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 metahuman 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**

Alistair, 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
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.

**RUADÀN**

<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>11</td>
<td>3</td>
<td>5</td>
<td>3</td>
<td>8</td>
<td>1</td>
<td>3</td>
<td>3</td>
</tr>
</tbody>
</table>

**POWERS**

Unsheath: 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 (+7), 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

Samson is a legacy super hero. His parents were members of the Shepard’s Point supergroup the Vanguards, 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 Khaan-dara, 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 Khaan-daran 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

**SAMSON**

**Real Name:** Blade Manning

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


“Quantum” was an alien princess from the planet Khaan-dara, 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 Khaan-daran 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 theatric 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
**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 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.

**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.**

---

**Samson**

<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>10/15*</td>
<td>6</td>
<td>3</td>
<td>3</td>
<td>9</td>
<td>3</td>
<td>4</td>
<td>3</td>
</tr>
</tbody>
</table>

**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 Counts 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

**Skills**


**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.

---

The table above lists the character’s stats and powers, along with their bonuses and limitations. The skills section details the character’s expertise in various areas such as Deception, Expertise, and Persuasion. The advantages section highlights the character’s strengths, while the offense and defense sections showcase the character’s combat abilities. The power points and advantages section provide a comprehensive overview of the character’s abilities and attributes. The complications section offers insight into the character’s motivations and identity, providing a holistic view of the character’s personality and backstory.
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) “Distribution” 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. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

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. No other terms or conditions may be applied to any Open Game Content distributed using this License.

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 to 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 2002, Green Ronin Publishing; Author Steve Kenson.
Advanced Player's Manual, Copyright 2005, Green Ronin Publishing; Author Skip Williams.
Silver Age Sentinels &20, Copyright 2002, Guardians of Order, Inc.; Authors Stephen Kenson, 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.
Mutants & Masterminds Deluxe Rulebook, Copyright 2013, Green Ronin Publishing; Authors Leon Chang, Seth Johnson, Jon Leithe- usser, Prof. Christopher McClothlin, M.Ed., Steve Kenson.
Ruadan, Copyright 2013, Charlie McElvy; Author Charlie McElvy.
Samson, Copyright 2013, Tymm Brown; Author Tymm Brown.