers to magic, genetic manipulation or mutation, or even bionics. A large power gap resides between Superheroes and civilians, making superhumans almost god-like. Still others owe their powers to not being human at all (see races, below).



There are three types of metahumans living in the Wildstorm Universe:

Alien-Human Hybrids: Hybrids are the result of interbreeding between humans and aliens. The most common hybrid are Kherubim-human half-breeds who inherit the powers of the Kherubim race, but also manifest unique powers not found among the immortal alien race. Examples include Voodoo, Backlash, Crimson, and Warblade.

MTS Note: For more detailed information, see page 7.

Gen-Active Humans: Gen-Active humans are individuals who are either born exposed to the Gen-Active serum, or were born Gen-Active due to their parents' exposure. Exposed Gen-Actives usually manifest psychic powers that become stronger when a group is in close proximity. However, humans who are born Gen-Active manifest a much larger range of superhuman powers such as Superhuman strength or pyrokinesis. Examples of Gen-Active humans are Gen13, DV8, and Team 7.

MTS Note: For more detailed information, see page 27.



Seedlings: Seedlings are another known type of metahuman being. They are people who are mutated due to a radiation of a special comet that passed close to Earth. Many who were exposed to this comet became superhuman and were known as "Comet Enhanciles" or "Seedlings". Examples include Battalion, Diva, Hellstrike, and Fuji.

MTS Note: For more detailed information, see page 41.

Dimensions

Alternative 838

Alternative 838 is similar to the Wildstorm Universe, except that gender roles are reversed.



Sliding Albion

Sliding Albion is the codename for an alternate universe (as well as said universe's Britain) in which Earth was visited by an alien race nicknamed "the Blues" during the Renaissance. Despite the vast disparity in technology between the two races, there was a unity of purpose between them, leading to interbreeding and an imperialist culture similar to the Victorian British Empire.

MTS Note: For more detailed information, see page 43.

Astro City

The metro area of Astro City is a mecca for super-powered beings, largely because Air Ace, the first public superhero and a decorated veteran, established residency there shortly after World War I. The series has established a large cast of characters, from small cameo roles of a few panels to full center stage attention spanning several issues.



The series is an anthology that focuses on different characters living within Astro City, using a wide range of viewpoints. Some issues are told from the viewpoint of heroes, some from the more typical vantage point of average people, others from villains and shady criminals. Stories also vary greatly in length, from one issue to sixteen in the case of the story arc, *Dark Age*, whose main viewpoint remains that of Charles and Royal Williams, two brothers in their early adult years living in Astro City. As another interesting twist, this story is set in the 1970s, when some superheroes were declining in popularity, due to general mistrust of authority figures, along with the more violent, gritty tactics that some superheroes were practicing. Hence the notion of a "Dark Age."

The essential hook of Astro City is that it explores how people—both ordinary people and the heroes and villains themselves—react to living in their world. For example, in the first story, Samaritan reflects on his life during a typical day in which he spends almost all of his waking hours flying around the world to help people, and never has any time to enjoy the sheer physical sensation of flight. Other stories involve a date between two high-profile heroes, the initiation of a "kid sidekick" hero, the efforts of a reformed supervillain to find a life outside of prison, a superhero being driven away from Earth by his "love's" attempts to expose him, and the life of an innocent bystander in the days after having been held hostage by a supervillain.

While the focus has been on the heroes of Astro City itself, the series does mention, and at times occasionally shows, heroes from other cities such as Boston's Silversmith, Chicago's The Untouchable and New York City's Skyscraper.

The City

The city was originally called Romeyn Falls (until its rebuilding, post-World War II). At that time, it was renamed in honor of the superhero Astro-Naut, who, apparently at the cost of his own life, saved the city from unspecified disaster.

Description

Astro City is made up of numerous neighborhoods, which include the rebuilt Center City, centered around Binderbeck Plaza; Old Town; Chesler (also known as "The Sweatshop"); Shadow Hill (below Mount Kirby); Bakerville; Derbyfield; Museum Row/Centennial Park; Iger Square; Kiefer Square; Kanewood; South Kanewood; Fass Gardens; Gibson Hills; and Patterson Heights. Shadow Hill, protected exclusively by the Hanged Man, is featured and focused on in many stories.

Notable locations in Astro City are the Astrobank Tower, home of the Astro City Beacon, the city's warning beacon; the tower also has a statue of Air Ace in front. Other locations include Grandenetti Cathedral; the Outcalt Bridge; Bruiser's, a bar catering to heroes; Butler's, a private club for the superhero set; and Beefy Bob's, a fast-food chain.

Astro City's world is also populated by additional fictional towns, as well as real ones. One other fictional town that has been shown is Buchanan Corners, a long overnight bus-ride somewhere to the east of the city. Hood County in an unspecified state. Though there is an actual Hood County in Texas, the name was chosen by Busiek because it "is another play on secret IDs; Mask County or Cowl County wouldn't have sounded right."

Most of the city's physical features, neighborhoods, streets and businesses, as well as the other fictional locales in its world, are named for past individuals or characters associated with the comic book industry and comics history. For example, the nearby Alcatraz-like penitentiary, Biro Island, is a reference to comics creator Charles Biro, who is noted for the comics series *Crime Does Not Pay*.



How to Use this Book

Unfortunately I do not know enough about all the various Origins in the Wildstorm Universe to list what column from the Ultimate Origins book should be used for each one. So to use this book, the Ability Modifier Chart from the Advanced Player's Book tends to be the best option. Allow me to paraphrase the Alien Hero Option from the Advanced Set Judge's Book:

This is an option that may be chosen by the player with the Judge's permission. The hero has the listed abilities, modified by a roll on the Ability Modifier Table, making one roll for each ability. Any Powers possessed by the Origin are similarly wielded by the hero, occupying random slots.

Talents should be chosen with an eye towards the Origin involved. Those listed for the Origin may be taken first, in place of randomly rolled Talents.

As for Contacts, the hero may either choose the race/group he/she belongs to, or no initial Contacts (in which case the character is a renegade).

Ability Modifier Table*

Dice	Modification
01-15	Reduce by one rank
16-50	Remain unchanged
51-70	Increase by one rank
71-85	Increase by two ranks
86-95	Increase by three ranks
96-00	Increase by four ranks

*Unless noted otherwise, no ability may be modified in any fashion below Feeble or above Monstrous

Now, it may be easy to substitute the base stats listed with some of the Origins presented in this book, and use the various rolling charts from the Ultimate Powers Book. As an example; Aliens roll on column five. Cyborgs roll on column four, etc... I always recommend Players and Judges work together on things like this to determine what is best for the game. I have taken the liberty of reproducing the Ability charts from the Ultimate Powers Book here for convenience.

Generating Primary Abilities

Each Origin uses one of the following columns on the Random Ranks Table. Roll for each of the seven primary abilities on this table.

Rank Name	Initial Rank Number	1 Mutant, Altered Humans	2 Normal Folks
Feeble	1	01-05	01-05
Poor	3	06-10	06-25
Typical	5	11-20	26-75
Good	8	21-40	76-95
Excellent	16	41-60	96-00
Remarkable	26	61-80	---
Incredible	36	81-96	---
Amazing	46	97-00	---
Monstrous	63	---	---

Rank Name	3 High Technology	4 Robots	5 Aliens
Feeble	01-05	01-05	01-10
Poor	06-10	06-10	11-20
Typical	11-40	11-15	21-30
Good	41-80	16-40	31-40
Excellent	81-95	41-50	41-60
Remarkable	96-00	51-70	61-70
Incredible	---	71-90	71-80
Amazing	---	91-98	81-95
Monstrous	---	99-00	96-00

Talents and Contacts may be generated normally using the charts from the Ultimate Powers Book as well.

Number of Powers: A dice roll on the following table determines the number of Powers initially possessed by the hero. Talents and Contacts are rolled separately. The number before the slash indicates the initial number of Powers, Talents, or Contacts the hero has, while the number after the slash represents the maximum number allowable.

Die Roll	Powers	Talents	Contacts
01-12	1/3	0/3	0/2
13-26	2/4	1/4	0/4
27-41	3/5	1/6	1/4
42-55	4/6	2/4	2/4
56-66	5/7	2/6	2/6
67-75	2/8	2/8	3/3
76-83	7/9	3/4	3/4
84-89	8/10	3/6	3/6
90-94	9/12	4/8	4/4
95-97	10/12	4/4	4/5
98-99	12/14	5/6	5/5
00	14/18	6/8	6/6

Keep in mind that when the legendary David E. Martin wrote the Ultimate Powers Book, none of the Origins had as many Powers as some of the default powers that go with the Wildstorm Origins. It would be very easy in some of the cases to roll fewer powers than the Origin comes with by default. This is yet another opportunity for Players and Judges to work together to determine what will be the most fun for the Player, and preserve campaign balance for the game.

Judges should never feel bad about saying “Roll or pick again”, and Players should understand when they do. Void joining a team of Morlocks (or Underworlders) could be a little much.

To preserve balance in my games, I limit the number of Powers I allow some Origins. I have the Player roll their initial number of Powers normally. I treat every power that is a default Power for that Origin as an optional Power. They can roll up new ones on their own and be a Mutant (or Metahuman) character of that Origin if they prefer. They use the Origin for the character’s background. If they decide they want to buy powers with Karma later on, I allow them to buy their Origin’s Powers at a discounted price.

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ORIGIN TABLES

Book of Origin

Use this to determine which Origin book will be used when rolling the character.

Die Roll	Book Used
01-33	DC
34-67	Marvel
68-00	Wildstorm

The Ultimate Wildstorm Origin Chart

Die Roll	Origin
01-07	Alien-Human Hybrid
08-09	Bat
10-11	Bird of Paradise ♀
12-13	Black Razor*
14-15	Brotherhood of the Sword Operative
16-17	Canine
18-19	Century Baby
20-21	Chrszy-RR
22-24	Coda Operative ♀
25-26	Coda's Finest ♀
27-28	Conquernaut of Yoke
29-30	Daemonite
31-32	D'rahn
33-34	Enelsian
35-36	Feline
37-38	Frigian
39-45	Gen-Active Human
46-47	Golden
48-49	Gorilla Swarm
50-51	Hunter Killer

Die Roll	Origin
52-53	Incubite
54-55	Insectoid
56-57	IO Agent
58-59	Karibna
60-63	Kheran
64-65	Order of the Cross Standard Operative
66-67	Saurian
68-74	Seedling
75-76	SBP Clone
77-79	Shaper
80-81	Sliding Albion Soldier
82-83	Skeleton Crew
84-85	Techno Dwarf
86-87	TESPB Agent
88-89	Thermian
90-92	Titanthrope
93-94	Universal
95-96	Ursoid
97-98	Venusian
99-00	Zombot

*Indicates Sub-Table ♀ Indicates female only



The Ultimate Wildstorm Origin Chart (Simplified)

Die Roll	Origin
01-07	Alien-Human Hybrid
08-10	Bird of Paradise
11-14	Century Baby
15-18	Coda* ♀
19-21	Conquernaut of Yoke
22-24	Chrszy-RR
25-27	Daemonite
28-30	D'rahn
31-33	Enelsian
34-36	Frigian
37-39	Gamorra Island Resident*
40-46	Gen-Active Human
47-49	Golden
50-52	Gorilla Swarm
53-55	Incubite
56-58	International Operations*
59-61	Karibna
62-66	Kheran*
67-69	Order of the Cross Standard Operative
70-72	Skeleton Crew
73-75	Sliding Albion Soldier
75-82	Seedling
83-85	Skeleton Crew
86-88	Techno-Enhanced SPB Agent
89-91	Thermian
92-94	Universal
95-97	Venusian
98-00	Zombot

*Indicates Sub-Table ♀ Indicates female only



Coda Sub-Table

Die Roll	Coda Type
01-50	Coda Operative ♀
51-00	Coda's Finest ♀

♀ Indicates female only

Gamorra Island Resident Sub-Table

Die Roll	Gamorra Island Resident Type
01-34	Hunter Killer
35-67	SBP Clone
68-00	Techno Dwarf

International Operations Sub-Table

Die Roll	International Operations Type
01-50	IO Agent
51-00	Black Razor*

*Indicates Sub-Table

Black Razor Sub-Table

Die Roll	Black Razor Type
01-25	Classic Black Razor Armor
25-50	TRV Black Razor Armor
51-75	Black Razor Hostile Environment Hardsuit
76-00	Black Hammer Mecha

Kheran Sub-Table

Die Roll	Kheran Type
01-25	Kheran
26-50	Shaper
51-75	Titanthrope
76-00	Brotherhood of the Sword Operative

Kindred Sub-Table

Die Roll	Kindred Type
01-16	Bat
17-34	Canine
35-52	Feline
53-68	Urroid
69-84	Insectoid
85-00	Saurian

Universe Chart

Die Roll	Universe
01-50	Astro City
51-00	Wildstorm

Wildstorm Only Origin Chart

Die Roll	Origin
01-11	Alien-Human Hybrid
12-13	Bat
14-15	Black Razor*
16-17	Brotherhood of the Sword Operative
18-19	Canine
20-21	Century Baby
22-23	Chrszy-RR
24-26	Coda Operative ♀
27-28	Coda's Finest ♀
29-30	Conquernaut of Yoke
31-32	Daemonite
33-34	D'rahn
35-36	Feline
37-47	Gen-Active Human
48-49	Golden
50-51	Hunter Killer
52-53	Incubite
54-55	Insectoid
56-57	IO Agent
58-59	Karibna
60-63	Kheran
64-65	Order of the Cross Standard Operative
66-67	Saurian
68-78	Seedling
79-80	SBP Clone
81-83	Shaper
84-85	Sliding Albion Soldier
86-87	Skeleton Crew
88-89	Techno Dwarf
90-91	TESPB Agent
92-94	Titanthrope
95-96	Ursoid
97-98	Venusian
99-00	Zombot

♀ Indicates female only

Astro City Only Chart

Die Roll	Origin
01-17	Bird of Paradise ♀
18-34	Enelsian
35-51	Frigian
52-67	Gorilla Swarm
68-84	Thermian
85-00	Universal

♀ Indicates female only

Tammra's Favorites

Die Roll	Origin
01-09	Alien-Human Hybrids
10-18	Coda Operative ♀
19-27	Coda's Finest ♀
28-36	D'rahn
37-44	Gen-Active Human
45-52	Kheran
53-60	Shaper
61-68	Seedling
69-76	Bat
77-84	Canine
85-92	Feline
93-00	Ursoid

♀ Indicates female only





ARTIST: ADAM
3-17
COPPER



This Part of the book is dedicated to Origins from the Wildstorm Universe. By no means is it a complete work, as the Wildstorm Universe is full of a seemingly infinite number of possibilities.

Chapter One: Alien-Human Hybrids

MTS Note: A reprint of the rules I created for Hybrids for the original Ultimate Origins Book. I decided to include these (with some minor tweaks) because they are such a prominent part of the Wildstorm Universe.

Alien-Human Hybrids are the result of interbreeding between humans and aliens. The most common hybrid are Kherubim-human half-breeds who inherit the powers of the Kherubim race, but also manifest unique powers not found among those immortals.

Some examples include Voodoo, Backlash, Crimson, and Warblade.

Hybrids roll on the following column for their Primary Abilities. This table is unique to Hybrids.

Random Ranks Table

Die Roll	Initial Rank
01-05	Fb 1
06-25	Pr 3
26-50	Ty 5
51-65	Gd 8
66-75	Ex 16
76-85	Rm 26
86-95	In 36
96-00	Am 46

Contacts: Generated normally.

Resources: Generated normally.

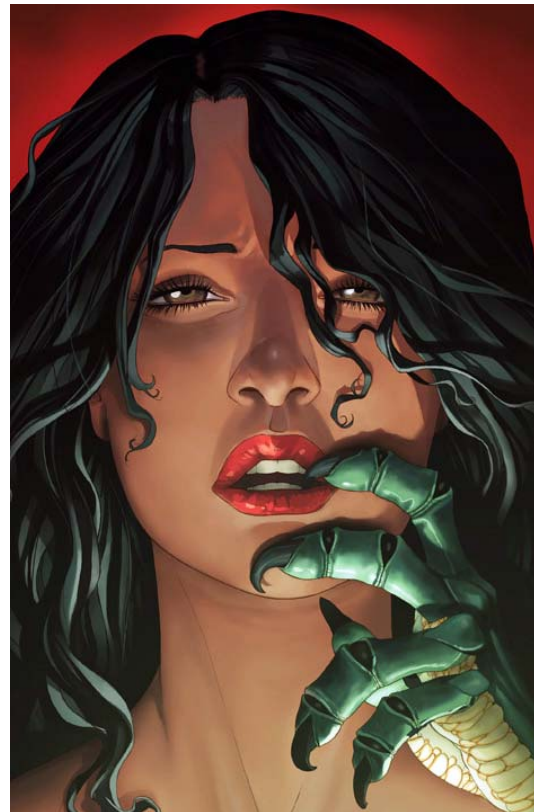
Popularity (Optional): Hybrids suffer a -1CS penalty to initial Popularity. At the Judge's discretion, if the Hybrid takes on too many of the Humanoid Race's features, their initial Popularity can be as low as zero. This is the initial score of Morlocks (In a crossover Marvel Universe anyway), which many of the more "unique" looking Hybrids are often mistaken for based on their appearance.

While they might not always look different in the Wildstorm Universe, some characters might feel there is something different about the character.

To balance the popularity loss, any character choosing to take this Disadvantage may raise any one Primary Ability rank by +1CS.

Known Powers: Players roll normally for the number of initial powers. With permission of the Judge, they can take one (or more) of the known powers typical to the Kherubim instead of rolling randomly for their powers. Any power taken this way replaces one random power.

Talents: Generated normally.



Chapter Two: Birds of Paradise

A group of at least three flying heroines from Brazil and named after the exotic birds found in the jungles of South America.

During the Enelsian Invasion in 1997, they sank several carriers in Guanabara Bay. A few months later they apprehended Senhor Tecnico.

They have the ability of flight, and wear feathered costumes that make them resemble carnival dancers.



Typical Bird of Paradise



F	A	S	E	R	I	P
Gd 8	Ex 16	Gd 8	Gd 8	Gd 8	Gd 8	Gd 8

Health: 32 **Karma:** 40

Known Powers:

- *None*

Equipment:

- *Winged Harness:* Wings give Gd 10 Flight

Talents: Aerial Combat

Chapter Three: Century Babies

All the Century Babies were born "with the century" - on the stroke of midnight on New Year's Eve of 1900. As they grew each displayed certain superhuman abilities and skills, as well as immortality (not aging beyond their 20's, late 30's or early 40's).

It has been theorized that they act as an immune system for the planet, their very existence protecting Earth. Each of them supposedly represents an aspect of the century into which they were born.

They exist outside the system, neither alive nor dead. They are not human. They are not part of the natural order as they are constructs created to do certain jobs.



While Century Babies are known to be immortal, they are not invincible, and can be, and often are killed, invariably as a result of the extraordinary lives they lead. Though they die their spirits live on.

Interestingly, after her death on the stroke of midnight December 31st, 1999 (the end of the 20th century according to consensus reality), Jenny Sparks was actually reincarnated as the "Spirit of the 21st Century", but it remains to be

seen if she was the exception rather than the rule. Indeed, other Century Babies have continued living into the 21st century, including Elijah Snow and Dr Axel Brass.

The children of the Century Babies also apparently develop superhuman powers as a result of their lineage, though it is unknown if the powers are specifically determined by that of their parents' abilities. Known children of Century Babies include Jakita Wagner (daughter of Lord Blackstock) and Anna Hark (daughter of Hark).

Jenny Quarx visits a city/dimension where the spirits of previous "Jenny" Century Babies are living. According to an older Jenny Quantum, this city was created by Jenny Quantum's own powers after visiting the Doctor's garden, which houses the spirits of all the previous Doctors. It turns out that not all of Jenny's predecessors lived for an exact century, rather they lived for a certain period of time that they represented. Only relatively recently have the Jenny Century Babies been living for an exact century. Jenny's predecessors included Jenny Steam (the spirit of the 19th century), Jenny Revolution, Jenny Crusade, Jenny Inquisition, Jenny Plague, Jenny Ra, Jenny Fire and Jenny Stone.

The Only known century babies born into the New millennium are Jenny Quarx, Jenny Fractal, Gaia Rothstein and River Baldwin.

Definition Flaw

The concept of the "century baby" is fatally flawed, as it grants a preference to the Gregorian calendar, and to the definition of "century" as starting in 1900 rather than 1901. (Addie Vochs of The Monarchy was a Century Baby born in 1901, but on the stroke of midnight on April 1st, the symbolical New Year according to certain horoscopes). However, according to a hypothesis put forth by The Doctor, the collective consciousness of humanity and their belief that the century starts during the xx00 year, not the xx01 year is what wills the Century Babies into being. When this issue was brought up to Jenny Sparks, she also blamed this on the fact that most

of the world believes in the flawed definition and thus, she must conform to it.

Typical Century Baby



Random Ranks Table

Die Roll	Initial Rank
01-05	Fb 1
06-10	Pr 3
11-20	Ty 5
21-40	Gd 8
41-60	Ex 16
61-80	Rm 26
81-96	In 36
97-00	Am 46

Century Baby characters gain the following:

- *Immortality*
- Century Babies can raise any one Primary Ability +1CS.

Chapter Four: Chrszy-RR

MTS Note: These may be from the "New 52" Universe, but they figure into the Stormwatch series as well. I decided to add them at the last minute since the Daemonite entry references this race.

The Gravity Miners are a race of alien creatures from a parallel dimension where gravity is a high commodity. In the Daemonite tongue, they are known as the Chrszy-RR.

Thousands of years ago the Daemonite encountered the Chrszy-RR. The gravity miners robbed the Daemonite home world of much of its gravity; within nine Earth days they had virtually destroyed that planet. Within ninety earth days they had obliterated almost one-third of the Daemonite Galaxy until they were finally pushed back. They returned recently, with Apollo as their prisoner.



Martian Manhunter described the Chrszy-RR as *"Beings of extra-dimensional origin. The Chrszy-RR do not function as we do. They have no language, no organized society. No ethics or morality. No motives. They just are. The Chrszy-RR will not bargain with us. They will simply take what they need."*

Typical Chrszy-RR



Random Ranks Table

Die Roll	Initial Score
01-10	Fb 1
11-20	Pr 3
21-30	Ty 5
31-40	Gd 8
41-60	Ex 16
61-70	Rm 26
71-80	In 36
81-95	Am 46
96-00	Mn 63

Known Powers:

- *Extra Limbs:* Arms. Four in total.
- *Extra Limbs:* Tail

Additional Creation Notes

- Chrszy-RR can raise any one Ability +1CS.
- Starting Resources are set at Poor.
- Chrszy-RR start out with only one Contact, their race

Chapter Five: Coda

Khera

The Coda was founded on the planet Khera, home to the Kherubim. The Kherubim were a race blessed with longevity, but the downside was that they had become nearly infertile. Childbirth was a great honor and therefore every Kheran had to participate in a ritual where a Kheran female and a Kheran male had to couple once. Should the female become pregnant and give birth, she would go on to become a priestess. Otherwise she could do with her life as she pleased. Lady Zannah had been selected to mate with Majestros and their union did result in childbirth, the child Kenesha. Zannah though, loved being a warrior, so her mother, Harmony, told her people that the child had died. Instead Harmony would raise Kenesha as her own daughter. Zannah accepted and Harmony became a figure of legend, the only Kherubim to give birth to more than one child in ages. This legend was the foundation of the Sisterhood known as the Coda, a completely female caste of warriors, devoted to the honor of combat. Their male counterpart is known as the Brotherhood of the Sword. Over the millennia, the Coda would grow in power and at present they are the second largest political faction within Kherubim society. Only the Pantheon is slightly larger. The Coda's headquarters is Zealot's former home, the Tower of Red Lament.

Earth

The Kherubim were at war with the Daemonites, another spacefaring race. During a ship-to-ship combat, a Kheran and a Daemonite vessel crashlanded on Earth. Both Zannah and Kenesha were on board this vessel. The Kherubim were physically identical to humans and quickly integrated within human society, inspiring tales of superhuman heroes, gods and angels. The Daemonites had the ability to possess human hosts and inspired tales of possession, demons and monsters. Their war continued underground.

To aid them in their war, Zannah, now called Zealot and two of her fellow Coda generals, Andromache and Artemis, started training human Coda Warriors, giving birth to the myth of the Amazons. They established a hidden Coda

city on Mt. Themyscira in Greece. Kenesha took the name Savant, but had no desire to join the Coda. Drinking the blood of a Kherubim during a special ritual gave the gift of longevity to normal humans and this became an important ritual for Earth's Coda. During a battle near Troy (presumably the Trojan War), Zealot's actions branded her as a traitor to the rest of the Coda, to be killed on sight. The Coda general Andromache took over the role of Majestrix. Under her rule the Coda began selling their skills to the highest bidders and became less noble warriors and more power hungry conquerors. They also began establishing smaller Coda bases around the world. Though Mt. Themyscira still proved to be the oldest and most sacred of homes to the Amazons, the Coda have also been shown to reside in a massive island which is also named Themyscira, as discovered by members of Gen¹³. As Zealot was seen as a traitor to the sisterhood, she became a constant target of The Coda for several centuries.



In the mid 20th century, Zealot trained Grifter in the fighting style of the Coda, making him the first male Coda. When the Coda discovered this they marked Grifter a target for extermination, as they believed the Coda ways were only to be carried by women. By now many Coda were working for the Cabal, an organization founded by the Daemonites. Zealot, Grifter and Savant were all part of the WildC.A.T.s and Zealot also eventually trained WildC.A.T.s member Voodoo

in the Coda martial arts. The WildC.A.T.s and Coda fought often. The WildC.A.T.s returned once to Khera where Zealot was nearly assassinated by her own Coda Sisters, just to make her a martyr for their cause. Zealot was disgusted with the Sisters betrayal of their ideals and returned to Earth with the other WildC.A.T.s.



Several months later on Earth, Zealot apparently died on a mission causing the WildC.A.T.s to disband. She decided that the actions of the Coda on Earth and on Khera proved that the Coda had become corrupt and decided that the corruption had to be destroyed. She set out to single-handedly erase the Coda from the face of the Earth. She killed all Coda in America she could find, but spared Grifter, because of their shared romantic past. She warned him not to follow her. Zealot continued her quest in Europe and destroyed most of the Coda there, but was captured by their top agent, The Grand Sarin. Grifter gathered several allies to save her, resulting in a war between his forces and the Coda. In the end, his small group turned out not to be enough, but Grifter called in the help of former WildC.A.T.s member and his current employer, Jack Marlowe, who used his powers to teleport part of the Mediterranean Sea on top of the Coda, drowning many of them. Majestrix Andromache survived and with her remaining troops she faced Grifter and his friends. At the same time FBI-agent Chandler, whose partner had been killed by the Coda, had found the Coda's armory. Chandler detonated the armory, blowing up the entire Coda base. Grifter and his friends were teleported away by Marlowe in time, but Andromache and her soldiers were caught in the blast.

Currently there are only few Earth-born Coda left. Majestrix Andromache was among the Coda fighting Grifter and his allies and died in the explosion. Recently, in the pages of Majestic, Mister Majestic and Zealot have encountered Kherubim Coda Warriors on Earth. Also the Coda-traitor Charis (known as Nemesis) recently joined forces with the former WildC.A.T.s in the pages of Wildcats: Nemesis.

Typical Coda Operative



F	A	S	E	R	I	P
Ex 16	Ex 16	Gd 8	Gd 8	Gd 8	Gd 8	Gd 8

Health: 48 **Karma:** 24

Coda’s Finest: These women are the field leaders of the organization. They are either sent as field commander/advisers in a “regular” army, or sent in spying/assassination mission. They are deadly foes, always acting solo, and should be handled as “named”, highly skilled villains (*or heroes*).

Typical Coda’s Finest



F	A	S	E	R	I	P
Rm	Rm	Gd	Ex	Ex	Ex	Ex
26	26	8	16	16	16	16

Health: 76 Karma: 48



Chapter Six: Conquernauts of Yoke

The Conquernauts of Yoke are galactic warlords from the twelfth dimension that attempted to invade the Earth. In order to have their invasion succeed, the Conquernauts realized that the Authority stood in their way and tricked MI5 agent Kev Hawkins into killing the Authority. As the Conquernauts invaded Earth unhindered, the Authority's sentient Carrier reversed the flow of time (within itself) back to before Kev killed the Authority, thus allowing Kev to warn the team about the invaders. Thereafter, the Authority made short work of the Conquernauts, after which the remainder of their fleeing armada was then eradicated after being sent into Earth's sun.



Typical Conquernaut of Yoke



Random Ranks Table

Die Roll	Initial Score
01-10	Fb 1
11-20	Pr 3
21-30	Ty 5
31-40	Gd 8
41-60	Ex 16
61-70	Rm 26
71-80	In 36
81-95	Am 46
96-00	Mn 63

Additional Creation Notes

- Conquernauts of Yoke can raise any one Ability +1CS.
- Starting Resources are set at Poor.
- Conquernauts of Yoke start out with only one Contact, their race.

Chapter Seven: Daemonites

MTS Note: I was filling in holes in the book, and came across a rather nifty race. No one had done stats for them. They were defined as Aliens, so I decided to add them to the book, and normal generation rules from the UPB will work perfect for them

Daemonites are a reptilian alien race from the planet Daemon, who are capable of possessing host bodies. Millennia ago, the Daemonites discovered interstellar travel and started to conquer the universe. Their ability to possess other species gave them a distinct advantage over most species, allowing infiltration and survival in almost any environment. Their rise to power was unopposed until they encountered the Kherubim. The Kherubim were a noble race of nearly immortal warriors. Despite the Daemonites ability to possess the Kherubim, the Kherubim's technology allowed them to detect possessed individuals. Their war raged for millennia.



A Daemonite vessel fought a Kherubim vessel near Earth, thousands of years ago. Both spaceships were damaged and crash-landed on the planet. The Daemonites decided to conquer this world and use its population as host bodies, while the Kherubim wanted to defend humanity.

The Daemonite-Kherubim War inspired many tales of gods, demons, angels and monsters. Most of the Daemonites organized themselves as The Cabal and focused on the goal of Daemonite Reunification: a return to Daemon. Multiple heroes, such as Axel Brass and his team and much later, the WildC.A.T.s, opposed them.

In space, the battle between Daemon and Khera was decided. The Kherubim won and imposed heavy war reparations on Daemon. Daemonite society went bankrupt while trying to pay and many Daemonites migrated to prosperous Khera, but once there they were confined to ghettos.

When the Daemonites on Earth found out, many of them ceased their quest for Reunification. Some settled down, others became mercenaries and others again, like Lord Helspont, now focused on increasing their own power and wealth.

Recently, the Daemonite Lord Helspont found a Kheran World Shaper Engine on Earth and looked into its databanks. There he discovered that the Kherans were like cuckoos, sending Shaper Engines across the universe to land on planets and turn them into ideal habitats for Kherubim. He also discovered that one such engine had landed on Daemon and had formed the Daemonites from the local population as a servitor race. The Daemonites rebelled and destroyed their 'Kheran' lords.

In the wake of World's End, the Daemonites had taken advantage of post-Armageddon Earth, and the Daemonite High Council planned on invading the planet. However, Daemonite High Lord Defile stood against this, as he claimed Earth as his rightful domain. He sought a strategy against this invasion, which he acknowledged would be more devastating than any other alien incursion the planet has ever endured.

DC New Universe

After the events of Flashpoint that merged the DC, Wildstorm and Vertigo universes together, the Daemonites' history is somewhat different from what it was in the Wildstorm Universe. In the DC Universe, the Daemonite's empire was badly devastated by the Chrszy-RR.

Daemonites prefer to use their own natural abilities in battle, but their technology is very advanced. They have spaceships capable of interstellar flight. Nanotechnology allows them to create highly advanced weaponry in a short period of time. Mister Majestic discovered a Daemonite-built portal into the Bleed, allowing them to enter alternate dimensions.

Daemonites on Earth often wear special stealth-suits, hiding them from most forms of detection. Others wear flash-suits, which are armored and possess built-in weaponry.

In the New 52 reboot, Daemonite technology used by Helspont is advanced enough to build him an entire fortress with vast amounts of equipment behind him. Highlights of this arsenal include his Biotechnological Droids, which are a fusion of science and mysticism that incorporate enhanced Kryptonian strength and invulnerability, plus the capacity for long-range teleportation.. Sporting enhanced Kyrptonian level strength and invulnerability plus the capacity for long-range teleportation.

Little is known about Daemonite culture. Three Lords rule the Daemonites on Earth, but they are all ex-military and most of them are fanatics, so they could simply be following the chain of command. Most Daemonites on Earth are aggressive and completely devoted to the cause of Reunification. On Khera, the WildC.A.T.s encountered Daemonite civilians whose behavior was very much like human behavior. The Daemonites on Khera seemed to have a more tribal structure, but this could be a result of being confined to low-tech ghettos. After encountering peaceful Daemonites on Khera, the WildC.A.T.s have encountered several peaceful Daemonites on Earth as well.

The Daemonites on Khera showed WildC.A.Ts-member Voodoo, part Daemonite herself, rituals where Daemonites possessed other Daemonites. This ritual transferred memories, emotions and knowledge between

Daemonites and forged a strong bond between Daemonites.

Typical Daemonite



Random Ranks Table

Die Roll	Initial Score
01-10	Fb 1
11-20	Pr 3
21-30	Ty 5
31-40	Gd 8
41-60	Ex 16
61-70	Rm 26
71-80	In 36
81-95	Am 46
96-00	Mn 63

Additional Creation Notes

- Daemonites can raise any one Ability +1CS.
- Starting Resources are set at Poor.
- Daemonites start out with only one Contact, their race.

Known Powers:

- *Daemonite Physiology*: The following represents the potential alien abilities available to the average Daemonite while operating on Earth. Even if demonstration of such abilities has not been explicitly shown in a canonical resource. The higher the status of the Daemonite the stronger their abilities

are. Training and practice of their abilities allow them to exceed their conventional caps. Variations of these powers may apply depending upon the wielder in question.

- *Accelerated Healing*: Mn 63. If a Daemonite is ever harmed it can heal indefinitely while its brain still survives. Daemonites have been seen losing their limbs, internal organs and portions of their brains while still surviving. It also seems that Daemonites heal more quickly while resting within a host body.
- *Chronokinesis*: Most Daemonites possess a degree of time manipulation, however the exact limits of this ability are unknown. If allowed by the Judge, they determine rank.



- *Claws*: Rm 26. Daemonites have long, dangerous claws on each hand and foot. They use these within combat and to

help break the mental barrier of their host bodies. They can also expose these claws while within their host body to allow for stronger attacks.

- *Fangs*: Rm 26. Daemonites have long, dangerous fangs in their mouths, which they use to rend and tear targets. Their fangs can help them breach the mental barriers of their hosts. Some Daemonites use long tendrils instead of fangs for the same effects.
- *Immortality*: Daemonites have survived for countless years within and without a host body. Scientists and enemies of the Daemonites assume that they are immortal; however, this may only be the case in mental form. As such Daemonites can in fact live forever if only while within a host body. Without a body it can still survive at least a million years.
- *Metamorphosis*: Ex 16. Only the strongest of Daemonites can shape-shift. Only the strongest of those Daemonites can change into inorganic material. A Daemonite can shape-shift even while possessing a host body but they'll normally revert quite quickly. Only one Daemonite has been seen shifting his body parts into inorganic material but the possibility remains for all Daemonites.
- *Phasing*: Ex 16. Daemonites have a degree of intangibility allowing them to phase through solid objects as they do when they take possession of a host body. They can continue to phase even while within their host body. Their phasing isn't automatic and they must concentrate to hold their form.
- *Possession*: Daemonites are parasitic beings that not only take complete control over another being's body but inhabit their mind as well. They feed on the nutrients and physiology of the host body until it is destroyed or abandoned. Normally, possession causes no harm to the physical body but the process changes frequently. The stronger the Daemonite the easier the transition. Occasionally, the Daemonite can leave the host body violently and destroy it. The rank for this power is based on the Psyche score of the Daemonite.

- *Superhuman Durability:* Gd 8. A Daemonite's body is more durable than that of a human while on Earth. While some Daemonites cannot survive a bullet to the head, which removes their brain functions, others can take multiple bullets to their body without harm. Physical training can increase a Daemonite's durability.
- *Superhuman Speed:* Ex 16. A Daemonite's body is faster than that of a human while on Earth. Either within a host or not, daemonites exhibit incredible speed, which allows them to match the velocity of most streetcars. Similarly, their physical capabilities in combat also increase past human levels, allowing for:
This also confers:
 - *Superhuman Agility*
 - *Superhuman Reflexes*
- *Superhuman Strength:* A Daemonite's body is stronger than that of a humans while on Earth. When a Daemonite must they will resort to physical combat and exhibit their strength enough to roll over cars or rip off a door of a plane. A Daemonite's Strength is determined by their physical capability and some Daemonites may not be as strong as others.
- *Telepathy:* Daemonites are not only physical beings that take possession of host bodies but they manipulate the mental effects of the beings as well. Not limited to only understanding the thoughts of each other or their hosts they can extend this ability to a wide range and even track targets by their mental signature. Most Daemonites are connected by a central mind, a connection they need not focus upon to maintain. The rank for this power is based on the Psyche score of the Daemonite.



Chapter Eight: D'rahn

One of the oldest alien empires in the Wildstorm Universe, the D'rahn already colonized the Earth before the Kherubim and Daemonites landed, millennia ago. The Kherubim formed an alliance with the D'rahn, but soon discovered that the D'rahn were even worse than the Daemonites. The Kherubim S'yilton, father of Mark Slayton and Lord of Atlantis, turned on the D'rahn and the War of Atlantis started. S'yilton and the human mages Tapestry, Azrum and Haroth devised a way to trap the D'rahn's leaders. Despite all their power, the D'rahn were vulnerable to magic and S'yilton trapped them within the great Pyramid of Atlantis, then sacrificed himself, while the mages cast their spell to make them sleep. While the D'rahn's leader Typhon and a small group of his chosen were sleeping, the D'rahn homeworld, known as the Hive, was destroyed and the other D'rahn all allegedly died.

Thousands of years later, the Atlantean wizard, Haroth, had come to regret his decision to betray the D'rahn. He wanted the power the D'rahn's enlightenment could give him and he started to search for the two items that could help him wake the D'rahn. One was the Scroll of Displacement, the other S'yilton's ring, which Marc Slayton had given to his daughter Jodie. Haroth found the scroll in a museum, but was opposed by Azrum. Coincidentally, Jodie was visiting the museum with her class and Haroth saw the ring. Jodie helped Azrum fight Haroth's minions, but they were forced to flee. Azrum briefed Backlash and his friends on the D'rahn and Haroth's plans. Haroth showed up and managed to steal the ring.

Haroth raised Atlantis and managed to awaken the four remaining D'rahn: Typhon, Pildra, Syth and Zenthru. He told Typhon that the Hive and his fellow D'rahn had all been destroyed by the Kherubim and Typhon swore to avenge his dead brethren. Haroth was enlightened by Pildra and would now serve as their vassal. Backlash and his team tried to stop the D'rahn, but failed. Over the next few months, Typhon and his group would attack various U.S. military installations, searching for a list with all suspected extraterrestrials living on Earth. Typhon needed the list to find the Kherubim on Earth. Meanwhile, Backlash and his employers

Department PSI had formed Wildcore, a group of superhuman beings devoted to stop the D'rahn. This group included the Kherubim Ferrian, the only warrior ever to best a D'rahn in single combat. Ferrian himself stated that this was just legend; the D'rahn he bested was already wounded in the War of Atlantis.



The D'rahn attacked a military base where the Behemoth was kept, the Daemonite Lord Helspont's submarine. The commander of the base, General Gant, turned out to be a Daemonite and to survive he swore allegiance to the D'rahn. The D'rahn enlightened Gant and his Daemonites to an enhanced form. The D'rahn left, taking the Behemoth, their new Daemonite servants and the list with aliens on Earth, but Wildcore did manage to delete most of the list, leaving the D'rahn with only ten names. Wildcore asked Mister Majestic for assistance against the D'rahn and discovered the D'rahn's new Hive. Inside the Hive, Majestic fought Typhon and managed to kill him. Pildra took control of the remaining D'rahn and they retreated.

Biology

The D'rahn are humanoid in appearance, but are generally larger than humans with grey skin and red eyes without visible iris or pupil. Three bony ridges are on the top of their head. Their ears are rudimentary, little more than large openings in the sides of their heads. There are similar openings in their cheeks, but the purpose

of these openings is unclear. Their hands have large claws and a female D'rahn also showed extendable bone claws.

They are carnivorous and see humans as a source of food.

The female D'rahn have the unique ability of Enlightenment, allowing them to evolve any creature they touch to a more powerful form. They can also use this ability to destroy any living being they touch.

The D'rahn have superhuman strength, speed and durability as well as the ability to fly. Their leader, Lord Typhon had these abilities on par or even slightly above Mister Majestic. Typhon also showed the ability to survive in outer space, while another D'rahn, Syth, could fire energy from his eyes and mouth. It remains unclear which of these powers were inherent to all D'rahn and which were unique to individuals.

Despite all their physical power, the D'rahn are very weak to magic and have no defenses against it.



Typical D'rahn



F	A	S	E	R	I	P
Am 46	Ex 16	Mn 63	Mn 63	Ex 16	Rm 26	Am 46

Health: 188 **Karma:** 88

Known Powers:

- *Super Strength:* Always on, and is reflected in the Attributes above.
- *Super Speed:* Rm 26
- *Endurance:* Always on, and is reflected in the Attributes above.
- *Flight:* Am 46
- *Energy Manipulation:* Rm 26
- *Self Sustenance:* In 36
- *Transmutation:* Rm 26 (Females Only)

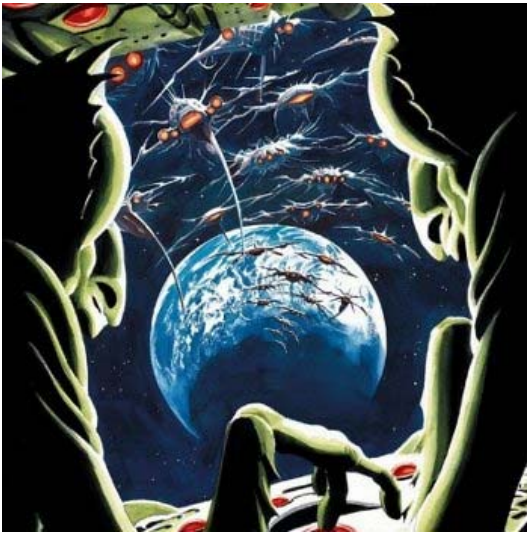
Weakness:

- *Miscellaneous:* D'rahn are not allowed to make any type of roll to resist magical effects.

Chapter Nine: Enelsians

The Enelsians are an extra-terrestrial race of shape shifters, who plan to conquer Earth. They started by cataloging all the heroes of earth, a work completed by one of the Enelsians living as a human in Astro City. They are ruled by a matriarchal power structure.

Their early interstellar history is one of mistakes and failures. Over time they matured out of that stage into a race of interplanetary conquerors.



Typical Enelsian



Random Ranks Table

Die Roll	Initial Score
01-10	Fb 1
11-20	Pr 3
21-30	Ty 5
31-40	Gd 8
41-60	Ex 16
61-70	Rm 26
71-80	In 36
81-95	Am 46
96-00	Mn 63

Known Powers:

- *Shapeshifting*: Rm 26

Additional Creation Notes

- Enelsians can raise any one Ability +1CS.
- Starting Resources are set at Poor.
- Enelsians start out with only one Contact, their race

Chapter Ten: Frigians

MTS Note: Not much to go on here, but sometimes that allows for the most creativity from both the Judge and Player.

The Frigians are Extradimensional invaders of a frigid nature.

They are enemies of the Thermians, whom they can only reach via our dimension.

They only appeared in a single panel, and were explained amid a flashback describing where Honor Guard fell out of favor with the citizens:

"..and the people shakily supported their heroes -- or at least they did until, Honor Guard fought the Frigians and the Thermians in Antarctica. I'll never understand it. The Frigians and the Thermians had been attacking us or each other for years. Something about our world being the interface between theirs, so they had to go through us to get to the other. They were a threat. No two ways about it, they were a grave danger. But it didn't seem to matter that if Honor Guard hadn't stopped them, they could have shattered the planet."



Typical Frigian



Random Ranks Table

Die Roll	Initial Score
01-10	Fb 1
11-20	Pr 3
21-30	Ty 5
31-40	Gd 8
41-60	Ex 16
61-70	Rm 26
71-80	In 36
81-95	Am 46
96-00	Mn 63

Frigians are a field of coherent ice. Thermians possess an Intensity rank of their own; this is how the Health points apply to this being.

Frigians follow the same characteristics as ice energy. They possess a special vulnerability to Fire Control (-1CS Resistance).

Frigians have a Bonus Power of Energy Emission - Ice. Physical contact with a Frigian does Feeble damage.

Chapter Eleven: Gamorra Island

Gamorra is an outlaw island nation located in the western Pacific Ocean. Originally called Parousia Island, it was taken over by clan Gamorra, who landed there in 1543. Centuries later, its tyrannical ruler Kaizen Gamorra was overthrown by the insane immortal John Colt and Gamorra Island became a factory of horrible cybernetic experiments and illegal technology. When John Colt was overthrown, Kaizen Gamorra returned to power.



Shunning biological experiments for old-fashioned terrorism, Kaizen launched an attack on three major cities of the world (Moscow, London, and Los Angeles), only to be defeated by The Authority. Kaizen has since returned to the global stage, only this time with promises of more legitimate political behavior.

Prior to Armageddon, Kaizen made preparations to protect his island, after learning of the Reaper Initiative upon being overthrown. Gamorra was protected from the global devastation caused by the Reapers through its force field, thus becoming the only powerful nation on Earth. The island was programmed to take flight towards UnLondon, where it attacked the Authority and their downed Carrier in order to strip the latter of its ability to travel the Bleed, and thus conquer other worlds. This was foiled by the Authority, who did so by releasing a Warhol Virus-infected Apollo to run rampant in the inner sanctum of Gamorra Tower, all while separating it from the island's general population. The infected portion of Gamorra was contained by its force field, and was dropped into the

Norwegian Trench until the infection could go dormant.

Points of Interest

- *Ashur Island*: The location of the Daemonite Dr. Heinrich Richtoffen's laboratory.
- *Gamorra City*: Also called Zodome, it is the largest and most prosperous city on Gamorra Island.
- *Fortress Gamorra*: Headquarters of the Snakeheads, built on the former site of Gamorra Tower.
- *Isle of the Dead*: Located off the coast of Gamorra Island, it's where the Gamorrans bury their dead.
- *Kokkyo City*
- *LogInn*: A bar found on the Yamauchi Street black market.
- *Minotaur's Clutch*: The stronghold of the Minotaur, one of Kaizen Gamorra's favored assassins.
- *Nanto City*
- *Parousia Island*: The location of a Hunter-Killer factory run by Dr. Parousia, an associate of Dr. Vandalia. The renegade hero Cannon destroyed it.
- *Ryu City*
- *Skeen's Tavern*: Dive bar in Gamorra City.
- *Utsuro Mountains*: Located in northern part of the island, the mountains house Dr. Vandalia's laboratory.

Hunter Killers

Hideous amalgams of human and cybernetic body parts, the Hunter Killers function as the private security force of Kaizen Gamorra, the ruler of the island nation of Gamorra. The Hunter Killers were once political prisoners, criminals, indigents, and other unwanted members of Gamorran society before Kaizen's scientists got a hold of them. The unwilling subjects were then reprogrammed and rebuilt to new specifications, ones that made them the unyielding, unstoppable force of single-minded killers they now are.

Typical Hunter Killer



F	A	S	E	R	I	P
Rm	Ex	Ex	Rm	Gd	Gd	Gd
26	16	16	26	8	8	8

Health: 84 Karma: 24



SBP Clones

What could be considered as Elite operatives, against the already high standard of Hunter-Killers, are the SPB clones dispatched to destroy major cities of the world. They are indeed clones of Kaizen's former brothers (Sum and Wai) that he himself killed to ensure his absolute authority. Still a very good orator, Kaizen had them completely dedicated to his deranged will. Anyway, they fight to death, more or less, as they are initially sent in Kamikazee missions.

Typical SBP Clone



F	A	S	E	R	I	P
Rm	Rm	Rm	Rm	Gd	Ex	Rm
26	26	26	26	8	16	26

Health: 104 Karma: 50

Techno Dwarves

They are gnomish people highly skilled in any technological field they have developed their on own (weaponry, computers, bio-engineering). They buy or scavenge useless working tools, and make efficient use of them. They live in galleries below the island's surface.

Typical Techno Dwarf



MTS Note: This is only image I could find, sorry.

F	A	S	E	R	I	P
Gd 8	Gd 8	Gd 8	Gd 8	Gd 8	Ex 16	Ex 16

Health: 24 Karma: 40

Known Powers:

- *Shrinking:* Ty 5 (Always On)



Chapter Twelve: Gen-Active Human

In the Wildstorm Universe, one of the sources of superhuman powers is the Gen-Factor. Dr. Simon Tsung, who found it in the body of young Ethan McCain, a reincarnation of the extradimensional hero, Sigma, discovered the Gen-factor. Tsung worked for Project: Genesis, a program run by International Operations for national defense purposes, but Tsung left when he found out that I.O.-leader Miles Craven had his own plans for the use of the Gen-Factor. Tsung's work was continued by his protégé Gabriel Newman and after many failures; the first truly successful application of the Gen-factor was the exposure of Team 7 to the substance.

Miles Craven later contacted Kaizen Gamorra and had him create a synthesized version of the Gen-factor. Ivana Baiul, an I.O.-operative and scientist was charged with the creation of activator and booster drugs that would activate and enhance the powers of people who had the Gen-Factor, turning them Gen-Active. After Team 7, other experiments were done on humans of their generation; Team 7 and the other successful experiments were all labeled as Gen 12. Kaizen also started selling his synthesized Gen-factor to everyone who could afford it. This led to Gen-Active humans worldwide, but many of them were highly unstable and none were as powerful as Team 7.

Project: Genesis restarted 15-20 years later and the subjects this time were the children of Gen 12. Craven hoped that the younger subjects were easier to control and that being born with the Gen-factor made their powers more stable. Apart from children of Gen 12, other children exposed to the Gen-factor in various ways were recruited as well. This time the subjects were labeled as Gen¹³, though this name was taken by a small group of Gen¹³ Gen-Actives. Another group took the name DV8 (also known as the Deviants). Many other Gen-Active teenagers have been seen over the years, mostly the result of various I.O.-experiments; like Nate, Tommy, Sadie (Voodoo Doll) and Leslie (Trauma Queen), four Gen-Actives that befriended Gen¹³ and jokingly called themselves "The Mongolian Barbecue Avengers".

Typical Gen-Active Human



Random Ranks Table

Die Roll	Initial Rank
01-05	Fb 1
06-10	Pr 3
11-20	Ty 5
21-40	Gd 8
41-60	Ex 16
61-80	Rm 26
81-96	In 36
97-00	Am 46

Additionally, Gen-Active Humans can raise any one Primary Ability +1CS.

Known Powers

All Gen-Active humans have a telepathic link to each other. This link usually is very weak, even unnoticeable to most, but stronger between relatives (they sometimes can feel when a relative is in extreme pain). The link also allows sensitive Gen-Actives to notice the presence of other Gen-Actives. In case of Team 7, the link also made the sum of their powers greater than each member's individual powers.

The powers that individual Gen-Actives receive seem to be completely random; most of Team 7 gained strong telepathic and telekinetic powers and some gained a healing factor. Their children though have displayed very different and unique abilities.

In addition to humans, at least one human/Kherubim hybrid (Backlash) has also been affected by the Gen-Factor. It has also affected animals, and was used in creating the Kindred.

The starting rank for these Powers should be Feeble. At the discretion of the Judge, the Player may roll on the Ability Modifier chart for Gen-Active Human's gift. In cases where it is reduced by Shift-0 to the roll, it should be considered dormant. To awaken the dormant gift, the Player will either need to spend Karma, or receive help from someone (NPC or another PC) with a Power(s) that can do the equivalent of psychic surgery. Players who have these abilities that are Dormant are unaware of them (until research, testing, being told about them, etc.).

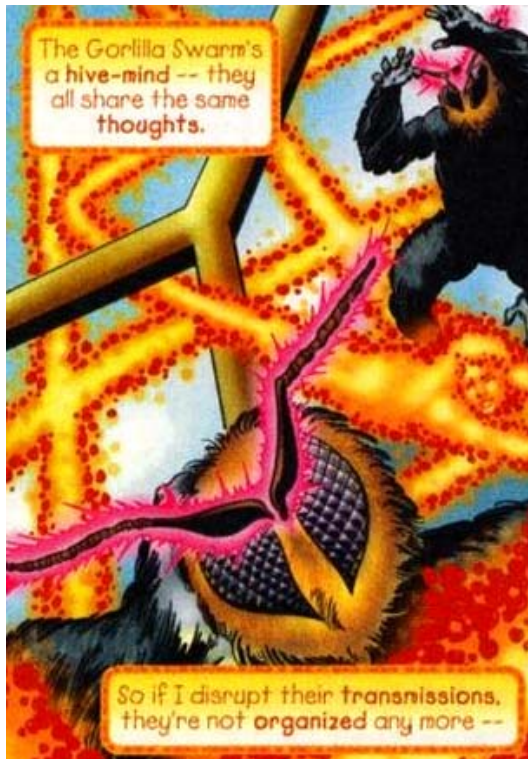


Chapter Thirteen: Gorilla Swarm

MTS Note: The whole hive mind might not work too well for a Player Character, but if someone truly wants to play one of these, they could have developed free will.

The Gorilla Swarm is a group of ant-headed Gorilla functioning as a hive-mind, sharing the same thoughts. The antlers on their heads are used to receive transmissions from each other. If disrupted, they go berserk.

The Silver Brain enslaved them in one of his attempts to conquer the world. It appeared he used them to escape a dimension where he had been imprisoned known as the Mento-Verse.



Typical Gorilla Swarm Operative



Random Ranks Table

Die Roll	Initial Score
01-10	Fb 1
11-20	Pr 3
21-30	Ty 5
31-40	Gd 8
41-60	Ex 16
61-70	Rm 26
71-80	In 36
81-95	Am 46
96-00	Mn 63

Known Powers:

- *Telepathy*: Ex 16 Works only with other members of the Gorilla Swarm.

Additional Creation Notes

- Gorilla Swarm can raise any one Ability +1CS.
- Starting Resources are set at Poor.
- Gorilla Swarm start out with only one Contact, their race

Chapter Fourteen: Incubites

***MTS Note:** A character that only has powers for fifteen minutes would be a short-lived character. The great thing about gaming is the Judge creates their own reality and controls it. Perhaps in this dimension, the character was stabilized after become infected and survived. When I adapted the Induced Mutant rules from the UPB, I altered them slightly with a stabilized Incubite character in mind.*

Incubites are mutations that have succumbed to Warhol Fever, one of the post-Armageddon plagues. It is hemorrhagic and lethal because it gives its victims a brief period of approximately 15 minutes of feral superpowers and berserk rage before they burn out their metabolism and explode, spreading the infection.

The so-called 'Warhol Fever' that created the Incubites was of extraterrestrial origin, and came to Earth when an earlier race dominated the planet. Warhol Fever decimated that race and various life forms throughout subsequent history, and it was hinted that Warhol Fever was also responsible for the extinction of the dinosaurs. But after the last Ice Age, it lay dormant until Armageddon struck.

The term Warhol Fever is taken from American artist Andy Warhol, who coined the phrase "15 minutes of fame". It refers to the fleeting condition of a celebrity that grabs onto an object of media attention, and then passes to some new object as soon as people's attention spans are exhausted. This is where the "15 minutes" Incubites experience comes from.

Apollo of the Authority was infected with Warhol Fever, and tried to burn the virus by staying near Earth's sun. However, this only caused it to 'feed' the virus and allowing it to evolve and gain sentience. It renamed itself as "The Burn" and controlled Apollo as an evolved Incubite, continuing its original intentions of infecting every life form on Earth. Fortunately, after fighting the Authority, The Burn-controlled Apollo was sedated by being imprisoned in cold storage. The Burn was eventually completely purged from Apollo when Midnighter fed him a piece of apple, which contained the cure to the virus, created by the Century Baby Gaia Rothstein.

Typical Incubite



Random Ranks Table

Die Roll	Initial Score
01-05	Fb 1
06-10	Pr 3
11-20	Ty 5
21-40	Gd 8
41-60	Ex 16
61-80	Rm 26
81-96	In 36
97-00	Am 46

Additional Creation Notes

- Incubites raise their Strength by +1CS.
- If reduced to Shift-0 health, the Incubite explodes dealing Mn 63 physical damaged (Edged and Blunt) to everyone within a two area radius.

Known Powers:

- *Berserker*: Rm 26
- *Plague Carrier*: Ex 16

Chapter Fifteen: International Operations

International Operations was an American intelligence agency founded by the Central Intelligence Agency in 1964, with the purpose of safeguarding the interests of the United States. International Operations soon fell under the leadership of Director Miles Craven, and became an independent organization focusing on researching superhumans.



International Operations first was the first to discover the Gen-Factor, one of the sources responsible for superhuman powers. Many test subjects were experimented upon with Gen-Factor, which resulted in death, insanity, or heavy physical mutations. Miles Craven also exposed Team-7 to Gen-factor on a fake mission, later claiming that it was a chemical weapon used by their enemy. Most of Team 7 started to develop superpowers, except for Michael Cray, whose powers wouldn't manifest until 20 years later. Other members went insane or committed suicide, but in the end only seven members of Team 7 had developed superpowers while retaining their humanity. These seven sired children that inherited their fathers' powers, and became known as Gen 13.

World's End

I.O. and its facilities were attacked by the High's Reaper clones during the "Number of the Beast" incident and was thereafter heavily

affected by Armageddon. Many of I.O.'s safe houses were vitally used as near permanent refuge for some of post-Armageddon survivors, as they were stockpiled with supplies, goods, and weapons that would last for years. The fate of I.O. is left to John Lynch, who then named one survivor among some refugees that were dropped at one of these safe houses by the Wild C.A.T.S. as the current director of I.O., and as well as the "seventeenth in line for the presidency".

IO Agents: These are the standard field agents sent on intelligence missions, who take care of daily business. They are former intelligence or security operatives selected because they showed particularly high levels of aptitude.

Typical I.O. Agent



F	A	S	E	R	I	P
Gd 8	Gd 8	Gd 8	Gd 8	Gd 8	Gd 8	Gd 8

Health: 32 Karma: 24

Known Powers:

- None

Equipment:

- Colt .45 (Ex 16)
- Any real world gadget.

Talents: Charisma, Detective, Martial Artist, Military Science, Medicine (First Aid), Thief, Vehicles (any two), and Weaponry (any two).

Black Razors: These are elite crisis response teams sent to take care of super powered menaces. They are equipped with standard issues Black Razor Armor (see equipment section below). These troops are taken from the I.O. pool of agents and are specially trained to deal with SPBs. There are several distinct corps of elite troops in I.O., whether they're called Black Razors, Keepers or Puritan Stormtroopers is purely branding. They share the same gear and technical aptitudes.

Typical Black Razor



F	A	S	E	R	I	P
Ex 16	Ex 16	Gd 8	Gd 8	Gd 8	Gd 8	Gd 8

Health: 48 Karma: 24

Known Powers:

- None

Equipment:

- Black Razor Armor
- Plasma Gun: Rm 26
- Tangle Gun: Snare - Rm 26
- EMP Grenade: EMP - Mn 63

There could be minor variations of the skills as a squad could have specialists (Combat medic, Field officer, Black hammer pilot or gunner).

Talents: Charisma, Martial Artist, Military Science, Medicine (First Aid), Thief, Vehicles (SEAL), and Weaponry.

Classic Black Razor Armor

- Strength: Ex 16
- Body: Rm 26
- Radio Communication (Scrambled): Am 46
- Ultra Vision: Ex 16
- Sealed System: In 36

TRV Black Razor Armor

- Strength: Ex 16
- Body: Rm 26
- Radio Communication (Scrambled): Am 46
- Ultra Vision: Ex 16
- Sealed System: In 36
- Skin Armor: Gd 8 Skin armor works against energy attacks (+2CS Bonus)

Black Razor Hostile Environment Hardsuit

- Strength: Rm 26
- Body: In 36
- Radio Communications (Scrambled): Am 46
- Ultra-vision: Ex 16
- Sealed Systems: Am 46
- Skin Armor: Gd 8 Skin armor works against energy attacks (+2CS Bonus)
- Flame Immunity: Gd 8
- Cold Immunity: Gd 8
- Flight: Ex 16
- Projectile Weapons: In 36
- Radar Sense: Ex 16

Black Hammer Mecha

- Strength: In 36
- Body: In 36
- Skin Armor: In 36
- Running: Ex 16
- Radio Communication (Scrambled): Am 46
- Sealed System: Mn 63
- Ultra Vision: Rm 26
- Full Vision: Rm 26
- Radar Sense: Rm 26

Limitation:

- Must be manned by a crew of 2 (1 pilot below, 1 gunner on top)

Chapter Sixteen: Karibna

The Karibna were once a proud, technologically advanced race. But eventually, as so many have before them, they crumbled under the weight of their own advances. Their planet's resources were completely consumed. With the surface of the planet uninhabitable and dangerous, an enormous space station was built to relocate the population. Their advanced technology kept them alive long after their planet had died. But, over generations, their resources dwindled. Their great knowledge was slowly forgotten and eventually the only resources they had left on their space - were themselves. With organic matter the only thing left to them, they harnessed their own bio-energy for power and started to consume themselves to farm their own race.

One day, a peaceful alien race visited the Karibna and tried to reach out to them in offer of friendship and knowledge. However, the Karibna had already lost their sense of morality and slaughtered the peaceful race. One of the aliens, in desperation, activated a beacon to contact its brethren for help but they too were overrun. While the Karibna's own technological knowledge was lost to them, they still had the ability to steal their victims'. They used the last surviving alien's body, stripping him down to but his still-functioning brain, in order to operate his species' sentient ships. Knowing their ships would attract sentient beings; the Karibna forced the alien to send them into space, turning them into harvesters. When they receive the signal from a harvester that it is full, the Karibnans activate that beacon to bring it home, literally harvesting any unsuspecting beings within and incorporating them into their station.

The Authority's Carrier was one of these harvesters, and was likewise taken to the Karibna station, taking its passengers - including The Authority. Fortunately, some members of the Authority escaped the Karibna's grasp, and encountered the alien brain that was controlling their stolen ships. The Authority euthanized it, freeing their Carrier and the other ships, thus allowing them to both fight back against the Karibna and free their untold number of captives. Through the actions of Jack Hawksmoor, the Karibna's station fell out of orbit and crashed

into their planet, killing a large majority of the Karibna and ending their genocide. A fair number of Karibna survived this calamity and pursued the Authority. However, the vengeful Karibna were instead lured into a confrontation with the predatory entity known as Mondregon, who then destroyed the rest of their number.

Typical Karibna



Random Ranks Table

Die Roll	Initial Score
01-10	Fb 1
11-20	Pr 3
21-30	Ty 5
31-40	Gd 8
41-60	Ex 16
61-70	Rm 26
71-80	In 36
81-95	Am 46
96-00	Mn 63

Additional Creation Notes

- Karibna can raise any one Ability +1CS.
- Starting Resources are set at Poor.
- Karibna start out with only one Contact, their race.

Chapter Seventeen: Khera

Thousands of years ago, the Kherubim destroyed their own planet, according to Titan myth. They then came to Khera and settled it, subjugating the Titans. The Titans would slowly become more or less accepted within the Kherubim society, but remained second-class citizens.

Millennia ago the Kherans came into contact with the Daemonites and a war erupted between both species. This war would last several centuries. A small group of Kherans and Daemonites would crash land on Earth and would inspire humanity with tales of gods, angels, demons and monsters. Their conflict would continue till the end of the 20th century, while in space the Kherans would go on to defeat the Daemonites. Kherans imposed heavy indemnities on the Daemonites and their society went bankrupt trying to pay them off. Khera allowed Daemonites to migrate to the more prosperous planet, but all Daemonites on Khera had to live in ghettos. When a small group of Kheran and half-Kheran heroes from Earth, known as the WildC.A.T.s, arrived on Khera, they were welcomed as heroes, but they quickly found out that Kheran society had changed over the years. They left the planet, but now the Kherans knew of Earth.

Recently, the Kherubim lord Majestros found hidden Kheran devices, known as Planet Shaper Engines, beneath the surface of the Earth. It turned out that the Kherans and humanity are closely related, as many worlds across the universe had been seeded such that their species would develop. Similar Planet Shaper Engines landed on Khera, converting the original Titanthropes into a subservient species, and raising a Kheran line as well. It was also revealed that such a device landed on Daemon, with the intent of turning the population of that world into slaves. The device gave birth to the Daemonites as a servitor race and the local 'Kherans' tried to exterminate them when they turned out to be rebellious, but the Daemonites killed their would-be masters.

The Shaper Guild from Khera arrived on Earth and announced that factions within Kherubim society had noticed that Khera was falling apart and that Earth would be an ideal

place to relocate to. They planned on using the Planet Shaper Engines to terraform the Earth into another Khera. Kherans were divided over the matter and a civil war was the result.



Kherubim resemble humans in appearance, but are physically far stronger and more durable and extremely long-lived, nearly immortal. However, an evolutionary drawback to their near-immortality is that Kherans are almost infertile, only very rarely will a Kheran produce offspring. This effect is seen in real world natural environments, as longer living organisms will have fewer offspring than organisms with short lifespans. This is a natural check against overpopulation. Only one in 10,000 Kheran females is capable of giving birth, and only then at her very first mating. Of those, only one in approximately 10,000 will become pregnant, and only 1 in 1000 of those babies will be born alive. The rest are stillborn. This infertility doesn't seem to apply when the Kheran is mating with another species though as Earth has various Kheran/human hybrids. Their vocal cords are highly developed allowing a far wider range of tones than is possible for a human being. More

powerful Kherans, known as Lords, have the ability to manipulate energy and psionic powers.

Shapers

Shapers are a subspecies of Kherans. They are shapeshifters who are able to change their bodies into a mercury-like substance. The WildC.A.T. Warblade possesses the powers of a Shaper.

Titanthropes

Though genetically a different species, the Titanthropes (or simply Titans) have been part of Kherubim society for so long that they are also often called Kherubim. However they are considered, and treated as, second-class citizens of Khera by the Kherubim. They are large, purple-skinned humanoids who are able to increase or decrease their mass. They have large yellow horns growing from their backs. When increasing his size, a Titan will lose intelligence, but gain strength.



Miscellaneous

Type of Government: Aristocratic Oligarchy

The Kherans have a political system where various parties vie for power.

The Major Factions

The Pantheon, the Party of the Lords: They are currently in power and stand for stability and economic progress.

The Coda, a Sisterhood of Warriors: They want war and combat to prove their worth.

The Minor Factions

The Shapers Guild: Represents all Shapers within Kheran society. They follow the orders of the Pantheon, but have their own secret agenda. They claim to shape the destiny of Khera and are aware of its true origin.

The Titanthropes: While individually repressed by the Kherubim, The Titans hold great power as a faction. While being only a small political faction, it is in fact their vote that either keeps the Pantheon in power or puts the Coda in power. So far the Pantheon has been the lesser evil, according to the Titans.

So far all Pantheon members seen were male and all Coda-members seen were female, but the open hostility between both factions makes it unlikely that the whole Kheran race is divided into those two factions.

In Wildcats: Nemesis two other factions were revealed:

The Brotherhood of the Sword: A male version of the Coda, its members are created through genetic engineering and cloning. They devote their whole life to the mastery of bladed weapons and suppressing their own emotions. Some Bladesmen sacrifice themselves to become Scimitars, using stolen DNA from the Shapers Guild to become living war machines. The Brotherhood on Earth betrayed Khera and allied themselves with Daemonites.

The Adrastea: A race of Kherubim empaths, originally bred to be slaves, the Adrastea soon became the largest crime syndicate in Kheran society.

Level of Technology: Advanced.

While preferring bladed weapons in combat, Kherans are technologically highly advanced. They own spaceships capable of interstellar flights. They are capable of inscribing

knowledge in the form of organic molecules, which when injected into the bloodstream, downloads that knowledge straight into the brain. They are capable of manipulating the laws of chance, simply for the purpose of entertainment as their 'Coincidental Mansion' shows. Armies of very advanced androids known as the Spartan Guards serve as soldiers. Spartan Guards have shown high intelligence and superhuman physical capabilities. Their most impressive creation is probably the Kheran Dream Engine, which is capable of turning dreams and thoughts into reality. It is unclear whether this is a rare artifact or a mass-produced item of entertainment.

Cultural Traits: Warrior Conquerors

Kherans are a warrior race with strong emphasis in hand-to-hand combat and an honor system. Bladed weapons seemed to be preferred; despite the vast technological arsenal the Kherubim have access to.

Due to their low fertility, a ritual has been introduced where every Kheran man and woman coming off age has to mate with an appointed partner. When the woman gives birth, she has to become a priestess. If not, she may go on to live her life as she wishes. Lady Zannah has managed to avoid becoming a priestess, despite giving birth, because her mother told others that the baby had died, allowing Zannah to become a warrior. Her mother then passed Zannah's baby, Kenesha, off as Zealot's sister. That was unplanned, for as the mother of two, Zanna's own mother, Harmony, has become something of a living legend. No Kheran can remember the last time a Kheran woman gave birth to more than one child in her life. Zannah became the founder of the Coda Sisterhood.

Older and more powerful Kherans are named Lords. It remains unclear what makes a Kheran a Lord, but a Lord is capable of undergoing the ritual of Ascension when he is ready. The Ascension ritual is an important part of Kheran culture, where a Lord asks a partner or good friend to destroy his body so that his spirit can be free. A Lord usually has so much energy stored in his body that this process tends to consume both Kherans.

The Coda worship a goddess, Hecate, but little is known about their religion. Other Kherans apparently don't worship any gods, but

believe in individual enlightenment through Ascension.

Though originally portrayed as noble and protective of other species, recently the Kherans have shown themselves to be very speciesist. They look down upon other species while thinking that they are in fact very tolerant and benevolent.

Typical Kheran



F	A	S	E	R	I	P
Rm 26	Rm 26	Ex 16	Rm 26	Ex 16	Ex 16	Ex 16

Health: 94 **Karma:** 48

Known Powers:

- *Longevity:* Un 100

Drawback:

- *Miscellaneous:* Mostly Infertile.

Typical Shaper



F	A	S	E	R	I	P
In	Rm	Ex	Rm	Ex	Ex	Ex
36	26	16	26	16	16	16

Health: 104 Karma: 48

Known Powers:

- *Claws*: Rm edged damage
- *Elongation*: Shapers can extend their claws up to one area and they can also elongate other parts of their body up to eight feet.
- *Plasticity*:
 - *Body Armor*: -3CS damage from blunt attacks, Gd vs. other attacks.
 - *Limited Shapechange*: Conceal features with Ex ability.

Typical Titanthrope



F	A	S	E	R	I	P
Rm	Gd	Mn	Un	Ty 5	Ty 5	Gd
26	8	63	100			8

Health: 197 Karma: 18

Known Powers:

- *Growth*: Shift Z (The above stats represent growth rank In). Titanthropes can substitute their growth rank for Strength but for each rank of growth beyond In their reason will drop by -1CS. When they have reached Pr Reason they cannot control themselves anymore and will attack anyone in the area. Only someone with psionic powers can calm them down again.
- *Body Armor*: In

Typical Brotherhood of the Sword
Operative



F	A	S	E	R	I	P
Ex	Ex	Gd	Gd	Gd	Gd	Gd
16	16	8	8	8	8	8

Health: 48 Karma: 24

Known Powers:

- None



Chapter Eighteen: Order of the Cross

For nearly two thousand years, the Brothers of the Order of the Cross have been responsible for the preservation and well-being of the Catholic Church. The Order was established on the very day that Christ died on the cross at Golgotha. While Peter and the Apostles began spreading the word of the gospel, some of Christ's more militant disciples banded together to avenge the death of their former master.

The Brothers suspected that the Devil might have influenced the Sanhedrin, the council of religious leaders who had convicted Christ. It turned out that its head was actually possessed by the Black Angel of Hell. His plan was to take Christ's body and imprison it in the pits of Hell, thereby calling down the heavenly hosts for a final conflict that would ravage the Earth and destroy all mankind. Before the Black Angel could do so, however, a Brother armed with the Sword of Heaven battled him to enable Christ to rise again on Easter. Too powerful to be slain, the Black Angel was defeated and, the broken Sword of Heaven still embedded in his body, sealed within a tomb guarded by holy sigils, near what is now the border of Iraq. Though mortally wounded, the victorious Brother drank from the Holy Grail and was miraculously healed. So it came to pass that the Sword represented the mission of the Order of the Cross: To battle the servants of darkness and to heal the sick and wounded.

Since the church faced relentless persecution during its early years, the Order was secretly entrusted to protect it from earthly as well as spiritual enemies. To carry out this mandate, the Order expanded the Black Angel's tomb so it could hold human enemies in addition to the servants of darkness. The tomb was named Purgatory.

Over the centuries, the Order prospered. Its membership grew to include powerful political and military personalities, but at times they lost sight of their original mission. When the Book of Judgment was discovered amongst the Dead Sea Scrolls in 1995, however, the Order was forced to reaffirm its purpose: The Brothers learned of the Black Angel's prophesied return on Judgment Day and withdrew from the outside world to prepare for this final conflict.

Typical Order of the Cross Standard Operative



F	A	S	E	R	I	P
Ex 16	Ex 16	Ex 16	Ex 16	Gd 8	Ex 16	Ex 16

Health: 64 Karma: 40

Known Powers:

- *None*

Equipment: The Order of the Cross are the keepers of many biblical artifacts:

- *The Holy Grail:* Un material strength
 - *Systematic Antidote* Shift-Z
 - *Regeneration* Shift-Z
 - *True Invulnerability* Shift-Z
- *Sword of Heaven:* Rm material strength
 - Rm damage
 - *Dimension Travel (Banishing)* Shift-Z Limited to evil creatures from Hell
- *Horseman of Apocalypse's Sigils:* These artifacts were kept as the most dreadful evil objects in the Vatican's deepest vault. They are sentient powerful evil creatures whose essences are trapped in Sigils. They need a corpse as a host body (FASE). The Sigils have access to the host's physical

skills and powers. They share these stats:

R	I	P
Ex	Ex	In

Known Powers:

- *Shrinking*: Ty
- *Animate Dead*: (No Range) Un Physical abilities of the corpses are not affected
- *Postcognition*: Un (Limit: No Range and limited to the corpse's background

People killed by Sigils' powers can serve The Black Angel as hosts bodies for summoned demons' spirits.

They now have 4 distinct powers (all are Always On):

War: *Broadcast Empathy*: Ex (Area effect with a Range of 4 areas; limited to incite hatred and violence)

Famine: *Energy Vampirism*: Ex (Effect with a Range of 6 areas)

Pestilence: *Poison Field*: In (Area Effect with a Range of 6 areas)

Death: *Mind Drain*: Ex (Area Effect with a Range of 4 areas)

Furthermore, they receive many prototypes of high tech equipments that would make Skywatch jealous:

- *Intelligence Satellites Uplink*: Remote Sensing Class 1000
- *Neutralizing Suits*: Control: Negation Mn
- *Swiss Guard's High-tech Armor*: Radio Communication Rm

Their agents can rely on any conventional military, intelligence or communication hardware (and software too).

Advantages:

- Intensive Training
- Iron Nerves
- Rich Friend (The Order)
- Scholar (Bible)
- Protection From Evil (any power fueled by evil energy as a +2 CS penalty)
- Near-Immortal (for those who were worthy of The Holy Grail)

Drawbacks: CIA (Faith in God)

Talents: Acrobatics, Charisma, Detective, Martial Artist, Medicine (First Aid), Military Sciences, Occultism, and Weaponry.

Contacts: Order, Roman Catholic Church



Chapter Nineteen: Seedlings

***MTS Note:** There is not a lot of information on Seedlings to truly make them stand out from the average "Random Mutant", but they add much flavor to the Wildstorm Universe. I feel it would be remiss not to add them.*

Seedlings are another known type of metahuman being. They are people who are mutated during to a radiation of a special comet that passed close to Earth. Many who were exposed to this comet became superhuman and were known as "Comet Enhanciles" or "Seedlings".

Some of those gifted by the "Comet Effect" made up the majority of Stormwatch's roster in the Wildstorm Universe.

In the DC New Universe, the comet never happened and therefore we have the current Stormwatch roster. The origins of all the Stormwatch/Authority characters that make up the current Stormwatch roster have nothing to do with the comet.



Typical Seedling



Initial Ability Table

Die Roll	Initial Rank
01-05	Fb 1
06-10	Pr 3
11-20	Ty 5
21-40	Gd 8
41-60	Ex 16
61-80	Rm 26
81-96	In 36
97-00	Am 46

Seedlings characters gain the following:

- Seedlings gain one additional Power.
- Resources are reduced -1 CS.
- Endurance is raised +1CS.

Chapter Twenty: Skeleton Crew

The Skeleton Crew are a team of five living skeleton "members" that can form themselves into a variety of large and fearful skeletal constructs. It is unknown how they formed, much less whether they are alive or dead.

The Skeleton Crew were incarcerated in the Number of the Beast Program, where they teamed with the other imprisoned to form the Crime Corps. The Skeleton Crew and their fellow inmates were freed from the program by the High. Since Armageddon, the Skeleton Crew have remained a part of the Fearsmiths (the successor of the Crime Corps), and are stationed in Malice, Iowa (formerly Alice, Iowa).



Typical Skeleton Crew



Random Ranks Table

Die Roll	Initial Score
01-05	Fb 1
06-10	Pr 3
11-20	Ty 5
21-40	Gd 8
41-60	Ex 16
61-80	Rm 26
81-96	In 36
97-00	Am 46

Known Powers:

- Reconstruction:* Rm 26 Skeleton Crew have the ability to reconstruct themselves into a variety of different forms for combat or convenient use, such as a stretcher.

Chapter Twenty-One: Sliding Albion

Sliding Albion is the codename for an alternate universe (as well as said universe's Britain) in which Earth was visited by an alien race nicknamed "the Blues" during the Renaissance. Despite the vast disparity in technology between the two races, there was a unity of purpose between them, leading to interbreeding and an imperialist culture similar to the Victorian British Empire. Apparently, the alien/human alliance was centered on two poles: England, which kept most of its human royal line, and Italy, which quickly intermixed with the aliens. One of the original Blues, Regis Slzfi, was in a position of power in the Italian faction. For some reason, the Italian/Blue alliance didn't develop so well, and started to grow envious. As such, they started late colonial wars against poor countries like Africa or China. As military leaders, the Blues were not the ones to hesitate, and they immediately utilized bacteriological and nuclear warfare. After a century or so of such wars, Earth became so poisonous that life was barely possible. The new territories, thus conquered, saw their population so weakened that the surviving females were not able to stand a Blue crossbreed pregnancy. The Italian Blue were facing a serious birth rate problem. This problem may have existed in Sliding Albion too, but as the country was still ruled by the human Windsor bloodline, it was less critical. Furthermore, Sliding Albion's colonies hadn't been poisoned; as such the Blue/Human birth rate was not so critically low. To further expand the number of Blues, their leader Regis led an invasion of China in 1856, presumably because of its high human birth rate. The end result of this action was the death of all that nation's males, its women then being used for breeding purposes, with China being transformed into a 'rape camp'.

By the early twentieth century, the power of the hybrids became stagnated, forcing the Blue to search for and invade other parallel universes by breaching their own universe's barriers and travelling through The Bleed. Eventually, Sliding Albion made contact with the WildStorm universe. This led to the British government, and partially the American government, to forging a secret peaceful foreign relationship between themselves and Sliding Albion. However, the relationship eroded in 1953 and the Sliding

Albion reality entered its first World War with a parallel world, and bacterium weapons were unleashed on their London. In a final act of contempt and spite, Sliding Albion vented the bacterial fallout over Britain in a failed attempt to save themselves. However, this agent changed while traversing The Bleed and caused the first surge of superhuman powers in Britain.

Afterward, Sliding Earth witnessed relentless world wars between England and Italy, until the Ninth, where Italy won, and Regis was given the kingship of Sliding Albion.



With its many wars past and the bacterial infection of 1953, Sliding Albion's Earth suffered a dramatic decrease in its human/Blue hybrid population in Europe. Its society stagnated, losing the knowledge it had to travel to parallel worlds. By 1999, King Regis restored the Blues' knowledge of shifting through the Bleed, and once again had Sliding Albion Empire invade the WildStorm universe's Earth. His plan to secure the survival of the Blues involved transforming the entire planet into one large rape camp. After Regis sent a raiding force into Los Angeles, the Authority defeated them. However, the Blues re-invaded in a massive force over northern Europe. The Authority fought back, with Apollo destroying the entire invading force, the team's Carrier destroying Sliding Albion's Buckingham Palace, Jack Hawksmoor killing Regis, and The Doctor destroying Italy - and what was left of the Blues' regime along with it. In an all-frequencies message, Jenny Sparks told the people to take advantage of the second chance to redeem themselves for a better world.

However, following after Armageddon, Sliding Albion re-invaded England in a much

larger force, in retaliation to the death of Lorenzo Antonio Slzfi. Unfortunately for Sliding Albion, its armada was quashed in short order, repelled in its entirety by the Knights of Khera.

Typical Sliding Albion Soldier



F	A	S	E	R	I	P
Gd 8	Gd 8	Gd 8	Bd 8	Ty 6	Gd 8	Gd 8

Health: 32 **Karma:** 22

Known Powers:

- *Self-link (Gadgetry):* In 36
- *Body Armor:* Ex 16

Equipment: Sliding Albion's technology, due to 5 centuries of contact with The Blue, is much more advanced than ours. One prominent example of this technology is their mastery of the Door. Though it had been lost in the never-

ending wars on their native Earth, they have recently rediscovered it.

- *Rifle:* Rm 26
- *Shift Mount:* Ex 16 This is a single-seated flying device, looking like an armored bike, without the wheels, but with short wings and tail at the back.

Talents: Medicine (First Aid), Military Science (Demolition), & Weaponry.



Chapter Twenty-Two: Techno-Enhanced SPB Agent

These men (and possibly women) are elite agents who have had a lot of bleeding edge super-powered being (SPB) enhancements implanted in them. Implants, such as steel casings over the skull and key organs, alloy bones, neuro-fiber muscular upgrades, monofilament nervous systems, pain center cuts, enhanced senses, enhanced healing, etc. They can be compared to the solos and street samurai from cyberpunk literature and role-playing games.

Those technologies do not seem truly rare in the Wildstorm universe (at least before the apocalypse), though they require considerable contacts and funds. The US government is known to have access to this level of enhancement, as well do the most potent terrorist groups. Clan Gamorra did that too.

Those techno-enhanced SPBs are seldom used by the good guys, though - for instance special tactical forces such as IO's Black Ops or Black Razors, StormWatch's old StormForce, or more recently Team Achilles do not employ them. The main reason seems psychological - according to Ben Santini, it is a well known fact that this type of implant makes most people feel more and more powerful, gives them a lust for more and more power (and implants) and steadily increases their contempt toward "mundanes".

This exact set of abilities and equipment is based on two TESP agent terrorists from Egypt who were once part of a brutal attack on the UN's HQ. They were identical twins, named Hamat ("intelligent anger") and Hamoq (uncontrollable fury); their previous exploits included slaughtering 39 unbeliever high school students at the Great Pyramid's site. U.N. StormWatch members Santini and Coleman killed the first brother they encountered with their bare hands, and captured the second.

Some months later, the second brother was executed in his cell by Team Achilles's Lt. Weiss as the team abandoned their UN Building HQ during the Authority's coup d'etat.

Typical TESP Agent



F	A	S	E	R	I	P
Gd 8	Gd 8	Gd 8	Gd 8	Gd 8	Ex 16	Ex 16

Health: 32 Karma: 40

Powers

- *Analytical Smell/Tracking Scent*: Ex 16
- *Directional Hearing*: Ex 16
- *Regeneration*: Gd 8
- *Skin Armor*: Gd 8
- *Ultra-Vision*: Gd 8

Bonuses and Limitations

- Skin Armor only protects against bullets

Talents: Martial Artist, and Weaponry (Firearms).

Chapter Twenty-Three: The Golden

MTS Note: Sure, in the Wildstorm comics, there were only three of these, but that does not have to hold true in other games. I found The Golden interesting, and decided to add them.

Alex, Stuart and Will were the sole survivors of a plane crash in the Himalayas, where they were recovered by a race of intelligent, yeti-like creatures. These creatures took them before the Great Metavac, the being they worshiped as a god. Metavac was a portion of the Spartan that survived at the end of time. He had foreseen that a time traveler would try to usurp his place as creator of the next universe for his own nefarious ends, and thus decided to create agents to oppose this enemy. Metavac imbued them with their powers, and they returned to the world, where they were recruited into the secret British Government-Sponsored super-team, the Establishment.

The Golden took part in fighting the Daemonite invasion at Hobb's Bay, and the subsequent battle over London, which resulted in the Establishments existence becoming known to the public.



They soon met the returning astronauts from a mission to Venus in the 1950s, but these turned out to be artificial recreations of the astronauts, created by the organic nanite Venusians, who then burst open into a constantly growing swarm, adapting all matter they came across. Mr. Pharmacist managed to destroy the Venusians,

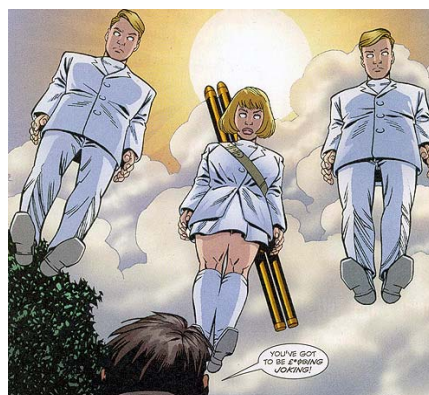
and then the Establishment used their technology to saturation bomb Venus with a biological agent designed to eradicate the Venusians, wiping out all Venusians, or so they believed (a few of those on Earth had been acquired by Dr. Orwell).

Soon thereafter the Golden's memories were unlocked, and they remembered Metavacs identity, and the mission he had empowered them for, realizing that it's time was close.

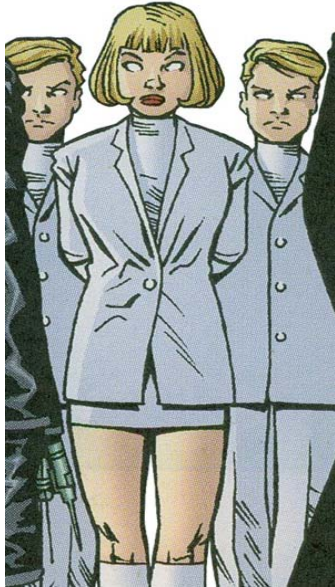
The Establishment were asked by the Russian government for help battling an outbreak of zombies. They discovered that Russian scientists had traveled to Dead Space, and creatures from there had begun traveling to Earth. They managed to close the portal.

When they returned to Nowhere, they were met by Mother, the creator of Nowhere. He warned them that his brother, Dr. Orwell, was traveling to the end of the universe, intending to replace Metavac. The Establishment accompanied him, but when they reached the end of the universe, they discovered that the Venusians, who proceeded to try and destroy Metavac, had replaced Dr. Orwell in his own scheme. While unable to defeat them alone, the Golden bought time for Charlie Arrows to contact Metavac, and protect it from the Venusians.

Alex and one of the boys survived the encounter at the end of time, the third presumably perished.



Typical Golden



F	A	S	E	R	I	P
In 36	Rm 26	Rm 26	In 36	Gd 8	Ex 16	Rm 26

Health: 124 **Karma:** 50

Known Powers:

- *Flight:* In 36
- *Laser Beam:* In 36
- *Super Hearing:* Rm 26

Advantages:

- *Government Credentials*
- *Iron Nerves*

Drawbacks:

- *Creepy Appearance*

Contacts: The Establishment



Chapter Twenty-Four: The Kindred

Organization

Full Name: The Kindred

Purpose: The Kindred are the result of a failed experiment of IO. They are animals, genetically modified to develop human features (a la Dr Moreau). Their one and only purpose is get revenge on those who brought them to this hybrid condition, namely IO.

Modus Operandi: Under Bloodmoon guidance, they executed abduction missions on US territory. Otherwise, they stay on their island attacking any human trespasser.

Extent of Operations: They stay close to their “native” island. The more audacious of them ventured abroad.

Relationship to Conventional Authorities: Nobody, except IO, and the handful of people that came in contact with some of their kind, knows of their existence.

Bases of Operations: Caballito Island, lost offshore from South America. Under Bloodmoon’s leadership, they inhabited the former IO’s complex.

Major Funding: None

Known Enemies: IO

Known Allies: None to speak of, though some individual team with well-known heroes like Backlash or Savant.

Membership

Number of Active Members: Estimated around 100.

Number of Reserve Members: None

Organizational Structure: Tribal by species. They recognized Bloodmoon as their leader.

Known Officers: None

Known Current Members: None

Known Former Members: Dingo (Backlash), Sheba (Savant Garde)

Known Special Agents: None

Membership Requirements: Being an animal that suffered the mutation orchestrated by IO.

History

Founder: IO

Other Leaders: Bloodmoon

Previous Purpose and Goals: Bloodmoon used this force to avenge Marc Slayton’s and Jhon Lynch’s betrayal when he was part of Team 7.

Major Campaigns or Accomplishments:

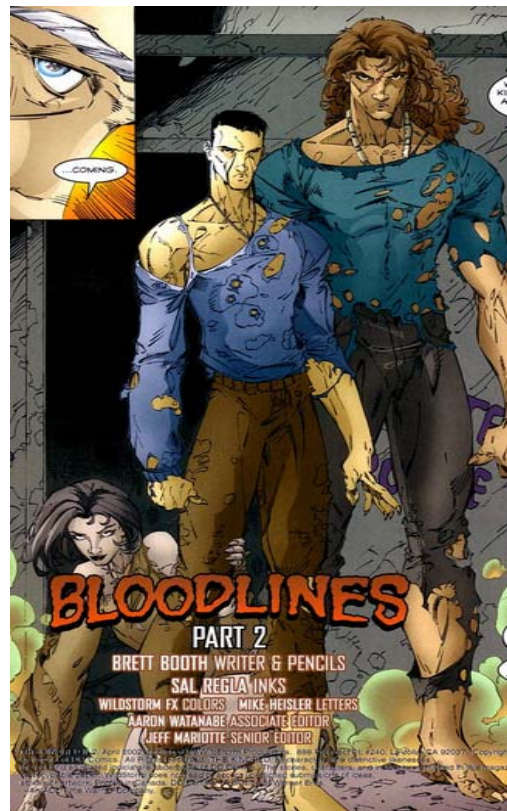
Taking control of Caballito Island

Major Setbacks: Bloodmoon’s scheme to kill Slayton, Lynch and Grifter. They failed to send away Ivana and her DV8 when she arrived after the failure of Project: Genesis

Personnel

Standard Operative: They are all animals that were given human features through genetic manipulation. Their attributes differ by original species, but they all share some common traits. They are highly intuitive, cold hearted, and fanatical, and share the same Seeking Justice motivation (though some individual fall more under the Psychopathic behavior).

MTS Note: What is not mentioned in this entry is that at least some of them appear to have the ability to shape shift to a somewhat “human” form. The picture below may not be the best, but it shows how the feet are not quite human looking.



Typical Bat



F	A	S	E	R	I	P
Rm 26	Ex 16	Gd 8	Ex 16	Gd 8	Gd 8	Gd 8

Health: 66 Karma: 24

Known Powers:

- *Claws:* Gd 8
- *Flight:* Ex 16
- *Radar Sense:* Ex 16

Typical Canine



F	A	S	E	R	I	P
Ex 16	Ex 16	Ex 16	Rm 26	Gd 8	Gd 8	Gd 8

Health: 32 Karma: 40

Known Powers:

- *Analytical Smell/Tracking Scent:* Rm 26
- *Claws:* Ex 16
- *Running:* Rm 26

Typical Feline



F	A	S	E	R	I	P
Rm 26	Ex 16	Ex 16	Ex 16	Gd 8	Ex 16	Ex 16

Health: 74 Karma: 40

Known Powers:

- *Analytical Smell/Tracking Scent:* Rm 26
- *Claws:* Ex 16
- *Jumping:* Gd 8
- *Running:* Rm 26

Talents: Acrobatics, & Thief (Stealth).

Typical Ursoid



F	A	S	E	R	I	P
Ex 16	Ex 16	Rm 26	Rm 26	Gd 8	Ex 16	Ex 16

Health: 84 Karma: 40

Known Powers:

- *Claws:* Ex 16
- *Growth:* Gd 8 - Always On, already factored in.

F	A	S	E	R	I	P
Ex 16	Ex 16	Ex 16	Ex 16	Gd 8	Ex 16	Gd 8

Known Powers:

- *Cling*: Ex 16
- *Extra Limb (x2)*: Ex 16
- *Poison Touch*: Ex 16
- *Skin Armor*: Ex 16

I SEE. I
DO NOT THINK
THEY WOULD BE
SUCCESSFUL IN
OBTAINING HELP
FROM THE
HUMANANS.

I WILL
DO MY BEST
TO PLAY WITH OUR
NEW FOES.

FIRE!

F	A	S	E	R	I	P
Ex 16	Ex 16	Ex 16	Rm 26	Gd 8	Ex 16	Gd 8

Known Powers:

- *Claws:* Ex 16
- *Skin Armor:* Gd 8
- *Swimming:* Ex 16
- *Water Freedom:* Rm 26

Chapter Twenty-Five: Thermians

MTS Note: Not much to go on here, but sometimes that allows for the most creativity from both the Judge and Player.

The Thermians are Extradimensional invaders of a fiery nature.

They are enemies of the Frigians, whom they can only reach via our dimension.

They only appeared in a single panel, and were explained amid a flashback describing where Honor Guard fell out of favor with the citizens:

"..and the people shakily supported their heroes -- or at least they did until, Honor Guard fought the Frigians and the Thermians in Antartica. I'll never understand it. The Frigians and the Thermians had been attacking us or each other for years. Something about our world being the interface between theirs, so they had to go though us to get to the other. They were a threat. No two ways about it, they were a grave danger. But it didn't seem to matter that is Honor Guard hadn't stopped them, they could have shattered the planet."

Typical Thermian



Random Ranks Table

Die Roll	Initial Score
01-10	Fb 1
11-20	Pr 3
21-30	Ty 5
31-40	Gd 8
41-60	Ex 16
61-70	Rm 26
71-80	In 36
81-95	Am 46
96-00	Mn 63

Thermians are a field of coherent fire. Thermians possess an Intensity rank of their own; this is how the Health points apply to this being.

Thermians follow the same characteristics as fire energy. They possess a special vulnerability to Fire Control (-ICS Resistance). Thermians can be contained within special fireproof containers; this is the only way to immobilize these beings.

Thermians have a Bonus Power of Energy Emission - Fire. Physical contact with a Thermian does Feeble damage.



Chapter Twenty-Six: Universals

The Universals are alien cosmic beings that preserve life. They work on a plane higher than anything else. No being outside of them could ever understand what they do, or what they are.

The drives of mortal men, such as jealousy, vindictiveness, the desire for revenge, the need to inflict pain are things that do not apply when it comes to the Universals. They are beyond such dalliance of emotion.

They are humanoid in form. The males bring the "eggs" of the next generation to the spawning zone for release.

The Universals are a collective undreamed of. They show up very briefly in the telling of the tale of the Dark Age. There is a massive story behind this civilization, but they are probably stuck as window dressing for the duration of time itself. These gods are the bringers of life to the cosmos. They enact cosmic justice.

In 1976 (Earth time), the Honor Guard team members bear witness to the birthing of a new generation of Universals -- an honorary invitation for saving the Infra-Dauphin from some vast and unmentionable Alien Armada.

Established Members of the Universals:

- *AO Major*: Born in the heart of a cosmic conflagration. He is the Passion.
- *Gabereality*: The cosmic archangel, he of the heavenly host bodies. He is the Glory.
- *Xonstructacles*: The builder, driven to the brink of Insanity by a corrosive malady. The Author of the destructive scheme of annihilation.
- *Polymorpha*: A different visage for every onlooker. She is the Compassion.
- *Canis*: The personification of playful chaos. He is the Trickster.
- *Mr. Majestic*: For a short time he was one of the Universals, inherited his father's position as a guardian of Life itself.

Typical Universal



Random Ranks Table

Die Roll	Initial Score
01-10	Fb 1
11-20	Pr 3
21-30	Ty 5
31-40	Gd 8
41-60	Ex 16
61-70	Rm 26
71-80	In 36
81-95	Am 46
96-00	Mn 63

Additional Creation Notes

- All primary abilities are raised +2CS. Universals automatically possess at least one Travel Power.
- Universals gain two additional Powers.
- Universals have increased Popularity (+2CS) with the public but zero Popularity with the hierarchy of the major established Earth religions.
- Universals are honor-bound not to actively promote a religion based on themselves. Universal PCs who try this lose -1CS from all their Abilities and Powers.

Chapter Twenty-Seven: Venusians

MTS Note: I am not sure how a character that is “Organic Nanites” would fit into most games, but different people like different things. I guess in theory they could be inside a battlesuit (Cyborg: Exoskeleton, or using Firebomb’s “Organic Circuitry” rules) or something along those lines. Players have surprised me many times with their creativity.

Venusians are green skinned organic nanites that populated the planet Venus. They are capable of disassembling and re-formatting matter on a molecular level.

They invaded Earth preemptively because they were afraid. After witnessing the Authority lobotomizing another being, the Venusians feared the Authority would come for them next. The invasion was short-lived, as the Golden paired with The Authority ended it rather quickly.



Typical Venusian



Primary Ability Chart; Column Five
From the Ultimate Powers Book

Die Roll	Initial Score
01-10	Fb 1
11-20	Pr 3
21-30	Ty 5
31-40	Gd 8
41-60	Ex 16
61-70	Rm 26
71-80	In 36
81-95	Am 46
96-00	Mn 63

Additional Creation Notes

- Venusians can raise any one Ability +1CS.
- Starting Resources are set at Poor.
- Venusians start out with only one Contact, their race.

Chapter Twenty-Eight: Zombots

MTS Note: These might not sound very heroic, but as I have mentioned previously, playing against type can be fun. It is possible one of these developed free will.

Re-animated dead guys, the zombots are relatively cheap, voice-controlled, disposable hitmen/body guards for hire. They are controlled by micro-electronic implants, but are completely useless if not issued orders.

Apparently they can be hired from their unknown builder for a weekly cost, or the technology can be bought. That implies a steep premium, but once the initial cost has been swallowed individual zombots are reasonably cheap. Hence, people will tend to either have large number of zombots in reserve, or just one or two for a given operation.

Zombots have demonstrated the capacity to crash through concrete walls, and proved difficult for Max Cash to bring down with firearms - usually a full clip in the head was needed.

Zombots are used by the mob. They first met by the WildCATs during a sting operation to trap Maxine "Ladytron" Manchester. Masses of zombots were used against the WildCATs by the New York City mob bosses when the WildCATs declared their war on crime.

Typical Zombot



F	A	S	E	R	I	P
Gd 8	Gd 8	Rm 26	Ex 16	Fb 1	Fb 1	Fb 1

Health: 58 **Karma:** 3

Known Powers:

- *Self-link (Gadgetry):* In 36
- *Body Armor:* Ex 16

Equipment:

- *Micro-Uzi:* Ex 16

Drawbacks:

- *Strange Appearance*
- *Non-sentient*

Talents: Various Weapons.



IN CLOSING AND SPECIAL THANKS

As I always wind up saying in the end, I am stuck in that bittersweet moment. The one where it feels great to be done, but so much was missed and left out. In the process of making this mini-sourcebook, I learned a lot about the Wildstorm comic line, and will be reading more. I love that Earth faced an invasion of "Little Green Men".

Rather than go on with the normal bits here, I wanted to take moment to express my thanks to Firebomb for all his hard work. The amount of time he must have spent cleaning up both of the Ultimate Origins Book is staggering. As you know, some of the articles came from the various comic Wikias, and if you have ever read one, some of that material barely passes as English.

He obviously reads these books line for line when he is editing. By the time my lazy butt gets around to making all the corrections he has written, the book is readable. Just the work he does on my tripe is staggering.

Not to mention he does what he can to keep the forum clean from spambots. 99% of the time when I check in, there are none. Checking the ban log, he has been busy.

If you want some great reading, make sure and visit <http://www.technohol.com>. His work is what originally inspired me to release Netbooks.

Gaming Nerds Я Us would not be half the site it is without you, Firebomb. Thank you!

I would also like to thank Ty States. He sent me more information/stats on the Order of the Cross, which led to the addition of the Astro City entries (I did not want to just do a one page update), which led me to notice a few minor errors that have been corrected. I should have known it is impossible to do a book without mentioning his name, and using material of his.



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MTS Note: This is not a complete index of every entry in the book; instead it is simply an index of the various Origins.

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Handwriting practice lines consisting of 28 horizontal lines. The first 27 lines are evenly spaced, and the final line at the bottom is slightly thicker than the others.



A series of horizontal lines for writing, organized into three groups of five lines each, separated by a larger gap. The first group of five lines is followed by a gap, then a second group of five lines, followed by another gap, and finally a third group of five lines.



Handwriting practice lines consisting of 28 horizontal black lines. The first line is a solid black line. The subsequent 27 lines are each composed of a solid black top line, a dashed black middle line, and a solid black bottom line, providing a guide for letter height and placement.

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Universals: Comic Vine, Herocopia (History), & David E. Martin (His Diet Stats were used as a base.)

Venusians: MajorTomSawyer (History), & David E. Martin (His Alien Stats were used.)

Zombots: Sébastien Andrivet



Universal Table

	Fighting			Agility				Strength				Mental Attacks	
	Blunt Attacks	Edged- Attacks	Evading	Shooting	Throwing Edged	Throwing Blunt	Energy	Force	Dodging	Grappling	Grabbing		Escaping
Blue	In the space	Loss his weapon	Autohit +1CS	Must reload or Out	Projectile losted	Projectile losted	Disorientat ed	Disorientat ed	Fall at ground	In the space	In the space	Autohit	Disorientat ed
White	Miss	Miss	Autohit	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	6 CS	Miss
Green	Hit	Hit	Evasion	Hit	Hit	Hit	Hit	Hit	2 CS	Take	Partial Hold	4 CS	Hit
Yellow	Slam	Stun	+1 CS	Bulleye	Stun	Hit	Bulleye	Bulleye	4 CS	Grab	Lock	Escape	Stun
Red	Stun	Kill	+2 CS	Kill	Kill	Stun	Kill	Stun	6 CS	Break	Hold	+1 CS	Kill

[illegible]

Endurance			
Charging	Slam?	Stun?	Kill?
In the space	Gr. Slam + Stun	1-10	Lose all Karma or die
Miss	Gr. Slam	1	En. Loss
Hit	1 area	Disorientat ed	E/S
Slam	Stagger	No	No
Stun	No	No	No

	B	Beyond Infinity
5000	Class 5000	
3000	Class 3000	
1000	Class 1000	



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By Major Tom Sawyer/Tammra Godman

Version 2.0

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