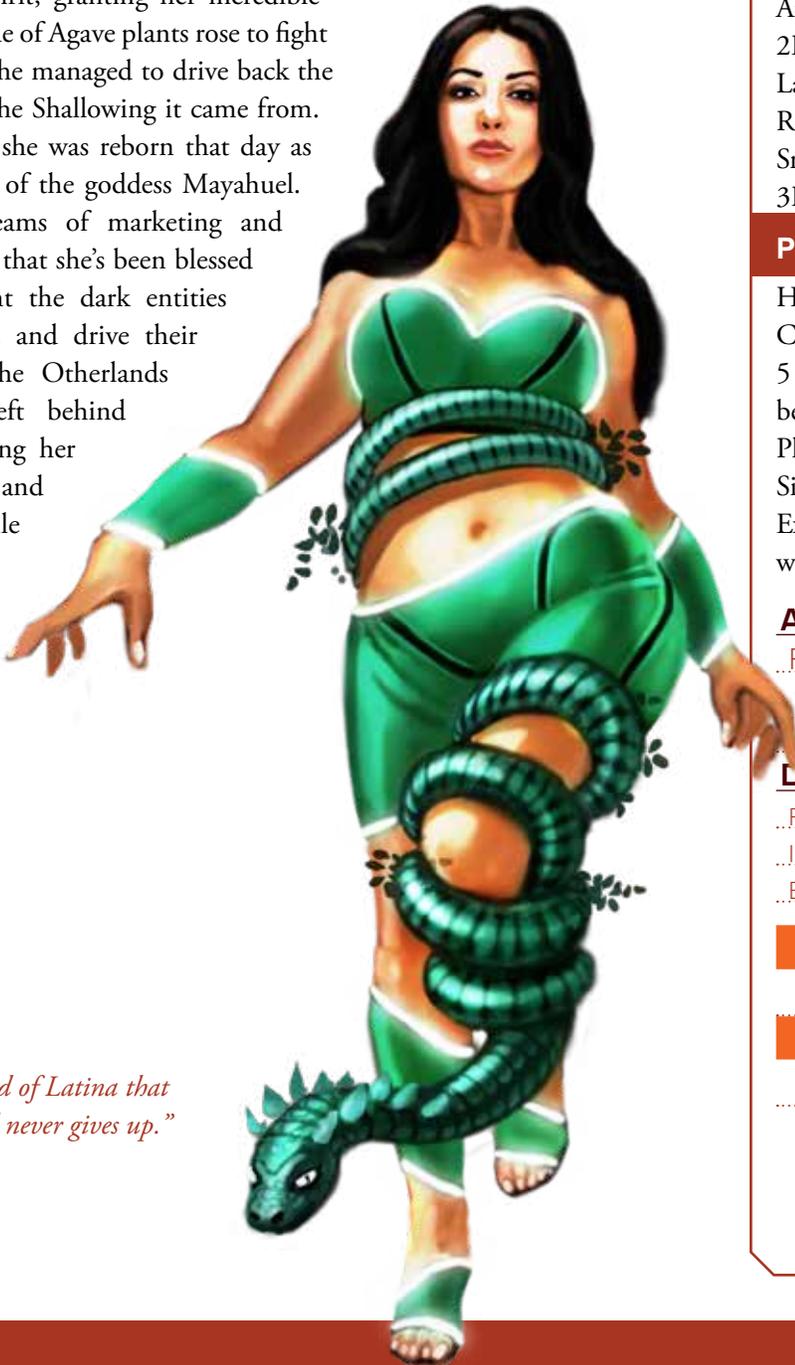


HEROES

AGUAMIEL, SCION OF MAYAHUEL

Natali Rivas worked part-time as a Marketing consultant for a hotel chain in Mexico City, dreaming of one day owning her own advertising agency. These dreams died after a weekend of terror in the Yucatan. A simple tour of the peninsula, intended to lure a group of businessmen into investing in a new hotel, became a nightmare of blood and death. One of the potential investors stumbled out of a cave, flayed down to his skeleton and drenched in gore, screaming the name Mictlantecuhtli and disemboweling the other businessmen with his bony fingers.

Natali sought sanctuary in a nearby cave, praying to be spared. Something heard her plea and touched her spirit, granting her incredible power. Serpents made of Agave plants rose to fight on her behalf, and she managed to drive back the bloody creature to the Shallowing it came from. Natali believes that she was reborn that day as Aguamiel, daughter of the goddess Mayahuel. She no longer dreams of marketing and business; she knows that she's been blessed with power to fight the dark entities like Mictlantecuhtli and drive their brood back into the Otherlands abyss. Aguamiel left behind her former life, using her plant powers to feed and shelter herself while hunting down the darkness wherever it raises its head.



"I'm the kind of Latina that shows up, and never gives up."

AGUAMIEL

The Icon

Power Level 3 (125pts)

ATTRIBUTES

| | |
|-----|------|
| COO | 3D |
| KNO | 2D |
| PER | 2D |
| PHY | 2D |
| PRE | 3D+2 |
| REF | 2D+1 |

SKILLS

Athletics 1D, Evasion 3D, Fighting 2D, Influence 3D, Intuition 3D, Language 2D, Movement 1D, Ranged Fighting 2D, Resistance 2D, Sneak 2D, Thievery 1D, Willpower 3D

POWERS

Healing 5 (Signature Effect – Agave Cauldron, makes recipient tipsy for 5 rounds, Exclusive Power- Cannot be active with Plant Manipulation), Plant Manipulation 4 (Plant Soldiers, Signature Effect - floating snake, Exclusive Power- Cannot be active while healing, Non-Lethal)

ADVANTAGES

| ADVANTAGES | FREQUENCY |
|------------------|-----------|
| ROOTING OUT EVIL | 1 2 3 |
| | 1 2 3 |
| | 1 2 3 |

DISADVANTAGES

| DISADVANTAGES | DICE |
|----------------------------|-------|
| REL.: OTHERWORLD ENEMIES | ☐ ☐ ☐ |
| INT.: HELP THE HELPLESS | ☐ ☐ ☐ |
| EXT.: NEVER REFUSE A DRINK | ☐ ☐ ☐ |

| SP | HP | REN | PD |
|-----|-----|-----|----|
| 30 | 6 | 10 | 1 |
| BDV | PDV | WR | |
| 2 | 1 | 3D | |

ARMATURE

ARCHETYPE

Adventurer

Power Level 3 (125pts)

ATTRIBUTES

| | |
|------------|----|
| COO | 3D |
| KNO | 2D |
| PER | 3D |
| PHY | 6D |
| PRE | 3D |
| REF | 3D |

SKILLS

Thievery 1D, Language 1D, Technical 1D, Intuition 2D, Investigation 2D, Athletics 2D, Movement 2D, Influence 3D, Willpower 1D, Evasion 3D, Fighting 3D (Stretch Punch specialization lv1), Sneak 1D

POWERS

Extra Limb 6 (arm & leg), Stretching 3 (cyber limbs, no shape change), Super Attribute 6 (PHY, only for lifting in cyber limbs), Swinging 3 (cyber limbs)

ADVANTAGES **FREQUENCY**

| | |
|---------------|-------|
| PEOPLE'S HERO | 1 2 3 |
| | 1 2 3 |
| | 1 2 3 |

DISADVANTAGES **DICE**

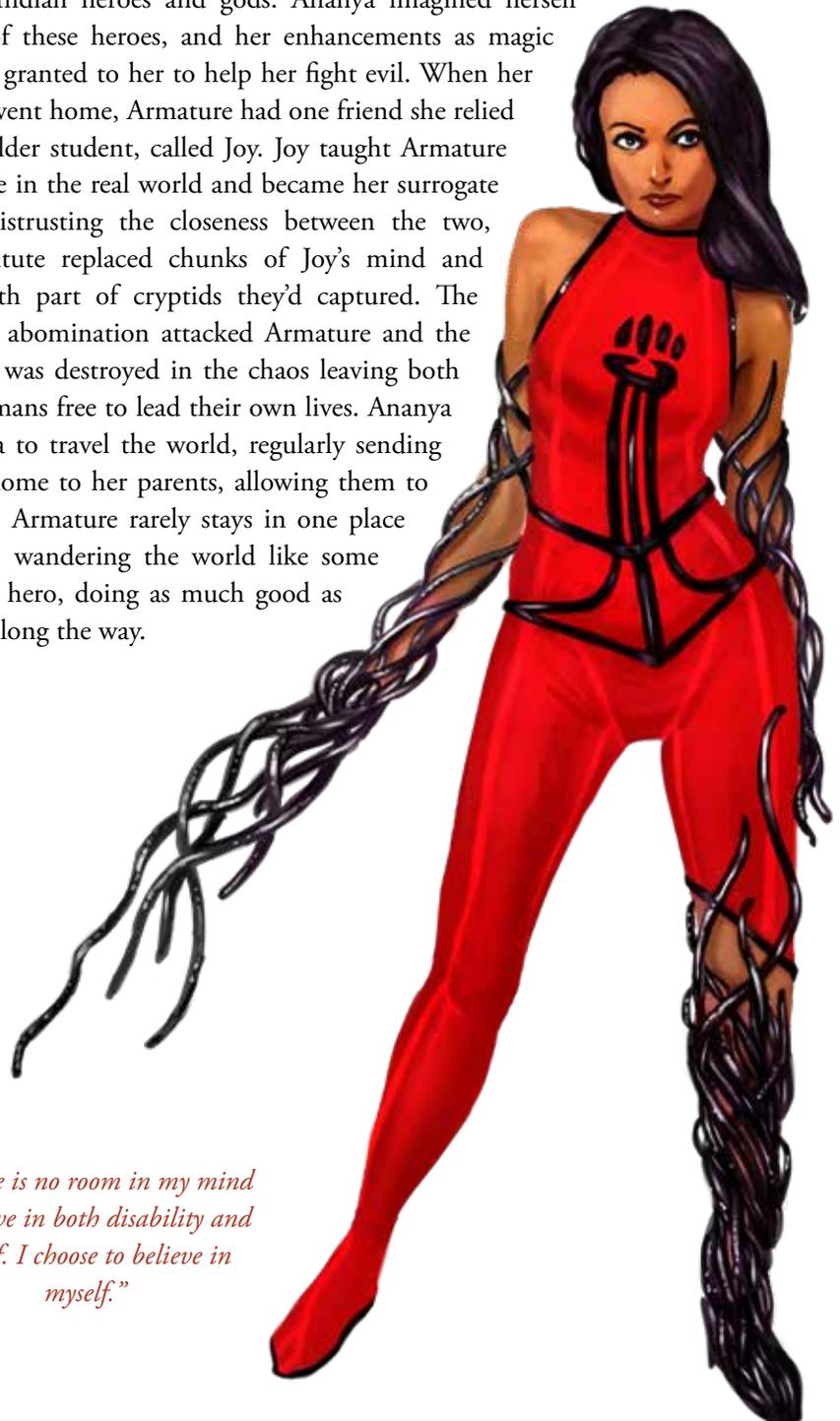
| | |
|---------------------|-------|
| REL: ENEMY (MISERY) | ■ □ □ |
| INT: NAIVE | □ ■ □ |
| EXT: MISSING LIMBS | □ ■ □ |

| | | | |
|------------|------------|------------|-----------|
| SP | HP | REN | PD |
| 33 | 6 | 10 | 6 |
| BDV | PDV | WR | |
| 8 | 1 | 3D | |

ARMATURE

Armature was born Ananya Madiga in a Mumbai slum with multiple birth defects and her desperate but loving parents asking no questions when a foreigner promised to fix her. The foreigner was a procurement agent for a rogue Institute branch on the lookout for experimental subjects for their enhancement program. The child's missing limbs were replaced with semi-autonomous cybernetics and her mangled organs enhanced with the finest implants available. Under the codename, Armature, Ananya became the rogue Institute's agent of choice, with their psychologists allowing her regular contact with her parents as part of a controlled, emotional-development program.

Armature lived for her parents' visits and the wonderful tales they told of Indian heroes and gods. Ananya imagined herself as one of these heroes, and her enhancements as magic weapons granted to her to help her fight evil. When her parents went home, Armature had one friend she relied on, an older student, called Joy. Joy taught Armature about life in the real world and became her surrogate sister. Distrusting the closeness between the two, the Institute replaced chunks of Joy's mind and body with part of cryptids they'd captured. The resulting abomination attacked Armature and the Institute was destroyed in the chaos leaving both superhumans free to lead their own lives. Ananya left India to travel the world, regularly sending money home to her parents, allowing them to live well. Armature rarely stays in one place for long, wandering the world like some mythical hero, doing as much good as she can along the way.



“There is no room in my mind to believe in both disability and myself. I choose to believe in myself.”

BRAVO

No one knows who or what Bravo is. What is known is that he stepped through a Shallowing 78 years ago wearing gym shorts, flip-flops, and a t-shirt stating, "I'm with Stupid" (the arrow pointing directly up). Bravo allows for many to speculate on who and what he is. Some say he's a time traveler; some say he a dread prince of the Otherworld escaping his nature, some say he's an escaped alien prisoner from another dimension, some say he's a space cowboy, and finally, others call him a gangster of love. Bravo has kept quiet on the subject and says he's here to help until Jorge and the Mothership Connection comes to pick him up.

Bravo joined the Institute and befriended the first Project Warhorse scientist, Josephine Okeke in the 1940s, and took their mission as his own. Since then, Bravo has been a constant in the halls of the Institute with the occasional sabbatical to "go find himself." Over the course of decades, the Institute has looked at Bravo as the heart of their field teams. Not a good leader, but always ready to lend a hand when the need arises.



"Chill bro, Bravo is here now. I put the F-U in fun."

BRAVO

ARCHETYPE

The Bravo (*Duh!*)

Power Level 3 (125pts)

ATTRIBUTES

| | |
|------------|------|
| COO | 3D+1 |
| KNO | 2D |
| PER | 3D |
| PHY | 7D |
| PRE | 2D |
| REF | 4D+2 |

SKILLS

Athletics 2D, Evasion 3D, Fighting 3D, Influence 3D, Intuition 2D, Investigation 1D, Language 3D, Movement 2D, Ranged Fighting 2D, Resistance 2D, Sneak 3D, Thievery 2D, Willpower 1D

POWERS

| ADVANTAGES | FREQUENCY | | |
|----------------------------|-----------|-----|----|
| ..WRESTLER OF BULLS..... | 1 2 3 | | |
| | 1 2 3 | | |
| | 1 2 3 | | |
| DISADVANTAGES | DICE | | |
| ..REL: ENEMY MISERY..... | ☐ ☐ ☐ | | |
| ..INT: HOT BLOODED..... | ☐ ☐ ☐ | | |
| ..EXT: DEBT TO HASTUR..... | ☐ ☐ ☐ | | |
| SP | HP | REN | PD |
| 52 | 4 | 25 | 7 |
| BDV | PDV | WR | |
| 2 | 2 | 3D | |

BULLET BETTY

ARCHETYPE

The Warrior

Power Level 3 (125pts)

ATTRIBUTES

| | |
|-----|----|
| COO | 2D |
| KNO | 2D |
| PER | 2D |
| PHY | 3D |
| PRE | 3D |
| REF | 3D |

SKILLS

Thievery 1D, Athletics 2D, Movement 1D, Influence 3D, Willpower 1D, Evasion 1D, Fighting 3D (baseball bats and lead pipes specialization lv1), Sneak 1D

POWERS

Life Support 1, Natural Weaponry 5 (must hold an object*), Invulnerability 4, Resurrection 4 (focus**, only suable on self, Cost Hero Points-5)

*=Any object held by Betty becomes a lethal weapon.

**= must eat human brains within an hour of resuscitation.

| ADVANTAGES | FREQUENCY |
|------------|-----------|
| UBAN SAVVY | 1 2 3 |

| DISADVANTAGES | DICE |
|-----------------------|-------|
| REL: DISTRUST OF COPS | ☐ ☐ ☐ |
| INT: CRASS AS F#CK | ☐ ☐ ☐ |
| EXT: SKEEVY DEMEANOR | ☐ ☐ ☐ |

| SP | HP | REN | PD |
|----|----|-----|----|
| 34 | 6 | 5 | 1 |

| BDV | PDV | WR |
|-----|-----|----|
| 2 | 1 | 3D |

WEAPONS

Baseball Bat (BDV7, BDV 19 in her hands)



"Hey turd! Say that to my face!"

BULLET BETTY

Elizabeth Radley was a girl from a bad family who fell in with the right crowd. Growing up in a rough neighborhood in Detroit, where gun crime and drugs ran rampant, she understood how tough young people had it. After graduation, Elizabeth volunteered with drug addiction and youth crime programs, hoping to make a difference. The kids called her "Bullet Betty" because of her work with gun amnesties. But Betty helped too many of the wrong people and was gunned down by a dirty cop on the payroll of one of the city's worst gangsters.

But Betty didn't stay dead; a week later she clawed her way out of her coffin, now a slightly-rotting zombie-girl, and started her "one zombie" crusade against crime. Betty's mind isn't what it once was and her formerly calm and pleasant personality has been replaced by something much more prone to violent solutions. So far, three corrupt cops have been retired due to crippling injuries and a dozen or more gangsters have ended up with life-changing wounds.

CARDINAL

Drake Espinosa was an aeronautic engineer working on personal flight technology when his neighborhood started to turn bad. It happened slowly over the course of months, but Drake noticed; people stopped saying hello on the street and violence broke out over the smallest matters. The strangest thing was nobody else seemed to notice the downward spiral; drug dealers moved in, the streets filled with burnt-out cars, and neighbors were arrested for murdering homeless people they'd invited into their homes. Everywhere Drake looked, there were signs of corruption and he refused to stand by and let it happen. The young man hit the gym and started patrolling the streets.

Something in the protein shakes Espinosa drank changed him, granting him incredible dominion over birds. Espinosa used his newfound powers to patrol the city from his "roost" atop a ruined cathedral, thereby gain his nom-du-guerre of Cardinal. Drake uses his bird spies to watch wrongdoers, but he is feeling the strain of fighting a one-man war on crime. Sometimes the birds speak to him without him using his powers, they tell him of people who deserve punishment and that the system doesn't work as it should. Too much time working alone, combined with the Shallowing in his favorite perch, is likely to drive Cardinal into a murderous vigilante instead of a benign crimefighter.



"A little birdie told me someone needed a righteous beating..."

CARDINAL

ARCHETYPE

The Avenger

Power Level 3 (125pts)

ATTRIBUTES

| | |
|------------|----|
| COO | 2D |
| KNO | 3D |
| PER | 4D |
| PHY | 3D |
| PRE | 2D |
| REF | 4D |

SKILLS

Athletics 1D, Evasion 2D, Fighting 3D, Influence 1D, Investigation 2D, Know – How 1D, Movement 1D, Sneak 2D, Technical 3D, Thievery 1D

POWERS

Beast Control 5 (only birds), ESP 5 (perception only through the birds), Language Comprehension 5 (birds)

ADVANTAGES

FREQUENCY

| | | | |
|-------|---|---|---|
| | 1 | 2 | 3 |
| | 1 | 2 | 3 |
| | 1 | 2 | 3 |

DISADVANTAGES

DICE

| | | | |
|------------------------------------|---|---|---|
| REL: OFFICER VALENCIA (LOVER)..... | ☐ | ☐ | ☐ |
| INT: PARANOID..... | ☐ | ☐ | ☐ |
| EXT: ALWAYS WEARS RED..... | ☐ | ☐ | ☐ |

| | | | |
|------------|------------|------------|-----------|
| SP | HP | REN | PD |
| 29 | 6 | 10 | 1 |
| BDV | PDV | WR | |
| 2 | 2 | 3D | |

EQUIPMENT

Wings [Tool/Gear, SP: 5, Flight 5, Cost: 8 pts]

Claws [Weapon, SP:5, BDV: 6, Armor Piercing Quality, Cost: 8]

JOULE

ARCHETYPE

The Icon

Power Level 3 (125pts)

ATTRIBUTES

| | |
|------------|------|
| COO | 3D+2 |
| KNO | 2D |
| PER | 2D |
| PHY | 2D |
| PRE | 3D |
| REF | 3D+1 |

SKILLS

Ranged Fighting 3D, Language 1D, Technical 1D, Intuition 1D, Athletics 1D, Movement 1D, Influence 3D, Willpower 1D, Evasion 2D, Fighting 1D, Sneak 1D

POWERS

Electricity Manipulation 5*, Flight 5*

*= Signature Effect: Powers causes a gold electrical crackle. With Electrical Manipulation, things affected, emit electrical sparks. When in flight, electricity streams behind Joule.

ADVANTAGES **FREQUENCY**

| | |
|--------------------|-------|
| ..LEGACY HERO..... | 1 2 3 |
| | 1 2 3 |
| | 1 2 3 |

DISADVANTAGES **DICE**

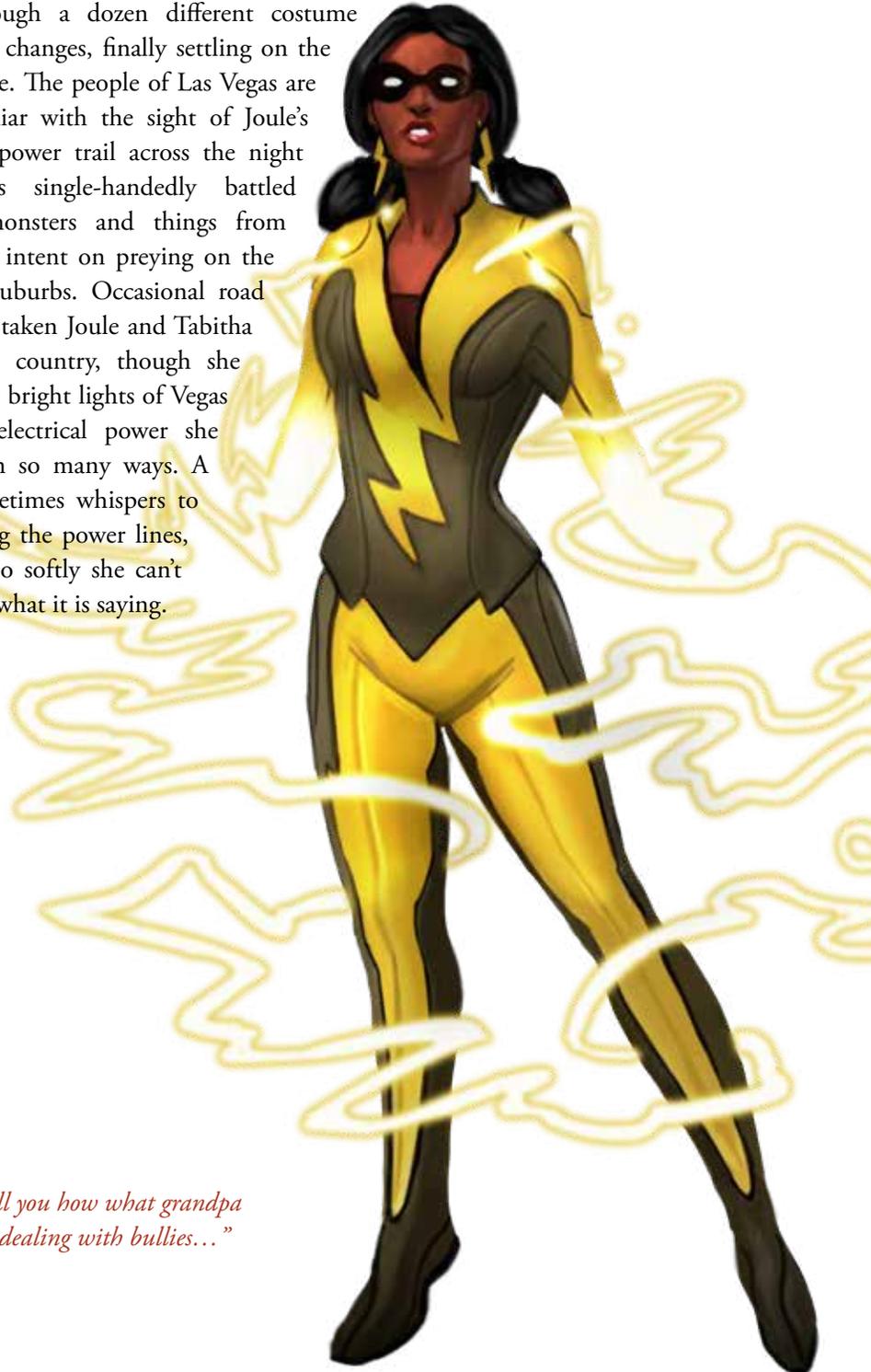
| | |
|--------------------------------|-------|
| ..REL: BESTIE TABITHA..... | • □ □ |
| ..INT: I HEAR VOICES..... | • □ □ |
| ..EXT: DEVOUT FASHIONISTA..... | □ □ • |

| | | | |
|------------|------------|------------|-----------|
| SP | HP | REN | PD |
| 28 | 6 | 10 | 1 |
| BDV | PDV | WR | |
| 2 | 1 | 3D | |

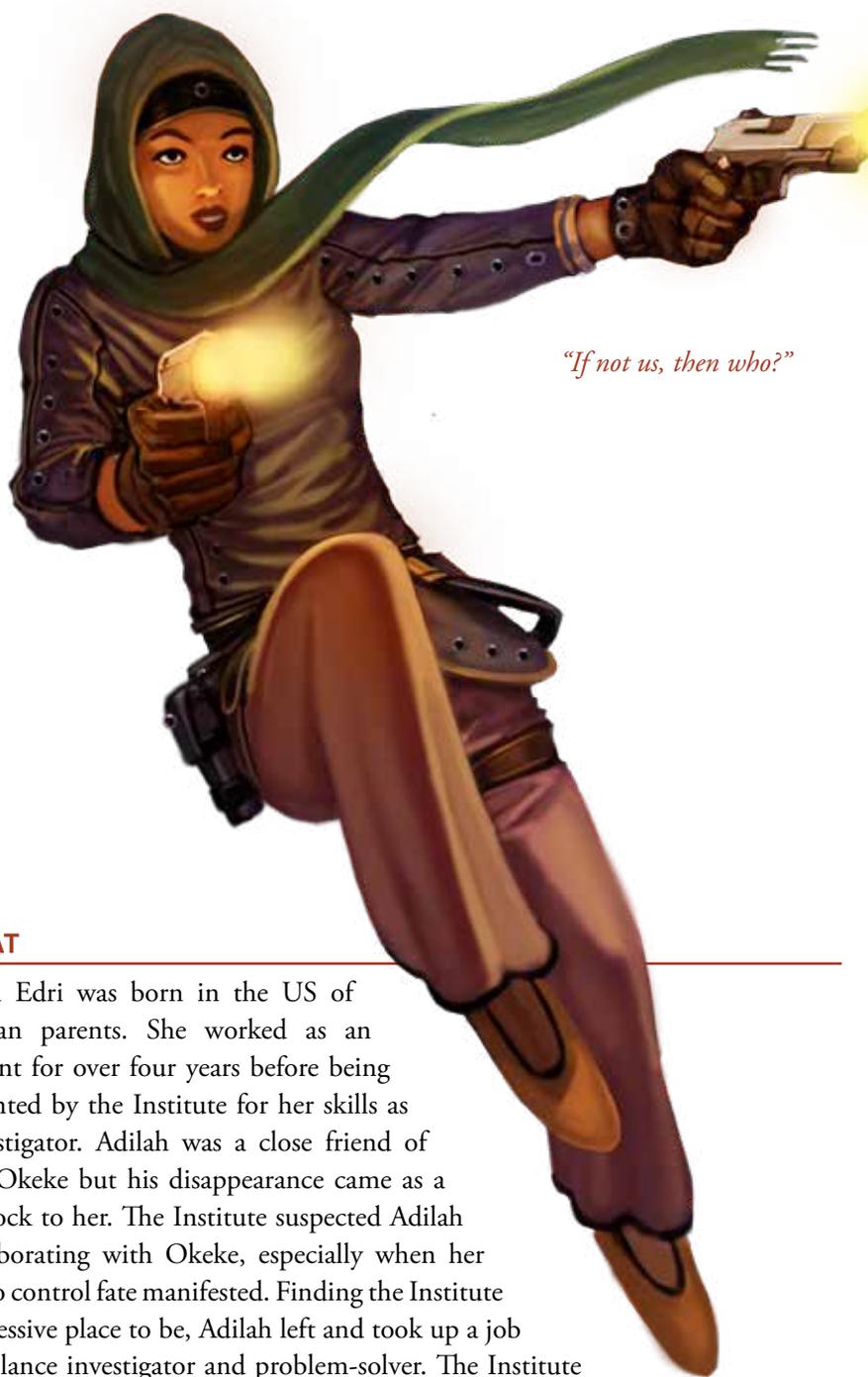
JOULE

To the outside world, Jewel Jackson is a whip-smart college student and the busiest person on Earth, always rushing to a lecture or one of her many part-time jobs. Her boyfriend jokes that she'd need to have superpowers to do all the things she does. As it happens, he's right; Joule is the granddaughter to Saul Jackson, one of Project Warhorse's rousing success stories, also known as Sergeant Stormfront, a powerful weather-controller. Joule discovered her inherited powers after a home electrical accident as a teenager. Confiding in her best friend Tabitha, the two conceived the persona of Megajoule, the living lightning bolt.

Since her debut over six years ago, Joule has gone through a dozen different costume and name changes, finally settling on the name Joule. The people of Las Vegas are very familiar with the sight of Joule's crackling power trail across the night sky. She's single-handedly battled strange monsters and things from the desert intent on preying on the outlying suburbs. Occasional road trips have taken Joule and Tabitha across the country, though she prefers the bright lights of Vegas and the electrical power she can use in so many ways. A voice sometimes whispers to Joule along the power lines, speaking so softly she can't make out what it is saying.



"Let me tell you how what grandpa said about dealing with bullies..."



"If not us, then who?"

MANAT

ARCHETYPE

The Protector

Power Level 3 (125pts)

ATTRIBUTES

| | |
|-----|------|
| COO | 4D+2 |
| KNO | 2D |
| PER | 3D+1 |
| PHY | 2D |
| PRE | 2D |
| REF | 3D |

SKILLS

Ranged Fighting 3D (Pistol specialization lv1), Thievery 1D, Language 1D, Intuition 2D, Investigation 2D, Athletics 3D, Movement 2D, Influence 1D, Willpower 1D, Evasion 3D (Evading ranged attacks specialization lv1) Fighting 1D, Sneak 1D

POWERS

Luck 3, Force Field 4 (Force Shield, must have loaded gun and be able to shoot)

| ADVANTAGES | FREQUENCY |
|---------------------------------|-----------|
| ..GUN.FU..... | 1 2 3 |
| | 1 2 3 |
| | 1 2 3 |
| DISADVANTAGES | DICE |
| ..REL.: INSTITUTE WATCHERS..... | ☐ ☐ ☐ |
| ..INT.: CURIOSITY..... | ☐ ☐ ☐ |
| ..EXT.: NEVER SIT STILL..... | ☐ ☐ ☐ |

| SP | HP | REN | PD |
|-----|-----|-----|----|
| 34 | 6 | 10 | 1 |
| BDV | PDV | WR | |
| 2 | 2 | 3D | |

WEAPONS

Two custom built Glock 43 (med pistol. BDV 7, Qualities: Fast, Parry, Well-Balanced)

MANAT

Adilah Edri was born in the US of Moroccan parents. She worked as an FBI agent for over four years before being headhunted by the Institute for her skills as an investigator. Adilah was a close friend of Daniel Okeke but his disappearance came as a total shock to her. The Institute suspected Adilah of collaborating with Okeke, especially when her power to control fate manifested. Finding the Institute an oppressive place to be, Adilah left and took up a job as a freelance investigator and problem-solver. The Institute never truly lets someone go, however, and they are keeping a close eye on her, sending cases her way from time-to-time.

Calling her new investigation agency Manat Private Investigations after an ancient goddess of fate, Adilah takes the cases that involve strange power and weird happenings, all the time looking for her friend Daniel. Most people mistakenly refer to Adilah as Manat, and she's stopped correcting them, finding the alias useful from time to time. Adilah's work has left her with an impressive network of contacts and favors owed that she can call upon at any time.

SOLOMON

ARCHETYPE

The Scholar

Power Level 3 (125pts)

ATTRIBUTES

| | |
|-----|------|
| COO | 2D |
| KNO | 4D+1 |
| PER | 3D |
| PHY | 2D |
| PRE | 3D+2 |
| REF | 2D |

SKILLS

Ranged Fighting 1D, Intuition 3D, Investigation 3D (Eldritch Horrors specialization lv1), Scholar 3D, Know-How 2D, Willpower 3D, Evasion 3D, Fighting 1D, Sneak 1D

POWERS

Cosmic Manipulation 4 (Extra Time -1 round-, Focus -staging area-, Incantations), Language Comprehension 3 (Extra Time -1 round-, Incantations), Summoning 5 (Extra Time -4 round-, Focus -staging area-, Incantations), Cosmic Awareness 5 (Extra Time -1 round-, Focus -ganja sensimilla-, Incantations)

ADVANTAGES

..ARCANE LORE..... **1 2 3**

..COSMIC ACUMEN..... **1 2 3**

..... **1 2 3**

DISADVANTAGES

..REL: ENEMY, DRAGANNA.....

..INT: TOO COMPASSIONATE.....

..EXT: THICK PATOIS.....

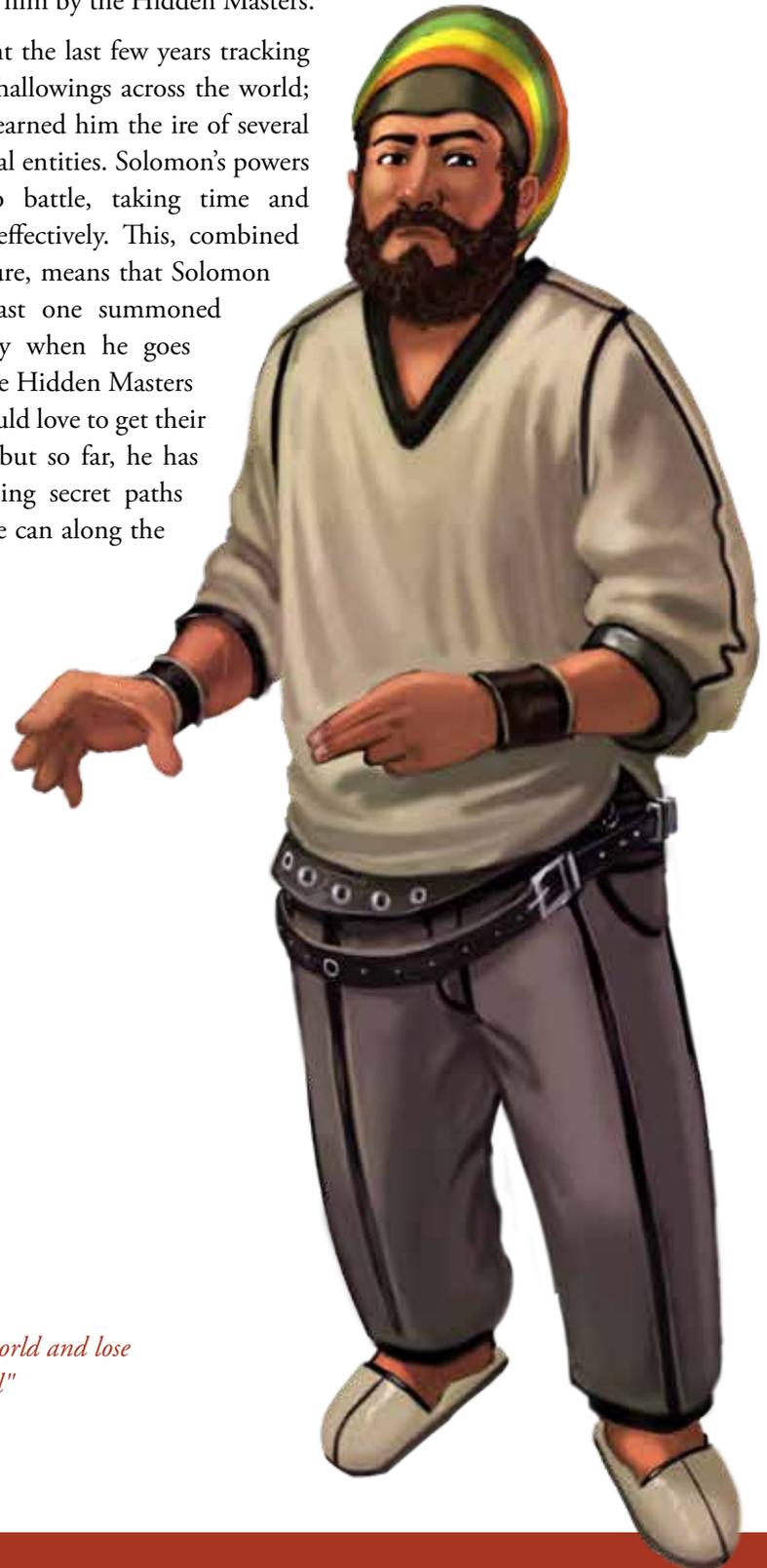
| SP | HP | REN | PD |
|----|----|-----|----|
| 30 | 6 | 5 | 1 |

| BDV | PDV | WR |
|-----|-----|----|
| 2 | 1 | 3D |

SOLOMON

Solomon Smith was born to a wealthy family from the Ivory Coast in West Africa. Solomon travelled extensively throughout Africa with his family as a child and later went on to study archaeology and anthropology. Solomon's research into ancient cultures and ruins led him to a single fact; the barrier between reality and other dimensions was both real and fully penetrable with the right knowledge. Using ancient rituals, Soloman could pierce reality and draw forth creatures from other places. Soloman's dabbling with ancient forces didn't go unnoticed and he narrowly escaped a strike team sent to capture him by the Hidden Masters.

Solomon has spent the last few years tracking down and closing Shallowings across the world; something that has earned him the ire of several powerful supernatural entities. Solomon's powers aren't conducive to battle, taking time and preparation to use effectively. This, combined with his careful nature, means that Solomon tries to have at least one summoned being hiding nearby when he goes into danger. Both the Hidden Masters and the Institute would love to get their hands on Solomon but so far, he has eluded both, travelling secret paths and helping those he can along the way.



"Don't gain the world and lose your soul"

MOOK SHEET

| NPC Mooks | AL | BDV | PDV | StP | HP | REN | |
|-----------------|----|-----|-----|-----|----|-----|--------------------|
| | | | | | | | |
| HORDE | | | | | | | HORDE TRACK |
| 5-PERSON HORDE | | | | | | | (3x) 000 |
| 10-PERSON HORDE | | | | | | | (5x) 00000 |
| 25-PERSON HORDE | | | | | | | (10x) 000000000 |

NOTES/EQUIPMENT

.....

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.....

.....

| WEAPONS | Acc | BDV | PD | S | M | L | EX | AMMO | RoF |
|---------|-----|-----|----|---|---|---|----|------|-----|
| | | | | | | | | | |
| | | | | | | | | | |

ARMOR

AV EV

.....

| NPC Mooks | AL | BDV | PDV | StP | HP | REN | |
|-----------------|----|-----|-----|-----|----|-----|--------------------|
| | | | | | | | |
| HORDE | | | | | | | HORDE TRACK |
| 5-PERSON HORDE | | | | | | | (3x) 000 |
| 10-PERSON HORDE | | | | | | | (5x) 00000 |
| 25-PERSON HORDE | | | | | | | (10x) 000000000 |

NOTES/EQUIPMENT

.....

.....

.....

.....

| WEAPONS | Acc | BDV | PD | S | M | L | EX | AMMO | RoF |
|---------|-----|-----|----|---|---|---|----|------|-----|
| | | | | | | | | | |
| | | | | | | | | | |

ARMOR

AV EV

.....

| NPC Mooks | AL | BDV | PDV | StP | HP | REN | |
|-----------------|----|-----|-----|-----|----|-----|--------------------|
| | | | | | | | |
| HORDE | | | | | | | HORDE TRACK |
| 5-PERSON HORDE | | | | | | | (3x) 000 |
| 10-PERSON HORDE | | | | | | | (5x) 00000 |
| 25-PERSON HORDE | | | | | | | (10x) 000000000 |

NOTES/EQUIPMENT

.....

.....

.....

.....

| WEAPONS | Acc | BDV | PD | S | M | L | EX | AMMO | RoF |
|---------|-----|-----|----|---|---|---|----|------|-----|
| | | | | | | | | | |
| | | | | | | | | | |

ARMOR

AV EV

.....

EVENT SHEET

EVENT: _____

BASE SREQ: **NOTES:**

SCALE:

PHASE ONE:

SREQ:

DoD:

PHASE TWO:

SREQ:

DoD:

PHASE THREE:

SREQ:

DoD:

EVENT: _____

BASE SREQ: **NOTES:**

SCALE:

PHASE ONE:

SREQ:

DoD:

PHASE TWO:

SREQ:

DoD:

PHASE THREE:

SREQ:

DoD:

EVENT: _____

BASE SREQ: **NOTES:**

SCALE:

PHASE ONE:

SREQ:

DoD:

PHASE TWO:

SREQ:

DoD:

PHASE THREE:

SREQ:

DoD:

INSTITUTE SHEET

| | | |
|----------------------|--|--|
| THE INSTITUTE | | Renown Strength |
| NAME: | | |
| Benefits | | |
| Hindrances | | |
| Sphere of Excellence | | |
| Location | | |
| Notes/NPCs | | |
| NOTES: | | |

| | | |
|----------------------|--|--|
| THE INSTITUTE | | Renown Strength |
| NAME: | | |
| Benefits | | |
| Hindrances | | |
| Sphere of Excellence | | |
| Location | | |
| Notes/NPCs | | |
| NOTES: | | |