

NERO THE NEWSHOUND

Real Name: Nero
Occupation: Journalist
Nero, the Newshound created by Jack Norris for Vigilance Press. Art by Hannah Friederichs.

Transformed by a wave of mystic energies washing over an animal shelter in the 1920s, Nero was transformed from a normal puppy to a hyper-intelligent canine. Escaping the pound using his newfound intellect, Nero soon teamed up with teen adventuring sleuth, Terry Dare. The pair had numerous strange adventures fighting pirates, gangsters, foreign agents, secret societies, and



even demons and aliens. These adventures continued when Terry grew up and the pair became investigative reporters. Terry eventually succumbed to old age, leaving Nero, with his mystically enhanced longevity, to carry on without him.

Facing canine-based discrimination for years, Nero worked under aliases or allowed friends and assistants to take credit for his stories. However, when a rival exposed Nero's true nature to the world, his peers, friends, and allies from his decades-long career rallied around him and the public followed suit. Now one of the most popular commentators and reporters for the Global News Network (GNN), he seeks to bring old-fashioned journalism to the 21st Century.

NERO THE NEWSHOUND PL8

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	2	1	-1	5	3	6	2

POWERS

Bite: Strength-based Damage 1 • 1 point

Canine Senses: Senses 5 (Acute Smell, Extended Hearing, Low-light Vision, Tracking (Smell), Ultra-hearing) • 5 points

Communication Savant: Comprehend 6 (Animals - Speak To and Understand, Languages - Read, Understand, and Understood by All, Spirits - Communicate) • 12 points

Curious Longevity: Immunity 2 (Aging, Disease), Quirk: Loses power if he ever stops searching for hard truths and new mysteries to unearth • 1 point

Dog: Shrinking 3, Innate, Permanent; Speed 2 (8 MPH) • 9 points

Wonder Dog: Feature 1 (Notes: Eliminate penalties for tasks difficult for a dog and perform tasks impossible for a dog with a -2 penalty.) • 1 point

EQUIPMENT

Audio Recorder, Camera, Cell Phone (Smartphone), Commlink

SKILLS

Acrobatics 1 (+2), Athletics 4 (+5), Close Combat: Unarmed 1 (+6), Deception 8 (+10), Expertise: Current Events 2 (+5), Expertise: History 2 (+5), Expertise: Journalism 11 (+14), Insight 4 (+10), Intimidation 1 (+2), Investigation 6 (+9), Perception 6 (+12), Persuasion 2 (+4), Sleight of Hand 3 (+2), Stealth 2 (+6)

ADVANTAGES

Benefit (Celebrity Newshound), Close Attack 4, Connected, Contacts, Defensive Roll 4, Equipment 1, Improved Defense, Improvised Tools, Jack-of-all-trades, Luck 2, Skill Mastery (Expertise: Journalism), Skill Mastery (Perception), Well-informed

OFFENSE

INITIATIVE +1	
Bite +10	Ranged, Damage 2
Unarmed +11	Close, Damage 1

DEFENSE

DODGE	10	FORTITUDE	7
PARRY	10	TOUGHNESS	6
WILL	9		

POWER POINTS

ABILITIES	38	SKILLS	27
POWERS	29	DEFENSES	20
ADVANTAGES	19	TOTAL	133

COMPLICATIONS

Dog: Nero is a dog and despite his special abilities and intellect, is limited somewhat by his canine form and lack of thumbs.

Journalistic Ethics: Nero staunchly adheres to the ethics of an old school reporter: not revealing confidential sources, reporting the facts, not fabricating news, etc....

PERSONALITY

An old school reporter, Nero believes in integrity, facts, and the press' power and responsibility. To get a story he'll dive into danger without a moment's thought. A keen student of human nature for decades, Nero is prone to folksy wisdom and glib but accurate insights. This mix of courageous reporting and plain-talking commentary has gained him a reputation as the "Anderson Cooper of the talking animal set", though personally he prefers to think of himself as more of a Murrow or Cronkite.

POWERS & ABILITIES

Nero is an intelligent canine with a nose for news. He has greatly retarded aging linked to uncovering mysteries and seeking truth, the ability to communicate with humans and animals regardless of language, and is capable of amazing feats that far exceed those of normal canines. He's also a skilled reporter and investigator with decades of experience... and he's not bad in a scrap.



OGRE BEAR

Real Name: Michael O'Connor

Occupation: Super hero, former professional wrestler

**Ogre Bear Created by Michael Schell.
Art by Shawntae Howard.**

Michael O'Connor was a pudgy boy who was picked on by bullies, but who grew up to become a punching bag for the super stars of the Extreme Wrestling Federation. He wasn't respected and was often the target of cruel pranks by other wrestlers. Then one night after a particularly humiliating defeat by the Texas Tycoon Snake Oiler he discovered his car had been stolen and he had to walk to his hotel room in the pouring rain.

There must have been something extra in those raindrops because when he awoke the next morning he was a ten-foot-tall humanoid grizzly bear. His change delighted him and he wanted to use his new and more powerful form to re-negotiate his wrestling contract. Unfortunately, things didn't go his way.

The C.E.O. of the E.W.F. saw the potential in Mike's transformation, but not in the way Mike had hoped. Instead,

he told Mike it didn't change anything. Mike as a still a loser, no matter what he looked like. Then he told Snake Oiler and his crony Cactus Mack to perform a new stunt in their next match, one in which they'd run Mike over with a car. Mike was told to jump clear when the car came close, but he knew how strong his new body was, so he chose to stand his ground. The car exploded on impact, which killed the other wrestlers, but left Mike with little more than singed fur and some bumps, scrapes, and bruises—all of which quickly healed. In the fallout, he was fired and banned professional wrestling.

But Mike got the last laugh when he wrote a tell-all book that exposed his boss's dirty little secrets. The book made him a fortune and put the owner of the E.W.F. in the poor house. Now Mike is the full-time hero known as Ogre Bear, but he still thinks in terms of the soap opera that is professional wrestling.

PERSONALITY

Ogre Bear acts like a superstar professional wrestler hero, a bigger-than-life figure who is willing to pose for pic-

OGRE BEAR

OGRE BEAR

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
10	10	6	6	10	1	4	1

POWERS

Big: Growth 4, Permanent, Innate • 9 points
Inhuman Constitution: Immunity 2 (Disease, Poison), Impervious Toughness 5 • 7 points
Insulating Fur: Feature 1 • 1 point
Quick Recovery: Regeneration 5 • 5 points
Super-Ursine Movement: Leaping 4 (120 feet); **AE:** Speed 4 (30 MPH); **AE:** Swimming 4 (8 MPH) • 6 points
Ursine Senses: Senses 2 (Acute Smell, Ultra-hearing) • 2 points

SKILLS

Acrobatics 6 (+12), Athletics 6 (+16), Expertise: Tactics 6 (+7), Insight 4 (+8), Intimidate 6 (+9), Perception 6 (+10)

ADVANTAGES

Agile Feint, Chokehold, Diehard, Great Endurance, Improved Grab, Improved Hold, Power Attack, Takedown, Ultimate Effort (Toughness checks)

OFFENSE

INITIATIVE +6
 Unarmed +10 Close, Damage 10

DEFENSE

DODGE	10	FORTITUDE	10
PARRY	10	TOUGHNESS	10
WILL	10		

POWER POINTS

ABILITIES	80	SKILLS	17
POWERS	30	DEFENSES	14
ADVANTAGES	9	TOTAL	150

COMPLICATIONS

Honor: He may no longer be a professional wrestler, but he still maintains the code of conduct expected of a babyface in the wrestling world.

Motivation—Acceptance: Michael O'Connor was always a loser in life. Now that he's the Ogre Bear he's struggling to redefine himself as the hero he always wanted to be. Plus there is the fact that he is a ten-foot-tall humanoid grizzly bear in a human world.

Reputation: Mickey O'Connor was always the loveable loser of the Extreme Wrestling Federation and many still think of him that way. Especially supervillains who think beating him should be a cake walk. He also has to deal with fans of the wrestlers that were killed in the accident that got him banned for life from professional wrestling. Fortunately his own fan base is now growing as he becomes recognized as a super hero.

tures and sign autographs for his fans. He also does celebrity endorsements to help pay the bills.

POWERS & ABILITIES

Ogre Bear has super-human strength and resiliency, super hearing and a powerful sense of smell. In short, he's a super-powered humanoid grizzly bear.



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