

VELOCITY RAPTOR

Real Name: Raptor

Occupation: Cosmic adventurer

Base: Last Chance; Cosmic Crusaders HQ

Samson created by Kyle Rivest.

Aliens have visited Earth. Many times in fact. Often while doing so, they collect samples of various life forms for one reason or another—scientific experimentation, zoological display, ingredients for extreme cooking programs broadcast across the entire galaxy—before continuing on their way.

Such was the case during the Cretaceous Period when an expedition collecting exotic animals for the private menagerie of some now long-forgotten Empire's princess captured, among other samples, a small group of velociraptors.

During the expedition's return voyage, the ship was waylaid by pirates, and though the crew was well armed, they were essentially glorified zookeepers, and no match for the bloody-thirsty marauders who'd set upon them. As it became clear they were fighting a losing battle, the ship's captain and head zookeeper came up with the ingenious plan to unleash all the most dangerous creatures they were transporting on their attackers, including the ravenous, sickle-clawed predators they'd found on an unremarkable blue-green planet four stops back.

The pirates were quickly overwhelmed by a force even more savage than themselves, and returned to their ships, their ranks significantly depleted.

Unfortunately for the crew, once released, all the beasts were not so easily contained again. The vicious animals turned on one another as well as their captors, and the remaining crew wondered if they weren't better off with the pirates. Sealed in a cargo hold, the remaining crew led by a petty officer and newly appointed head zookeeper, sent a distress signal to the Empire. Of course, she had no way of knowing that the princess for whom all the animals had been collected, as well as all the royal family had been deposed and executed during a popular uprising only a week earlier. Apparently the citizens of the Empire hadn't been pleased with rulers that funded expeditions to collect exotic animals from across the galaxy for private menageries, yet wouldn't provide essential social services to

the people. No one was particularly interested in saving the expedition.

The rest of the details are too gory to go into, but when the ship's life support systems began to fail, and it went into stasis to protect its crew and cargo, the only creature left alive on board was a lone velociraptor.

More than seventy-one million years passed as the ship drifted in space before being encountered by a science vessel crewed by a species of short, grey aliens with large, bulbous heads. They were able to determine more or less what had occurred aboard the spaceworthy zoo, but were fascinated by the lone survivor. By sheer coincidence, they had also recently visited Earth, and as part of their expedition, had consumed a great deal of the local popular culture, and were able to recognize the velociraptor for what it was, despite its feathers. The toe claw helped a great deal in this regard.

Considering how much of the information they'd collected on Earth regarding dinosaurs seemed contradictory, or downright erroneous, and now that they had access to a living specimen, there was obviously only one course of action: use their terrific science to increase its intelligence, give it the ability to speak, and ask it questions.

Unfortunately the life of a velociraptor was not as interesting as human media depicted, and the aliens quickly grew bored with tales of stalking, killing, and eating various other creatures, so they left him find alone. They didn't even return him to Earth as

it was too far out of their way. Instead they agreed to provide him with a galactic translator and drop him off at a space station which served as

a refueling depot along one of the busier galactic trade routes. From there, it should be easy to get anywhere in the galaxy. Well, almost anywhere. It turned out Earth was not a popular destination for most beings: too little trade, too many superpowered beings that reacted with hostility to anyone who might be considered an invader.

And so it was that Raptor found himself working as part of the security force aboard a refueling depot, trying to save up enough currency to charter passage back home to a planet now ruled by sentient primates. That is until the station got caught up in a war between three separate galactic regimes and somehow involving several of Earth's superheroes. Raptor's skill and ferocity during the conflict caught the attention of the Cosmic Crusaders, and he was recruited to join their ranks. The rest is, as they say, history.

velocity
Raptor

VELOCITY RAPTOR

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	3	4	4	6	2	2	2

POWERS

Barrage: Multiattack, Variable Descriptor 2 (all attack Effects, up to 8 ranks) • 10 points

Claws: Strength-based Damage 5 • 5 points

Dino Pounce: Leaping 1 (15 feet) • 1 point

Dino Senses: Senses 2 (Acute Smell, Tracking) • 2 points

Dino Sprint: Speed 2 (8 MPH) • 2 points

Space Suit: Immunity 10 (Life Support), Protection 5; Removable (-3 points) • 12 points

EQUIPMENT

Commlink: Feature 1 (Cosmic Crusaders commlink) • 1 point

Galactic Translator: Feature 1 (all common galactic languages) • 1 point

Plasma Pistol: Ranged Damage 8 • 16 points

Rocket Pack: Flight 4 (30 MPH) • 8 points

SKILLS

Acrobatics 2 (+6), Athletics 4 (+7), Close Combat: Tae Claw Do 6 (+12), Expertise: Galactic Cultures 2 (+4), Insight 4 (+6), Intimidation 8 (+10), Perception 4 (+6), Technology 6 (+8), Vehicles 10 (+14)

PERSONALITY

His peers in the Cosmic Crusaders consider Velocity Raptor to be impulsive and headstrong. Occasionally they feel he ignores the larger scale of their mandate as galactic protectors, and gets caught up trying to focus on saving individuals while whole worlds are at stake. Some of his compatriots admire this quality while others see it as a hindrance.

He is gregarious and enthusiastic, happy to share a drink with anyone in one of Last Chance's saloons, and enjoys hearing stories of the different worlds the beings he encounters are from.

Raptor's nature as a predator occasionally asserts itself in battle, and at those times even some of the more experienced Crusaders find him intimidating.

POWERS & ABILITIES

Physically, Velocity Raptor is no different from any other adult male velociraptor in good health who exercises regularly, with the exception of his enhanced brain. Raptor is highly intelligent by dinosaur standards and above average for a human.

Raptor is especially skilled at piloting, and the only ships he can't fly are ones which require thumbs to do so. While

ADVANTAGES

Accurate Attack, All-out Attack, Benefit (Ambidexterity), Equipment 6, Evasion 2, Favored Environment (Space), Improved Initiative 2, Instant Up, Luck 3, Move-by Action, Quick Draw, Ranged Attack 3, Uncanny Dodge

OFFENSE

INITIATIVE +12

Plasma Pistol +7	Ranged, Damage 8
Tae Claw Do +12	Close, Damage 8

DEFENSE

DODGE	12	FORTITUDE	10
PARRY	12	TOUGHNESS	8
WILL	10		

POWER POINTS

ABILITIES	52	SKILLS	23
POWERS	32	DEFENSES	29
ADVANTAGES	24	TOTAL	160

COMPLICATIONS

Alone in the Galaxy: Even though Raptor has developed friendships and strong ties both in and out of the Cosmic Crusaders, he is aware that he is unique in the galaxy. Even if he were to somehow discover other living velociraptors, they wouldn't have the same modifications he has had, and would be unable to communicate. Occasionally this fact causes him to experience bouts of melancholy.

Motivation—Thrill Seeker: Raptor likes the fact that what he does benefits the lives of beings the entire galaxy over. He loves the fact that doing so often gives him the opportunity to leap into a combat zone from low orbit, skim against the event horizon of a black hole, or fight back invading hordes of hostile creatures from other dimensions.

on missions as part of the Cosmic Crusaders, he wears a rocket pack and uses the maneuverability it grants him to dominate any battlefield.

He also wears a battle-suit with full life support capabilities and carries a standard plasma pistol built so he can use it. However, his true fighting prowess lies in close combat. Over the years, Velocity Raptor has studied the martial arts traditions of hundreds of species from throughout the galaxy, and has developed his own technique which he calls tae claw do. He has written several books on the subject, including bestsellers *The Philosophy of Tae Claw Do* and *Open Hand, Sickle-Bladed Foot*, as well as producing a series of instructional videos.

VIRAGO

Real Name: Morgan Lane

Occupation: Registered Nurse

Virago Created by Erik Ménard and P. Michael Hodge.
Art by Erik Ménard.

Morgan is the granddaughter of two of Vanguard City's most beloved heroes from World War II, the Guardsman, American's most famous super-soldier, and the original Virago, mystic warrior-woman from another world. Morgan and her twin brother Marcus grew up on stories of her grandparent's exploits during and after WWII told to them by their parents and grandmother. Since her father, and Aunt Susan, didn't inherit any of their parents' power it was not generally believed Morgan or Marcus would either, nevertheless both children were raised with the values their grandparents fought valiantly to protect.

Morgan's early childhood was somewhat bittersweet as her brother Marcus was diagnosed with autism around the age of three. Twins are often said to have a quasi-mystical bond and Morgan and Marcus were no exception. Morgan was hardly ever seen without her brother at her side, she ferociously insisted Marcus was included and accepted by the neighborhood kids, and if anybody had a problem with that they have to take it up with her.

That all changed one day in high school. Marcus was homeschooled and Morgan went to a nearby public high school. One day after the final bell, Morgan was packing to go home and one of her friends came running up to her shouting some kids had cornered Marcus and were beating him. Morgan dropped everything and ran to her brother's side faster than she had ever run in her life. She arrived in time to stop a blow aimed at Marcus' head by catching the attacker's wrist in her hand and twisting; there was a crunch-

ing pop and a scream before she tossed him away, his accomplices ran for it. Marcus explained he was coming to meet her when the kids attacked him. Morgan later found out the boy who's arm she'd wrenched had a shattered wrist and a concussion from slamming into the school's concrete wall head first.

After that incident it was evident she was indeed heir to some sort of powers from her grandparents. Her grandmother Sharon, now long retired as Virago, but still remarkably young and vital for her age, took on the responsibility of teaching Morgan how to cope with and control her powers. Between her grandmother's training and her nursing studies Margo somehow managed to hold onto some semblance of a normal life.

Virago's first appearance was during a rally to get John Tweed elected as mayor. Morgan was in the crowd as a supporter of Tweed when, thanks to the observational training of her grandmother, noticed several men in the crowd drawing weapons. Quickly changing into her costume, Morgan managed to thwart the assassination attempt on the man who would eventually be elected mayor. This began a good relationship between Virago and Tweed's administration and cemented her role as one of the most visible and respected heroes of the city.

Since then she has been Vanguard City's primary protector and is a vocal supporter of Mayor Tweed's program to revitalize the city.

VIRAGO



PERSONALITY

Morgan knows all too well that power comes with a cost, and a responsibility. Morgan secretly believes that her amazing abilities are somehow directly responsible for Marcus's condition, and that she owes it to him to use them to help those who are incapable of helping or defending themselves, just like their grandparents did all those years ago.

VIRAGO II

PL14

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
5	9	9	4	6	3	6	5

POWERS

The Gifts of Virago: Enhanced Agility 7, Enhanced Awareness 4, Enhanced Dexterity 2, Enhanced Fighting 4, Enhanced Stamina 7, Enhanced Strength 5, Regeneration 5 • 63 points

Guardsmen Powers

Kinetic Flight: Flight 7 (250 MPH) • 14 points

Kinetic Spatial Awareness: Senses 8 (Accurate Metal Sense, Penetrates Concealment, Radius, Ranged) • 8 points

Kinetic Projection: Array (12 points)

- **Kinetic Blast:** Ranged Damage 6 • 12 points
- **Kinetic Force:** Enhanced Strength 12, Limited to Lifting • 1 point
- **Kinetic Punch:** Strength-based Damage 7 • 1 point

Kinetic Shield: Array (15 points)

- **Kinetic Shield:** Sustained Burst Area Protection 5, Affects Others • 15 points
- **Personal Kinetic Shield:** Protection 10 • 1 point

POWERS & ABILITIES

Virago's powers are inherited from her grandparents: from her grandfather, the Guardsman, she inherited a suite of powers that allow her to sense, manipulate, and channel kinetic energy. With these powers she can fly, project blasts of kinetic force from her hands, or concentrate the energy into her fists to amplify her punches. She can also use her powers to augment her ability to lift weights far beyond what she'd normally be able to. Her grandfather also gifted her with the ability to mentally sense, process, and interpret the kinetic energy signatures of every objects in her immediate vicinity.

From her grandmother, the original Virago, she inherited a suite of physical enhancements resulting from the process her grandmother underwent upon joining the elite warrior cadre of the Gaian Theocracy. These include enhanced agility, dexterity, stamina, and physical strength.

Thanks to the training she received from her grandmother and her own innate abilities, Morgan has also become a very skilled hand-to-hand combatant.

SKILLS

Athletics 2 (+7), Close Combat: Unarmed 2 (+8), Expertise: Nursing 8 (+11), Insight 4 (+10), Intimidation 4 (+9), Investigation 8 (+11), Perception 4 (+10), Persuasion 4 (+9), Ranged Combat: Throw 4 (+8), Stealth 2 (+11), Technology 4 (+7), Treatment 8 (+11)

ADVANTAGES

Accurate Attack, All-out Attack, Assessment, Attractive, Close Attack 4, Contacts, Improved Initiative 2, Inspire 2, Interpose, Languages, Power Attack, Seize Initiative, Takedown, Teamwork

OFFENSE

INITIATIVE +17

Kinetic Blast: +4 Ranged, Damage 6

Kinetic Punch: +10 Close, Damage 12

Throw +8 Close, Damage 5

Unarmed +12 Close, Damage 5

DEFENSE

DODGE 9 **FORTITUDE** 13

PARRY 9 **TOUGHNESS** 19

WILL 12

POWER POINTS

ABILITIES 36 **SKILLS** 27

POWERS 120 **DEFENSES** 13

ADVANTAGES 14 **TOTAL** 210

COMPLICATIONS

Enemy: Vixen, Virago's genetically modified clone, who serves as the Sovereign's lieutenant and primary enforcer.

Motivation—Responsibility: Virago is Vanguard City's principle champion, and considers the safety and security of Vanguard City and its citizens her responsibly. Virago is as interested in helping society by running a food drive or volunteering at a blood drive as she is by defeating super-villains.

Relationship: Morgan is dedicated to family, especially her autistic brother Marcus, as well as to her extended family in the super-hero community of Vanguard City.

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