

MHAC-12

MARVEL SUPER HEROES™

UNOFFICIAL GAME ACCESSORY

GUIDE TO CLAN DESTINE

By Tom Roake



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Clan Destine

An Unofficial Game Accessory
By Tom Roake

Clan Destine created by Alan Davis
All art by Alan Davis

Cover Design by Stephen Jolly
Special thanks to Stephen Jolly, Haseo Amon Yamazaki and George Henson



Introduction

The Clan Destine are a family of mystically powered, long-lived super-humans based mostly in England. The members of the clan are siblings and the children of Adam Destine and Elalyth, a powerful supernatural creature known as a Djinn.

Adam claims that the family spent centuries trying to help establish a "utopian ideal", guiding and protecting various kingdoms and rulers, but that it cost them dearly. At some point they agreed to go into hiding.

While some members of the clan had briefly been adventurers and associates of super-heroes, most live in secret and go to great lengths to conceal their powers and centuries long life-spans, forging documents to pass themselves off as their own descendants.

Approximately 11 years ago, Vicente came under the influence of demonic forces, forcing Adam to kill him. The clan split between those who believed Vincent was evil and Adam was justified and those who felt they could have helped and

saved Vincent. The death of Vincent caused the family to scatter, Elalyth to return to her home dimension and Adam exiled himself into space until the clan came under attack by Lenz and Alpha.

Author's Notes: Series creator Alan Davis treats issues #9-12 of the original series, which he did not write, as a dream and not part of continuity. So do I.

With the exception of Rory and Pandora, most of the clan do not consider themselves to be super-heroes and don't use code names. Most of their code names are unofficial; Kay and Samantha are never referred to as Kimera or Argent, Hex was Dom's stage name, Cap'n Oz is a character William plays in movies and Walter is only ever jokingly referred to as Wallop. Nevertheless, they are listed here by their code-names, official or not.

CLANDESTINE



Others siblings:

Florence "Flo" Destine: Florence posed as Rory and Pandora's grandmother and helped Walter raise them until she was killed by Lenz' progeny.

Garth, Lance & Sherlock: Nothing is revealed except for their undated headstones on the Destine estate.

Maurice Fortuit: Killed by Lenz' progeny.

Nathaniel: Nothing is revealed except that he is/was more adept at the mystic arts than Albert , Grace or Kay.

Rick: Nothing is revealed except that he is alive.

Vincent: Vincent had the ability to travel through time and summon elementals. Vincent became corrupted by demonic forces and Adam was forced to kill him.

Order of Birth:

Jasmine:	born 1192
Thaddeus:	born 1193
Albert:	born 1323
Grace:	born 1503
Florence:	born 1531
Maurice:	born 1695
Newton:	born 1774
Walter:	unrevealed
William:	unrevealed
Dominic:	unrevealed
Vincent:	unrevealed
Samantha:	born 1951
Rory	born 11 years ago
Pandora:	born 11 years ago

ADAM

Adam Destine, Patriarch
Mystically altered human, Hero

FIGHTING:	EXCELLENT	(20)
AGILITY:	GOOD	(10)
STRENGTH:	GOOD	(10)
ENDURANCE:	UNEARTHLY	(100)
REASON:	GOOD	(10)
INTUITION:	GOOD	(10)
PSYCHE:	UNEARTHLY	(100)

HEALTH:	140
KARMA:	120
RESOURCES:	REMARKABLE (30)
POPULARITY:	0

POWERS

INVULNERABILITY: Adam has been given the gift of complete invulnerability and immortality. He has Class-1000 protection from all types of damage, including magical and mental attacks. As an immortal he will not die if reduced to 0 Health and Shift-0 Endurance. He has no need to eat, drink, sleep or breathe and can not be Stunned although he can be Slammed (his Endurance is considered Incredible (40) vs. Slam effects).

INVISIBILITY (Special): Adam is undetectable to all forms of electromagnetic sensors other than the visible spectrum. He does not appear on infrared and probably radar as well. He can be seen with the naked eye or photographed on film, but probably not digitally.

CLAIRVOYANCE: Adam sometimes gets psychic flashes of his family when they are in danger. He can see and gain some sense of the nature of the danger facing his family. Adam also experiences physical pain whenever one of his children dies, regardless of distance.

MIND TRAP: Adam's clairvoyant visions and unique temporal perspective can overwhelm the minds of any psychic trying to read, probe or control his mind. Telepathic intruders must make a Psyche FEAT roll against Unearthly (100) intensity to avoid being stunned by the rush of images of past and future events.

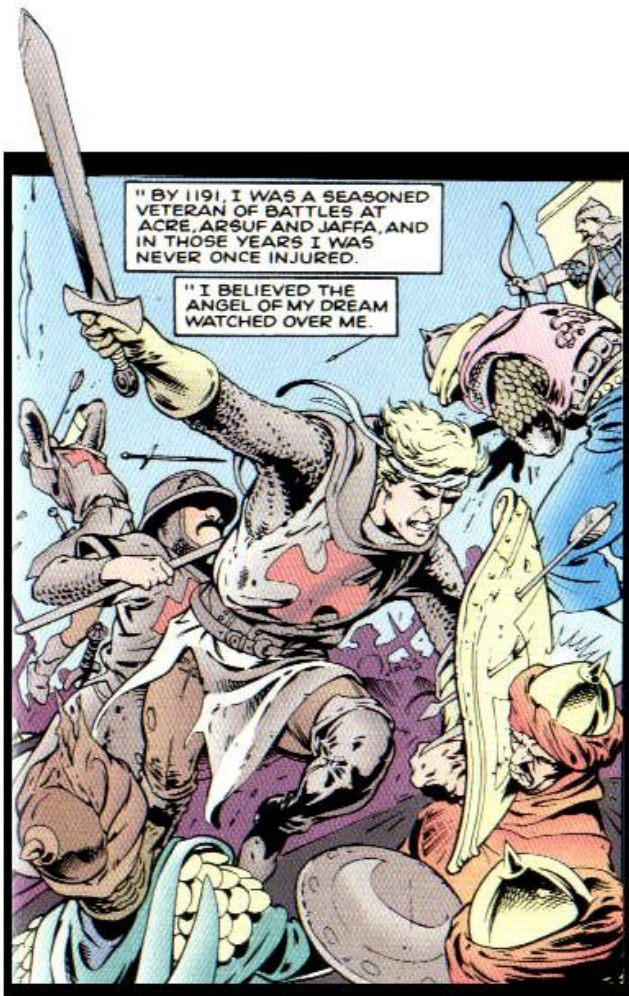
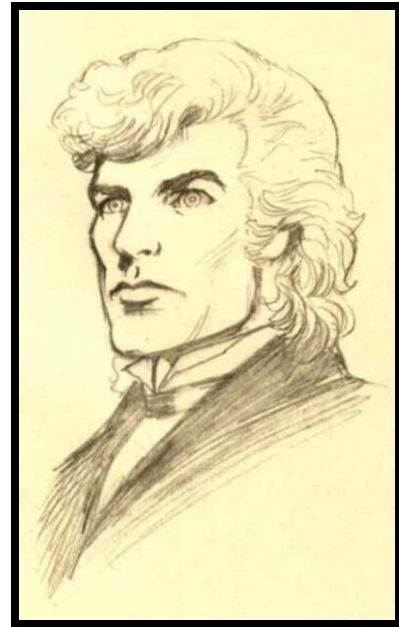


EQUIPMENT

FLIGHT BELT: Adam has worn a device designed by Newton that negates the effects of gravity and propels him through the air at Typical (6) airspeed, (6 areas/round, 90 MPH). The belt can lift at least 2,000Lbs in addition to his weight.

TALENTS: Adams talents remain mostly unrevealed. He has lived for more then 800 years and likely developed numerous skills. He should receive a +2CS in maters of history and archeology. He likely speaks numerous languages and has the Mystic Origin talent. He had been a soldier many times and gets a +1CS with any hand held weapon, including archaic weapons.

BACKGROUND: Adam of Ravenscroft (later Adam of Destine) had been an English knight during the Crusades. While in the Middle East he sacrificed his life to prevent an evil wizard from controlling a powerful DJinn (Genie). The DJinn, Elalyth, had fallen in love with him and restored his life, making him immortal and invulnerable. The two became lovers and had several children over the centuries. Little more than a decade ago Adam discovered that his son Vincent was being influenced by evil forces, and killed him. Elalyth abandoned Adam and returned to her home dimension and some of his family notably Dom, turned against him. With Newton's help he fled to the stars. Wracked with guilt and sorrow he spent the last 11+ years looking for a way to die. When his scattered family fell under attack by Lenz, and some were killed he returned to Earth to once again take up leadership of the clan.



CRIMSON CRUSADER

Rory Destine, Student
Mystical-Hybrid, Hero

FIGHTING:	GOOD	(10)
AGILITY:	GOOD	(10)
STRENGTH:	POOR	(4)
ENDURANCE:	TYPICAL	(6)
REASON:	TYPICAL	(6)
INTUITION:	TYPICAL	(6)
PSYCHE:	TYPICAL	(6)

HEALTH:	30	
KARMA:	18	
RESOURCES:	POOR	(4)
POPULARITY:	4	

POWERS

GRAVITY CNTROL: Rory has inherited vast mystical powers from his mother. These powers manifest in different forms in each of the siblings. He has the Excellent (20) rank ability to control, redirect, reduce or increase the force of gravity with 1 area.

- Rory can use this power to fly at Typical (6) airspeed (6 area/round, 90MPH), at greater speeds he would not be able to breath. He can fly substantially faster by levitating a vehicle or object (no greater then 800Lbs) to provide protection from wind and cold. For example he could ride inside a hollowed out car frame at Amazing (50) speed (25 areas/round, 375 MPH) long enough to cross the Atlantic Ocean during a storm. Objects, which provide partial protection from the elements, such as a tree trunk, would allow him Remarkable (30) speed. He can carry up to 800Lbs with him in flight, including allowing others apparently independent airborne maneuverability. Those he levitates seem to be able to control their own flight paths if he allows. Others would need to be within 1 area for him to levitate, but could then fly up to 5 areas away from him.
- Rory can provide himself with an Excellent (20) rank personal Force Field, using gravity to repel both physical and energy attacks. He may be able to extend this power to provide his twin sister Pandora



- with a protective Force Field as well. She would need to be in the same area as him for this effect.
- He has used his power on explosives to prevent shrapnel from reaching escape velocity, thereby negating explosives of less then Monstrous (75) rank.
- His gravity control allows him to exert Excellent (20) lifting, grappling, crushing and punching strength in combat. He may be able to extend this power to his twin sister as well.
- Rory can combine his gravity manipulation power with his sisters light manipulation to render them both invisible.

LONGEVITY: Like all the siblings Rory ages much more slowly then normal humans. He should be considered to have Unearthly (100) resistance to the effects of accelerated aging.

LIMITATIONS: Rory must be within 3 areas of his twin sister Pandora in order for him to use his powers. Their powers feed off one another and if she uses her powers for more than 20 consecutive rounds or more than 50 times within 1 hour he must make an Endurance Feat. Failure indicates that all his FASE abilities and his power rank are reduced -1CS for 6 hours. The effect is cumulative and multiple column shift may reduce him to Shift-0 Endurance at which point he will pass out for 1-10 hours (but not die).

TALENTS: Rory has developed few skills beyond the "Student" talent. He as the Aerial Combat talent and gains a +1CS to maneuver and Dodge while airborne.

BACKGROUND: Rory's father, Adam, left when he and his twin sister were too young to remember him. The twins never knew their mother. Unlike his siblings Rory is enthusiastic about having super powers. He drags his sister Pandora along with him on adventures. He wants to be a real superhero and goes into battle spouting ridiculous comic opera melodrama and wise cracks.





IMP

Pandora Destine, Student
Mystical-Hybrid, Hero

FIGHTING:	TYPICAL	(6)
AGILITY:	GOOD	(10)
STRENGTH:	POOR	(4)
ENDURANCE:	TYPICAL	(6)
REASON:	TYPICAL	(6)
INTUITION:	TYPICAL	(6)
PSYCHE:	TYPICAL	(6)

HEALTH:	26	
KARMA:	18	
RESOURCES:	POOR	(4)
POPULARITY:	4	

POWERS

ENERGY GENERATION: Pandora has inherited vast mystical powers from her mother. These powers manifest in different forms in each of the siblings. Imp can generate and project energy, usually from her hands.

- Imp can generate powerful laser-like, radiant energy bolts from her hands to inflict up to Incredible (40) force, energy or heat damage at a range of 3 areas.
- She can use this attack to melt up to 4 square feet of less than Incredible (40) material in one round, or burn a 4 inch square hole in Incredible (40) material.
- Imp can generate a blinding flash of light. All who can see her must make an Intuition FEAT roll against Remarkable (30) intensity in order to turn away or cover their eyes in time. Failure indicates that they are stunned for 1 round, and blind for 1-10 rounds after, suffering a -4CS and -1 Color result to strike or on movement FEATS.

Characters who have fallen victim to this attack form in the past receive anywhere from a +1 to a +2CS to their Intuition (judges choice depending on how quickly they learn).

- She may surround her hand in a bubble of non-damaging light to illuminate 2 areas around her with Excellent (20) intensity light.
- Pandora can combine her light manipulation power with her brother's gravity manipulation to render them both invisible.

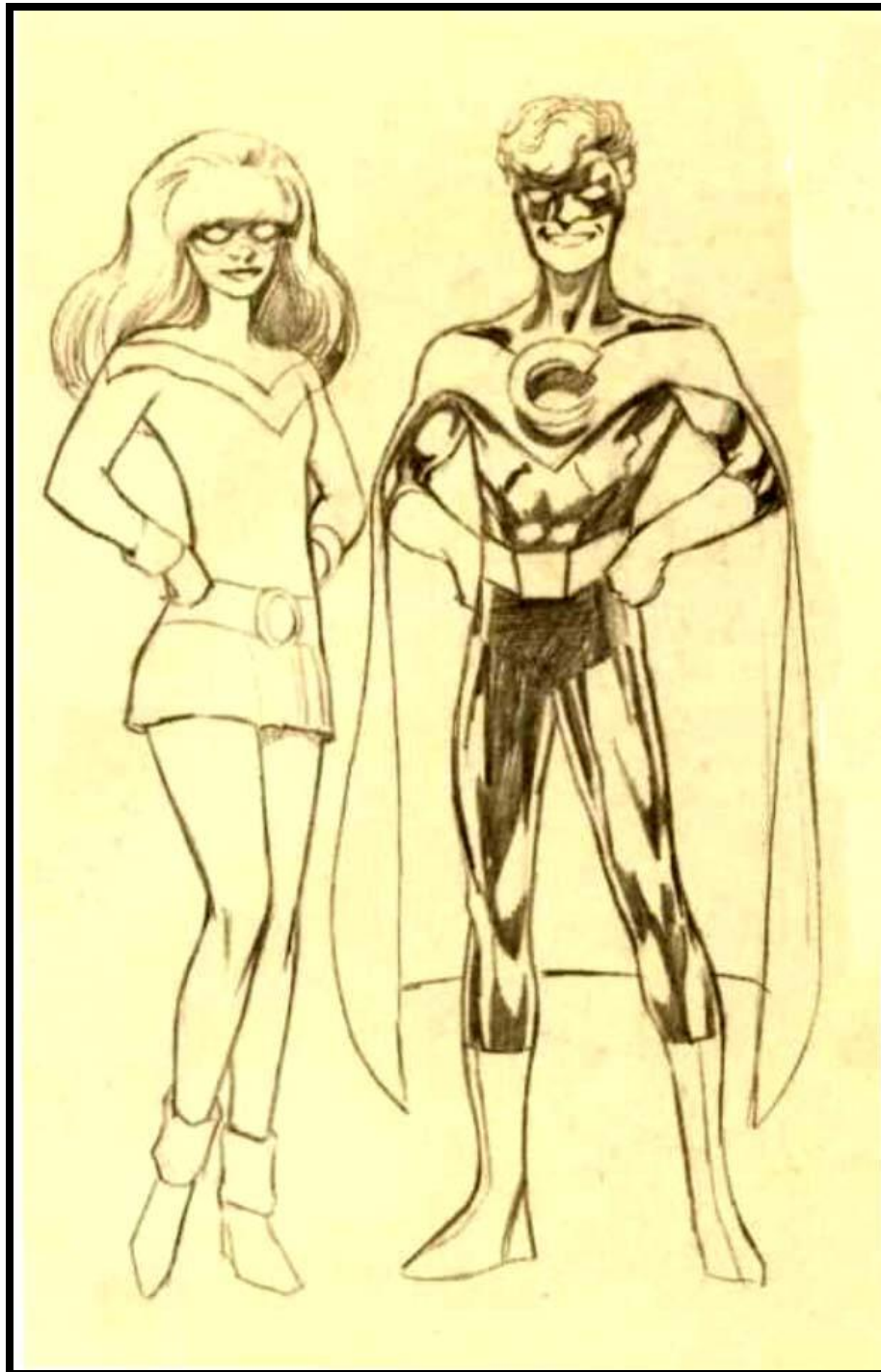
LONGEVITY: Like all the siblings Pandora ages much more slowly than normal humans. Her age is unknown, but she should be considered to have Unearthly (100) resistance to the effects of accelerated aging.

LIMITATIONS: Pandora must be within 3 areas of her twin brother Rory in order to use her powers. Their powers feed off one another and if she uses her powers for more than 20 consecutive rounds or more than 50 times within 1 hour she must make an Endurance FEAT. Failure indicates that all her FASE abilities and her power rank are reduced -1CS for 6 hours. The effect is cumulative and multiple column shift may reduce her to Shift-0 Endurance at which point she will pass out for 1-10 hours (but not die).

TALENTS: Pandora has developed few skills beyond the "Student" talent. She does get a +2CS to hit with her projected energy bolts and a +1CS to Aerial Combat.

BACKGROUND: Pandora is the youngest girl in the clan. She enjoys playing superhero with her twin brother Rory, but resents being dragged along. She feels that everyone assumes that she wants to do what Rory wants,

she also resents not being treated as an equal partner by him. She becomes angry when he refers to her as his sidekick. Although it's not clear what she wants to do she is content enough with adventuring to run away from home with Rory to become crime fighters.



WALLOP

Walter Destine, Novelist
Mystical-Hybrid, Hero

FIGHTING:	EXCELLENT	(20)
AGILITY:	EXCELLENT	(20)
STRENGTH:	MONSTROUS	(75)
ENDURANCE:	AMAZING	(50)
REASON:	GOOD	(10)
INTUITION:	TYPICAL	(6)
PSYCHE:	EXCELLENT	(20)

HEALTH:	165	
KARMA:	36	
RESOURCES:	GOOD	(10)
POPULARITY:	0	

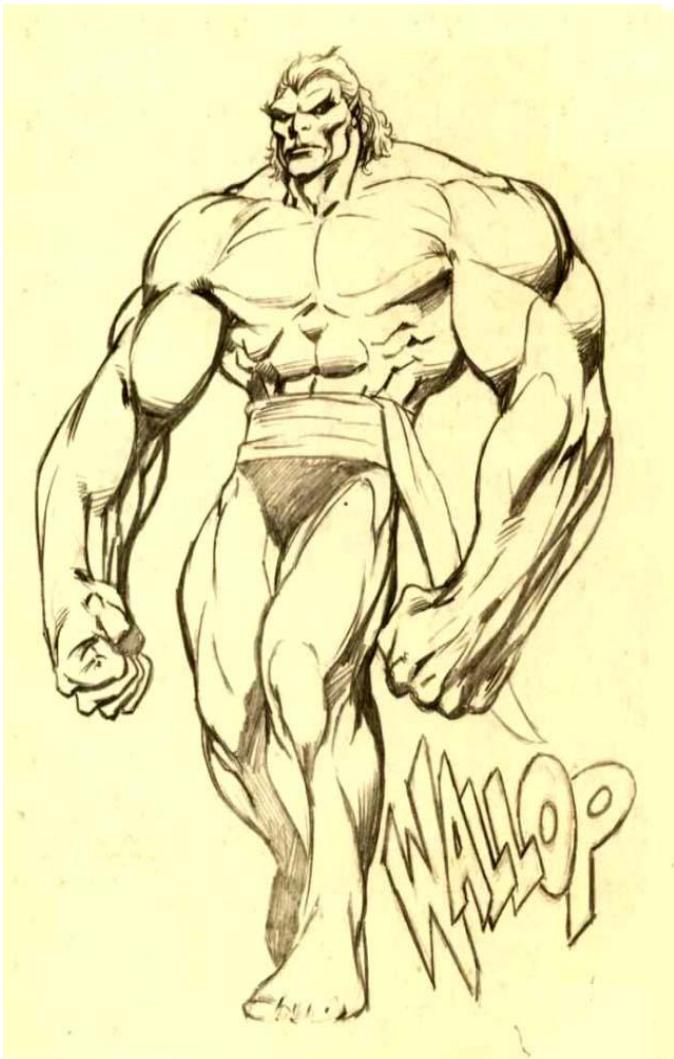
POWERS

TRANSFORMATION: Walter has inherited vast mystical powers from his mother. These powers manifest in different forms in each of the siblings. Walter has the ability to transform himself into a creature of tremendous strength and ferocity.

- Normally Walter's Fighting, Agility and Strength ranks are Good (10), and his Endurance is Excellent (20) but at will or when angered he gains the abilities listed above. In this first stage he grows to at least 12 feet in height, his weight increases to 1000 Lbs., his skin turns blue and his body becomes massively muscular. His upper body becomes disproportionately large, his arms become longer, his hair turns red and his ears become pointed. He grows a pronounced ridge above his eyes and tusk like teeth protrude from his mouth. In his transformed state Walter becomes very susceptible to rage even against his own allies and family. Each round in this form Walter must make a Green Psyche FEAT roll, failure indicates that he will attack anyone who irritates, angers, argues, threatens him or is otherwise disliked by him.



He will attack anyone who tries to stop him, including his allies. Once he has lost control he can not of his own will break off this attack, he must be Stunned or rendered unconscious. He does not change back to his human form when unconscious. After waking he does



not need to make another Psyche FEAT unless someone is purposefully trying to anger him. In his first stage he gains Excellent (20) Body Armor and Resistance to heat and Fire. Because of his huge size and dense musculature any edged or projectile attack that penetrates/ignores his body armor is reduced by -1CS in damage and Stun intensity, in this or any of his other transformed states.

- He can, at will enter into his Stage 2 form, increasing his height to 14 feet, his weight to 1500 Lbs. and gaining these increased abilities:

FIGHTING:	EXCELLENT	(20)
AGILITY:	GOOD	(10)
STRENGTH:	UNEARTHLY	(100)
ENDURANCE:	MONSTROUS	(75)
REASON:	TYPICAL	(6)
INTUITION:	TYPICAL	(6)
PSYCHE:	TYPICAL	(6)

HEALTH:	205
KARMA:	18

He becomes more savage in appearance and behavior, at times his hair seems to be composed of fire and his fangs become longer. In this form

Walter gains Remarkable (30) Body Armor and Resistance to heat and fire. He must make a Yellow Psyche Feat under the circumstances described above or lose control, attacking even his own family.

Stage 2



- Walter may enter his Stage 3 form at will or when enraged or damaged while already in his Stage 2 form, becoming one of the most powerful living creatures on earth. In this form he is an expression of pure primal rage and must make a Red Psyche FEAT roll to prevent attacking all perceived enemies within his line of sight. And a Yellow FEAT to resist attacking anyone who he dislikes or is irritated by. He becomes 16 feet tall, weighs 2000 Lbs. and has Incredible (40) Body Armor and Resistance to heat and Fire. His fangs become foot long tusks, and his hair is replaced with a corona of mystical fire. His face sometimes becomes skull like and completely engulfed in flame. His abilities are further enhanced:

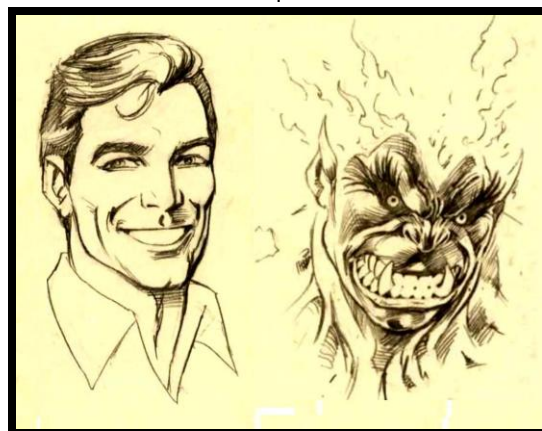
FIGHTING:	REMARKABLE (30)
AGILITY:	GOOD (10)
STRENGTH:	SHIFT-X (150)
ENDURANCE:	UNEARTHLY (100)
REASON:	POOR (4)
INTUITION:	TYPICAL (6)
PSYCHE:	POOR (4)

HEALTH:	290
KARMA:	14

It takes Walter 2D10 days to return to his normal form, during this time he often retains some features after partially returning, such as his pointed ears or enlarged feet. Because it takes so long to become normal, Walter is apprehensive about transforming in the first place. He can reduce this time to 1D10 X20 minutes by venting his primal rage and pent up aggression. He must inflict 1000 points of damage in a single fight against an appointee that can damage him. He does not have to do this damage to a living target. Walter may not be able to

stop himself from attacking his target even after they are unconscious.

Stage 3



LONGGEVITY: Like all the siblings Walter ages much more slowly than normal humans. His age is unknown, but he is roughly 200 years old, he served England in World War II and appears to be no older now. He should be considered to have Unearthly (100) resistance to the effects of accelerated aging.

FLIGHT BELT: Walter has worn a device designed by Newton that negates the effects of gravity and propels him through the air at typical (6) airspeed, (6 areas/round, 90 MPH). The belt can lift at least 1000 Lbs. in addition to his weight in Stage 1. Because of his size the "belt" can only be worn around his arm causing him to be unbalanced, he is at a -2CS to his Fighting and Agility when in flight.

TALENTS: Walter is a successful romance novelist under an assumed name and has the Artist talent in this field. He had been a soldier during WW II and has the Military talent.

BACKGROUND: Walter is at least 200 years old and served in the Opium Wars and Crimean Wars, so he was an adult by the mid 1800's. He served in the British Army during World War II and on one occasion he transformed into his super powered form to save the Invaders from a Nazi robot designed to counteract their individual powers. He managed to defeat the robot but was taken for a monster and attacked by the local troops. He resolved to keep his abilities and the nature of his family a secret.

Walter works as a romance novelist under a pen name and was primarily responsible for raising the twins, posing as their uncle and legal guardian. Walter is the most strongly opposed to the twins going into public action as superheroes. He is their guardian and is responsible for keeping them out of danger. Walter hates having to transform into his superhuman form and just wants to live a quite responsible life like a normal man.



HEX

Dominic "Dom" Destine, Hermit
Mystical-Hybrid, Hero

FIGHTING: INCREDIBLE (40)
AGILITY: INCREDIBLE (40)
STRENGTH: GOOD (10)
ENDURANCE: EXCELLENT (20)
REASON: GOOD (10)
INTUITION: MONSTROUS (75)
PSYCHE: REMARKABLE (30)

HEALTH: 110
KARMA: 115
RESOURCES: GOOD (10)
POPULARITY: 0

POWERS

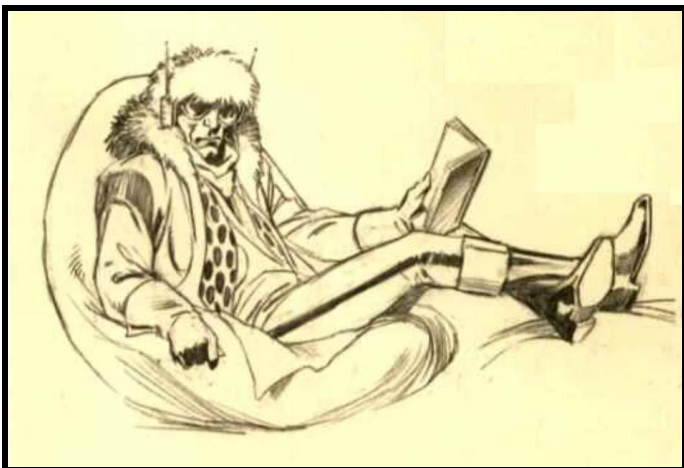
ENHANCED SENSES: Dominic has inherited vast mystical powers from his mother. These powers manifest in different forms in each of the siblings. All five of Dominic's senses operate at the Shift-X (150) rank. He is able to hear, smell, taste and receive tactile information that would be too minute for humans to perceive.

- He can hear normal conversations from several rooms away, separated by thick concrete walls or soundproofing.
- He is able to see beyond the normal visual wavelengths of light that humans see. It is unrevealed exactly what wavelengths he can see but he has been able to analyze physical objects chemically on sight, see complex holographic illusions for what they really are. He can detect various types of otherwise invisible radiation, perceive the space of a buildings subbasement and that it contained life-forms from outside and several yards away. He suffers no penalty for obscured vision in smoke, darkness or bad weather.
- He is likely able to detect lies, emotions and superhuman powers in others by reading their biological functions and electromagnetic auras.



- He can not be surprised or blindsided by any attack that his senses could perceive, effectively giving him a Danger Sense at Amazing (50) rank, within 5 areas
- He would also likely be able to track people through any environment by following their sent, or heat trail.
- Hex can sense air displaced by invisible opponents, hear their heartbeats and even neural activity and locate them as if he could see them normally.
- Hex can predict the appearance of certain teleporting characters, notably Nightcrawler, by scent or other sensory clues. Such characters are at a -2CS to Dodge or Evade Hex using their Teleportation ability and can not take him by surprise, requiring a normal Initiative roll.
- Mind-Trap: Telepathic characters trying to read Dominic's mind can be overwhelmed by his sensory awareness, and must make an Intuition FEAT Roll against Amazing (50) Intensity to avoid being incapacitated for 1D10 (divided by 1/2) rounds.

NERVE JAB: Dom is a highly trained martial artist, his training and enhanced perceptions provide him with great accuracy, precision and reflexes. He can visually see, or otherwise sense the locations of nerve clusters and weak points in living creatures. By striking these nerve clusters he can render enormously powerful beings unconscious. If Dom rolls a Yellow result in unarmed combat in any round he has won Initiative by at least +7, he can attempt a nerve strike (once per round) and force his target to make an Endurance FEAT roll against Monstrous (75) intensity, failure indicating that two of his targets primary (FASE) abilities are reduced by -1CS for 10 rounds. The victim must also make an Endurance check against Amazing (50) rank or by knocked unconscious for 10 rounds. This technique is effective against opponents with up to Remarkable (30) Body Armor. He may also call for a normal Stun check



on any successful strike if his opponent has less than Remarkable (30) Endurance.

LONGEVITY: Like all the siblings Dominic ages much more slowly than normal humans. His age is unknown, but he should be considered to have Unearthly (100) resistance to the effects of accelerated aging.

LIMITATIONS: Hex is extremely vulnerable to stimuli that may overload his delicate senses. Infrared, microwave and sonic emissions such as those generated by complex security systems can jam his senses. He is at a -3CS to resist any attack designed to strike his senses.

- His highly sensitive sense of touch makes him more susceptible to physical pain and he is at a -1CS Endurance when checking against being Stunned by physical attacks.
- Intense, high-frequency electromagnetic scans can incapacitate him with pain and even kill him from shock and sleep deprivation.
- Because of his enhanced sense of taste he can become easily intoxicated by such things as chocolate.

EQUIPMENT

FLIGHT BELT: Dom has worn a device designed by Newton that negates the effects of gravity and propels him through the air at Typical (6) airspeed, (6 areas/round, 90 MPH). The belt can lift at least 2,000 Lbs. in addition to his weight.



SENSORY SCREEN: Dom's brother Newton has designed a wrist-band sized device that can effectively reduce the amount of ambient sensory input including noise, smell and electromagnetic energy Dom experiences to a safe level. When switched on Dom's Enhanced Sense and Intuition rank should only be considered Incredible (40), but he has Amazing (50) protection from sensory overload. And all above limitations are negated.

TALENTS: Dom was a stage magician providing him the talents of Sleight of Hand, Performer and Escape-artist/Contortionist. His skill in Sleight of Hand provides a +4 to his initiative when drawing and using concealed weapons, pocketing small objects, or picking another's pocket. Winning Initiative indicates that he was able to act with out his opponent seeing him.

- He is an extraordinary gymnast and Martial Artist and gets a +1CS to Strike, Dodge, Block or Evade.
- In a round where he wins Initiative by +3 or more he can attempt a kick for +1CS damage. When



he wins Initiative by +5 or more he can attempt two kicks or one leaping kick for +1CS damage that penalizes his opponent -1CS to resist being Stunned or Slammed.

- His analytical mind and enhanced senses make him a formidable detective (+2CS).

BACKGROUND: In the past Dom has used his extraordinary senses professionally as a stage magician. During one performance his mystical potential accidentally got him transported to another dimension. He was rescued by Doctor Strange. He has also met and been aided by Namor the Sub-Mariner in the past. His senses have been problematic for him and in order to preserve his sanity he became a hermit. He lived for some time on a small private island off the English coast. Dominic had a great deal of trouble forgiving Adam for killing his brother Vincinte. His feelings are still harsh

and even hostile at times towards Walter for letting it happen. Dominic is generally a good-natured person. He can become irritable when around a lot of noise, but usually he is one of the most patient, moral and positive of the siblings. He supports Rory and Pandora's wish to become superheroes, and has volunteered to go out on patrol with them.

Dom has a vaguely non-human appearance with pale green skin, bright orange hair and yellow eyes with no pupils.



KIMERA

Jasmine "Cuckoo" Destine (alias: Kay Cera),
Fashion designer
Mystic-Hybrid, Hero

FIGHTING:	GOOD	(10)
AGILITY:	GOOD	(10)
STRENGTH:	TYPICAL	(6)
ENDURANCE:	REMARKABLE	(30)
REASON:	GOOD	(10)
INTUITION:	EXCELLENT	(20)
PSYCHE:	MONSTROUS	(75)

HEALTH:	56
KARMA:	105
RESOURCES:	EXCELLENT (20)
POPULARITY:	10

POWERS

PSIONICS: Kay has inherited vast mystical powers from her mother. These powers manifest in different forms in each of the siblings. Kay has had nearly 800 years to develop her considerable mental and mystical powers.

- She has Unearthly (100) Astral Projection powers, allowing her to contact minds that are familiar to her anywhere in the world by following their "psychic scent" within 1D10 x 1D10 minutes.
- She can also force others onto the astral plane with Monstrous (75) ability.
- Her Monstrous (75) rank Telepathic abilities allow her to communicate with minds at a range of 4 miles without projecting her astral form. She can remember an individual's psychic "scent" and track them down, even across thousands of miles.
- She can enter into the minds of characters within her line of sight and perform a Mental Probe. Characters are allowed a Monstrous (75) intensity FEAT to repel her.
- She is skilled at controlling minds at Good (10) rank, and altering memories with Excellent (20) rank.
- She is capable of projecting bolts of mental energy that inflict Incredible (40) damage, ignoring all Body Armor and most Force Fields, and forcing the victim to make a Psyche FEAT against Incredible (40) rank Stun intensity. Success indicates that half damage is taken if her target has no mental defense powers. She can also project her Mental Bolts through another's mind when she is telepathic contact, to attack a target near the host mind.
- Kay can defend her own mind from attacks with Amazing (50) ability.
- She is capable of generating Incredible (40) rank illusions, occupying up to 40 square feet, within her line of sight or in any mind she can locate telepathically or with her astral form.
- Kay can place a willing subject into a protective coma, preventing them from being telepathically probed until she revives them.



- Kay has some telekinetic ability, although not enough to move anything greater than Feeble (2) in weight. She can use this power to increase her damage when making physical attacks by +1 CS (maximum of Remarkable (30) damage).
- She can also use her telekinesis to hold her body together when severely injured. She can continue to move her body after reaching zero health or even below, as long as she makes successful Psyche FEAT rolls. Each success allows her to continue to function for 75 rounds as if all her physical abilities were Feeble (2). If her health is brought down into a negative number that equals 200% of her original health (-112), she would be unable to perform this feat and die. This power stunt will stop the loss of

Endurance ranks at Feeble (2), but she can not heal herself or recover lost Endurance ranks while using this power.

- Her strength of will can overcome the effects of drugs and toxins with a Psyche FEAT roll. A Yellow result adds +1CS to her Endurance for such FEATS. A Red result adds +2CS.
- She has been observed to be able to project bolts of Incredible (40) rank force, although it is unknown if this is a manifestation of her telekinesis or a mystical power.
- Kay can shut down a target's neural sensory input rendering the target temporarily blind, deaf and numb to all sensory experiences. Requiring a Typical (6) rank Psyche FEAT to resist.
- Kay has existed for centuries as a purely psionic entity, passing from one host body to the next. She must be within 1 foot of the new body to transfer her consciousness, but the target could be any living creature capable of supporting her. In the past she has briefly occupied a cat for example, after her last form suffered a fatal fall. Even in the body of such an animal she had full access to her mental powers, although probably not her telekinetic force bolts or magical powers. Kay will only occupy bodies after their death (must be within 10 rounds), but presumably she could force the life-force out of another, and take over. This power would be considered Excellent (20) rank.



- Kay may enhance the Endurance rank of her host body to Remarkable (30) rank by strength of will.



- Higher Endurance ranks as well as Strength ranks remain unchanged. Because she does not retain any of her host's skills, experience or disciplines she may not be able to capitalize on extremely fast or innately agile bodies. She has a Maximum of Excellent (20) Fighting and Remarkable (30) Agility regardless of her new bodies former ranks unless these abilities represent superhuman physiological characteristics such as an enhanced nervous system or superhuman speed. In this case her Fighting or Agility ranks would have a Maximum of Incredible (40) rank. Unless her host body is physically limited, handicapped or damaged her Fighting and Agility should have a Minimum of Good (10) rank.
- Her Reason and Psyche rank replace her host's, as will her Intuition rank unless her host possesses superhuman senses, limited or non-functioning senses, or otherwise physiologically determined ranks. Her Intuition may therefore be up to 2 column shifts higher or lower in her new body.

MAGIC: Kay has some mystical knowledge, although her abilities remain mostly unrevealed. She can channel eldritch energy to enhance her powers. With a Yellow Psyche FEAT she could add +1CS to any one power for 10 rounds. With a Red FEAT she could add +2CS for 10 rounds. She would need to be in the presence of a source of mystical power, such as ruins or temples.

- She can likely project Eldritch Beam or Bolts at Incredible (40) rank with a line of sight.

LONGEVITY: Kay has existed for most of the least 800 years as a nomadic spirit in other people's bodies. Although the other members of the clan age considerably more slowly than normal humans, her current host body will age at the normal rate for whatever species it belongs to. As long as she continues to transfer her consciousness, she could potentially live forever.

LIMITATIONS: After transferring her consciousness into a new body, Kay's power's often fluctuate for 1D10X2 days. During that time, roll a 1D10 every times she tries to use her powers. On a 1-3 her power work normally, 4-7 her power is at -1CS, 8-9 her power is at -2CS and a roll of 10 that power fails completely. These effects last for 10 rounds.

TALENTS: Kay has lived for centuries but never bothered to develop any considerable skill beyond her mental powers. She does have the Business/Finance talent and Fashion Design skills. She speaks Spanish as well as English and may know numerous other languages. She has long experience with mysticism but has only learned a very few spells. She has the Mystic Origin and Occult Lore talents.

BACKGROUND: Kay is the first born daughter of Adam Destine and Elalyth. Born roughly 800 years ago she actually met Adam's parents. She has lived in dozens or perhaps hundreds of bodies through the centuries. . When her last body and identity of Kay Cera was killed she moved on to another body and adopted the identity of Cera's daughter. Thus she inherited a vast fortune and business empire from herself.

Kay leads a decadent, hedonistic lifestyle as a wealthy, celebrity fashion designer. She encourages the twins' super-heroing, viewing it as a game but she can be unethical in the use of her powers and ruthless towards her enemies.



Argent

Samantha Destine (alias: Samantha Hassard), Artist
Hybrid, Hero

FIGHTING:	REMARKABLE	(30)
AGILITY:	EXCELLENT	(20)
STRENGTH:	GOOD	(10)
ENDURANCE:	REMARKABLE	(30)
REASON:	GOOD	(10)
INTUITION:	EXCELLENT	(20)
PSYCHE:	INCREDIBLE	(40)

HEALTH:	90	
KARMA:	70	
RESOURCES:	GOOD	(10)
POPULARITY:	4	

POWERS

MATTER CREATION: Samantha has inherited vast mystical powers from her mother. These powers manifest in different forms in each of the siblings. Samantha can generate or summon a type of ectoplasm, shape it to her will and harden it in one round. This substance appears out of nowhere around her body and takes on the appearance and texture of steel.

- Samantha most often shapes this material into a form fitting, organic metal suit of armor. Although it appears to be metal, it is still composed of ectoplasm and does not interfere with her sense of touch. Such armor is shaped by her subconscious impulse to sculpt and design, and is therefore often very ornate and elaborate. Whatever shape this suit of armor takes, it provides her with Remarkable (30) Body Armor against all physical and energy attacks. Since her powers derive from her mother's mystical nature, the armor likely protects against magical attacks at Incredible (40) rank, though it provides no protection from metal attacks. Without her armor her Strength is Typical (6), her Endurance is Excellent (20) and her Health is 76. It takes one full round and a Psyche FEAT to form a full suit of armor.
- Instead of, or in addition to armor, she may opt to form a shield that provides Amazing (50) protection, but requires her to block each attack. Her shield can likely deflect magical energy attacks at Monstrous (75) rank. Note that if the Material Strength rank of an Edged Weapon does not exceed Amazing (50) the attack is completely deflected regardless of damage rank. unless the Blunt Physical damage of the weapon would exceed Amazing (50), then treat it as a Blunt Physical attack. The shields size adds a +1CS to her blocking roll.
- She has in the past formed glider like wings from her armor which would allow Poor (4) Flight if launched from a high point, and lift/propulsion were provided with at least Poor (4) rank (such as Kimera's telekinesis). Though she can not form mechanical wings (or any other mechanical device) that would



allow true flight, she could glide for dozens if not hundreds of miles with sufficient thrust.

- Samantha is very adept at forming edged weapons with this power. She can choose to create one large broadsword or claymore that inflicts Good (10) edged damage on a Green result to strike, Remarkable (30) damage on a Yellow, or Amazing (50) damage on a Red. She may opt to form long claws from her armor's gauntlets or two short scimitar like swords that inflict Typical (6) edged damage on a Green, Excellent (20) on a Yellow, or Incredible (40) on a Red. She receives a +1CS to her multiple attack FEAT roll when using two short blades rather than the broad sword. All such weapons have Amazing (50) Material Strength.
- Her ectoplasic blades are considered mystical weapons against supernatural creatures, and may affect intangible opponents, astral forms or spirits and can probably deflect and disrupt mystical attacks.
- It counts as one attack/action to form a shield or short sword, 2 attacks/actions to form a large sword.

LONGEVITY: Like all the siblings Samantha ages much more slowly than normal humans. Her age is unknown, but she should be considered to have Unearthly (100) resistance to the effects of accelerated aging.

TALENTS: Samantha is a gifted sculptress and has the Artist talent. She receives a +1CS with all swords and other edged weapons, blocking, and shielding maneuvers. Samantha is centuries old and likely speaks multiple languages, at least French and Spanish.

BACKGROUND: Samantha is the daughter of Adam Destine and Elalyth. Her age is unrevealed, but she is considerably younger than Gracie, Albert or Key. She is a professional sculptress and in recent times has lived in France. Like most of the clan she hides her abilities from the world, still she supports Rory and Pandora's desire to be crime fighters. She is confident and cold-blooded in battle.



ALBERT

Albert Destine, Monk
Mystical-Hybrid, Hero

FIGHTING:	POOR	(4)
AGILITY:	POOR	(4)
STRENGTH:	POOR	(4)
ENDURANCE:	GOOD	(10)
REASON:	GOOD	(10)
INTUITION:	INCREDIBLE	(40)
PSYCHE:	MONSTROUS	(75)

HEALTH:	22
KARMA:	125
RESOURCES:	POOR (4)
POPULARITY:	0

POWERS

Albert has inherited vast mystical powers from his mother. These powers manifest in different forms in each of the siblings. Albert's primary gift is his healing power, which is probably an innate, instinctive gift rather than the product of studying any particular magical discipline.

HEALING: His astral self (and presumably his physical self) possesses the ability to heal the gravest wounds in others. On touching his subject Albert can restore 10 Health points/round with a maximum of 150 points per day total (twice his Psyche rank). When his subject has reached at least half Health he can then restore 1 lost Endurance rank/hour to those so badly injured.

- **Immune Boost:** Albert can temporarily boost another person's immune system and probably his own as well. On a Green Psyche FEAT he can add +1CS to the target's Endurance for the purpose of resist disease and possibly poisons and other toxins as well, for 1 hour. On a Yellow result he can add +2CS and on a Red he can add +3CS. He can perform this FEAT for up to 75 people per day (his Psyche rank). Over using this ability overtaxes and exhausts him and may prematurely age his body.
- **Anti-Healing:** Albert can invert the effects of his healing powers to inflict Incredible (40) Biophysical Disruption (Edged) damage at a range of 3-areas ignoring all Body Armor or Invulnerability. It's possible this attack could be resist through magic. .

LONGGEVITY: Like all the siblings Albert ages much more slowly than normal humans. Albert is almost 700 years old and should be considered to have Unearthly (100) resistance to the effects of accelerated aging.

MAGIC: Albert has studied magic through the centuries, but claims he's not as adept at it as Nathaniel, Grace or Kay, but he has demonstrated the following powers. Any other magic he knows is likely Excellent (20) or Remarkable (30) rank.



- **Astral Projection:** He has been drawn onto the Astral Plane by Kay, and seen accompanying Grace's astral form, and is probably capable of this feat on his own. His invisible astral form could travel anywhere in the world almost instantaneously and he is able to use his healing powers in this form. He can also project an astral form that can be seen. He has Amazing (50) rank.
- **Summoning:** Albert can teleport other's to him from anywhere in the world with Unearthly (100) rank. This power may be limited to members of his family. He can also teleport them away to a destination of his choosing.
- **Telepathy:** Albert has the Incredible (40) rank ability to send and receive thoughts with a nearly world-wide range.
- **Clairvoyance:** He has the power of Clairvoyance, allowing him to see danger to his family all over the world, sense their pain and fear at Unearthly (100) rank.

TALENTS: Albert has the Mystic Origin and Occult Lore talents and likely speaks several languages. He is also likely has some medical knowledge, especially holistic medicine.

BACKGROUND: Virtually nothing is known of Albert's life beyond being a member of the Clan Destine. He lives as a monk in the Seventh Moon Monastery in Nepal. He disapproves of Kay's life stile of using others bodies. He likely feels that it is against the natural cycle of life and death. He has aided her in the past because he owed her an unspecified debt, but refuses to heal her again the next time she switches bodies.

Albert attempted to use his powers to stop the spread of the Black Plague in Europe and "suffered terribly", probably overtaxing his healing ability and doing permanent physical harm to himself.

Albert is a pacifist who dedicated his life to healing and is wracked with guilt for having used his power offensively to kill Tral after the Inhuman killed Thaddeus is 1374.



NEWTON

Newton Destine, Warlord

Hybrid, Hero

FIGHTING:	POOR	(4)
AGILITY:	TYPICAL	(6)
STRENGTH:	POOR	(4)
ENDURANCE:	TYPICAL	(6)
REASON:	AMAZING	(50)
INTUITION:	GOOD	(10)
PSYCHE:	EXCELLENT	(20)

HEALTH:	20	
KARMA:	80	
RESOURCES:	AMAZING	(50)
POPULARITY:	0/100	

POWERS

HYPER-INTELLIGENCE: Newton has not demonstrated any superhuman powers other than the same Longevity power as his siblings. His mystic superhuman potential seems to have manifested as heightened intelligence reflected in his Reason rank.

TECHNOLOGY: Newton is vastly intelligent and has access to advanced technology, either of his own design or borrowed from alien worlds.

BATTLE ARMOR: Newton sometimes wears a golden exoskeletal suit very similar in appearance to Iron Man's first gray armor. The suit raises his abilities to those listed below, and provides Incredible (40) protection from all types of physical and energy attacks. The suit can fly at Remarkable (30) speed (225 MPH, 15 area/round). It is equipped with energy blasters in its gauntlets that inflict Amazing (50) energy, force, or heat damage. He may also launch a mini-missile from one wrist that inflicts Amazing (50) explosive damage to one target, and on a Bulls-eye result forces an Endurance Check against Monstrous (75) rank or renders the target unconscious. The suit is equipped with various but unspecified energy detection and sensor/analysis equipment.

FIGHTING:	GOOD	(10)
AGILITY:	GOOD	(10)
STRENGTH:	REMARKABLE	(30)
ENDURANCE:	INCREDIBLE	(40)

HEALTH: 90



LONGGEVITY: Like all the siblings Newton ages much more slowly than normal humans. He is nearly 250 years old and should be considered to have Unearthly (100) resistance to the effects of accelerated aging.



PSI-SCREEN: Provides Monstrous (75) protection from telepathic scans.

HYPER-SPEED (Special): Time passes much more quickly in his extra-dimensional kingdom allowing him to retreat there and build technology and return to Earth in a much shorter period than if he was to do his inventing here. Newton can leave Earth and follow the normal rules for inventing, taking the full normal amount of time on his world but return to Earth in only 10% of the time it should have taken him. He can also travel to his world and heal in normal time there but return to our world fully healed in only 10% of the time (or 10X as fast).

ALTER-EGO: Among his equipment is an artificial body, which he had designed and had his consciousness transplanted into, his original body remains in suspended animation in his extra-dimensional kingdom. This muscular body is rarely used outside of his adventuring. The ability ranks of his artificial body are as follows:

FIGHTING:	GOOD	(10)
AGILITY:	EXCELLENT	(20)
STRENGTH:	EXCELLENT	(20)
ENDURANCE:	EXCELLENT	(20)

HEALTH: 70



LASER SWORD: Newton has employed an energy blade weapon that inflicts Incredible (40) energy damage and cuts through less the Incredible (40) materials in one round.

DIMENSIONAL TRAVEL: Newton has access to teleportation equipment with inter-dimensional and intergalactic range. He can also detect other teleportation signals and track it back to its source with Unearthly (100) rank. His arrivals on Earth are accompanied by a blinding flash and loud noise but his departures are much quieter.



TALENTS: Newton is skilled in all Earth sciences. He is a brilliant surgeon and capable leader. In spite of being a "warlord", he lacks any considerable fighting skills.

BACKGROUND: Little has been revealed about Newton. Some time after Adam left in self imposed exile, Newton also left the Earth. He has traveled into extra-dimensional realms where he became a warlord and hero. His advanced technology allowed him to create an artificial body for his role as a benevolent warrior-king on a planet with humanoid natives and where he built his own human-looking android servants. When involved in scientific pursuits he prefers his original physique. Dominic was left with a device capable of summoning Newton from his extra-dimensional adventures.

GRACIE

Gracie Destine (alias Gracie Gamble), Professor of Archeology
Mystical-Hybrid, Hero

FIGHTING: TYPICAL (6)
AGILITY: TYPICAL (6)
STRENGTH: TYPICAL (6)
ENDURANCE: GOOD (10)
REASON: GOOD (10)
INTUITION: EXCELLENT (20)
PSYCHE: MONSTROUS (75)

HEALTH: 28
KARMA: 105
RESOURCES: GOOD (10)
POPULARITY: 4

POWERS

MAGIC: Gracie has inherited vast mystical powers from her mother. These powers manifest in different forms in each of the siblings. When still very young (circa 1519) Gracie learned from Kay how to tap eldritch energy from nexuses of power. She has spent most of the last 300 years developing magical knowledge to prevent the demon Synrath from crossing over into this dimension.

- She can channel eldritch energy to enhance her powers. With a Yellow Psyche Feat she could add +1CS to any one power for 10 rounds. With a Red Feat she could add +2CS for 10 rounds. She would need to be in the presence of a source of mystical power, such as ruins or temples.
- She can generate eldritch energy as beams, bolts or lightning to inflict up to Incredible (40) damage in a line of sight.
- She can psionically detect weakness in other creatures, finding its flaws and gaining a +1CS to damage on a Bullseye result if she makes a Psyche Feat Roll first. She may also telepathically guide others attacks to give them this bonus as well.
- In a none-combat situation Gracie can hypnotize a target listening to her voice with Unearthly (100) ability. She can use this power to forcibly repress memories. Only the most powerful mind has any chance of ever remembering what she commands they forget.
- She may posses Elemental Control (earth) at Incredible (40) rank. She has dispersed tons of rock and dirt with a wave of her hand.
- She has Unearthly (100) rank telepathic powers, allowing her to contact minds within several miles.
- She probably posses other powers as well such as Eldrich Shield, Detect Magic or Detect Evil, with at least Incredible (40) rank, but they remain unrevealed.
- She knows at least one magical ceremony that can be used to seal dimensional portals. Given 10

rounds and a Yellow Psyche FEAT Roll Gracie can seal such portals with Unearthly (100) power.



LONGEVITY: Like all the siblings Gracie ages much more slowly then normal humans. She is more than 500 years old and should be considered to have Unearthly (100) resistance to the effects of accelerated aging.

TALENTS: Gracie receives a +2CS in archeology and history. She has the Mystic Origin talents and has extensive knowledge of ancient mysticism. She has focused her studies in magic to spells that can prevent demons from entering our world.

BACKGROUND: Gracie has very little traffic with the rest of the clan. Although good natured and kind she is obsessively focused on her duty to protect mankind from the Synrath. Although she appears to be an elderly lady she is actually much younger then Kay, who has been switching bodies for centuries. Around 1519 after having learned some mystical ability from Kay, Gracie attempted to protect a group of native South American Indians from Spanish invaders by taping into a site of mystic power. She inadvertently allowed the demon Synrath to cross over into this dimension. She and Kay managed to repel the demon who nearly crossed over a second time centuries later. This time the sisters were able to defeat the demon with the help of the young telepath Charles Xavier. Gracie repressed Xavier's memories of the encounter but they resurfaced years later when the demon once again attempted to invade the Earth. The clan along with the X-Men finally destroyed the demon.

Gracie has spent most of her long life in preparation for the demon's return. She became an archeologist by trade, studying magic and ancient records of the creature's contact with our world.

Gracie is a gruff, sarcastically humorous woman who is popular among her students.

CAP'N OZ

William Destine (Alias: William Chance), Actor
Mystical-Hybrid, Hero

FIGHTING:	REMARKABLE	(30)
AGILITY:	REMARKABLE	(30)
STRENGTH:	REMARKABLE	(30)
ENDURANCE:	INCREDIBLE	(40)
REASON:	GOOD	(10)
INTUITION:	EXCELLENT	(20)
PSYCHE:	EXCELLENT	(20)

HEALTH:	130	
KARMA:	50	
RESOURCES:	GOOD	(10)
POPULARITY:	6	

POWERS:

BODY ARMOR: William's densely muscular physiology provides him with Good (10) protection from physical and energy attacks and Excellent (20) protection from Projectiles and Edged damage.

LEAPING: Will is capable of leaping at Remarkable (30) rank, (2 areas (40 feet) across and 1 & 1/2 area (15 feet) strait up).

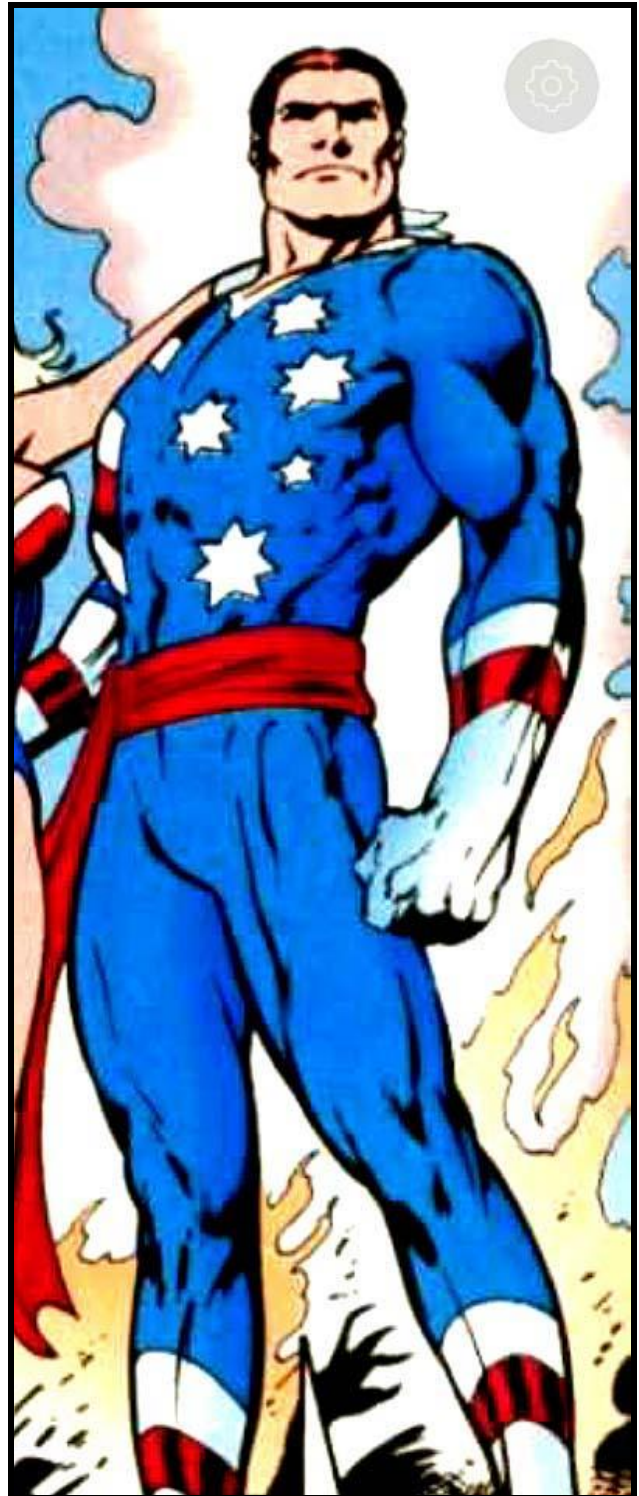
SWIMMING: Will can move at 7 areas/round under water and propel himself up to 1 area (40 feet) out of the water.

MIND CLOAK: Will has developed the ability to hide his mental presence and thoughts from telepaths with Monstrous (75) ability. Although this will not prevent psionic attacks if the attacker is within line of sight. Will also seems to be able to sense the presence of psionic energy in use, within his line of sight. He knows for example when a telepath is using their powers on another person. Will's powers are derived from the mystic nature of his mother, so all his powers, including superhuman strength and endurance, are mystical in origin, and probably psionic in nature. His ability to hide his thoughts may however be a learned skill.

LONGGEVITY: Like all the siblings William ages much more slowly than normal humans. His age is unknown, but he should be considered to have Unearthly (100) resistance to the effects of accelerated aging.

TALENTS: William is a professional actor, although not a very respected one. He has demonstrated acrobatic skills giving him a +1CS to Dodge or Evade. He is a skilled brawler and gets a +1 to his Initiative in unarmed combat.

BACKGROUND: William lives in Australia where he stars as Cap' N Oz in action movies.



Thaddeus (Deceased)

Thaddeus Destine, Warrior
Hybrid, Hero

FIGHTING:	INCREDIBLE	(40)
AGILITY:	REMARKABLE	(30)
STRENGTH:	EXCELLENT	(20)
ENDURANCE:	REMARKABLE	(30)
REASON:	TYPICAL	(6)
INTUITION:	INCREDIBLE	(40)
PSYCHE:	INCREDIBLE	(40)

HEALTH:	120
KARMA:	86
RESOURCES:	UNKNOWN
POPULARITY:	UNKNOWN

POWERS

LONGGEVITY: Like all the Clan, Thaddeus aged much more slowly than normal humans and was likely the second born of the siblings. He should be considered to have had Unearthly (100) resistance to the effects of accelerated aging.

ANIMAL MIMICRY: Thaddeus had inherited vast mystical powers from his mother. These powers manifest in different forms in each of the siblings. He is only ever shown to have great strength and fighting skill, as well as orange striped fur but he had the mystical ability to adopt the physical traits of any animal (one animal at a time), this includes:

- **Fur:** Providing Excellent (20) protection from cold.
- **Claws:** Excellent (20) Material Strength claws that inflict Poor (4) damage on a Green result, Good (10) damage on a Yellow or Remarkable (30) on a Red. Or the ability to emulate an animal with large powerful jaws such as a crocodile or shark to inflict +1CS claw damage but with a -2CS to hit.
- **Enhanced Senses/Tracking:** Incredible (40) rank, including enhanced/telescopic vision, sense of smell, hearing, night-vision, and possibly thermal vision.
- **Winged Flight:** The ability to either grow feathered wings from his back or arms and fly at Good (10) airspeed.
- **Body Armor:** The ability to grow scales, organic armor plating like a rhinoceros or armadillo, a thick hide, shell or insect carapace that provides up to Excellent (20) rank Body Armor.
- **Enhanced Strength/Endurance:** The ability to emulate a larger more powerful animals such as a bear, ape, rhino or elephant to gain a +1 or +2CS to Strength and Endurance while reducing Fighting and Agility by the same amount. He would also gain Body Armor.



- **Water Breathing:** He could emulate sea creatures to gain water-breathing and swimming at up to Remarkable (30) rank.
- **Running:** The ability to emulate a swift running animal such as a cheetah for Excellent (20) land-speed and a +1CS to Agility, but -1CS Strength and Endurance.
- **Leaping:** Up to Incredible (40) rank leaping ability with a +1CS to Agility but a -1CS to Strength and Endurance.
- It's unknown if he could emulate extinct animals or mythical/supernatural creatures.

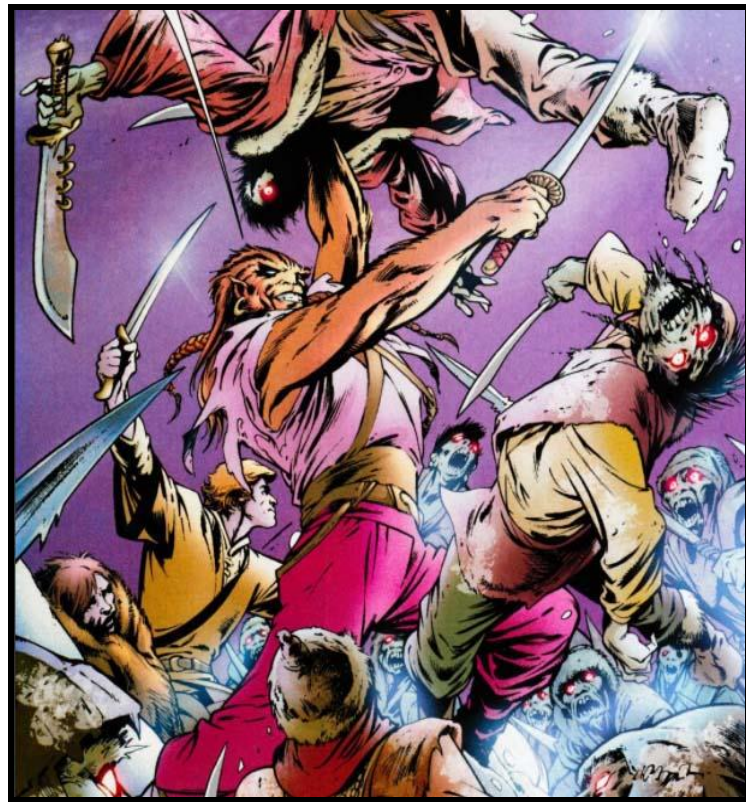


WEAPONS

SWORD: Thaddeus carried a presumably ordinary sword into battle. The sword had Excellent (20) Material Strength and inflicted Typical (6) damage on a Green, Excellent (20) damage on a Yellow or Incredible (40) damage on a Red.

TALENTS: Thaddeus was skilled warrior and gained a +1CS with swords and other ancient weapons.

BACKGROUND: Little is revealed about Thaddeus except that he was the second oldest of the clan. He was deeply religious and a Christian Knight during the Crusades, in spite of his non-human appearance and mystic-origin. In 1374 Thaddeus, and Adam were escorting Albert to a monastery in Tibet when they came under attack and he was killed by the Inhuman Tral.





adversaries...



ALPHA

Dr. Hywel Griffin , Research scientist
Normal human, Criminal

FIGHTING:	POOR	(4)
AGILITY:	FEEBLE	(2)
STRENGTH:	FEEBLE	(2)
ENDURANCE:	POOR	(4)
REASON:	INCREDIBLE	(40)
INTUITION:	TYPICAL	(6)
PSYCHE:	TYPICAL	(6)

HEALTH:	12
KARMA:	52
RESOURCES:	REMARKABLE (30)
POPULARITY:	0

TALENTS: Engineering, Genetics, Bio-engineering, Biology

BACKGROUND: Dr. Griffin was a brilliant scientist who ran his own legitimate bioengineering company but also secretly conducted unethical and illegal research. Griffin was primarily concerned with curing his own albinism. He created the Omegans in an attempt to engineer a superior race. Having lost the Gryphon device because of the Clan Destine interference, he became obsessed with revenge and acquiring their power for himself.



The Omegans

The Omegans were created by Alpha to be a superior race. They function as his servants, lab assistants, guards and henchmen. It's unclear in what way they are genetically "superior" to humans except that they claim to be beings of perfect logic. Presumably they are engineered with superior intelligence, reflexes, constitution and at least one, Noe, has psychic abilities. The Omegan's likely gain a +1CS to Endurance for normal healing and +2CS to FEATS against disease, poisons or drugs. They may also have longer life-spans than normal humans.

The Omegan's mental conditioning and drone-like obedience to Alpha makes them susceptible to mind control or telepathic illusions, hence their low Psyche ranks.

Four of the five Omegan's were named; Giee, Phaa, Raee and Noe. An unnamed fifth is another female with the same abilities ranks as Raee but with Excellent (20) Reason and Poor (4) Psyche.



Giee & Phaa

Genetically engineered life-forms, Servants

FIGHTING:	EXCELLENT	(20)
AGILITY:	EXCELLENT	(20)
STRENGTH:	GOOD	(10)
ENDURANCE:	EXCELLENT	(20)
REASON:	EXCELLENT	(20)
INTUITION:	EXCELLENT	(20)
PSYCHE:	POOR	(4)

HEALTH:	70	
KARMA:	44	
RESOURCES:	FEEBLE	(2)
POPULARITY:	0	

Talents: Giee and Phaa are skilled fighters and have the equivalent of Martial Arts A talent. Giee gains a +1CS with guns and both have enough scientific knowledge to act as lab assistants and operate complex machinery.

BACKGROUND: Giee and Phaa are the two oldest males and skilled combatants.



Raee

Genetically engineered life-form, Servant

FIGHTING:	EXCELLENT	(20)
AGILITY:	REMARKABLE	(30)
STRENGTH:	TYPICAL	(6)
ENDURANCE:	GOOD	(10)
REASON:	REMARKABLE	(30)
INTUITION:	EXCELLENT	(20)
PSYCHE:	TYPICAL	(6)

HEALTH:	66	
KARMA:	44	
RESOURCES:	FEEBLE	(2)
POPULARITY:	0	

Talents: Raee likely has some science talents including Computers, Electronics and Engineering. She is also a skilled fighter and has Martial Arts A.

BACKGROUND: Raee is the most intelligent of the Omegans and the only one who is ever openly defiant towards Alpha, questioning his orders and motives.

Noe

Genetically engineered life-form, Servant

FIGHTING:	GOOD	(10)
AGILITY:	EXCELLENT	(20)
STRENGTH:	POOR	(4)
ENDURANCE:	TYPICAL	(6)
REASON:	EXCELLENT	(20)
INTUITION:	REMARKABLE	(30)
PSYCHE:	GOOD	(10)

HEALTH:	40
KARMA:	60
RESOURCES:	FEEBLE (2)
POPULARITY:	0

POWERS

Telepathy: Noe has a form of basic telepathy at Remarkable (30) rank. His power most often functions as a kind of psychic empathy, allowing him to sense people's general emotions, or get sense for their intentions. He can detect lies, and sense the approach of people with hostile intent from many miles away. When the Clan was planning to attack, he could sense their approach and general intention long before they arrived.

Mind Probe: Noe can probe the mind of a victim standing in front of him, reading past memories with Remarkable (30) rank.

Talents: Noe's talents are unknown.

BACKGROUND: Noe is a male and the youngest of the Omagans. He is the only one known to have psychic abilities.



LENZ

Altered Human, Survivalist

FIGHTING:	INCREDIBLE	(40)
AGILITY:	INCREDIBLE	(40)
STRENGTH:	REMARKABLE	(30)
ENDURANCE:	AMAZING	(50)
REASON:	INCREDIBLE	(40)
INTUITION:	REMARKABLE	(30)
PSYCHE:	AMAZING	(50)

HEALTH:	160
KARMA:	120
RESOURCES:	UNKNOWN
POPULARITY:	-20

POWERS

MENTAL PROBE: Lenz has a limited telepathic ability that allows him to probe a victim's mind with Remarkable (30) ability as long as he is in physical contact with him (takes 1D4 X 3 minutes and is excruciatingly painful for the victim). Lenz also has Remarkable (30) Psi-Shields that protect his own mind from mental attacks and probes. If he is aware of a forthcoming attack he may reinforce his shields to Amazing (50) rank.

MIND BLAST: Lenz may attack another's mind with an Incredible (40) rank bolt of psionic energy, ignoring all non-mental defensive powers. Victims must make a Psyche FEAT roll against this intensity to avoid be Stunned or rendered unconscious.

CLAWS: Lenz's hands end in short claws that allow him to inflict Typical (6) edged damage on a Green result, Excellent (20) damage on a Yellow or Incredible (40) damage on a Red and have Excellent (20) Material Strength.

RESISTANCE: Lenz has Incredible (40) rank resistance to heat damage.

MOVEMENT: Lenz can leap up to 3 areas (60 feet) across, 2 area (20 feet) strait up and up to 4 areas (80 feet) down without damage. His ape-like feet are nearly as dexterous as a pair of hands and would allow him to clime 2 areas/round.

TALENTS: Lenz is extremely skilled in biological sciences including Chemistry and Genetics as well as Electronics, Physics and Engineering.

EQUIPMENT



TELEPORTATION: Lenz and his Progeny carry or are implanted with highly advanced relay circuits that allow them to teleport with Unearthly (100) rank and a world wide range. Their teleportation is accompanied by a blinding flash.

- Lenz' lair is equipped with technology that blocks technology based teleportation, in or out at Unearthly (100) rank, expect Lenz' own devices.

BACKGROUND: Lenz was a normal human who was subjected to experimentation by AIM and MODOK. The experiment accidentally activated a "blind alley" of pre-human evolution. AIM attempted to destroy Lenz but he escaped. Because he is the only one of his kind, Lenz is obsessed with perpetuating his species, which he believes is superior to mankind. He has infected humans with his DNA creating hybrids who are genetically unstable and short lived. Lenz attempted acquire the GRYPON device to stabilize them but it was stolen by the Clan Destine. Lenz sent his progeny to retrieve it, killing several members of the clan and kidnapping Rory. When the others came to his rescue they where nearly defeated until Adam

returned, defeating Lenz. Feeling sympathy for the tragic creature, Adam allowed him to escape.



abilities, 80 Health, variable Reason ranks, as well as Remarkable (30) rank Intuition and Psyche. They have claws and teeth that can inflict Poor (4) (Green), Good (10) (Yellow) or Remarkable (30) (Red) edged damage with Excellent (20) Material Strength. These creatures may extend their forearms out to 6 feet to attack a distant foe, gaining a surprise attack against those unaware of this ability and a +1CS to strike. Any physical damage to these humanoid creatures results in a rapid cellular breakdown. After suffering any damage the creatures begin to disintegrate on the cellular level and will die within 1D10 hours. When brought to zero Health the creatures dissolve.

Some of the hybrids have the power to project Mind Blasts like their creator but at Excellent (20) rank. They hybrids may sacrifice their own life-forces to enhance Lenz's mental powers by +1CS for 1 round, for each 2 hybrids sacrificed. His powers may not be enhanced beyond two ranks.



PROGENY: Attempting to reproduce himself, Lenz infected humans with his own DNA. The result was genetically unstable hybrids. These creatures are loyal to Lenz, and appear to by normal humans until they choose to use their powers. They always appear wearing dark glasses or otherwise hiding their eyes, even at night, indicating that their eyes probably have non-human qualities that they can not alter. When entering combat they become savage clawed monsters with extended razor sharp teeth and reptilian/ape/amphibian appearances. These creatures have all Excellent (20) physical

TRAL

Inhuman, Villain

FIGHTING:	GOOD	(10)
AGILITY:	GOOD	(10)
STRENGTH:	REMARKABLE	(30)
ENDURANCE:	REMARKABLE	(30)
REASON:	EXCELLENT	(20)
INTUITION:	GOOD	(10)
PSYCHE:	MONSTROUS	(75)

HEALTH:	80	
KARMA:	105	
RESOURCES:	FEEBLE	(2)
POPULARITY:	0	

POWERS

MIND CONTROL: Tral could control minds at Incredible (40) rank. Ha could attempt to control at least a half-dozen minds at once. He may or may not also have been telepathic.

MIND BLAST: Tral could attack a targets minds with an Amazing (50) rank mind blast that ignores all non-mental defense powers. Targets must make a Psyche FEAT against Amazing (50) rank to avoid being stunned. Success means the target isn't stunned and takes only half damage.

PSI-SHIELDS: Tral's mind was protected against opponent's mental attacks, mind reading, control or detection at Amazing (50) rank.

LONGEVITY: An alternate reality version of Tral lived for more than 600 years.

REANIMATION: Tral could reanimate and control corpses. He could animate at least a dozen at a time and the average undead human soldier had the following abilities;

F:	Ty
A:	Pr'
S:	Ty
E:	Rm
H:	46

- IGNORE PAIN:** The reanimated corpses felt no physical pain and had Amazing (50) Endurance for checks against Stun results. Damage from edged or projectile weapons was reduced -1CS and they required no food, water , air or rest and were immune to toxins, disease or gas attacks. They had no RIP ranks and were directed by Tral's will. The dead soldiers mostly carried swords, spears and other ancient weapons.

Tral can also use this power to animate a comatose body , having the victim move and speak as if they were conscious. A comatose victim can not make a Psyche FEAT to resist.



WEAPONS

BLASTER: Tral carried a scepter-shaped Inhuman force blaster that inflicted Incredible (40) damage at a range of 4 areas.

TALENTS: Tral's talents are unrevealed.

BACKGROUND: Tral was a renegade Inhuman criminal who used his mind control powers and reanimated corpses to attack Adam, Thaddeus and Albert in 1374. Tral killed Thaddeus and was in tern killed by Albert.

In an alternate future timeline the clan encountered another version of Tral who was not killed and ruled the world for nearly 600 years using mind controlled Inhumans.



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