

RUADÀN

Real Name: Alastair Breandan de Burgh

Occupation: Adventurer

Ruadàn created by Charlie McElvy **for** Xion Studios.
Art by Sean Izaakse.

Nothing is known about the orphan named Alastair de Burgh except he was left orphaned after his parents' rental flat caught fire. Neighbors saved the infant when one of the young men climbed up to the second story balcony and found him crying on the floor. It's unknown how the child survived given that his parents died of smoke inhalation before the neighbor arrived. He was unable to recover Alastair's parents' bodies, which were both consumed by the flames.

Alastair was taken to an orphanage and ultimately adopted by American emigrants, who had taken up residence in their ancestral home in Ireland.

At some point in his early adult life Alastair ("Alex" to his adoptive parents) found an ancient burial ground and accidentally discovered the mythical sword *Fragarach*, or the Sword of the Air, which granted him multiple mystical abilities and adorned him in mystical garments and armor. Calling himself Ruadàn, after the Irish mythological figure, and possessing invisibility and near-silent movement through the air, Ruadàn strives to fight a new wave of mystical and metahuman evils in Ireland and occasionally parts of Great Britain alongside the famed hero Briton.

Ruadàn has come into frequent conflict with the supposed Norse god of mischief Loki, who has targeted the rich mystical history of Ireland in his schemes. As Loki has begun collecting mystical artifacts across the land, Ruadàn has taken it upon himself to defend not only the land, but her rich history and legend, as well as the world—for who knows what evil machinations Loki has planned once he's amassed those artifacts?

PERSONALITY

Alastair, in both his mortal and mystical forms, is a compassionate sort who is always looking out for the less fortunate or otherwise disadvantaged. However, others often misconstrue his intentions due to his quick-temper, zeal, and occasional obstinacy... those traits combined with a couple pints of good Irish whiskey, and he's likely to start a barroom brawl almost anywhere.

POWERS & ABILITIES

Ruadàn possesses the metahuman strength enabling him to lift/press in excess of 30 tons. In addition, he has multiple metahuman abilities stemming from the mystical sword *Fragarach*. He is able to draw the weapon from a mystical dimension, which transforms his clothing into the garb he wears in battle. Additionally, Ruadàn possesses the ability to control the winds allowing



RUADÀN

PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
11	3	5	3	8	1	3	3

POWERS

Unsheathe: 86 points, Activation (move action, -1 point) • 84 points total

Fragarach: 63 points, Removable (Indestructible, Usable only by Ruadan; -12 points) • 51 points

Air Control: Move Object 12 (100 tons) • 24 points

- **Cyclone:** Cylinder Area Damaging Move Object 6 • 1 point
- **Wind Blast:** Ranged Damage 12 • 1 point

Invisibility: Concealment 2 (Normal Sight) • 4 points

Silent Flight: Flight 7 (250 MPH), Subtle • 15 points

Sword of the Air: Strength-based Damage 3, Improved Critical, Penetrating 14 • 18 points

Metahuman Strength: Enhanced Strength 8 • 16 points

Mystical Garments: Impervious Protection 9 • 18 points

SKILLS

Acrobatics 7 (+12), Close Combat: Sword 2 (+10), Expertise: Irish Myth and History 8 (+9), Insight 4 (+7), Intimidation 6 (+9), Perception 4 (+7), Ranged Combat: Air Control 8 (+10), Stealth 8 (+13)

ADVANTAGES

Accurate Attack, Favored Environment (Airborne), Languages 2 (English, Norse; Irish native), Move-By Action, Power Attack, Takedown

him to attack an opponent with strong blasts of wind, gently ease a fragile object to the earth, fly, generate massive cyclones, and more. He has a very limited ability to control the weather, but his talents in this area may increase with experience. His control is most often evident when provoked to anger or another strong emotion.

Ruadàn has the ability to become invisible for an unknown period of time. Often, when he uses this ability, he walks on the air, rather than allowing himself to be heard by those he may be sneaking up on.

OFFENSE

INITIATIVE +5

Cyclone — Ranged, Cylinder Area, Damage 6

Sword of the Air +10 Close, Damage 14, Penetrating

Unarmed +8 Close, Damage 11

Wind Blast +10 Ranged, Damage 12

DEFENSE

DODGE 10 **FORTITUDE** 11

PARRY 12 **TOUGHNESS** 12

WILL 11

POWER POINTS

ABILITIES 58 **SKILLS** 23

POWERS 84 **DEFENSES** 25

ADVANTAGES 7 **TOTAL** 197

COMPLICATIONS

Motivation—Patriotism: Ruadàn fights to protect his homeland of Ireland.

Enemy: The Norse god Loki.

Power Loss: Ruadàn transforms into and out of his metahuman form by drawing *Fragarach* from and returning it to its extradimensional sheathe (represented by the Activation flaw). If he is somehow unable to grasp *Fragarach*, Ruadàn remains trapped in his current form.

Fragarach is a weapon of unknown origin. It can only be wielded by Ruadàn, is virtually indestructible, can be returned to Ruadàn with a thought, and can magically slice through nearly anything. It has been observed slicing through a six-inch-thick wall of osmium steel with a strong swipe from the hands of Ruadàn.

Ruadan is still learning how to use his abilities, and as such, their full extent has not yet been reached.

SAMSON

Real Name: Blade Manning

Occupation: Mystery-Crime writer/Fantasy writer under pen name Copper Todd.

Samson created by Tymm Brown.
Art by James Jansen.

Samson is a legacy super hero. His parents were members of the Shepard's Point supergroup the Vanguard, back in the early 1980s. His father "The Rocket" possessed cosmic armbands that granted him several powers. His mother

"Quantum" was an alien princess from the planet Khaandara, she was gifted with superior physical strength, damage resistance, and armed with alien technology. When Blade was seven years old, his parents died in the Khaandaran Civil War. After his parents' deaths he was raised by family friend Jeffery Mason.

Blade, who was already super-powerful and resistant to damage by the time he was in college, worked as a professional wrestler. He worked as a "jobber," a wrestler whose only role is to lose to more popular or well-known

wrestlers. He played the role of the Gravedigger and was known for his spectacular losses, such as being set on fire, falling from great heights, and so on. Due to his theatrical losses, he even began to get a following of his own. Since the Gravedigger worked with a mask and never removed it, none of the other wrestlers ever knew who he really was. The only person who knew was Jeffery Mason, his guardian and the owner of the wrestling federation.



After college, Blade began his career as Samson, adopting the pet name his girlfriend Sara gave him because of his long hair and superior strength. He started his career leaping from rooftop to rooftop wearing a simple costume and helping people. He caught the attention of Director Nicole Frost of the Department of Metahuman Operations (D.M.O.) who recruited him for their Project: Team Omega. He received extensive training with the D.M.O., but eventually left the program.

Samson received his father's cosmic armbands from Mason and started wearing a costume designed by Sara. For whatever reason, the public never puts it together that Blade Manning and Samson are one and the same.

Like his parents, he joined the Vanguards and still assists the D.M.O. and their government sanctioned supergroup, the Omega Squad. He is close friends with Director Frost and several members of the squad who were also in the pilot program with him.

As Blade Manning, he is a highly successful crime novelist and attends many book signings. He also writes fantasy aimed for the young adult audience, but are immensely popular with all ages under the pen name "Copper Todd."

PERSONALITY

Samson has a strong desire to uphold the good, which is driven by his desire to live up to the memories of his parents and his longtime sweetheart Sara Mason who passed away due to a congenital heart defect.

In combat he seeks opponents' weak spots and exploits them. He prefers to take opponents out as quick as possible with as little property damage and endangerment of bystanders as possible.

Samson is good natured and approachable (in both identities). He finds being disarming the best way to get close to people so he can observe and understand them better. He is a natural profiler and a bit of a schemer, talents that not only made him attractive to the D.M.O., but allows him to have a very profitable career as a writer.

Samson enjoys playing Solitaire. He plays when he's feeling reflective, because when Sara was alive, she would hang over his shoulder and give him advice on where to place the cards. It was when they were playing Solitaire that she came up with

THE MIGHTY Samson

SAMSON

PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
10/15*	6	3	3	9	3	4	3

POWERS

Cosmic Bracers: Removable (Indestructible, -16 points) • 71 points

Cosmic Comprehension: Comprehend 2 (Languages, Speak and Understand All) • 4 points

Cosmic Energy Control: Array (45 points)

- **Cosmic Energy Control:** Ranged Damage 15, Accurate 3, Affects Insubstantial 2 (Full rank), Penetrating 10, Dynamic • 46 points
- **Burrowing:** Burrowing 15 (2,000 MPH), Dynamic • 2 points
- **Flight:** Flight 15 (64,000 MPH), Dynamic • 2 points
- **Space Travel:** Movement 3 (Space Travel 3: Other galaxies), Dynamic • 2 points

Cosmic Senses: Senses 26 (Detect Powers (Acute, Extended), Cosmic Awareness, Vision Counters All Concealment (Truesight), Danger Sense (Cosmic Awareness), Darkvision, Direction Sense, Distance Sense, Infravision, Microscopic Vision, Vision Penetrates Concealment (X-Ray Vision), Radio, Time Sense, Tracking 2 (Infravision, full speed), Ultra-hearing, Ultravision) • 26 points

Mind Shield: Enhanced Will 5 • 5 points

Enhanced Senses: Senses 5 (Detect Weakness (Analytical, Ranged), Extended Vision 1, Extended Auditory 1) • 5 points

Hybrid Physiology: Enhanced Stamina 2, Enhanced Strength 10, Immunity 12 (Critical Hits, Life Support), Impervious Toughness 6, Regeneration 5 • 47 points

Kinetic Energy Absorption: Enhanced Strength 5, Fades, Limited to the lesser of effect rank or absorbed energy rank • 3 points

Super-Strength: Alternate Effects of Strength, Array (10 points)

- **Groundstrike:** Burst Area Damage 10, Limited: Samson and targets must be on the same surface • 1 point
- **Shockwave:** Burst Area Affliction 10 (Resisted by Dodge, Overcome by Fortitude; Dazed and Vulnerable, Prone and Stunned), Extra Condition, Limited Degree, Limited: Samson and targets must be on the same surface • 1 point
- **Super-breath:** Close Cone Area Damaging Move Object 7, Limited: Damage is Unreliable (roll), Limited Direction: Toward and Away, Reduced Range (Close) • 1 point
- **Thunderclap:** Cone Area Affliction 5 (Resisted and Overcome by Fortitude; Dazed and Vulnerable, Stunned and Defenseless), Extra Condition, Limited Degree, • 1 point

design for his insignia; she put two diagonal notches on the ace of diamonds. Now, he plays in order to remember her and the times they had together.

POWERS & ABILITIES

A human/alien hybrid, Samson has traits unique and enhanced from both races. He has superhuman strength and resistance to injury, can survive in the vacuum of

SKILLS

Deception 4 (+7), Expertise (PRE): Acting 2 (+5), Expertise: Behavioral Sciences 5 (+8), Expertise: Heroes and Villains 5 (+8), Expertise: History 2 (+5), Expertise: Profiling 7 (+10), Expertise: Survival 1 (+4), Expertise: Tactics 7 (+10), Expertise: Writer 5 (+8), Insight 6 (+10), Intimidation 5 (+8), Investigation 4 (+7), Perception 6 (+10), Persuasion 7 (+10), Technology 1 (+4), Vehicles 1 (+4)

ADVANTAGES

All-out Attack, Assessment, Benefit 3 (D.M.O. Agency Special Op), Diehard, Fearless, Improved Critical 4 (Unarmed), Improved Initiative, Interpose, Leadership, Luck 2, Move-by Action, Power Attack, Startle, Taunt, Teamwork

OFFENSE

INITIATIVE +7

Cosmic Energy Control +9	Ranged, Damage 15, Affects Insubstantial, Penetrating 10
Unarmed +9	Close, Damage 10/15*, Crit. 16-20

*With Kinetic Energy Absorption.

DEFENSE

DODGE	10	FORTITUDE	12
PARRY	10	TOUGHNESS	6
WILL	12		

POWER POINTS

ABILITIES	58	SKILLS	34
POWERS	130	DEFENSES	17
ADVANTAGES	21	TOTAL	260

COMPLICATIONS

Motivation-Doing Good: Samson tries to live up to the memories of his heroic parents.

Identity: Samson maintains a secret identity as novelist Blade Manning.

space, and withstand the pressure in the deepest parts of the ocean. He has his mother's ability to absorb the kinetic energy of attacks to fuel his strength, and is capable of absorbing even more than she could. Also from his mother, he has the Khaandaran traits of enhanced hearing and sight. From his father, he possesses the Cosmic Bracelets that allow him to fly, emit cosmic blasts, and grant him additional super senses, like the ability to see through illusions, solid objects, and even listen to radio waves, among other senses.

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