



## THE OLYMPIAN (PL14)

**ALTER EGO:** Alexander Paragon

**OCCUPATION:** US President / Adventurer

**LEGAL STATUS:** Naturalized American Citizen

**IDENTITY:** Public

**PLACE OF BIRTH:** Classified

**MARITAL STATUS:** Married

**KNOWN RELATIVES/ASSOCIATES:** Helena Ariston III (wife), Percival Paragon (son), Cassandra Paragon (daughter)

**GROUP AFFILIATION:** The Guard

**BASE OF OPERATIONS:** Washington DC

**ORIGIN:** Olympian first appeared in 1999 at the site of a doomed archaeological dig. Hera arrived too late to save anyone and instead found a traumatized, amnesiac powerhouse. Taking him under her protection proved mutually beneficial. Over the next decade, the Mythic Duo saved countless lives and became media darlings. Hera used her global influence to secure him a name, legal status, diplomatic standing, and eventual U.S. citizenship. They married shortly after he became a citizen at a star-studded ceremony widely dubbed “the wedding of the century.” By the mid-2000s he was already an internationally known superhero and a familiar presence among the powerful figures in Hera’s social circle. Those same power brokers recognized his charismatic political potential and began grooming him nearly a decade before his first presidential term in 2020. The Paragon Twins, Percival and Cassandra, were born in the White House.

<b>STRENGTH:</b>	17
<b>STAMINA:</b>	08
<b>FIGHTING:</b>	06
<b>AGILITY:</b>	05
<b>DEXTERITY:</b>	00
<b>INTELLECT:</b>	05
<b>AWARENESS:</b>	06
<b>PRESENCE:</b>	15
<b>DODGE:</b>	05
<b>PARRY:</b>	06
<b>FORTITUDE:</b>	08
<b>TOUGHNESS:</b>	13
<b>WILL:</b>	06

**POWERS:** Crushing Grip 10, STR +5, Cutting Loose 14, Finger Flick 14, Flight 6, Impervious Toughness 5, Leaping 5, Power-Lifting 5, Regeneration 5, Shockwave 5, Thunderclap 5, Timeless 5

**SKILLS:** Acrobatics 6, Athletics 17, Close Combat 08, Deception 15, Expertise Politics 8, Insight 6, Intimidation 15, Perception 6, Persuasion 15, Stealth 5

### COMPLICATIONS:

**Enemy:** The Heretic has chosen Olympian as his nemesis.

**Fame:** He is instantly recognized worldwide.

**Honor:** He doesn’t use deception.

**Responsibility:** The fate of the country rests on his shoulders.

**Secret:** Alex was about nine when he put on ancient Greek relics at the site, triggering the blast that destroyed the dig, killing his family and all personnel. Traumatized and mistaken for a heroic responder, he let the myth stand, and Hera unknowingly built a legend on it. He has never removed the relics; they regulate his body and aging. Behind his public image, he believes the tragedy was his fault—a burden as lasting as the power bound to his armor.

**ADVANTAGES:** Attractive, Benefit (Alternate Identity, Diplomatic Immunity, Security Clearance), Close Attack, Connected, Cool, Extraordinary Effort, Improved Initiative, Inspire, Languages (4), Leadership, Move-by Action, Takedown, Throwing Mastery, Uncanny Dodge,

**POSSIBLE CONNECTIONS:** What is your relationship? Political ally or rival, former student or rescued child, distant long-lost relative, government staffer on his detail, scientist studying his relics, Guard liaison, media professional covering his work, bystander in a rescue, or a civilian whose family he saved? Whether admirer, critic, or skeptic, many people can plausibly have crossed paths with The Olympian.



## HERA (PL14)

**ALTER EGO:** Helena Ariston III

**OCCUPATION:** First Lady / Adventurer

**LEGAL STATUS:** Naturalized American Citizen

**IDENTITY:** Public

**PLACE OF BIRTH:** Island of Samos

**MARITAL STATUS:** Married

**KNOWN RELATIVES/ASSOCIATES:** Alexander Paragon (husband), Percival Paragon (son), Cassandra Paragon (daughter), Cronos (father deceased), Rhea (mother, deceased), Hestia (sister), Demeter (sister), Zeus (ex-husband, brother), Poseidon (brother), Hades (brother), Ares (son), Hebe (daughter), Eileithyia (daughter), Hephaestus (son), Typhon (son)

**GROUP AFFILIATION:** The Guard

**BASE OF OPERATIONS:** Washington DC

**ORIGIN:** As a founding member of The Guard and one of the world's most admired heroes, Hera is thought to be the latest in a line of three eerily identical women who have carried the mantle with equal power and glamour for 2/3 of a century. Her high-profile televised marriage to the Olympian transformed them into a cultural institution, and his rise to the presidency made their family—Hera, Olympian, and their twins—beloved as the nation's celebrated First Family.

Few are aware that Hera is actually the fabled Hera of Greek myths. Immortal goddess and former wife of Zeus, sister and mother of Gods.

**STRENGTH:** 08  
**STAMINA:** 08  
**FIGHTING:** 08  
**AGILITY:** 05  
**DEXTERITY:** 03  
**INTELLECT:** 18  
**AWARENESS:** 10  
**PRESENCE:** 14

**DODGE:** 05  
**PARRY:** 08  
**FORTITUDE:** 08  
**TOUGHNESS:** 13  
**WILL:** 17

**08 POWERS:** Catastrophe 5, Flight 7, Force Field 5, Healing 5, Immortality 5, Mental Blast 6, Mindlink 4, Telekinesis 5, Telekinetic Touch 1, Timeless 5

**05 SKILLS:** Athletics 8, Close Combat 8, Deception 24, Insight 20, Intimidation 15, Perception 20, Persuasion 20, Ranged Combat (Mental Blast) 10, Stealth 5, Treatment 20

### COMPLICATIONS:

**Enemy:** Hera and her ex-husband Zeus did not part on good terms and each still actively seeks to foil the intentions of the other

**Fame:** World-famous supermodel's cannot just go out in public without attracting a rabid crowd of fans.

**Hatred:** Zeus can still get under Hera's skin like no one else. She'll never forgive him for how he treated her.

**Motivation - Recognition:** Hera thrives on being the center of attention.

**Secret:** Hera both loves and resents Zeus, and probably always will. The two keep their distance, but whenever they end up in the same room, the air crackles — and no one can tell whether it will lead to battle or a tryst. Olympian does NOT know Hera has had "sex with her ex" numerous times since he and Hera began their relationship, including after their marriage and the birth of their twins.

**POSSIBLE CONNECTIONS:** What is your relationship? Personally saved or healed by her, #1 Fan, similar mythic origin, Paragon White House administration or employee, or have a personal complicated relationship in which she owes you?

**ADVANTAGES:** Animal Empathy, Assessment, Attractive 2, Benefit (Alternate Identity, Diplomatic Immunity, Security Clearance 2, Wealth 4), Contacts, Disarming, Eidetic Memory, Extraordinary Effort, Fascinate (Deception), Luck 5, Move-by Action, Speed of Thought, Taunt, Well Informed



## ECHO (PL14)

**ALTER EGO:** Adrian Vance

**OCCUPATION:** CEO, Investment Strategist

**LEGAL STATUS:** American Citizen

**IDENTITY:** Private

**PLACE OF BIRTH:** Halcyon Point, MA

**MARITAL STATUS:** Single

**KNOWN RELATIVES/ASSOCIATES:** Liam Reyes AKA Jackrabbit I (former sidekick, deceased), Mason Reyes AKA Jackrabbit II (former sidekick, deceased), Caleb Reyes AKA Jackrabbit III (former sidekick, deceased)

**GROUP AFFILIATION:** The Guard

**BASE OF OPERATIONS:** Washington DC

**ORIGIN:** Echo was born in Halcyon Point, MA in 1987, an eyeless mutant whose appearance so frightened his birth parents that they abandoned him to St. Brigid's Institute for the Blind. The nuns soon realized his effortless navigation came from emerging precognition—brief, constant flashes of the immediate future that let him move as though sighted. By adolescence he was fully independent, and after leaving the institute he turned to day trading as a way to use his abilities productively. His uncanny accuracy brought rapid success, but guilt over exploiting his gift led him to pledge half of all profits to charities tied to the industries he profited from. Over time, those offsets and his impossible foresight grew into Vance Global Holdings, a twenty-billion-dollar investment empire famed for both its returns and its philanthropy.

<b>STRENGTH:</b>	06
<b>STAMINA:</b>	04
<b>FIGHTING:</b>	12
<b>AGILITY:</b>	10
<b>DEXTERITY:</b>	10
<b>INTELLECT:</b>	15
<b>AWARENESS:</b>	10
<b>PRESENCE:</b>	05
<b>DODGE:</b>	15
<b>PARRY:</b>	17
<b>FORTITUDE:</b>	04
<b>TOUGHNESS:</b>	09
<b>WILL:</b>	10

**POWERS:** Regeneration 5, Invisibility 2, Precognitive Sight, Speed Skating (Super Speed 8, Quickness 5, Permeate 1, Runs up Walls 3, Weakening Blades 6

**SKILLS:** Athletics 6, Close Combat 12, Deception 10, Expertise Investment Strategy 20, Insight 10, Intimidation 9, Investigation 20, Perception 10, Persuasion 5, Ranged Combat (Throw) 10, Stealth 10, Technology 16 (with braille interfaces)

### COMPLICATIONS:

**Disability:** He lacks eyes, so technically is and must seem blind to the world.

**Enemy:** Masquerade declared herself Echo's nemesis and demonstrated it by turning his sidekicks—Jackrabbit I, II, and III—into her personal Road Runners, replaying Wile E. Coyote-style traps with obsessive focus. Her preferred tactic was always the same: distract the speedster and drop something massive. It worked 3 times.

**Identity:** Echo's real identity is a secret - but Masquerade has deduced it and tortures him with the information regularly.

**Obsession:** Echo's inability to stop Masquerade or predict her chaotic actions drives him to distraction.

**Weakness:** Chaos obscures Echo's precognitive visions.

**ADVANTAGES:** Assessment, Benefit (Alternate Identity, Wealth 4), Chokehold, Close Attack 2, Eidetic Memory, Evasion 2, Fearless, Improved Critical 4, Improved Initiative 5, Move-by Action, Skill Mastery (Insight, Investigation, Sleight of Hand), Speed of Thought, Uncanny Dodge

**POSSIBLE CONNECTIONS:** What is your relationship? Vance Global Holdings employee, recipient of one of his charitable grants, former sidekick applicant, resident of St. Brigid's Institute for the Blind. SEC investigator (who's failed to catch Adrian Vance), a survivor of Masquerade's attacks who now share Echo's grudge?



## MYTHWEAVER (PL14)

**ALTER EGO:** Mira Selwyn

**OCCUPATION:** Shopkeeper / Adventurer

**LEGAL STATUS:** Naturalized American Citizen

**IDENTITY:** Public

**PLACE OF BIRTH:** Temple of the Storyblood

**MARITAL STATUS:** Married

**KNOWN RELATIVES/ASSOCIATES:** Varek Solmere AKA Bloodspell (nemesis, husband)

**GROUP AFFILIATION:** The Guard

**BASE OF OPERATIONS:** Washington DC

**ORIGIN:** Mira Selwyn was born to the Storyblood, an ancient elven society whose magic shaped reality through narrative runes. But as a half-elf, she was never permitted into their homeland. When the Storyblood departed this plane in a mass exodus, Mira was left behind—her people's abandoned, ivy-covered temple becoming both her inheritance and her exile.

Seeking purpose, she joined the Custodians of the Loom and mastered storycraft: reading fate like chapters, calming emotional storms, and nudging probability with surgical precision.

In the modern era, Mira emerged as Mythweaver, an ageless arcane defender and destiny mechanic for The Guard. Governments call her when timelines falter; heroes trust her when stories threaten to break. She is the last of the Storyblood—and the one who ensures the world's narrative never collapses into tragedy.

**STRENGTH:** 02  
**STAMINA:** 02  
**FIGHTING:** 04  
**AGILITY:** 05  
**DEXTERITY:** 04  
**INTELLECT:** 10  
**AWARENESS:** 10  
**PRESENCE:** 10

**DODGE:** 10  
**PARRY:** 08  
**FORTITUDE:** 07  
**TOUGHNESS:** 02  
**WILL:** 14

**02 POWERS:** Baneful Transformation 5, Decoys 4, Encase (Amber) 10, Precognitive Dreams 4, Reflex Intangibility 4, Storyblood Magic 14, (Reality Control 10), Time Portal 3, Timeless 2, View the Past 4

**04 SKILLS:** Athletics 5, Close Combat 4, Deception 10, Expertise: Sorcery 14, Insight 19, Intimidation 10, Perception 15, Persuasion 15, Ranged Combat 13, Stealth 5.

### COMPLICATIONS:

**Enemy:** Her estranged husband, the sanguine sorcerer Bloodspell, is her greatest adversary—his use of blood and stolen lifeforce a blasphemy of the sacred storycraft they once learned together.

**Motivation - Acceptance:** Born of the Storyblood yet never welcomed, and abandoned when they vanished, she carries the ache of a heritage that refused to claim her. Every repaired timeline and woven destiny is driven by the hope that her father's world will embrace her in the way her mother's never did. She protects this reality because she longs, at last, to belong to it.

**Mythic Weakness:** Rowan wood, the ancient anti-fae warding tree that cuts through enchantment and glamour, can strike her even when she's intangible.

**Outsider:** She is torn between the Storyblood, who never claimed her, and the human world she still isn't sure will ever feel like home.

**POSSIBLE CONNECTIONS:** What is your relationship? Bloodspell survivor, former Custodian of the Loom, former student, personally saved by her, mystic origin, found Storyblood artifact, alternate-reality refugee?

**ADVANTAGES:** Artificer, Assessment, Attractive 1, Benefit (Athletics based on Agility, Cipher, Reality Alterer, Status - Last of the Storyblood), Eidetic Memory, Extraordinary Effort, Holding Back 1, Ritualist, Speed of Thought, Teamwork, Ultimate Aim, Untapped Potential



## INTERFACE (PL14)

**ALTER EGO:** Keiran Vale

**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 Guard

**BASE OF OPERATIONS:** Aurora City, CA

**ORIGIN:** Interface is the path the original never took: the villain Malware created a clone expecting a partner in conquest, and instead produced a version of himself without trauma, malice or corruption. Interface inherited the genius and technopathy—but none of the corruption—becoming the heroic reflection of what Malware might have been.

With his inherited matinee-idol looks and a razor-sharp mind, Keiran Vale built ValeTech from a mobile startup into one of the world's leading tech giants. As both CEO and heroic spokesperson, he turned innovation and charisma into a global brand symbolizing bright, responsible futurism.

Off the clock, he's a polished millionaire playboy with a taste for strong drinks and beautiful company—never drugs. Interface stands as the living rebuttal to his clonesource: proof that brilliance doesn't require cruelty.

**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:** Animate Machines 3, Armor 10, Assemble 8, Comm System 1, Control Technology 8, Dataform 1, Deactivate Technology 8, Drone Swarm 5, EMP 8, Force Blaster 8, Homing Missile (infravision) 8, Interface 5, Manipulate Technology 5, Microscopic Sensors 1, System Cleanse 8, Thrusters 6

**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), Sleight of Hand 12, Stealth 5, Technology 23, Treatment 15, Vehicles 12

### COMPLICATIONS:

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

**Fame:** As both ValeTech's charismatic spokes-CEO and a global superhero, Interface is instantly recognizable. Fame follows him everywhere—useful at times, unavoidable at others.

**Motivation - Acceptance:** Interface craves acceptance—earned through the good he creates, not the darkness he was born from.

**Reputation:** Interface's reputation as a high-stakes gambling, hard-drinking, bisexual rogue looking for a party keeps him in headlines and under scrutiny.

**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

**POSSIBLE CONNECTIONS:** What is your relationship? Romantic, ValeTech employee, former sidekick applicant, former rescue. Professional rival, were in same clone support group, another discarded Malware clone who chose a different path?



## MAGISTRATE-77/Δ (PL14)

**ALTER EGO:** INAPPLICABLE

**OCCUPATION:** Multiversal Peacekeeping Authority / Adventurer

**LEGAL STATUS:** Multiversal Diplomatic Entity

**IDENTITY:** INAPPLICABLE

**PLACE OF BIRTH:** The Lawspire

**MARITAL STATUS:** INAPPLICABLE

**KNOWN RELATIVES/ASSOCIATES:** Continuum Scrivener (administrative hologram)

**GROUP AFFILIATION:** The Guard, The High Concordance

**BASE OF OPERATIONS:** Washington DC

**ORIGIN:** Magistrate-77/Δ is a composite entity created by the High Concordance to enforce multiversal law. One of many Magistrates, he is assigned to oversee Sector Delta as a neutral arbiter and peacekeeper. His decisions are not driven by code or individual will, but by a collective intelligence designed to resist corruption and ideological bias.

His mind is formed by a Sleeper Choir of one thousand sapient individuals selected from across Sector Delta. These minds remain dormant within him, thinking and deciding in unison to supply ethical judgment, cultural context, and emotional range that no single consciousness could maintain. As sleepers awaken in their home realities, they are replaced, subtly shifting his perspective over time. In crises, multiple voices may surface at once, resulting in layered speech and brief behavioral shifts.

**STRENGTH:**  
**STAMINA:**  
**FIGHTING:**  
**AGILITY:**  
**DEXTERITY:**  
**INTELLECT:**  
**AWARENESS:**  
**PRESENCE:**

**DODGE:**  
**PARRY:**  
**FORTITUDE:**  
**TOUGHNESS:**  
**WILL:**

**13 POWERS:** Cosmic Awareness 1, Cosmic Blast 5, Cosmic Strength 10, Cosmic Strike 5, Cosmic Tracking 7, Decrease Density (Insubstantial) 4, Diamond Hard (Protection 5), Interstellar Flight 15, Spaceworthy 5, Universal Translation 3

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### COMPLICATIONS:

**03 Enemy:** The Magistrates exist to oppose the world-killer known as Dreamtide.

**Inconsistency:** The Magistrate's mind is a shifting hive of 1,000 dreaming minds drawn from his sector. When a sleeper awakens, they are replaced, and none remember their time within him. This constant rotation keeps his judgment broad and nuanced, but it can also make him seem inconsistent—his tone and priorities subtly reshaping with whichever voices drift closest to the surface.

**Inhuman:** Magistrates' cosmic starfield epidermis is off-putting to most.

**Motivation - Justice:** The High Concordance hard-codes justice into every Magistrate. The Sleeper Choir may sway his tone and insight, but his core directive never shifts—seeking and upholding justice is the one directive he cannot override.

**ADVANTAGES:** Assessment, Benefit (Cipher 2, Diplomatic Immunity, Galactic Authority 5, Galactic Reputation 3), Cool (Intimidation), Diehard, Eidetic Memory, Extraordinary Effort, Fearless, Instant Up, Move-by Action, Speed of Thought, Tracking, Untapped Potential

**POSSIBLE CONNECTIONS:** What is your relationship? Personally saved by him, recall echoes of The Sleeper Choir, noticed by The High Accordance, rejected for The Sleeper Choir, Lawspire artifact holder, Dreamtide survivor (would be alien), former detainee (found innocent)?



## SPLENDOR (PL14)

**ALTER EGO:** Lux Monroe

**OCCUPATION:** Pop Superstar / Adventurer

**LEGAL STATUS:** American Citizen

**IDENTITY:** Public

**PLACE OF BIRTH:** Lakewood, OH

**MARITAL STATUS:** Single

**KNOWN RELATIVES/ASSOCIATES:** Pedro Monroe (brother)

**GROUP AFFILIATION:** The Guard

**BASE OF OPERATIONS:** Aurora City, CA

**ORIGIN:** Lux Monroe — is a queer, trans global pop icon whose powers fuse perfectly with her performance artistry. She absorbs sound and kinetic force, transforming them into dazzling hard-light constructs: prismatic armor, neon weapons, living starlight dancers, and full-scale holographic illusions. Her concerts double as power generators, each show fueling the radiant constructs she deploys on missions. With her powers, charisma, and stadium-shaking voice, she brings both spectacle and strength to The Guard.

Adored by her worldwide fanbase, the Splendorifics, Lux represents unabashed, joyful empowerment, and unapologetic authenticity.

Her nemesis, The Patriette, a former pageant rival turned manipulative crowd-controller, sees Splendor's success as a personal affront. In The Guard, Splendor is the spark, the spotlight, and the hero who proves that her light isn't just power—it's identity.

<b>STRENGTH:</b>	02
<b>STAMINA:</b>	03
<b>FIGHTING:</b>	05
<b>AGILITY:</b>	05
<b>DEXTERITY:</b>	10
<b>INTELLECT:</b>	10
<b>AWARENESS:</b>	10
<b>PRESENCE:</b>	15
<b>DODGE:</b>	08
<b>PARRY:</b>	05
<b>FORTITUDE:</b>	03
<b>TOUGHNESS:</b>	03
<b>WILL:</b>	10

**ADVANTAGES:** Assessment, Attractive 2, Benefit (alternate identity, athletics based on Agility, wealth 3), Connected, Cool (Persuasion), Evasion, Fascinate (Expertise), Inspire 5, Ranged Attack 5, Skill Mastery (Performance, Singing, Speed of Thought, Untapped Potential,

**POWERS:** Banish Darkness 1, Burst (Blinding 5, Dazzling 5), Hard Light Constructs (Animation 1, Create 5, Move Object 5), Holograms 5, Illuminate Area 1, Kinetic Absorption, Light Blast 5, Light Platform 4, Light Shield 5, Sonic Absorption

**SKILLS:** Acrobatics 6, Athletics 5, Close Combat 5, Deception 15, Expertise Performance 19, Expertise Singing 19, Insight 10, Intimidation 15, Perception 10, Persuasion 15, Ranged Combat 13 (Light Constructs, Damaging Illusions), Stealth 5

### COMPLICATIONS:

**Enemy:** The Patriette: Nothing ruins a world tour faster than a crowd-controlling nemesis who sees every concert as her personal battlefield.

**Fame:** Being an international superstar means there's no such thing as laying low—every mission, meltdown, and miracle ends up trending worldwide.

**Motivation - Thrills:** Splendor craves the rush—big crowds, bright lights, and high-stakes heroics all spark the same electric thrill that keeps her chasing the next spectacular moment.

**Prejudice:** As a Black, queer trans-woman, Splendor carries a triple target.

**Temper:** Nothing enrages Splendor like anti-trans bigots who hate her for breathing. She has the power to flatten them and the discipline not to... but the high road has teeth. Push her, and she'll rise to meet you, shining hotter than their hate.

**POSSIBLE CONNECTIONS:** What is your relationship? Splendorific, bandmate, tech crew, roadie, rival performer, saved by her, former or current romantic partner, familial relation, old pre-transition acquaintance.



## FAILSAFE (PL14)

**ALTER EGO:** Classified

**OCCUPATION:** Mercenary, Countermeasure

**LEGAL STATUS:** CLASSIFIED

**IDENTITY:** Private

**PLACE OF BIRTH:** CLASSIFIED

**MARITAL STATUS:** CLASSIFIED

**KNOWN RELATIVES/ASSOCIATES:**  
CLASSIFIED

**GROUP AFFILIATION:** The Guard

**BASE OF OPERATIONS:** Washington DC

**ORIGIN:** Officially, she doesn't exist.

Project: Failsafe was chosen from among hundreds—each with impressive combat skills, unwavering resolve, loyalty, and the psychological fortitude to do the unthinkable. After a brutal series of tests—mental, physical, and moral—she was selected. Her identity was erased. Her past wiped clean. What remained was the perfect countermeasure.

In addition to her mutant ability to create autonomous duplicates (making her a one-woman assault team), she was imbued with a cutting-edge Nullification Array, teleportation abilities. But her mastery of dozens of martial arts makes even her baseline self a lethal threat Failsafe was designed to do one thing: take down The Guard if they ever - God forbid... went rogue.

To that end, she was secretly installed as the team's eighth, unseen member—their failsafe.

**STRENGTH:** 05  
**STAMINA:** 05  
**FIGHTING:** 11  
**AGILITY:** 10  
**DEXTERITY:** 10  
**INTELLECT:** 05  
**AWARENESS:** 10  
**PRESENCE:** 05

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

**ADVANTAGES:** Accurate Attack, All-out Attack, Assessment, Benefit (Ambidexterity, Athletics based on Agility), Close Attack 1, Defensive Attack, Evasion 2, Extraordinary Effort, Favored Foe (The Guard), Improved Aim, Improved Critical, Improved Initiative, Move-by Action, Precise Attack

**05 POWERS:** Dual Wield Impervium Staves 10, Duplication (Summon Self) 7, Flurry 10, Power Nullification Array (Echo 6, Hera 6, Interface 6, Magistrate 6, Mythweaver 6, Olympian 6, Splendor 6), Teleport 5

**SKILLS:** Athletics 14, Close Combat 10, Deception 5, Expertise Martial Arts 14, Insight 10, Intimidation 5, Perception 10, Persuasion 5, Ranged Combat (Power Nullification) 10, Stealth 14

### COMPLICATIONS:

**Honor:** Failsafe lives by an unshakable code: strike only when necessary, fight fair, and never betray trust.

**Incognito:** As the hidden eighth member of The Guard, Failsafe lives without recognition, isolated from the fame and camaraderie of the team she was built to stop. Erased from records and barred from public life, she bears the weight of loyalty without belonging—unsure if she's a hero or just the contingency plan.

**Monitored:** As The Guard's secret member, she's under constant surveillance by her creators—watched, measured, and expendable if she ever steps out of line.

**Motivation - Responsibility:** Failsafe carries the immense burden of being the last line of defense against the world's most powerful heroes. If The Guard ever turned, she alone would be responsible for stopping them—no matter the cost.

**POSSIBLE CONNECTIONS:** What is your relationship? Personally saved by her, rejected Failsafe applicant, by professional reputation (black ops), creator (worked on Project Failsafe), Investigator who's heard rumors of her existence?