

VICTOR

REAL NAME: Victor Hieronymus Prophet

OCCUPATION: Adventurer

BASE: Emerald City

When they say some people are “born to greatness” it’s usually in retrospect: “He was always destined for great things.” In Victor Prophet’s case, it was true even before he was conceived.

In the 1920s and ‘30s, Doctor Thomas Osiris Prophet, better known to the world as “Doc Prophet, the Man of Marble” was a famous explorer, adventurer, and crime-fighter. Doc was the scion of a long line of men driven by destiny, including his father, Adam Prophet, the Pale Ranger. Perhaps it was his father’s own exploits—including exposure to Magic Mesa and a return from death—that led to Thomas being born an albino, but still possessed of remarkable strength and intellect.

After a long career, Doc Prophet sought to protect the world in a different way. He founded Vanguard, a secret organization devoted to preserving knowledge, peace, and the future of humanity. Among other works, Vanguard hunted escaped war-criminals and fought against a variety of threats, from Nazi experiments gone wrong to mythical monsters and alien beings from other worlds. They also accumulated a considerable store of knowledge and resources.

Although incredibly long-lived, even the legendary Doc Prophet was mortal. He passed on, leaving a legacy of knowledge and an organization devoted to using it. Vanguard, however, was lost without their founder, rudderless. They saw a world plunged into darkness, in dire need of heroes. So the torchbearers of Doc Prophet’s legacy decided to provide one. In Vanguard’s secret laboratories, DNA samples were recombined, cultured and—months

later—a child came into the world who was the genetic offspring of the Prophet line, the success of “Project: Victor”.

Victor Prophet was raised by some of the world’s greatest minds. Under their tutelage, he studied the skills necessary to be the kind of leader the heroic community needed. Taught from birth the values of leadership and teamwork, young Victor was isolated for much of his life, without the company of other children. Times changed, as they do, and the dark times that inspired his birth passed. New heroes took up the cause, while Vanguard raised their charge in secret.

Once he reached adulthood, Victor chafed under the guidance of his mentors. He was eager to take his place in the world, to do what he had been born for, but Vanguard had become conservative and overcautious. They counseled patience. The right time would come, they said.

Never had Victor wished so badly for the guidance of his father. So he sought out a relic in Vanguard’s Area Five archives called the Sands of Time, which once belonged to his grandfather’s ally, the shaman Broken Crow. The multicolored sands flowed around Victor and showed him confusing images of the past and future, of the long line of Prophets before—and after—him, but one thing was certain: A threat was coming, and the world needed heroes more than ever before. So, that night, Victor left the secret Vanguard haven, to seek his own destiny and the allies he would need to reach it.

PERSONALITY

Victor has surprisingly “old world” manners for a young man; he could easily fit into the 1950s in many regards.



STR	STA	AGL	DEX	FGT	INT	AWE	PRE
5	5	5	5	5	2	2	2

POWERS

Blaster Pistol: Array (11 points), Easily Removable (-6 points)

- **Blaster Shot:** Ranged Damage 5, Accurate • 11 points
- **Neural Scrambler:** Ranged Damage 5, Accurate, Alternate Resistance: Will, Limited: Target must have a nervous system • 1 point
- **Stunner:** Ranged Affliction 5 (Resisted by Fortitude; Dazed and Vulnerable, Stunned and Defenseless), Accurate, Extra Condition, Limited Degree • 1 point

Physical Training: Movement 1 (Swinging); Speed 1 (4 MPH) • 3 points

SKILLS

Acrobatics 3 (+8), Athletics 3 (+8), Close Combat: Unarmed 5 (+10), Deception 8 (+10), Insight 8 (+10), Perception 6 (+8), Persuasion 6 (+8), Ranged Combat: Blaster Pistol 3 (+8), Stealth 3 (+8), Technology 3 (+5)

ADVANTAGES

Assessment, Close Attack 5, Daze (Deception), Defensive Roll 2, Improved Initiative, Inspire 5, Jack-of-all-trades, Leadership, Luck 2, Quick Draw, Ranged Attack 5, Set-up 2, Teamwork, Uncanny Dodge

He's forthright, honest, and compassionate, a true "Boy Scout" without a hint of irony about it. He has a commanding presence and a tendency to slip into giving orders without thinking, especially in crisis situations. He's trained to take charge and to help coordinate people, and generally manages it without coming off as arrogant.

POWERS & ABILITIES

Victor has no super-human powers, although Vanguard science and his Prophet heritage make him about as physically perfect as a human being can be. He lacks his father's brilliant intellect, however.

Victor is a skilled athlete and a masterful unarmed combatant and marksman. He's also an insightful judge of character and well-trained in working with, and directing, a team.

OFFENSE

INITIATIVE +9

Unarmed +15	Close, Damage 5
Blaster Shot +15	Ranged, Damage 5
Scrambler +15	Ranged, Damage 5, Resisted by Will
Stunner +15	Ranged, Affliction 5, Resisted by Fortitude

DEFENSE

DODGE	13	FORTITUDE	8
PARRY	13	TOUGHNESS	7/5*
WILL	8	*Without Defensive Roll.	

POWER POINTS

ABILITIES	62	SKILLS	24
POWERS	10	DEFENSES	25
ADVANTAGES	29	TOTAL	150

COMPLICATIONS

Honor: Victor has a strong (some would say "outdated") sense of honor and responsibility. He believes in leading by example, helping those in need, and honoring American ideals of law, liberty, and due process. He won't take unfair advantage or kill even a helpless foe.

Identity: Victor Prophet has some very large and heroic boots to fill, and keenly feels a responsibility to live up to the standards of the father he never knew, and the deeds of his ancestors.

Motivation — Destiny: Told his life had a purpose from day one, Victor now also has the insight of the Sands of Time to tell him that he has a destiny to fulfill, and he intends to do it.

Quirk — Outsider: Victor was raised apart from mainstream society, so he has some odd blind-spots in his socialization and understanding of modern and American culture.

Relationship: Victor's relationship with his former mentors in the Vanguard is strained; he feels they have become too secretive and cautious, while they expect him to abide by their rules and guidance.

He "borrowed" one useful item from Vanguard's arsenal: a high-tech blaster pistol with multiple settings, able to fire bolts of destructive force or a neural scrambling beam to stun a target's nervous system.

USING VICTOR AS A VILLAIN

Vanguard may have started with the best of intentions, but gathering knowledge in secret and operating outside the law corrupted the organization. Doc Prophet saw what was happening, but too late, as his "Vanguard Council" decided to replace him with a more... pliable figurehead. So "Project: Victor" was conceived. The head of the Vanguard also commands his own elite cadre of super-villains, some of them empowered by Vanguard's various experiments and plundered secrets. He may remain a puppet of the Council or turn out to be a more capable leader than they ever imagined.

This background also serves if you want to make Vanguard more of an active villain organization, but keep Victor a hero. Instead of impatience, it was his own deep core of morality that allowed him to cast off the yoke of his makers and mentors and become a hero true to the Prophet heritage, earning Vanguard's enmity in the process.

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