

SETTING:

MODERN

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The Clockmaker



Schemer manipulating major heroes and villains for hundreds of years toward some unknown ultimate purpose. Intangibility and omniscience powers.

Silent Shadow

Top field agent of international peacekeeping / spy agency H.E.L.M.

Shockwave



Zealous champion of superhumans, former villain turned proselytizing hero. Seeks to convert villains to the cause. Shockwave powers.

The Data Spider

Super-processing powers enable constant intake and analysis of countless data streams. Acts to help avert major crises, but has personal interests too.

Justice Potter



Government liaison and spokesperson on superhuman affairs, influencing both public and security policy.

Donald Baker

Bible-thumping senator preaching that superhumans are an abomination against God and must be policed. Backed by Thrun Industries' Centurion security forces.

Golden Dynamo



Overly powerful telekinetic superhero still learning to use their unstable powers.

Shrike



Cybernetically augmented former government intelligence agent gone independent. Violent and jaded, but still attempts some sort of honor code.

Mercury



Caustic, narcissistic lone wolf with time-slowing powers. Will hire out to anyone for a job, but has history of betraying business partners.

Singularity

Inscrutable android attempting to do what's best according to human values, but frequently surprising people.

SETTING:

COSMIC

Chris Cosmic



Wisecracking outlaw scoundrel with heart of gold. Elite starship pilot, either wanted or owed favors by every govt, corp, & crime org. in the galaxy.

Empralantus



Wise, gentle, benevolent ruler of a sprawling, bickering, interstellar species. Has human allies, advocates for Earth, but constrained by politics.

The Swarm Highlord



Parent and ruler of the body-snatching Swarm, an insectoid blight upon the galaxy. Monstrous, vile, devious, wields total control over millions of drones.

Opal Nexus



Embassador to Earth of the galactic peace-keeping Nexus Force. Travels through time and dimensions, summoning anything from anywhere. Human?

Dr. Farsight



Earth's foremost space expert and technologist. Genius inventor, has a gadget for everything. Leads the First Encounter superteam in defending Earth.

The Reckoner



Cosmic force of judgment manifest as moon-sized giant. Stellar core, leaks starlight through pores. Ineffable standards of balance, justice, and right.

Borgus Thaltrax

Inveterate space pirate. Fights hard, parties harder. Leads fleet of small, fast ships, raiding and pillaging, occasionally taking on special missions for pay.

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Black Hole

Millennia-old super-humanoid can manipulate gravity, create wormholes, survive anything. Always bent on increasing personal power, total conquest.

Diamond Galadiator

Stupid, savage, diamond-skinned giant, can punch holes in planets and is always looking for a good battle. Indestructible.

SETTING:

FOUR COLOR

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Rick Rodriguez



Editor in Chief of the Daily Clarion, one of America's most influential newspapers. Mobilizes public against villains – or heroes.

Powerspring

Naïve adolescent sidekick (to hero or villain). Super-strength, jumping that passes for flight, energy blasts, earnest gullibility.

Terry



Villain's fragile parent. Hates Villain's public face, not knowing it's their child. Villain hiding their identity has created distance between them and parent.

Radiance

Benevolent king of small nation, meddling abroad to seek more opportunities and resources for his country. Sun theme – flight, heat and light powers.

Earthmover



Belligerent moron given Super Serum to fight villains. Incredibly strong, fast, and durable – physically outclasses villains, but is dumb.

Shaft Samson



Wannabe action movie hero, challenges villains to macho fights while attempting badass one-liners. Insecure try-hard. Secret agent / gangster chic look.

Rex / Morgan Godwin



Flamboyant crimelord ruling with massive fists and temper. Huge and powerful, but not a physical match for superhumans. Commands legions of thugs.

Brit Bannon



Connected megalomaniac using corporate power and high tech to seek behind-the-scenes world control. Particularly fears superhumans.

Black Puma

Flirtatious "hero" who stops villains' crimes but then lets them get away.

SETTING:

STREET

Pat Linden



Venerated selfless hero cop, icon to the city, friend of heroes. Political by necessity, but blunt and no-nonsense. Huge popularity and pull.

Inferno



Psychotic merc who's as attractive and flirtatious as they are deadly. Allegiance is unreliable, but combo of ninja skills and thermal powers is in demand.

Sestus / Robbie Herbst



Simple-minded wall of muscle looks up to heroes and villains alike, desperate for a role model and sense of belonging. Villain's relative.

Sam Cyrus



Jaded private eye knows everyone and has seen everything. No allies, few friends, strong ethical code, drinks too much. Rumors of unseen powers.

Tai-Ro / Jesse Green



Fanatically driven teen sidekick. No powers, but extensive martial and athletics training. Risk-taker arguably running on borrowed time.

Executioner



Masked teleporting vigilante on a quest to annihilate criminals using guns, bomb, grenades, and the occasional axe.

Dr. Mayhem

Most feared villain in the city, body count in the hundreds, alternates between scheming and crazy. Genius. Many lackeys. Can briefly possess people.

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Godfather / Mel Heston

Crime boss with power to radiate fear. Has local rivals, but is clear #1. Influence extends to govt and cops. Mostly businesslike, but vicious when vexed.

The Rook / Jordan Valdez

Federal special agent, former superspy, here to keep an eye on dangerous situations. If anything gets out of hand, can go Bond-style or call men in black.

Dana Winslow

City government functionary with clueless, bumbling exterior but surprising ability to get things done. A good friend, but also an easy target.

SETTING:

MYSTIC

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Doctor Aeon 

Adventuring magic hero, wielder of uncouncted mystical powers and artifacts.

The Grey Teacher 

Guru teaching mystic powers to those with aptitude. Aging guardian of Earth against other universes, planes and dimensions.

Auraborelia 

Sultan of fairy dreamland, lord of creatures of nightmare and legend, traveler in dreams and unknown spaces.

Morthog 

Monstrous god-king of parallel universe; influence seeps through to Earthly minions, attempting to weaken our universe's mystic defenses against him.

The Gallows Guard 

Spirit which takes on human form. Can be called upon to enforce sentences on those who do Evil. Omnipotent but only in presence of clear purpose.

The Magnificent Marvello 

Popular stage magician is actual sorcerer hiding in plain sight. Influential in popular perception of magic, protecting humanity from terrifying truths.

Kiran Oaks

Paranormal investigator, debunking the mystic. Array of gadgets can pass off nearly any phenomenon as illusion, high tech, or mental manipulation.

Count Attus

Powerful noble in small nation, seeks to summon and command dark forces from beyond our universe. Grudge against other mystic practitioners.

SETTING:

HORROR

Vulture Thing



Former human turned into hideous monster with rot powers. Can dissolve into, or emerge from, places of decay. Hates and destroys sources of radiation.

Schismus



Spirit of change and madness. Manifests as human stitched together out of different skins. Speaks with animals, grants insight to lunatics, drives people mad.

Gene / The Phrygian



Cold-blooded millennia-old witch. Lives to enslave and earn debts, advancing web of influence and protection. Can command the forces of nature.

Charon Cross



Human struggling to control fire-spitting, curse-bestowing demon within. Can communicate with creatures from the Pit, and summon or banish.

Fugue



Vampire with mind control and memory-altering powers. Seeks to secure feeding ground and take revenge on those who've thwarted it in the past.

The Larva



Psychic worm lives in dreams, uses them to slowly control people and manifest its influence through them in the waking world. Lay eggs in new hosts!

Carter Byzantine

Shape-shifting con artist / fixer knows everyone in the worlds of the supernatural. Go-to resource on demons, werewolves, etc. Seeks money, security.

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Nicky Tanner

Golden child prophesized to become the greatest magic-user of this era. Being watched and manipulated by forces for and against humanity.

SETTING:

REALISTIC

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Scourge



Brutal street vigilante feared by villains, tends to kill or cripple victims. Slight superspeed is only power, but is a master planner, resourceful and vicious.

Robin Mason



Beloved homicide detective, famous for dealing compassionately with even wacko villains. Always seems to come out of fights unscathed.

J.D. Solomon



Protected witness against major supervillain cabal. Trying to lead a normal life while slowly feeding villains' secrets to government agents.

Sky Kaufman



Leader of "save scoiety" anti-superhumans murder cult. Their gang is well-informed and well-supplied to kill high-profile superhuman targets.

Blue Bolt



Insane masked warrior thinks they're in a comic book. Lacks life skills, easy to manipulate. Teleports and charges hand-held weapons with electricity.

Caesar / Max Lang



Retired hero, now political kingmaker. Seeks to save world by gaining increasing control over it.

Phoenix Landon

Supervillain groupie. Looking for hook-ups, flings or affairs with villains.

Cold Fusion

Whistleblower on secret government supers program, on the run from the agency which gave them their energy blast powers.
