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

<table>
<thead>
<tr>
<th>STR</th>
<th>STA</th>
<th>AGL</th>
<th>DEX</th>
<th>FGT</th>
<th>INT</th>
<th>AWE</th>
<th>PRE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2</td>
<td>1</td>
<td>-1</td>
<td>5</td>
<td>3</td>
<td>6</td>
<td>2</td>
</tr>
</tbody>
</table>

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


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

<table>
<thead>
<tr>
<th>STR</th>
<th>STA</th>
<th>AGL</th>
<th>DEX</th>
<th>FGT</th>
<th>INT</th>
<th>AWE</th>
<th>PRE</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>10</td>
<td>6</td>
<td>6</td>
<td>10</td>
<td>1</td>
<td>4</td>
<td>1</td>
</tr>
</tbody>
</table>

**POWERS**

**Big:** Growth 4, Permanent, Inmate • 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)

**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.

**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.

---

**Mutants & Masterminds First Appearances**

---

**First Appearances**
OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.
System Reference Document, Copyright 2000, Wizards of the Coast, Inc., Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.
Mutants & Masterminds Copyright 2004, 2002, Green Ronin Publishing; Author Steve Kenson.
Silver Age Sentinels d20 Copyright 2002, Guardians of Order, Inc.; Authors Stephen Kendall, Mark C. Mackintosh, Jeff Mackintosh, Jesse Scoble.
DC Adventures Hero's Handbook, Copyright 2010, Green Ronin Publishing; Author Steve Kenson.
Mutants & Masterminds Hero's Handbook, Copyright 2011, Green Ronin Publishing; Author Steve Kenson.
Nero the Newshound, Copyright 2013, Jack Norris; Author Jack Norris.
Ogre Bear, Copyright 2013, Michael Schell; Author Michael Schell.