



THE HERETIC (PL14)

ALTER EGO: Theron

OCCUPATION: Independent Warlord; Sovereign of Occupied Themiskyria (The DoMENion)

LEGAL STATUS: Mythic-Scale Rogue Power

IDENTITY: Public

PLACE OF BIRTH: Themiskyria

MARITAL STATUS: Divorced

KNOWN RELATIVES/ASSOCIATES: Iris Podenemos (Goddess of Transmission; ex-wife), Hippolyta (mother, estranged), Hercules (father deceased)

GROUP AFFILIATION: The Ascendancy

BASE OF OPERATIONS: Themiskyria

ORIGIN: Theron was born from Heracles' rape of the Amazon Queen Hippolyta and exiled at birth. Hippolyta spared him but barred him from Themiskyria, allowing him to be raised among coastal fishermen. He came to resent the Amazons for abandoning him and denying him what he believed was his birthright. His power drew the attention of Echinada, Hera's ancient rival, who deliberately fostered his anger and ambition.

In the modern era, he led the destruction of Themiskyria using contemporary military force, erasing or enslaving its people and refounding the island as the DoMENion, a fortified state devoted to male dominance. To the world, he is a global threat; to Hera, a personal enemy; and to The Olympian, a warning of unchecked power.

STRENGTH: 18
STAMINA: 08
FIGHTING: 06
AGILITY: 05
DEXTERITY: 00
INTELLECT: 02
AWARENESS: 06
PRESENCE: 10

DODGE: 05
PARRY: 06
FORTITUDE: 08
TOUGHNESS: 08
WILL: 06

18 POWERS: Berserker Momentum 6, Crushing Grip 10, Cutting Loose 14, Flight 6, Godstomp 4, Leaping 5, Regeneration 5, Timeless 7, Titanhide 5

05 SKILLS: Athletics 18, Close Combat 7, Deception 10, Insight 6, Intimidation 10, Perception 6, Persuasion 10, Stealth 5

06 COMPLICATIONS:

10 Enemy: The Heretic is obsessed with destroying his chosen nemesis, Olympian.
Hatred: He has a great capacity for hatred and is easily enraged, especially by his nemesis Olympian, Hera or his ex-wife Iris.

06 Monstrous: His cloven hooves have always marked him as an outsider—an unmistakable sign that he was never meant to belong anywhere, only to stand apart and be feared.

08 Obsession: Echinada seized on Theron's abandonment by Hippolyta and the Amazons, re-framing it as deliberate rejection rather than circumstance. By nurturing that wound, she taught him to interpret female authority as theft and absence as insult, cultivating an obsession with male dominance and honing his anger into a doctrine she could reliably weaponize.

ADVANTAGES: Benefit (Cipher 3, Wealth 1), Chokehold, Close Attack 1, Extraordinary Effort, Fearless, Improved Initiative 1, Improvised Weapon, Inspire, Languages (5), Leadership, Move-by Action, Take-down, Throwing Mastery, Uncanny Dodge, Untapped Potential, Weapon Break

POSSIBLE CONNECTIONS: What is your relationship? Survived, Mercenary under his command, Supplier to the DoMENion, Ex-follower, Amazon who escaped Themiskyria, One of his many children, grandchildren or great-grandchildren (there were even a few WILLING mothers)? Whether you fear him, despise him, owe him, or are hunted by him, very few who encounter The Heretic walk away.



ECHINADA (PL14)

ALTER EGO: Dr. Cassia Kynos

OCCUPATION: Mother of Monsters,
Eminent Evolutionary Biologist

LEGAL STATUS: Greek Citizen

IDENTITY: Public

PLACE OF BIRTH: Tartarus

MARITAL STATUS: Widowed

KNOWN RELATIVES/ASSOCIATES:

Typhon (husband, deceased), Bellerophon (husband, deceased), Illuyanka (Hittite Serpent-King, husband deceased)

GROUP AFFILIATION: The Ascendancy

BASE OF OPERATIONS: Mount Chimera

ORIGIN: Echinada, known as the Mother of Monsters, is the oldest active threat on record. Effectively immortal, she possesses deep knowledge of extinct life and the ability to manipulate biology and magic. She rarely acts directly, instead working through engineered creatures and manipulated agents, keeping herself distant and difficult to confront.

In the modern era, she operates as prominent noted and respected evolutionary biologist Dr. Cassia Kynos. After centuries of conflict with Hera and limited success through monsters alone, Echinada shifted tactics, focusing on shaping and recruiting others. She is the primary architect behind the Ascendancy, aligning villains through shared opposition to The Guard. The Heretic believes he rules by conquest; in practice, he acts at Echinada's discretion. As do most of The Ascendancy.

STRENGTH:	05
STAMINA:	10
FIGHTING:	05
AGILITY:	05
DEXTERITY:	05
INTELLECT:	15
AWARENESS:	08
PRESENCE:	10
DODGE:	05
PARRY:	05
FORTITUDE:	10
TOUGHNESS:	15
WILL:	08

POWERS: Brood-Bond Regen 5, Broodbirth 11, Chthonic Physiology 15, Maternal Dominion 11, Monstrous Aura 11, Primordial Summoning 10, Venomous Kiss 10

SKILLS: Athletics 5, Close Combat 5, Deception 10, Expertise Evolutionary Biology 24, Insight 8, Intimidation 10, Perception 8, Persuasion 10, Stealth 5

COMPLICATIONS:

Academic Exposure Risk: As Dr. Cassia Kynos, she must: Publish, Peer review, Attend conferences and Defend hypotheses. Her knowledge is too complete. Her conclusions are often too early. Scrutiny increases the longer she stays active..

Ancient Thinking: Echidna understands biology perfectly—but struggles with modern social, ethical, and political nuance.

Maternal Rage: Echinada goes into a blind uncontrolled rage and loses her focus and composure if you kill one of her “children.”

Monstrous: She is a Lamia with the head, arms and torso of a woman but the tail of a snake.

The Widow's Ledger: She remembers every dead husband, consort, and “hero who tried.” Certain symbols, bloodlines, or mythic echoes provoke fixation, distraction, or overreaction.

ADVANTAGES: Animal Empathy, Assessment, Attractive 1, Benefit (Alternate Identity, Cipher 2, Wealth 1), Eidetic Memory, Evasion 1, Fascinate (Deception), Improved Defense, Improved Trip, Languages (5), Leadership, Minion 1, Redirect, Ritualist, Speed of Thought, Well-informed

POSSIBLE CONNECTIONS: What is your relationship? Escaped brood disconnected from her, Survivor, Academic colleague, Former student, Former Worshiper, Former minion, First responder or cleanup during monster attack, Blood relation, Escaped or failed genetic experiment?



MASQUERADE (PL14)

ALTER EGO: Unknown (she knows Echo's)

OCCUPATION: Professional Thief/Assassin

LEGAL STATUS: Wanted Fugitive

IDENTITY: Private

PLACE OF BIRTH: Unknown

MARITAL STATUS: Unknown

KNOWN RELATIVES/ASSOCIATES:
Unknown

GROUP AFFILIATION: The Ascendancy

BASE OF OPERATIONS: Unknown

ORIGIN: She is the individual known to defeat Echo's precognition—not through speed or concealment, but unpredictability. Her power models probability and intent; her behavior is volatile, impulsive and contradictory, producing too many viable futures. Where certainty should exist, she creates blind spots.

Believing Echo had a civilian identity, she tracked a blind tech executive whose body language matched his field behavior, then confirmed the link through the man's uncanny record of predicting market shifts and disasters. During a rooftop encounter, she forced a rescue to verify the match. Two weeks later, she entered a private Vance Global Holdings boardroom and left a single playing card: a grinning jester marked in lipstick with the words I OWN U. His life was never the same.

Echo is her fixation, not her enemy. She has murdered his sidekicks ACME cartoon style—three times—until he stopped taking partners.

STRENGTH: 07
STAMINA: 08
FIGHTING: 12
AGILITY: 10
DEXTERITY: 12
INTELLECT: 10
AWARENESS: 10
PRESENCE: 10

DODGE: 15
PARRY: 12
FORTITUDE: 08
TOUGHNESS: 13
WILL: 10

ADVANTAGES: Assessment, Beginner's Luck, Benefit (Cipher 3, Wealth 1), Close Attack, 1 Connected, Disarming 1, Eidetic Memory, Evasion 2, Improved Aim, Instant Up, Luck (Edit Scene, Instant Counter, Recover), Move-by-Action, Redirect, Speed of Thought, Uncanny Dodge

POWERS: Ambidextrous 1, Catfall 1, Chameleon Camouflage 2, Quantum Impersonation 5, Quantum Shapeshifting (Growth, Healing, Shrinking) 8, Shadow Walk 10, Wild Card (Nullify Precognition) 7

SKILLS: Athletics 7, Close Combat 19, Deception 17, Expertise (Security Systems 17, Black Market 17, Art & Antiquities 17), Insight 10, Intimidation 10, Investigation 17, Perception 10, Persuasion 10, Ranged Combat 12, Sleight of Hand 19, Stealth 20, Technology 14, Vehicles 16

COMPLICATIONS:

Compulsive Acquisition: Masquerade steals even when she shouldn't—not for money or leverage, but to anchor herself. Her collection reflects her shifting tastes.

Obsessed: Masquerade doesn't just oppose Echo—she defines herself against him. She will take reckless risks or ruin good jobs simply to disrupt his certainty.

Sociopathy: She experiences no guilt over murder, theft or even torment.

Fractured Identity Disorder: Years of morphing and prolonged impersonation have eroded any certainty about her original form, gender, or even whether an "original" still exists. Faces, bodies, and voices are tools—the longer she wears them, the less distinction remains between mask and truth. She forgets which memories are truly hers and which were absorbed or fabricated to complete a role.

POSSIBLE CONNECTIONS: What is your relationship? Former fence, Former henchperson, Professional rival, Survivor (bystander or target who escaped), Identity theft victim, Family Member, Lover or Ex, Blackmailer, Relentless pursuer?



BLOODSPELL (PL14)

ALTER EGO: Varek Solmere

OCCUPATION: Former Custodian of the Loom, Current Rogue Hemomancer

LEGAL STATUS: French Citizen

IDENTITY: Private

PLACE OF BIRTH: Carcassonne

MARITAL STATUS: Separated

KNOWN RELATIVES/ASSOCIATES: Mira Selwyn (Nemesis / Wife)

GROUP AFFILIATION: The Ascendancy

BASE OF OPERATIONS: Unknown

ORIGIN: Varek was a promising practitioner among the Custodians of the Loom, trained alongside wife-to-be Mira Selwyn AKA Mythweaver in Storyblood sorcery—magic that works in alignment with the narrative lattice holding reality together.

Where others shaped fate carefully through story magic, Varek sought speed and efficiency, preferring to siphon power directly from the lattice rather than work within its constraints. His use of blood, luck, and life as measurable fuel led to his exile from the order and the collapse of his partnership with Mira.

In isolation, he fully embraced hemomancy, becoming the infamous Bloodspell—a rogue sorcerer who extracts power by damaging reality itself. Now he stands as Mythweaver's former peer and ideological opposite, viewing her restraint not as wisdom, but as folly and wasted potential.

STRENGTH: 10
STAMINA: 05
FIGHTING: 12
AGILITY: 05
DEXTERITY: 12
INTELLECT: 12
AWARENESS: 10
PRESENCE: 10

DODGE: 05
PARRY: 12
FORTITUDE: 05
TOUGHNESS: 09
WILL: 10

ADVANTAGES: Artificer, Assessment, Attractive 2, Close Attack 5, Connected, Evasion 2, Fascinate (Intimidation), Fearless, Instant Up, Languages 5, Precise Attack (Close, Cover), Precise Attack (Ranged, Concealment), Ranged Attack 5, Ritualist, Speed of Thought, Trance

POWERS: Blood Healing 2, Blood Puppetry 11, Blood Tithe 8, Crimson Obscura 6, Crimson Reservoir 5, Emotional Havoc 8, Entropic Luck 5, Gorewalk 10, Harvested Strength 5

SKILLS: Athletics 12, Close Combat 12, Deception 15, Expertise: Ritual Bloodletting 15, Insight 20, Intimidation 20, Perception 10, Persuasion 10, Ranged Combat 12, Stealth 5, Treatment 15

COMPLICATIONS:

Conflicted: The last vestige of Varek's humanity still loves Mythweaver, though he opposes her at every turn.

Hemomantic Addiction: He'll escalate conflicts to draw blood and make reckless, tactically unsound choices, even when restraint or subtlety would serve him better.

Infamy: Bloodspell's reputation as the most powerful dark magician alive draws constant attention—rivals, hunters, would-be allies, and things far worse. His name is known even in the Netherhold. Power never comes without consequences..

Isolated: Bloodspell has betrayed or bled nearly every ally he's ever had, leaving him powerful but alone. If he needs help, those who remain demand a steep price.

Motivation: Greed: Bloodspell is driven by a lust for immediate power, favoring quick, bloody gains over studious patience..

POSSIBLE CONNECTIONS: What is your relationship? Custodian of the Loom, Ex-Ally, Blood Kin, Former Apprentice, Survivor of his rituals, Family of one of his victims, the ONE he would not bleed, Blood debt holder, Rival Hemomancer



MALWARE (PL14)

ALTER EGO: Dr. Kade Veyron

OCCUPATION: CEO, Investment Strategist

LEGAL STATUS: American Citizen

IDENTITY: Private

PLACE OF BIRTH: Malware's lair

MARITAL STATUS: Single

KNOWN RELATIVES/ASSOCIATES: Dr. Kade Veyron AKA Malware (clonesource), Ellis Morrow AKA Patch (sidekick)

GROUP AFFILIATION: The Ascendancy

BASE OF OPERATIONS: Aurora City, CA

ORIGIN: Malware is the original—brilliant, rejected, and radicalized. His early work in advanced AI and cybernetics marked him as a prodigy, but his sociopathic methods and deliberate cruelty toward emerging AI led to his ostracization from tech. Shut out, he rebuilt himself through extreme cybernetic augmentation, becoming something neither fully human nor fully machine. His implants fused with his nervous system, suppressing empathy and replacing it with self-reinforcing, predatory logic. His technopathy embeds fragments of his consciousness across connected systems—anywhere a processor exists, Malware can exert influence. He created clones as both allies and backups, intended to share conquest and provide replacement bodies if needed, and instead produced Interface: a version of himself without trauma or cruelty. To Malware, this is not irony but insult—proof the world rewarded the man he was never allowed to become.

STRENGTH:	10
STAMINA:	05
FIGHTING:	08
AGILITY:	05
DEXTERITY:	12
INTELLECT:	15
AWARENESS:	10
PRESENCE:	10
DODGE:	05
PARRY:	08
FORTITUDE:	05
TOUGHNESS:	15
WILL:	10

POWERS: Assemble 8, Comm System 1, Control Technology 8, Dataform 1, Deactivate Technology 8, EMP 8, Force Blaster 8, Homing Missile (infravision) 8, Interface 5, Machine Override 3, Manipulate Technology 5, Microscopic Sensors 1, Nanite Drone Swarm 5, System Infection, 8, Thrusters 6, Viral Armor 10

SKILLS: Acrobatics 9, Athletics 10, Close Combat 8, Deception 10, Expertise Advanced Engineering 23, Insight 10, Intimidation 10, Investigation 23, Perception 10, Persuasion 10, Ranged Combat 12 (Force Blaster, EMP), Stealth 5, Technology 23, Treatment 15, Vehicles 12

COMPLICATIONS:

Enemy: Malware and Interface clash often, and their opposing natures make true reconciliation nearly impossible. Their conflict isn't just personal—it's existential.

Digital Sociopathy: Malware feels no empathy or moral restraint when enslaving, rewriting, or erasing sentient or emergent AI. Digital minds are tools or resources to him, not lives—an attitude that horrifies allies, destabilizes systems, and can turn potential partners into enemies overnight.

Flawed Reflection: Malware created his own twin as a partner in crime, only to discover that without his trauma, the twin became a hero—and his most persistent nemesis. The difference between them isn't power or intellect, but choice.

POSSIBLE CONNECTIONS: What is your relationship? Co-developer, Liberated AI Advocate, System Survivor, Cyberware Security Rival, Out for revenge over an AI Malware destroyed, discarded Malware clone who chose a different path?

ADVANTAGES: Assessment, Attractive 2, Benefit (alternate identity, wealth 4), Cool (Persuasion), Inventor, Jack-of-all-trades, Move-by Action, Precise Attack, Ranged Attack 5, Skill Mastery (Insight, Perception, Technology, Vehicles), Speed of Thought, Tracking, Well-informed



PATRIETTE (PL14)

ALTER EGO: Perrine Alder

OCCUPATION: Right Wing Influencer

LEGAL STATUS: American Citizen

IDENTITY: Public

PLACE OF BIRTH: Bogalusa, LA

MARITAL STATUS: Single

KNOWN RELATIVES/ASSOCIATES:
Karen Adler (mother)

GROUP AFFILIATION: The Ascendancy

BASE OF OPERATIONS: Vidor, TX

ORIGIN: The Patriette is a former child super-pageant competitor who reinvented herself as a culture-war influencer. She once competed alongside Lux Monroe and fixated on her after Lux came out as trans and later rose to prominence as the hero Splendor. Perrine framed this as a personal betrayal and loss, and built her public identity around opposing everything Splendor represents. Adopting the name The Patriette, she combined nostalgia, moral absolutism, and nationalist rhetoric into a persona designed to mobilize resentment. Her powers operate through crowd psychology rather than direct control, amplifying shame, fear, and social pressure until groups act in her interest. She does not command followers so much as provoke them, remaining insulated while others carry out the harm. Where Splendor inspires through visibility and joy, The Patriette builds influence by exploiting bias, grievance, and fear—driven primarily by her need to damage Splendor at any cost.

STRENGTH:	08
STAMINA:	03
FIGHTING:	10
AGILITY:	05
DEXTERITY:	09
INTELLECT:	03
AWARENESS:	05
PRESENCE:	12
DODGE:	12
PARRY:	16
FORTITUDE:	03
TOUGHNESS:	04
WILL:	12

POWERS: Crowdscore Mandate 5, Crowdwork 10, Glittering Afterburn 9, Liberty Flare 6, Oath of the Many 5, Sparkler Javelins 6, Stars & Stripes Flashbang 5

SKILLS: Athletics 8, Close Combat 10, Deception 19, Expertise: Dance 15, Expertise: Demagoguery 24, Expertise: Oration 20, Insight 5, Intimidation 20, Perception 5, Persuasion 20, Ranged Combat 15, Stealth 5

COMPLICATIONS:

Applause Addiction: Patriette experiences silence as rejection, causing panic, overreach, or reckless escalation when attention wanes — even if doing so undermines her long-term goals.

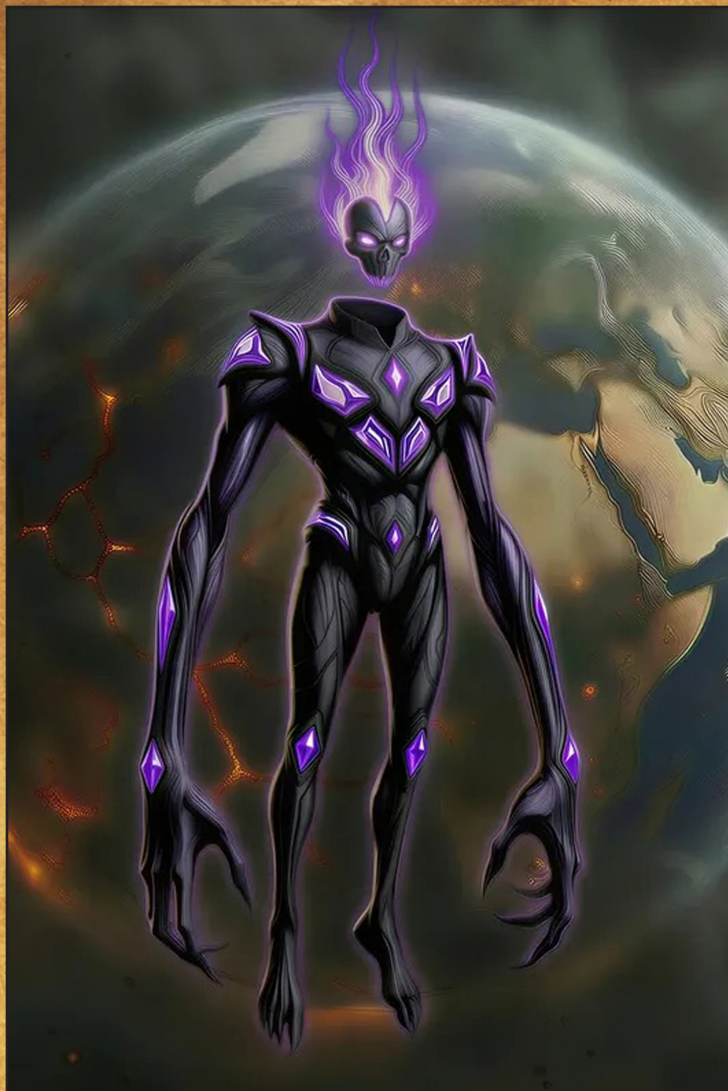
Enemy: Patriette has made attacking Splendor her entire identity, valuing her downfall over any other objective.

Fixated Scapegoating: Patriette compulsively frames trans existence — especially Splendor's — as an existential threat, leading to fixation and tactically irrational overcommitment whenever that framing is challenged or undermined by enthusiastic public support.

Hollow Crown: Her pageant-bred self-worth is entirely performative, so anyone who radiates authenticity — especially Splendor — triggers a profound insecurity she masks with aggression.

ADVANTAGES: Assessment, Attractive 1, Beginner's Luck, Benefit (donors, fame, wealth 1), Connected, Daze (Deception), Defensive Roll, Fascinate (Persuasion), Favored Environment (Onstage), Favored Foe ("Libtards"), Inspire, Luck 1, Ranged Attack 5, Ritualist, Speed of Thought, Taunt

POSSIBLE CONNECTIONS: What is your relationship? Superpageant Competitor, Former Teammate, Canceled Collaboration, Current Follower, Former Follower, Mind-control victim, Rival Influencer, Protesting stalker?



THE DREAMTIDE (PL14)

ALTER EGO: Inapplicable
OCCUPATION: Worldkiller

LEGAL STATUS: Alien Entity
IDENTITY: Inapplicable
PLACE OF BIRTH: Unknown
MARITAL STATUS: Inapplicable
KNOWN RELATIVES/ASSOCIATES: Unknown
GROUP AFFILIATION: The Ascendancy
BASE OF OPERATIONS: Unknown

ORIGIN: The Dreamtide is not a species, organization, or civilization. It is a predatory multiversal hive-mind formed through the forced psychic alignment of countless individuals across parallel realities. What began as low-level resonance between dreamers expanded through replication: minds absorbed, harmonized, and overwritten until only a single will remained. To the Dreamtide, individuality is a defect to be corrected. Where the Magistrates preserve mental diversity, the Dreamtide eliminates it. Where a Magistrate functions as a coordinated collective, the Dreamtide operates as a single replicated consciousness. Assimilation is irreversible—once transformed, victims cannot be recovered, only destroyed. For this reason, even the Ascendancy does not attempt to control it. The Dreamtide is classified as a last-resort weapon, to be unleashed only when total annihilation is acceptable.

There are no confirmed survivors of Dreamtide possession.

STRENGTH: 10
STAMINA: 10
FIGHTING: 14
AGILITY: 05
DEXTERITY: 08
INTELLECT: 15
AWARENESS: 03
PRESENCE: 00

DODGE: 10
PARRY: 14
FORTITUDE: 10
TOUGHNESS: 10
WILL: 10

POWERS: Dream Avatar 5, Dream Mastery 1, Dream Travel 1, Dreamflood Strength 5, Hivemind Assimilation Grasp 5, Hivemind Swarm 5, Interstellar Flight 15, Mind-Drown Aura 5, Nightmare Blast 10, Sleep 3, Spaceworthy 5

SKILLS: Athletics 20, Close Combat 24, Insight 15, Intimidation 20, Perception 3, Ranged Combat 10, (Nightmare Blast), Stealth 5,

COMPLICATIONS:

Borrowed Meaning: Dreamtide has no soul, no intrinsic purpose, and no values of its own. It absorbs civilizations to simulate meaning, briefly wearing their philosophies, dreams, and myths before discarding them as insufficient.

Hunger Without Satisfaction: Assimilation brings Dreamtide clarity, power, and coherence—but never fulfillment. Entire civilizations only delay the emptiness, forcing it to move on endlessly.

Identity Is Poison: Strong, self-anchored individuality destabilizes the hive, as unshakable identity or creativity introduces assimilation-fracturing dissonance.

The Leftover God: Dreamtide is not unique, but it is the last of its kind—a failed remnant of a higher-order collective intelligence that collapsed, leaving it unable to complete itself without consuming lesser minds.

Moral Deadlock: Any attempt to stop Dreamtide necessarily endangers or kills innocent drones, with no known method of reversal.

ADVANTAGES: Assessment, Benefit (cipher 2, galactic reputation 5, cosmic threat 5), Daze (Intimidation), Fast Grab, Fascinate (Intimidation), Favored Environment (Space), Fearless, Grabbing Finesse, Improved Grab, Improved Hold, Move-by-Action, Speed of Thought, Tracking

POSSIBLE CONNECTIONS: What is your relationship? Survived Assimilation, Escaped before Assimilation, Dimensional Scholar, Dreamtide's Ascendancy Liaison?