

TITAN PRIME

Real Name: N/A

Occupation: None

**TitanPrime created by Scott Kunian.
Art by Rick Lozano.**

TitanPrime is just one of many superhumans created as a result of secret genetic experiments that have been going on since the start of World War II. In fact, TitanPrime's origins can be tracked by to the first American super-hero, the American Sentinel. In order to create his own super-beings, Hitler threw unimaginable resources at two of his own groups. One of those groups succeeded in creating Germany's first super-beings, Black Raven and Ubermensch. That group's success spelled doom for the other group, TITAN Corps.

Dr. Alden Rissler, the leader of the research team at TITAN Corps knew he had to flee the Furher's displeasure and teamed with Elisa Faust, another doctor with vast resources in order to con-

tinue their research underground. Their work continued for decades in their hidden base in Argentina. With the addition of Dr. Joseph Krieger, the group was finally able to make progress.

Using clones, they were able to collect a lot of practical data relatively quickly and finally unlocked enough secrets in 1992 to be able to create their first Titan, Tethys, who was blessed with a vast, sinister intelligence.

Tethys in turn helped them create more Titans, Crius, Oceanus, Hyperion, and Prometheus who each controlled one of the classical elements of earth, water, air, and fire. Tethys also discovered the reason why most of the clones weren't successful was because their physical forms weren't strong enough to contain the full power of the Titan process. With that knowledge, Tethys revisited the Titan process and learned that exposing the clones to cosmic radiation early in their development might solve the survivability issue.

TITAN PRIME



In order to test his theory, TITAN Corps, through its public face as Polk Biotech, built a commercial orbital science station. The Olympus Science Station came online in early 2008. Shortly thereafter Tethys successfully created the Titan Rhea, who almost immediately teleported away and has never been seen since. Tethys prepared the next batch of clones for deliver in 2010, but things didn't go as planned when the rogue Ikeya-Zhang comet struck Olympus destroying all of the embryos except one, which it exposed to massive, uncontrolled energies and ultimately carried to Earth, where it crashed into Hudson Bay.

A survey team from GeneSysInc was in the area and recovered the "alien" tattooed with the name TitanPrime. Since his recovery, TitanPrime has remained with GeneSysInc, being educated about Earth and learning to use his powers. He has no clue about his real origin, but Tethys is still out there stalking him with the other Titans.

PERSONALITY

Because of his initial isolation from society and his constant exposure to scientists, TitanPrime sees the world in black and white terms. In his desire to "do good," he often begins fights with kid gloves on until he can determine the level of force necessary to subdue his foes. He doesn't know the subtleties that some situations call for and is often more patient and careful than others might be to accomplish the task at hand.

TITAN PRIME

PL15

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
17*	14*	2	2	8	2	2	2

POWERS

Cosmic Radiation Control: Array (31 points)

- **Ground Zero:** Burst Area Damage 15 (cosmic, radiation), Affects Insubstantial (Half ranks), Alternate Resistance: Fortitude, Tiring) • 31 points
- **Cosmic Blast:** Ranged Damage 15 (cosmic, radiation) • 1 point

Enhanced Senses: Senses 7 (Radiation Awareness, Ranged Detect Radiation, Extended Hearing 2, Extended Vision 2) • 7 points

Flight: Flight 8 (500 MPH) • 16 points

Gift of the TITANS: Growth 4, Permanent; Immunity 10 (Life Support); Impervious Toughness 18; Protection 4 • 40 points

SKILLS

Athletics 5 (+22), Close Combat: Unarmed 5 (+13), Intimidation 8 (+12*), Perception 5 (+7), Ranged Combat: Cosmic Blast 13 (+15), Stealth 0 (-2*)

ADVANTAGES

Chokehold, Daze (Intimidation), Extraordinary Effort, Fearless, Improved Grab, Power Attack, Takedown, Ultimate Effort: Toughness checks

POWERS & ABILITIES

TitanPrime's body was specifically developed to be able to contain vast powers. He is large, incredibly strong, resistant to harm, able to survive in hostile environments, and benefits from enhanced senses as well as the ability to detect radiation.

His physical attributes make it possible for his body to contain and control cosmic radiation. He's able to control those forces to create a number of effects, from energy blasts, "ground zero" explosions, and it also allows him to fly at sub-sonic speeds.

OFFENSE

INITIATIVE +2

Cosmic Blast +15 Ranged, Damage 15

Ground Zero — Close, Burst Area Damage 15, Resisted by Fortitude, Tiring, Affects Insubstantial

Unarmed +13 Close, Damage 17

DEFENSE

DODGE 10* **FORTITUDE** 14

PARRY 10* **TOUGHNESS** 18

WILL 10 *Includes Growth modifiers.

POWER POINTS

ABILITIES 82 **SKILLS** 18

POWERS 95 **DEFENSES** 22

ADVANTAGES 8 **TOTAL** 225

COMPLICATIONS

Fame: TitanPrime is a well-known hero and is often the center of attention when he appears in public.

Naive: Despite his intelligence, TitanPrime is a relatively young person, with all the inexperience that comes with.

Prejudice—Alien: TitanPrime appears to be an alien, to which some people react poorly.

Radioactive: TitanPrime controls radioactivity and although he's careful with his powers, they are radioactive and therefore dangerous to others.

Secret:—Clone: Unknown to most, TitanPrime is actually a clone. If this secret were to get out, it would have far-reaching negative consequences.

U.S. APE

Real Name: Myron Simms

Occupation: Gunnery Sergeant, USMC

U.S.Ape created by Jonathan French.
Art by Christopher West.

A lot of young men enlisted after Pearl Harbor. Anger, pride, patriotism, a thirst for vengeance; all of these made boys wanna be soldiers. Not Myron Simms. He was already a ten-year veteran of the Corps when the Arizona sank and F.D.R. gave his speech. Myron's father had been a Marine; one of the original Devil Dogs fighting the Huns in Belleau Woods back in '18. His Pa had given him one piece of advice before he left Kentucky for Parris Island: "Don't balk at nuthin'."

And he hadn't.

His brigade was running maneuvers outside of Quantico in '32 when the call came for volunteers. Some mission and nobody was saying where. Myron raised his hand.

He found himself on a boat to Iceland, then a plane in the middle of the night to somewhere even colder. They pulled some doctor out of some creepy lookin' place. The doc' had a damn funny sounding name too, Ilya Ivanovich Ivanov. Myron took to calling him "Illy I've an Itch"—the doc didn't find it too terribly funny. They got him back State-side and put up in an underground lab full of cages and humming machines. Myron had been around animals all his life, but only ever seen pictures of what lived in them cages.

U.S. APE

PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
12	7	5	4	6	3	3	4

POWERS

Amblin' Ape: Movement 5 (Safe Fall, Sure Footed 2, Swinging, Wall-crawling) • 10 points

Ape Senses: Senses 2 (Acute Smell, Low-light Vision) • 2 points

Lifelong Soldier: Immunity 1 (Aging) • 1 point

Prehensile Feet: Feature 1 (May use feet as hands) • 1 point

Shruggin' Off Slugs: Regeneration 5 • 5 points

SKILLS

Acrobatics 8 (+13), Athletics 9 (+21), Close Combat: Unarmed 2 (+8), Expertise: Soldier 7 (+10), Intimidation 8 (+12), Perception 6 (+9), Technology 6 (+9)

ADVANTAGES

All-out Attack, Benefit (Ambidexterity), Choke hold, Close Attack 2, Defensive Roll 6, Diehard, Fast Grab, Great Endurance, Improved Critical 2 (Unarmed), Improved Grab, Improved Hold, Improved Smash, Improved Trip, Leadership, Move By Action, Power Attack, Prone Fighting, Tracking, Uncanny Dodge

OFFENSE

INITIATIVE +5

Grab +8 Close, Grab and Damage 12

Unarmed +10 Close, Damage 12, Crit. 18-20

DEFENSE

DODGE 8 **FORTITUDE** 10

PARRY 6 **TOUGHNESS** 13/7*

WILL 6 *Without Defensive Roll.

POWER POINTS

ABILITIES 88 **SKILLS** 23

POWERS 19 **DEFENSES** 9

ADVANTAGES 26 **TOTAL** 165

COMPLICATIONS

Active Service: Sgt. Simms is still an enlisted "man" in the United States Marine Corps. What's more, U.S.Ape is classified as an experimental weapon and the property of the military. Sgt. Simms is a dyed-in-the-wool Marine and takes his orders seriously. This makes for the very real and dangerous possibility of him being used by corrupt authorities for their own ends.

Secret Weapon, Social Outcast: Myron Simms' change is permanent. While he gets along well with his fellow soldiers, life back in the civilian world is next to impossible.

They had Illy working around the clock and soon they asked for more volunteers. Myron didn't balk. Not at nuttin'. There was pain and a whole mess of it. When he came through the other side, Britain's war had become ours and like all his fellow Marines, Myron was ready to fight. He would serve his country and go where he was needed, but he wouldn't do it as Gunnery Sergeant Myron Simms. He would stand against the Axis as U.S.Ape!

PERSONALITY

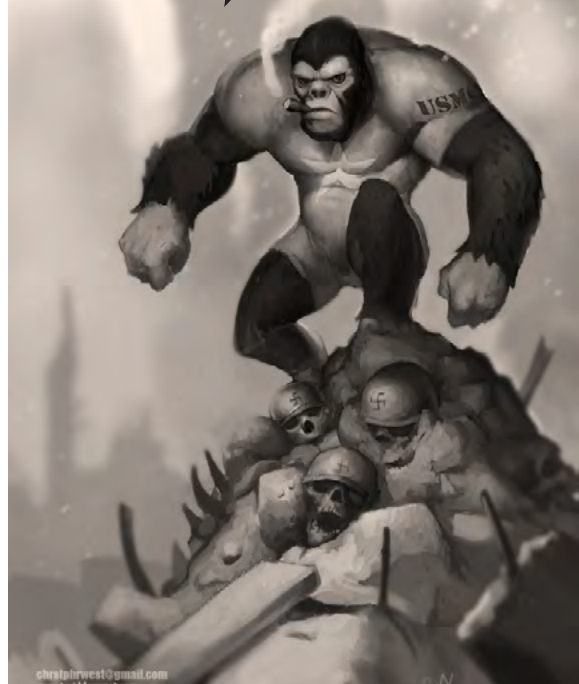
Myron is still the same rough-talkin', hard-fightin', cigar-chewin' Marine he was before his change. He hates his codename, preferring to be called "Gunny" and God help the fool that forgets it!

POWERS & ABILITIES

U.S.Ape possesses absolutely incredible strength and recuperative abilities far beyond those of man or ape. In addition, he has all the advantages of an ape-like body, including the ability to use his feet as hands, an improved sense of smell, excellent night vision, and the ability to move freely through almost any environment.

Note: U.S.Ape is intended for use as a World World II era superhero. However, it is entirely possible to use him in a campaigns set in the modern age. The dangerous science used to create him, not to mention his incredible healing factor, have extended his lifespan.

U.S. APE



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