

THE KESTREL UNIVERSE GLOSSARY

A

ACE (PC 6): Invisible Martial artist on the Protectors team.

ADAMANTINE (PC 6): Brick and kinetic absorber member of the Toronto Sentinels.

THE ADEPT (PC 8-9): Reality manipulator, with a showy flair. The Adept turns all his capers into as large a production as possible, and has yet to be successfully captured. He often works with lower or non-powered underlings.

AGENT ORANGE (PC 5): Deceased botanical manipulator villain in the sixties. Killed by Overdose in Dallas, Texas in riots after the assassination of Bobby Kennedy.

ALABASTER (PC 6-7): Flying Brick, with super-hard skin. Alabaster works strictly for pay, and has a battery of high-powered lawyers to back him up if he's caught.

ALBION (PC 7): Alchemist spirit inhabiting a homeless woman's deceased form. Member of Great Britain's New Knights.

THE ALLIANCE: A loose group of criminal potents that works together for mutual benefit and protection. Pools money for legal defense and provides a place to hide. Most independent villains have worked through the Alliance at times, these being the most often: Atalanta, Cheshire Cat, Fortress, Sapper, and several Enemies book villains.

AMAL: Amal is dedicated to the overthrow of all non-Moslem fixtures, especially the United States and Israel. They are a radical, lunatic fringe of the Islamic faith, and have absorbed such groups as Islamic Jihad. The organization is coordinated and armed by its parent countries, who put other differences aside for the cause. The leading terrorist group in the world, well organized, funded and smoothly run.

AMBROSIA (PC 6-7): Stunningly beautiful member of the Toronto Sentinels. She uses pheromone based domination and mental powers.

AMBUSH (PC 6-7): Debutante spoiled rich girl who joined Blackguard out of boredom after they kidnapped her. A mutant with the ability to move her and others over huge distances and even into a pocket dimension, Ambush is a large part of Blackguard's success. Ambush is rarely seen in superhero fights, as she stays in her pocket dimension and moves downed members out of harm's way. She is well known in European and Beverly Hills shops and fashion shows for her thieving ways.

AMERICAN EAGLE (PC 5-7): First only a very strong and capable crime fighter in the late fifties and sixties, he underwent a similar process as Captain America in the Super Soldier program. In addition, power armor was fitted to him and now he is the equal of any hero. Very patriotic and loyal to the United States government.

ANTRON CHEMICAL COMPANY (ACC): ACC is the world leader in chemical research and development. However, it is done at the expense of the environment and people nearby, including workers. Corrupt and not bashful about it, ACC functions because it is so important to governments and industry.

AQUARIAN (PC 7): Powerful aquatic warrior with sonic powers. Member of the Vancouver Sentinels.

ARGENT (PC 6-7): Armored mentalist private investigator. Low profile, uses armor only to finish a tough case.

ARID (PC 7): Member of the Elementals reluctant hero team. Earth elemental Lord with dry, deserty powers.

ARMOR ATTACK: All armored heroes, very respected and capable. Has the most high tech bases and best connections of all groups. Is on Heronet and has it's own toll free number for information. Members are presently Magesta, Paladin, Steel Knight, Vettel, and Widget. The Dragon was a former member, but died assaulting The Overlord in his orbital base.

ARSENAL (PC 5-6): Cuban soldier with various gadgets and armor.

ARTEMIS (PC 6-7): Archer and leader of the WCA. Former wife of a powerful and vastly wealthy arms dealer.

AURORA (PC 7-8): Leader of Vanguard Australia, Powerful brick with very flexible abilities granted by failed alien parasite lodged in her right hand.

AVATAR (PC 8): Avatar is the incarnation of some force of justice, very strong and fast. She has powerful extrasensory abilities and magical skills.

B

BALEFIRE (PC 6): European vigilante, the personification of some sort of justice force. Hunts criminals in the form of a skeletal motorcycle rider with skull aflame, on a mystic bike that can climb walls.

BATMAN (PC 6?): Crimefighter from 1930-1955, when he was killed in the death of his greatest foe, the Joker. Batman was a well-trained athlete and combatant with many gadgets and devices. He worked in the last half of his career with Robin, the girl wonder.

BAYONET 1 (PC 6): Kinetic Absorbing martial artist who left Eurostar over policy differences in 1989. Retired and living in Luxembourg, his home.

BAYONET 2 (PC 5-6): Cuban hero and soldier, uses huge weapons and an experimental drug that enhances his abilities. Cybernetics give him some armor and unusual senses.

BEACON (PC 7): Light based energy manipulator. Very powerful flash and image effects. Blue blood elitist who is part of Cancer's primary Potent team.

BEDOUIN (PC 7): Martial artist Arab that has the same set of powers passed on from generation to generation. Servant of British lord, a sort of genie. Each new Bedouin gets the knowledge and skills of the previous one.

BERZERKER (PC 6-7): Electrical energy manipulator. Berzerker is virulently anti-human, and works for high-powered mutants. He is primarily a bodyguard.

BLACKGUARD: The premier potent mercenary organization in the world is Blackguard. Blackguard turns down no job that pays, and have worked for armies, criminals, movie stars, and political figures in the past. A small army of well-trained, well-equipped agents is used by Blackguard in their large scale ventures. Membership is Ambush, Black Orchid, Gabriel, General Sherman, and Puck.

BLACK KNIGHT (PC 6-7): Armored enforcer/bodyguard for suspected Cosa Nostra boss Alfredo Modeccelli. Black Knight is believed responsible for several killings and beatings, but there as yet is no hard evidence.

BLACK MAMBA (PC 7): Very skillful ninja with the ability to become desolid and regenerate. Member of the Society and activist for the 'non-empowered' of America.

BLACK ORCHID (PC 7): Black Orchid is a pheromone projector with metallic, bladed wings who is a failed experiment by Josef Mengele in Eisenkreutz.

BLACKSTEEL (PC 6): Darkness-powered brick that can create a field of nearly impenetrable darkness he can see through. Member of Russia's Commonwealth Guard team.

BLAZON (PC 7): Scholar and linguist that wears a magical suit of armor, wields a mystic sword, and has an amulet that summons a winged horse.

BLINDSIDE (PC 6): Invisible martial artist, uses a polymer collapsible staff, member of Liberte'.

BLITZENMASCHINE: Huge, walking weapons platform ("mech") that Eisenkreutz found after an aborted Nazi World invasion. Later more were made after Terror, Incorporated gathered a mecha unit from the Alien Wars.

BLITZKRIEG (PC 5-6): Electrical energy projector mercenary, one who seeks public attention in every endeavor. This tendency has made him one of the most famous criminals in the US, but also limits his jobs and lands him in jail a lot.

BOLO (PC 6-7): Known as the Hunter, Bolo is hired by hunters of PCs to bring them in. Although he won't kill, Bolo will step to any other measure to finish his job. Bolo wears gold armor and uses an entangle cannon with various settings to do his work.

BORA (PC 7): Mistress of the cruel winds, cold Russian young woman with wind powers. Member of Fiacho, European terrorist group.

BRAINSTORM (PC 7): Mentalist member of Protectors, on the run from Psi after escaping their clutches.

C

CANCER: The organization of Cancer consists of a regional base with a president that has absolute control over his region. The presidents all meet in a peer council and discuss the goals and options of Cancer as a whole. Each base has a potent resident, and the Cancer group moves from point to point working for the organization's best interests. Cancer seems to be interested only in the acquisition of power and wealth, not necessarily the control of the world. Each worldwide base (an estimated thirty) has a potent protector and operative. The Cancer main group, however is a constant four members: Beacon, Mithril, Nebula, and Orb.

CAPTAIN AMERICA (PC 5-7): Captain America has been active as a hero and nazi fighter since 1942, and has aged little since then. The years have only made him more effective, and he has so many skills and contacts, his character sheet would be dozens of pages.

CAPTAIN INVINCIBLE (PC 8): America's self appointed protector, the most indestructible force on earth. Cap is fairly strong, but his real claim to fame is being nearly impossible to hurt.

CELCIUS (PC 6-7): Fire energy projector and leader of the Toronto Sentinels. Desires leadership role over all three teams.

CHEIRON (PC 6-7): Archer and scholar centaur, also gadgeteer and minor brick. Italian member of NATO, although little used.

CHESHIRE CAT (PC 6): Teleporting martial artist. Cheshire cat works for hire, although he is a thief on the side.

CHICAGO WATCH 1: Chicago's supergroup, the first since the 70's, when a battle to clean out Viper destroyed the Justice Squad. Members were The Adept, The All American, Castle, Fletcher, Inferno, Lightrune, Prophet, Quicksilver, Ricochet, Ronin, Shade, and Tank. Some members disbanded after an ugly incident involving the PAA and infighting, and Inferno, Lightrune, Quicksilver, Ricochet, and Shade left after the Alien Wars to insure the aliens never returned. Prophet left to form his own colony of intelligent dinosaurs.

CHICAGO WATCH 2: Second incarnation of the Watch after the first left to battle aliens. Membership is in constant flux. Membership presently is Halo, Inertia, Impact, Maelstrom, and Photon.

CHIME (PC 7): Daughter of World War 2 hero the Watchmaker, wears armor of her father's design. Sonic manipulator, member of London Watch.

CINDER (PC 7): Pyrokinetic telepath, very powerful member of Eurostar and Tesla's lover.

CINEMA (PC 7-8): Although rather powerful, Cinema's fixation on movies prevents him from being very effective. He has a reality manipulation ability that enables him to actually summon movie characters and monsters, and alter himself to a limited degree.

CITIZENS FOR A JUST DETROIT (CJD): Formerly the CFD, Citizens for a Free Detroit, this vigilante group of ordinary citizens was temporarily affected by the Ubervigilante Hand of Justice. Now a watchdog group sponsored by the Chicago Watch to fight corruption and crime in Detroit.

CLANSMAN (PC 6-7): Armored gadgeteer and soldier, leader of New Knights. More soldier than hero, less concerned about life and property than most.

COLOSSUS: A defunct military/industrial megacorporation that formed after World War 2. It was responsible for fixing elections, seating judges, and setting at least some policy for over twenty years, until it was brought down by Dynamo.

COMET (PC 6): Flying impact fighter, acts like a living battering ram protected by a forcefield. Gets his powers from an alien artifact. Member of the Society, the least PC of the group, also a part time thief.

COMMONWEALTH GUARD: The New superhero team for the Commonwealth in Russia was formed in 1993 by Premier Yeltsin when Crimson left. The membership is Blacksteel, Molotov, Psiknight, Siberian Tiger, and Stormhand.

CONSTRUCTOR (PC 5-6): The Constrictor has a battle suit that protects him, and has super hard alloy cables he is able to manipulate like tentacles. Although not greatly powerful, the Constrictor has incorporated these cables into a unique martial arts style.

THE CONSUL (PC 7): Brick in the New Knights. Android diplomat of alien race sent to learn more about Earth.

CORONA (PC 7): Fire Elemental Lord, takes female form as most fire elementals will. Member of the Elementals.

COSA NOSTRA (The Mafia): This old society has taken a beating in recent years with the advent of superpowered crime fighters and criminal organizations. Its only saving facet has been political clout, which is beginning to show weakness. Recently, however, the mob has begun recruiting and hiring potent soldiers and has changed the structure of power to be more in line with Viper's computer linked membership. The primary reason behind this is Alvero "the Count" Silvestri, an old money mafioso from Italy with a minor title.

COUATLIQUE (PC 7-8): Very powerful elemental manipulator. Resurrected Aztec priestess/goddess, and mistress of the Skull Amulet. Reanimated by Doctor Wraith, she was defeated by Chicago Watch 1, and vanished.

CRIMSON (KPACHETb): Once aligned with the Soviet Union and Warsaw Pact as their official potent group, the fiercely communist group is now without official support and wanders the globe supporting communism freelance. The US State Department calls them a terrorist group. Members are Crimson Dynamo, Peace, Polestar, Proletariat, and Steel Wolf.

CRIMSON AVENGER 1 (PC 5): The first costumed crime fighter of the modern era, the Crimson Avenger started work in the late 1920's and with his driver/sidekick Sojo, fought crime until 1938, when he was killed in a saboteur attack by Tetsuoni.

CRIMSON AVENGER 2 (PC 6): The new version of this depression era hero, with a newer attitude and equipment. He has an assistant that is a very competent martial artist. More of a crime fighter than a regular superhero.

CRIMSON DYNAMO (PC 7): Armored inventor and genius. The Crimson Dynamo armor was given to a series of soviet agents, with varied success. When the Soviet Union collapsed, the armor was moth-balled, and Ilya Dubronov, the inventor and Soviet fanatic, took it and joined Crimson.

CYBER NINJA (PC 6-7): Ninja with cybernetic enhancement and devices. Very effective and stealthy, used by the Yakuza and anyone who they allow to hire the ninja. The most famous clan using the Cyber Ninja is the Aruki Clan. Also employed by the Mandarin.

D

DARKLENS (PC 7): Using an alien device, Darklens is the protector of the weak and defenseless, as well as a foil for PSI. She can manipulate a dark energy force in a variety of ways.

DARK NAGA (PC 8): Extremely powerful evil creature called the Naga in India and the surrounding countries. Magical powers and the ability to shift into a human form, runs the crime syndicate in the India Ocean area. The chief rival of Scorpion Lord and a constant thorn in Firehawk's side.

DARKNOUGHT (PC 7-8): Very powerful mystical being that is the servant of Void. Unlight creature of great strength with a darkness aura.

DARKOTH (PC 6-7): Psychic creature of unknown, possible extra-terrestrial or extradimensional origin. It serves various masters but the manner of obtaining Darkoth is unclear. Darkoth vanished after being captured by Armor Attack.

DEATHWIND (PC 5-6): Vigilante crimefighter in Detroit, using martial arts and swords. Very stealthy and lethal.

DEDALOS (PC 6): Inventor and immense genius from Greece, the actual Dedalos who made the wings for Icarus and showed Perseus how to make his way through the Maze of Minos. Preserved his life for almost three thousand years with steam powered device hidden under Parthenon, makes devices and analyzes finds for NATO. World's premier gadgeteer and theoretician.

DE THOMASO, SIR HAVILAND: Cancer Cell leader for Hawaii's Laysan island base. Sorcerer and cabalist, dabbles in darkest magic.

DEFENDERS (PAA): The official United States Government superhero group, part of the Justice Department, and more specifically the Potent Activities Agency. They work closely with law enforcement, and are the government's attempt to control superheros more, and give them an example of what they would like to see. The Defenders are on Heronet. Membership is American Eagle, Iron Guard, The Ray, Maelstrom, and Nimbus.

DEFENSOR: South American coalition group. Low tech and not well respected. Considered terrorists by some, certainly some ties to Cuba and other Socialist powers, but the locals appreciate them. Not on Heronet, relying on Shaman's powers to detect trouble and their limited communication network. Membership is presently Jaguar, Defensor, El Guerilla, Quetzalcoatl, and The Shaman

DEFENSOR (PC 6): Armored agent and Cuban member of Defensor, it's leader. Armor built by former Soviet scientists working on captured parts of Vettill's equipment, and is less than totally reliable.

DEMON: An old secret society split from the Hellfire club in the 18th century, fixated on magical power and demon worship. It has become the leading mystical organization in the world, with tentacles of power leading into most governments. Demon wields actual magic, and is feared universally.

DERVISH (PC 6): Spinning speedster of Indian origin. Works as a mercenary for criminal organizations in much of Europe, especially england. Specializes in robberies.

DESPOILER (PC 7): Evil spiritual creature that possesses people, granting them great strength and speed, and causes them to commit atrocities. A constant foe of Eurostar and horror that seems indestructible.

DETROIT, MICHIGAN: Detroit began a decline in the seventies, and seeing an opportunity, Viper infiltrated the power structure. For twenty years now, Viper has run Detroit, using it for a clearing house for it's goods, a hiding place for criminals, and a staging ground for it's midwest activities. As a result, no superheros are active in the city, only a cluster of vigilante potents whose activities are kept within certain limits. Recently the Chicago Watch has taken an interest in Detroit, and set up a branch base there.

DEUTSCHESGARD: Germany's only superhero group, unaffiliated with the government. Members include Mountain, Wisp,

DIABLO (PC 5-6): Mystical street level crimefighter that works Detroit. Less bloodthirsty than other vigilantes in town, and very restrained. Has apparent connections to Chicago Watch.

DIAMONDHEAD (PC 6-7): Gemlike brick female. Works for hire, and injured the solo hero High Wire so badly he was unable to return to adventuring.

DIMETRIOS, VINCENT (PC 7-8): Immensely powerful mage, the sole archmage of earth. Member of the Sentinels, primarily the Toronto branch, although he moves between the three sections as needed. Recently vanished.

DOC SAVAGE (PC 5-6): Strong and athletic genius active from 1935-1951. Vanished in an Antarctic expedition in 1951, but many claim he still lives. More of an adventurer than crime fighter, but still did his part, especially against saboteurs.

DOC SONIC (PC 6): Sonic energy manipulator using a power suit. Member of Protectors, romantically tied to Darkstar of the Chicago Watch.

DOCTOR DOOM (PC 8-9): The absolute ruler of Latervia, Dr Doom is a very capable scientist, and a robotics expert. He also has a very powerful suit of armor that he apparently cannot remove (or at least rarely does). Dr Doom is also rumored to be a mage. He is not content to merely rule Latervia, and has often attempted to absorb nearby countries.

DOCTOR GOLDWING (PC 7): Gadgeteer inventor and scientist, similar to a modern day Doc Savage. Leader of the London Watch.

DONNERMASCHINE: Huge walking weapons platform ("mech"), very powerful and heavily armed. Built from remains of a mecha captured after an aborted Nazi World invasion and an alien mecha Terror Incorporated captured after the Alien Wars.

THE DOVE (PC 8-9): Another armored villain, the Dove is one of those grey bad guys, one who is doing bad for good reasons. The Dove hunts down criminals who are either beyond the law, cannot be held, or escape justice due to a technicality. However, his view of justice is rather extreme, ranging from maiming to outright execution.

DREAM TRACKER (PC 6): Australian freedom fighter, member of the Outriders. Has the ability to create dream state in others and travel astrally after growing up with Aboriginal shaman Dreamweaver. Tracker and hunter.

DREAMWEAVER (PC 7): Very old Australian aborigine, shaman for a tribe more than twenty decades. Powerful but limited reality manipulator using dream-time magic and the land. Member of Outriders.

DURAK (PC 7): Russian brick and sadist member of Fiacho.

DYNAMO 1 (PC 7): The original superhero, the first to wear a costume and fight crime with superpowers (unless you count The Shadow, who was hardly a hero). First appearing in 1961, Dynamo set the standard for superhero tactics and behavior. His electrical control and ability to move through electrical lines made him immensely successful until he was apparently killed in 1969. A new Dynamo surfaced in 1972 with the same powers, but using subtler, less legal tactics.

DYNAMO 2 (PC 6): Member of T.H.U.N.D.E.R. with a device that gives him great strength and protection for half an hour a day.

E

EINHERIAR (PC 7): Brick and viking warrior, able to summon creatures that strongly resemble Valkyries, wields a magical axe of considerable power. Claims to be from Valhalla, works for NATO for Sweden.

EISENKREUTZ: A small and little known neo nazi organization in Argentina, the name is german for Iron Crown. It is responsible for some killings of prominent jewish and black leaders, and has been blamed for many fascist activities in the USA. It's primary threat is the genetic alteration program it tinkers with. Members are added regularly, but are known to include the newly renovated Kriegsmaschine, Reichskrieger, Schwarzenfahne (Black Flag), The Minister of Truth, and Verschmelzung (Fusion), as well as neo-SS troop agents.

ELEMENTALS: Potent group that is made up of four elemental lords trapped on this dimension by a now dead shaman. They appear in times of need, such as natural disasters and attack in the southwestern United States, and vanish when the crisis has ended. Arrogant, unfriendly, and apparently displeased with their situation. The Elementals are Arid, Corona, Fathom, and Mariah.

EMBER (PC 7): Fire elemental summoned by Sir Haviland De Thomaso, Potent protector of the Laysan Island Cancer cell.

ENHANCEMENT: The first of three classes of people influenced by Marlon Rays. Increases physical abilities and/or mental abilities to maximum human level, difficult to detect. Nearly one in one hundred thousand is enhanced.

EON (PC 6-7): Eon hunts aliens, and anyone who he thinks is an alien. He kills them, and has attacked down syndrome children, mutants, and other unusual looking folks. He is difficult to keep in prison, however, due to his incredible luck concerning legal matters.

ERMINE (PC 6): Feral member of Liberte'. She is also a famous model, despite her furry skin and tail.

ESCHER (PC 6): Although he is more or less famous for his mental illusory abilities, they are so convincing and so well done that Escher is one of the more successful independent heroes.

EUROGUARD: Europe's guardian group, formed by the EC to protect European economic interests from the likes of Dr Doom and the Overlord. Recent work for a unified Europe has caused tension in the group, with Kismet and Bayonet leaving. Bayonet has since retired. Membership is now limited to Prism, Pulsar, Tesla, and The Wraith.

EURYLE (PC 7): Medusa-like mercenary criminal with stony body. Very rarely seen and mysterious, last defeated by the Chicago Watch in a parade attacked by Viper.

F

FACET (PC 7): Female criminal in the Netherlands and surrounding countries. Body made of a crystalline substance similar to a gem, which causes her no end of anger. Works as a bodyguard and enforcer for criminal organizations in Europe, especially Viper and the RDC.

FACTOR CORPORATION: The leading high technology corporation on the planet. Factor produces science fiction level technology and sells it to anyone who will buy it. The US State Department has complained for a decade now that Factor arms terrorists, criminal groups such as Viper, and communist guerilla, but as yet has not sanctioned the company. It should be noted the US government purchases much of it's high tech from Factor as well. Factor's main headquarters are in London, England, but there is an orbital base finished in 1989 that is soon to be their planetary HQ.

FALCON (PC 6): Falcon travels the west of America, taking pictures and fighting injustice. He is a very capable martial artist, with the added advantage of being able to fly on his enormous wings. A skillful fighter, he uses special alloy Tonfas.

FATHOM (PC 7): Water elemental Lord, able to change form and appearance as easily as water. Member of Elementals team.

FENRIR (PC 7): Very strong and durable wolf-human criminal in Europe. Hates life and works for no one, but occasionally goes on rampages and destroys things of beauty. Also works with DEMON on occasion.

FIACHO: Disgusted with the constant bickering and money locked up in Europe, several independent villains gathered into Fiacho (very bad in esperanto). Their goals are to get as rich as possible, gain as much power as they can, and forge a single, powerful Europe that controls the planet as it used to. Membership is Bora, Durak, The Lash, Le Sone, Mentalla, Pantera, and White Flame.

FIREFLY (PC 6): Potent criminal with light/fire powers and shrinking. Virulently man hating and disturbed, poses as a prostitute and kills clients. Aged 15, and not aging.

FIREHAWK (PC 8-9): Firehawk is a very powerful mutant or mystic, with a huge following in southeast Asia and India. Firehawk is considered by many to be a goddess, and does not dispute this attitude. Her primary power is transmutation, altering matter to other matter, including living material. Her activities in India concern the US State Department, as her followers ignore government and boundary. She is certainly capable of causing a bloody and prolonged Jihad, should the mood strike. However, so far her activities have been limited to destruction of offensive industries, forming cults in the US, and alleged attacks on those who slight her.

FLEUR-DE-LIS (PC 6): Battlesuit wearing electromagnetic energy manipulator. Leader of the Sentinels, and team leader of the Halifax Sentinels. Proud Quebec separatist and outspoken french canadian leader.

FLINTHOOF (PC 6): Archer centaur member of outriders, claims that he is last of tribe that used to roam Australia.

FORTRESS (PC 6-7): Potent criminal and occasional member of the Alliance. Force energy powers, able to grant others force fields and erect force walls. Primarily support character.

FOSFIEND (PC 7): Fire energy projector, changes into a form similar to a white flaming skeleton. Works for hire, and charges extravagantly, will work for anyone, but mostly works for Viper and other European criminal organizations.

FREEDOM SQUAD: Although not an official group, this pact included Captain America, Kingdom's Lion, Miss America, and Spirit Guard. Golden Dragon joined for action in the Pacific. Tom Slick was a member during some of their activity in Europe, but was never widely publicized.

FROST (PC 5): This young girl has fair powers over cold and ice, but has spent her whole life as someone's slave. She was rescued by students at the ill-fated Hughes Academy, and sent to WCA's school for gifted young girls.

FURY (PC 6-7): Powerful energy projector with very flexible powers. The personal bodyguard of Maxwell Charlton, Cancer cell leader in California.

G

GABRIEL (PC 6): Gabriel is a light-based energy projector that works with Blackguard. He is the team's espionage specialist, and as a result has not made friends among the spy community.

GEMENI (PC 7): Sister and brother with identical light based powers that can combine into a single entity.

GENERAL SHERMAN (PC 6): A Vietnam Vet who developed his powers while in country, General Sherman is an enormous man with incredible strength and durability. Sadistic and cruel, he enjoys the feeling of maiming and killing with his bare hands. He is the most well trained soldier of the group.

GENOCIDE: Genocide is a terrorist organization dedicated to the elimination of all 'undesirable' groups such as blacks, catholics, homosexuals, liberals, and especially mutants. The organization has well equipped bases (called fire camps) that house over a hundred agents (combat and support personnel). In their quest for genetic purity, Genocide scans and analyzes Mutants with field agents and the exact equipment needed to deal with the mutant's powers is obtained. The main reason that Genocide is so feared is because of its specialized technology: the Neutralizer, to temporarily shut off powers, the scanner to locate and analyze powers, and the Assault Armor, which is carefully keyed to the target's abilities. The main weakness of Genocide is its rigid military structure and the need for time to prepare for a target. Genocide will not be satisfied until all that is left on earth are White Anglo Saxon Protestant Conservative Capitalists. Genocide has three types of agents, but no potent members. The agents are Purifier Agents, Assault Armor, and Purge Armor.

GLACIER (PC 6): American Indian frozen in the Ice Age, awoke in a logging accident with ice powers. A former shaman, he joined the Sentinels to use his new powers for good. Member of the Vancouver Sentinels.

GOLDEN DRAGON 1 (PC 6): Chinese man who could change into a huge slinky chinese dragon. Fought alongside the Freedom Squad in World War 2 Pacific arena, killed by Mao Tse Tung's army in 1950.

GOLDEN DRAGON 2 (PC 6): Son of the Mandarin, a battlesuit wearing fire energy projector. Patrols China and Hong Kong, trying to undo his father's influence and damage.

GORGON (PC 7): Optical energy blaster. Very powerful optic beam with great skill using it. The team leader of the Society.

GROSSOVNER, MARTIN: Director of the Potent Activities Agency (PAA) for almost thirty years. His calm and diplomatic style has quieted fears of a McCarthy-like organization and kept him in position longer than any other current executive office holder.

GUARDIANS: The most powerful hero group in America, probably the whole world. Primarily they work in the Northwest, especially in Seattle, dealing with the inordinate amount of problems that city seems plagued with. Membership is now Leadman, Lectro, The Mind, Sensei, and Sonar.

EL GUERILLA (PC 6-7): Member of Defensor. Uses the same experimental drug that Bayonet does, but with fewer side effects. Wields a wide variety of weaponry, and is famous for helping freedom fighters in Central America.

THE GURKHA (PC 6): Martial artist Indian fellow trained in Kuriki fighting and kung fu. Member of the New Knights.

H

HAND OF JUSTICE (PC 8): Doctor Wraith was a powerful sorcerer and mystical scholar. He was saved from death during World War 1 by an unknown mystic force, and trained in the magical arts until he escaped in the seventies. A founding member of the Protectors, he discovered the Skull Amulet of Couatlque, and came under its influence, as did most of the other Protectors. As they were being cured in the Japanese Takagi Corporation facility, an attack by the Mandarin's Fingers captured all but Doctor Wraith. The Chicago Watch rescued the confused and suggestible Protectors and completed their cure, but Doctor Wraith remained at large, the full effects of the Skull Amulet in place in his psyche, irrevocable now. He reappeared in Detroit, calling himself the Hand of Justice, in even greater control of his magics, which he restrained himself from earlier for fear of alerting his master. Although defeated by the Chicago Watch, he escaped and is at large.

THE HANGMAN (PC 5-6): Mysterious Detroit vigilante that uses a noose to distribute his version of justice. Very strong and hard to hurt, regenerates.

HELIOS (PC 6-7): Fire energy manipulator possessed by a alien entity that grants his powers. Member of the Protectors.

HELLKNIGHT (PC 5-6): Demon agent in medieval armor, with a magic weapon that changes form to need. Strong, fast and evil, Demon's primary warriors.

HEROFUND USA: A national foundation paid into by corporations and potent entrepreneurs for a substantial tax break. Founded by Vettil, Herofund pays to rebuild after potent combat, pays medical bills of superheros and those harmed by potents, and covers legal costs of superheros.

HERONET: Phone and computer network for coordinating superhero activities and information. Operators contact heros with crises and locate heros for those who cannot otherwise be found. Dial 811 for Heronet, toll-free.

HIPPOLYTE (PC 6): Brick member of the WCA, has magical girdle and manacles that grant control over men and great strength.

HOARFROST (PC 7): Icy energy manipulator, constantly surrounded by a snowflurry which reflects her emotions. Able to create creatures of any kind out of snow and ice that are hers to command. Attempted to take over Norway by sending hundreds of Snowy wolves and mammoths into Oslo, and was defeated by Eurostar.

THE HUGHES ACADEMY: In 1985, Gilbert Hughes, full beneficiary of the Howard Hughes fortune, opened a school for potents to learn to use their powers. In 1988, it was destroyed in an attack by Genocide, and all but two of the students were killed.

HUNTSMAN (PC 6): Crossbow-weilding member of Protectors, not as skilled as Fletcher Quarrel, but runs Savco, and sponsors the Protectors through it.

I

L'INSTITUTE THOTH: This is a psionic and potent powers study institute in France. It is considered the leading genetic and potent 'think tank' in the world. While L'Institute Thoth is unaligned, it is not criminal, but will accept any potent for study and assistance, should their powers go awry, villain or not.

IRON GUARD (PC 7): Brick with armor that gives him greater control over his abilities. Member of the PAA Defenders group.

IRON SHEIK (PC 7-8): The leader of the Islamic terrorist group Amal and personal enemy of the "Great Satan" United States. He has armor made by mideastern scientists, which has been refitted repeatedly after some embarrassing malfunctions. However, the most recent version is very powerful, and ex-Soviet scientists are suspected to be involved.

IRONMONGER (PC 6-7): Brick and strongman member of Outriders, able to split into up to four of himself.

J

JAGUAR (PC 6): Catlike member of Defensor with jaguar like appearance and abilities.

JUDGE AGENTS: Armored Agents of the Justice vigilante organization. There are several types of armored agents, specialized for given jobs.

JUSTICE: This is a vigilante organization that hunts down and punishes criminals similar to The Dove. However, unlike the Dove, they do not wait for much evidence, and do not plan carefully. To Justice Agents, collateral damage (innocents killed by accident or in the place of the guilty) are part of the war, and even are unavoidable. The occasional accident is acceptable to Justice for the 'good' it does. Nearly everyone dislikes this group, which by it's very nature has no friends. Recently, the organization was taken over by the Hand of Justice, who's views are even more extreme than Justice's.

THE JUSTICE SQUAD: Formed in Chicago in 1973, the membership was Badaxe, Green Witch, Skylark, Street Fighter, and Voltiac. This group was the most stable and constant in the seventies, but was destroyed when they finally forced Viper out of Chicago in 1976. In the fight, Street Fighter and Voltiac died, Green Witch lost her powers, and Badaxe lost his axe. Their legacy lived on until recently, however, as Viper was kept out of Chicago except for minor activities until the Watch arrived.

K

KING CROC (PC 6): Crocodillian member of Australia's Outriders. Scaly skin and great strength, formerly a bounty hunter permanently altered by Dreamweaver's magic.

KINGDOM'S LION (PC 5): World War 2 era hero for the UK, Able to shift into a huge, tawny form with claws. Killed in 1945 when his code phrase was used to change him back and he was shot.

KRIEGSMASCHINE (PC 6-7): Gigantic nazi battle armor used to great effect in World War 2. Lost in a submarine sunk in 1944, and discovered by Fin fishermen in 1989, in an iceberg. The man inside was deceased, but the armor was functional. It was on display in the Museum of Modern Architecture in Sweden until 1991, when an unknown group of neo nazis (now known to be Eisenkreutz) attacked the museum and stole the armor. Now refitted and more deadly than ever, it has been spotted in Argentina several times.

L

LADYBUG (PC 7): Independent heroine and member of WCA. Wears a suit of armor that grants a wide variety of protection and movement, uses karate with the armor's enhanced strength.

LEADMAN (PC 8): The Guardians resident brick, a humanoid lead form. Able to shift into any metallic type, and do the same with other metals. Can change shape and elongate as well. No nervous system, cannot be stunned.

LECTRO (PC 8): Energy and molecular manipulator, member of the Guardians. Able to reshape matter and use any form of energy, and absorb the same.

LIBERTE': France recently withdrew its support for the NATO potent group, and although Peregrine did not leave NATO, they were able to form a group of lower powered heroes in 1994. Members are Blindside, Ermine, Mindwarp, Sirius, and Steelfist.

LIBERTY SQUAD: Potent team active in World War 2, with Captain America, Kingdom's Lion, Golden Dragon 1, Miss America, The Partisan, Stingray, and Tom Slick.

LIGHTNING 1 (PC 6): Agent of T.H.U.N.D.E.R. with a speed increasing suit that speeds metabolism as well, aging each new agent much faster than normal.

LIGHTNING 2 (PC 7): Electrical manipulator and sister of Thunder. Both use their powers as super environmental activists.

LONDON WATCH: The other, non-official group of potent heroes in the UK. London Watch was formed by a WW2-era crime fighter named Dr. Goldwing who is amazingly preserved. Members are Chime, Doctor Goldwing, The Knight, Repulse, Sidestep, Swift Swallow, and Yeoman.

LORELEI (PC 6): young teen-aged mutant with very compelling powers over men that are kept under her control with a magic ring made by Solitaire.

LOREMASTER (PC 6): Mystic expert and druid for NATO. From England, and is apparently from early Roman times.

LORD EMP (PC 7-8): Very powerful Electrical energy projector and EMP wave projector. Lord EMP is in a class with such villains as Dr Doom and The Adept, but never seems to get it together. He seems to have an endless need for money, as all his schemes are either mercenary work, or yet another money grabbing plot. Yet he never shows any signs of having any ready cash.

M

MAELSTROM 1 (PC 7): Former member of Protectors, weather manipulator. Lost his powers in events surrounding the Skull Pendant and Couatlque, now the team's spokesman and publicist.

MAELSTROM 2 (PC 7): Kinetic absorber and redirector, member of the PAA Defenders.

MAELSTROM 3 (PC 6): Mentalist member of the Chicago Watch. Telekinetic and telepath, with the ability to give others powerful mental protection.

MAGESTA (PC 7): Leader of Armor Attack, and CEO of Tarot R&D. Armor is unique in that it gives him mental powers, and has great power over magnetics.

MAN O' WAR (PC 6-7): Very expensive mercenary manhunter. Assassin or capture specialist, wears a powerful suit of armor and is very capable without it.

THE MANDARIN (PC 7-8): China's premier potent threat. The Mandarin is a consistent thorn in their side, and recently has begun limited activities in the United States. His powers are believed to come from ten ornate rings he wears, although he seems to be able to control them at any distance. The Mandarin has agents called his Fingers that often wear his rings to do his bidding, and are the terror of the orient.

MARIAH (PC 8): Very, very powerful elemental lord of air, possibly one of the highest lords of air. Member of the Elementals.

JOSEF MARLON: Scientist brought over to the United States for work on the atomic bomb and rockets. First proposed the existence of Marlon Rays, and developed the theory how this undetectable radiation influences human DNA for unusual effects, including mutants.

MASK PROTECTION LAWS: Highly contested laws that allow superheros and crimefighters to testify in court without revealing their secret identity, if any. Under constant legal attack by ACLU under grounds that it violates the right of the accused to see their accuser.

MASTER INERTIA (PC 6-7): Thug for hire with kinetic and inertial powers. Often works with other mercenaries.

MATADOR (PC 6): Brick and bull-like swashbuckler and part time member of NATO. Not well suited for the spy/hero mix of NATO, he is Spain's only real applicant.

MELLOW YELLOW (PC 6): Mind Controller and free love advocate from the 1960s, one of several odd heros that were empowered by use of LSD interacting with their mutant system. Killed in Vietnam by Viet Cong while on a mission of peace.

JOSEF MENGLE: Josef is a much younger man living in Argentina, having successfully cloned himself and quick grown the body in the late 80's. His old body was dug up and identified, and now the planet believes he's dead. He continues his hideous work in Eisenkreutz, and is actually responsible for the creation of several potents.

MERMAID (PC 6-7): Actual mermaid and Denmark's only NATO representative. Very capable underwater, their primary underwater agent.

MENTALLA (PC 6-7): Psionic woman from Spain, member of Fiacho. Speculated to be sister to Menton, although not as powerful.

MENTHOR (PC 6): Agent of T.H.U.N.D.E.R. with a helmet that grants psychic powers. Helmet has the mind of it's former agent still in it, and occasionally it tries to exert control.

MENTON (PC 8-9): The second most powerful known psionic on the planet is Menton, who displays a wide range of psionic abilities at a rather extreme level of power. Menton was elected the president for life of Australia three years ago, and in a seeping series of national referendums the parliament was removed, and all governmental power was handed to Menton. Although it is a nearly universal belief that the transfer of power was due to Menton's powers, there is no evidence, and Australia certainly is none the worse for wear. On the contrary, it is prospering, and is the world's leader in alternate energy and industries. Menton's exact goals in this are unclear, and he is listed as an extreme threat to the USA.

THE MIND (PC 9): The premier psionic on the planet, likely any dimension. Incredibly powerful psionic powers in the entire range of theoretical ability. Called the mind by the press, as he has never been seen, only his presence felt. Not an active combattant, uses the Guardians to deal with crises.

MINDRAZOR (PC 6-7): Mentalist with powerful projection abilities. Able to avoid the fight completely and project herself into the area. Works for hire, and charges greatly.

MINDWARP (PC 6): Illusionist, quasi mystical member of Liberte'.

MINISTER OF TRUTH (PC 6): Cruel, nazi interrogator and chief of security and information for Eisenkreutz. Has a mental power that pulls information from victims, having the side effect of killing the victim.

MINOS (PC 5-6): Axe wielding minotaur vigilante that works Philadelphia and nearby cities. His axe is apparently magical.

MIRAGE (PC 6): Light and heat energy projector for the Vancouver Sentinels. She is the leader of the Vancouver branch.

MISS AMERICA (PC 5): Mentalist actress and model during World War 2. Worked with Captain America to learn unarmed combat, and was a member of the Freedom Squad. Killed in Alaska fighting the Gamma Man in 1952.

MITHRIL (PC 7): Armored criminal, part of Cancer's primary potent team. The armor is formed of Mithril, and as such is incredibly durable and protective.

MOLOTOV (PC 6): Fire manipulator for the Commonwealth Guard team. Least heroic member of the team.

MORBANE (PC 6): Demon lieutenant, sorcerers of various skills. Magical power focussed by Soul's Eye, which also allows the inner circle to keep track of them.

MOTHER EARTH (PC 7): Earth elemental powers and link through a magical mask she wears. Environmental activist and member of the Society.

MURK (PC 6): Murk has armor based on Spirit Guard's, as he stole some plans to the original Matter Displacement Generator and modified them for his suit. He further enhanced the armor so that while intangible, he is able to affect the physical world. Murk has been called Merc in the past, as he works strictly for money, and is always on the lookout for more.

MUTANTS: The name given those persons whose genetic material has been affected by Marlon Radiation and who display great power and or unusual physiology. Nearly one in five hundred thousand is a mutant.

MYRMIDON (PC 6): Marital artist with alien artifacts that give him armor and increased damage. Member of the Toronto Sentinels.

N

NAPALM (PC 7): Former gang leader of the Detroit Vipers, now a freelance thug and enforcer. Controls flame and heat powers.

NATO: The North Atlantic Treaty Organization formed a group of local heroes from Europe in response to the USSR's Crimson group. Nervous world leaders are uncomfortable with a USA-controlled army of superheroes, and more European control is being worked on. There are very many members in NATO, and many are classified, but at least include American Eagle, Bedouin, Captain America, Cheiron, Scirocco, Dedalos, Einheriar, Loremaster, Matador, Mermaid, Peregrine, and Shamrock.

NEBULA (PC 7): Wispy, intangible alien that possesses targets and uses them against foes. Member of Cancer's primary potent team.

NEUTRINO WARRIOR (PC 7): Incredibly powerful neutrino based energy manipulator. Member of Response Team, the most altruistic of the team.

NEW KNIGHTS OF THE ROUND TABLE: The official/not official UK super group. It is not an official branch of the UK government, but is monitored and partially funded by it. Members are Albion, Clansman, The Consul, The Gurhka, and Silver Shadow.

NIMBUS (PC 8): Electromagnetic form that is able to display almost any energy in the spectrum. Member of the PAA Defenders.

NINJA: Although the use of ninja has greatly decreased after the medieval period of Japan, it is increasing lately due to cybernetic enhancements and mystical training. Potents are trained as ninja, for a devastating combination.

NOMAN (PC 6): Android with a cloak that grants near invisibility, has spare bodies that receive his memories when he is destroyed.

O

ON LINE: The On Line computer network was completed by Factor in 1988, and was made available to the public by 1989. It now is used by most banks, businesses, and consumers as a computer shopping and information center. It's astonishing secrecy and security has been attributed to some sort of mind within the system by some.

ORB (PC 7): Mentalist brain of a very old industrialist and rail baron encapsulated in a alien designed sphere. Able to sense and analyze weaknesses and susceptibilities. A member of Cancer's primary potent team.

OUTRIDERS: Although perceived by the world to be a wild and lawless group, the Outriders are in fact the only free force in Australia. When Menton took over, he was unable to influence the small crimefighting pack due to Dreamweaver's magic. Members are Dreamweaver, Dreamtracker, Flinthoof, King Croc, and Ironmonger.

OVERDOSE (PC 5-6): Sixties radical and drug advocate. Was able to induce drug effects in targets and even cause overdose. Most famous for killing Bobby Kennedy and being shot by Sirhan Sirhan. Was killed in a race riot in 1973.

THE OVERLORD (PC 9-10): Easily the most powerful potent on the planet, the Overlord's great power is only exceeded by his ego (which is hard to do with his abilities). The Overlord has been involved in virtually every activity known to man, and has succeeded at them in overwhelming fashion. His primary motivation is new conquests and games. He is a media darling, due to his incredible presence and good looks, and has done several interviews and shows (such as Lifestyles of the Rich and Famous, which told enough of his base's secrets that Armor Attack was able to sneak in and destroy his world controlling satellite ray).

P

PALADIN (PC 7): Iowa farmer who was experimented on by alien scientists and through this process had his immune system destroyed. Now wears armor of alien design in apology for the damage done. Armor protects Paladin from almost any attack, and allows him to heal. All weapons systems are non lethal on this member of Armor Attack.

LA PANTHERE (PC 6): Feline-like martial artist, she is known as France's Kitten in the press, although La Panthere would likely tear your throat out for that. Vigilante in France and bordering countries, close friend of Ermine from the Liberte group.

PEACE (PC 7): Mentalist beauty psychologist who is one of the newest members of Crimson.

PEACE CHILD: Part time crimefighter and full time revolutionary during the late sixties and early seventies, Peace Child was a fairly capable telepath and had an inertial field that protected him from attack. Now retired and living in Tibet.

PEOPLE'S PROTECTORS: The Republic of China's official government potent law enforcement team. With the enormous population of China, and it's nuclear experimentation, China has a large potent population that causes no small amount of trouble. The group is rather large, as well. Members include Ba T'ien, Carp, Dog, Goat, Jade Dragon, Monkey, Ox, People's Deputy, Skyrocket, Steel Soldier, and The Three Storms.

PEREGRINE (PC 6-7): French spy and savateur in a battlesuit that lets him fly. Lieutenant commander with American Eagle, presently not on best of terms with French government.

PHANTASM (PC 7): Mentalist member of the Halifax Sentinels. She is able to become intangible and yet affect solid targets.

PHOSPHENE (PC 6): Los Angeles' charismatic and powerful defender. Phosphene combines his teleporting ability, flight, and combat skills to take a bite out of crime.

PLAGUE (PC 6): Drug burnout and surfer chick with gaseous powers and little coherent thought. Under the care of the WCA, and works with them on missions.

PLASMA (PC 6-7): A being composed entirely of Plasma, contained by a special suit made by Tarot R&D. Kept under control for a while by various agencies, then breaks out to wreak havoc for being in such a miserable state.

PLASMA RANGER (PC 7): Wearing a power suit that enables him to control plasma, this hero patrols the south and fights crime with his powerful plasma blasts.

PLAYTIME (PC 8): Incredibly gifted inventor genius, owner and CEO of Detoys Company, the world's leader in children's toys. Has a mansion called the Recess Room filled with games and toys, with puzzle and toy based traps and snares. Uses robotic and lethal versions of normal toys to kidnap children and keep them near him. Has dozens of children in the Recess Room, and always wants more. When they get older, they tend to vanish.

POLAR BEAR (PC 6): Brick with the ability to change involuntarily in various environments. Member of the Vancouver Sentinels.

POLESTAR (PC 7): Gravitic/Stellar powered energy manipulator. She is a spy, and infiltration specialist. Crimson member.

POTENT ACTIVITIES AGENCY: The United States Government's potent watchdog agency. The PAA deals with powerful criminals captured and investigates potent crimes. Founded in 1971 after a nine year study of the new phenomenon of super powered individuals.

POTENT RETRIEVAL ARMORED UNIT (PRAU) (PC 6-7): This armor system is used by the PAA to take potents into custody, and defeat potent criminals. It was first used against a superhero group in 1985 when the newly formed Response Team refused deputization and registration. Their tactics alarmed the Kansas Governor, and the PRAU were called out. Although soundly defeated, the PRAU were widely viewed as a comforting force, and if enough were called out, they could take out any team.

POWER BROKERS: Since 1986, Power Brokers Incorporated has been the source for potent manpower. Their biggest clients are industry, but potent bodyguards are also in high demand.

POWER MASTER (PC 7-8): A Solar Energy manipulator of high power, Power Master is often tied with the Shadow Master and Taskmaster. He and his friends are often tied to attempts at a new organized crime family of potents

PRISM (PC 7): Light energy manipulator, has a variety of powers based on different colors. Incredibly beautiful member of Eurostar.

PROLETARIAN (PC 8): Very powerful leader of Crimson. Able to copy the appearance and abilities of any person he has met.

EL PROTECTOR (PC 7): Mexico's greatest and best well known hero, a brick with energy shifting powers that grant him great flexibility. El Protector is very well-liked by both the people of Mexico and the world press, which has served him well in the past when he has come into conflict with the government he ostensibly works with.

PROTECTORS: The largest hero group, in membership, of the United States. The Protectors have been in action in the San Francisco area for the last decade, adding members as the years progress. Recent events with a powerful magic amulet resulted in loss of powers for Maelstrom, the vanishing of Ravage (see Renegade), and Dr Wraith becoming the Hand of Justice, a vigilante's vigilante. Members now include Ace, Brainstorm, Doc Sonic, Helios, Huntsman, Quasar, and Silverfist.

PSI (Parapsychological Studies Institute): In 1972, Dr. Sebastian Poe founded the Parapsychological Studies Institute to study psionics. However, over time, PSI has changed. PSI is a brutal, powerful organization that is heavy on revenge, and light on respect of life. Their primary goals seem to be control of all psionics available, and to better study and understand psionic powers. Not as bloody as Genocide, but dangerous none the less. PSI is always careful and crafty, striking with best odds of success and teleporting away mysteriously. Membership increases as more psis are captured, but includes at least Deuce, Impulse, Lady Mirage, Mind Slayer, Omega, Psymon, Revelation, Soulfire, and Torment.

PSI RUNNER (PC 7): Very powerful mentalist with limitations on his powers due to excessive use and mental trauma in his home dimension's psi wars. Member of the Halifax Sentinels.

PSIKNIGHT (PC 6-7): Mentalist with armor that enhances his abilities. Member of the Commonwealth Guard.

PSIS: The second form of alteration caused by genetic interaction by Marlon Radiation. Psychic abilities such as precognition, clairvoyance, spirit mediation, and other once bogus abilities are the hallmark of Psis. One in two hundred thousand will have psi ability. This is the least trusted and most disliked of the changes wrought by Marlon Radiation.

PSYLOCKE (PC 6): Psychotic man hating psionic, member of the WCA kept in control only by their influence.

PUCK (PC 6-8): Demon Lord cursed and banished to this dimension, where his powers are considerably lessened. Although unable to use his magic on himself or to benefit himself, he enhances Blackguard and is very effective.

PULSAR (PC 6): Light/gravity based energy manipulator. Pulsar is a media darling, a lovely young woman that although she is quick to act, is very photogenic and gives great interviews.



QUASAR (PC 7): Light energy manipulator alien, provides the technology for the Protectors. Former slave of Firewing.

QUASI SCIENCE TECHNOLOGIES (QueST): QueST is a research and development consortium that consists of the brightest minds that Factor could not obtain. Working in an environment of privacy and security, with the best equipment and facilities that money can buy, QueST has created miracles. It is rumored that the Quasi is more than a fancy title, and that both alchemy and magic is practiced in QueST as well as science.

QUETZALCOUATL (PC 8): Very powerful mage and shapeshifter in South America. Presently missing after defeating a powerful evil magic force in Ecuador, often a member of Defensor.



RAPTOR (PC 6): Female member of a fantasy race called the Winged Folk. Saved by Vincent Demetrios from the evil creature called the Dark Naga, now an aerial martial artist member of the Halifax Sentinels.

RAVEN (PC 6): Suave gambler and spy with a suit that has missiles and wings allowing flight. Member of T.H.U.N.D.E.R.

THE RAY (PC 6): Underwater member of the PAA Defenders, using a suit that is based on his grandfather's, the original Stingray.

RAZOR BLUE (PC 6): Former porn star and exotic dancer in Brazil. Now martial artist with permanently enhanced system due to drug similar to that used by Arsenal and El Guerilla. Uses blades in combat, member of WCA.

REDIRECTION CARTEL (RDC): The RDC is a powerful organization that is dedicated to industrial espionage and secret brokering. They have agents and members scattered through all strata of society in almost every country of the world, and it is considered to be almost as pervasive as the fictitious Illuminati society. RDC is interested in gathering and selling information and industrial secrets only, and does not dabble in politics.

REICHSKRIEGER (PC 6-7): The Reichskrieger was the mightiest warrior of the Axis, the ubermensch of the German Army. He was defeated by Miss America, wiping his mind so thoroughly that he forgot who he was and what he was doing. This amnesia allowed Captain America to trick him, fooling the mighty man into flying to the moon to discover his past. On the moon slept the Reichskrieger for decades until in 1988 when Factor built it's lunar plant. The naked form of this man was found in a hibernating state, and when it was returned to air, he awoke. Over weeks, he regained his mind and powers, and broke out to find his kin on earth. Studying the history and events of the time he slept, he discovered the nazi influence in Argentina, and connected up with them again. Reichskrieger lives again, even more powerful after his long sleep.

RENEGADE (PC 6): A travelling hero, never tied down to any one place or easy to trace. Renegade is very strong and tough, and uses his might to defeat local, low level crime rather than flashy supervillains. Former member of the Protectors, named Ravage, he lost a great deal of his power, but none of his desire to help those in need.

REPULSE (PC 6): Kinetic energy manipulator with powerful repulsion beams and telekinesis. Member of London Watch and wife of Swift Swallow.

RESPONSE TEAM: Harder edged, more vigilantes than heros. They are supported by most citizens for dealing more permanently with real problems rather than flashy supervillains (although they do their share of that as well). Response Team is not on Heronet, but have a toll free number and advertise. They also take payment, and work for money for larger corporations. Membership is Hunter, Infinitum, Neutrino Warrior, Shade, and Spectre.

ROBIN (PC 5?): Teen-aged girl with acrobatic and combat skills that was Batman's sidekick for the latter half of his career. Used a utility belt similar to Batman's. Died in 1984 after retiring in 1940.

S

SAPPER (PC 6): Sapper is able to steal other people's strength and use it against them. He is often seen working with the Alliance, but will work for anyone who pays.

SCHWARZENFAHNE (PC 6-7): Black Flag, the nearly undead member of Eisenkreutz with rotting and plague powers.

SCIROCCO (PC 5-6): Speedster messenger for NATO. Used little in battle, although his immense speed is combat useful.

SCORPION LORD (PC 8): Incredibly powerful Scorpion-like overlord of Southeastern Asia crime. Runs the Yakuza and other local criminal organizations, controls the drug trade to America, and jerks local police and government around like marionettes. Only the Triads are not under his sway, due to their magical abilities, and the organization Dark Naga runs in India, for similar reasons. Has scorpion agents that are his assassins and errand boys, although the Scorpion Lord does not shy away from direct confrontation. The recent rise of Mandarin to power has caused some conflict between the two, but The Mandarin has been careful to focus on areas less interesting to the Scorpion Lord.

SENSEI (PC 8): Premiere martial artist in Kestrel Universe. Spent a lifetime learning every form and discipline the study has to offer, and then was reborn with an unkillable, perfect human form. Known as the sensei for his unmatched knowledge. Acknowledged as the master of every martial art form.

SENTINELS: Canada's original Superhero group, originally spread pretty thin over the whole huge country. In 1992, however, the Prime Minister expanded the Sentinels in to three branches by recruiting more members. Now the Sentinels are based out of regional headquarters for West, Central, and Eastern Canada. They are on Heronet in America and Canada, and while working closely with the government, are not technically part of the federal powers.

Pacific Sentinels: Aquarian, Glacier, Mirage, Polar Bear, Star Sapphire, and Windshear.

Toronto Sentinels: Fleur-De-Lis, Force, Phantasm, Psi Runner, Raptor, and Supercollider.

Atlantic Sentinels: Adamantine, Ambrosia, Celcius, Myrmidon, Sprint, and Vincent Demetrios.

SHADE (PC 7): Magical form of scholar Allison Checznia. Powerful magic force against evil creatures, the most mysterious member of Response Team.

THE SHADOW (PC 5-7): When he was active, the Shadow was the most feared crimefighter of his time. With powerful mental abilities and a penchant for shooting his targets, the Shadow tore crime apart in New York City. Active from the early twenties until the forties, no one is sure what came of the Shadow.

SHADOW MASTER (PC 6-7): Martial Artist with darkness generation powers. He is often tied with the Power Master and Taskmaster. He and his friends are often tied to attempts at a new organized crime family of potents.

SHADOW WALKER (PC 6): Ninja trained vigilante martial artist. Specializes in fighting the Triads and RDC.

SHAMROCK (PC 7): Immensely lucky member of NATO. Irish woman with infiltration and investigation skills and martial arts that take advantage of her incalculable luck.

SHATTER (PC 6-7): Mentalist energy projector. Shatter is known for her disdain of heroes and she goes out of her way to humiliate them.

SHELVAISTRA (PC 6): Member of Vanguard Australia, pilot of a bipedal weapons platform from an alternate dimension of warring clans. Capable soldier with some high tech equipment.

SHIELD OF HONOR (PC 6-7): Run out of Japan for crossing the Yakuza once too many times, Shield of Honor works for local Japanese powers. He is a martial artist with a variable level force field.

SHRIKE (PC 5-6): Vigilante who works Detroit in her winged battlesuit.

SHUKENJA (PC ?): Very little is known about the Shukenja, personal assassin for the Overlord. Her kills are always in private and done with a brain-disruption ability or weapon. Shukenja is considered the premier assassin on the planet.

SIBERIAN TIGER (PC 7): Stealthy tiger-like white furred brawler. Member of Commonwealth Guard, has a long standing rivalry with Steel Wolf.

SIDESTEP (PC 6): Armored former criminal who fell in love with Dr Goldwing, quit M.A.C.E. and joined London Watch. Teleporter and martial artist member of London Watch.

SILVER SHADOW (PC 6): Young daughter of 50's-60's era crime fighter Firewatcher. Has slippery, silvery force field that she uses for combat. Member of New Knights.

SILVERFIST (PC 7): Powerful armored martial artist, bioengineered into this form by the Orb in an attempt to create a new body.

SIPRISTI (PC 7): Very powerful ninja like martial artist with a wide variety of equipment and contacts. Runs a vigilante network in Hong Kong that fights the area's deep rooted crime problems.

SIRIUS (PC 6): Magically skilled shapeshifter, can take the form of Irish Wolfhound. Member of Liberte'.

SKULL AMULET: A powerful artifact first found by Couatlque in Aztec times. It influences the wearer toward totalitarian moral views and vigilante behavior, becoming permanent over time. It took control of almost all the Protectors until the Chicago Watch 1 was able to save almost all of them.

THE SLASHER (PC 7-8): A mysterious, vanishing murderer with claw-like fingernails over 18" long. Able to withstand almost any attack and teleport from danger, the Slasher sends shivers up and down the spines of all who have met him, and lived – a select group indeed.

SLATE (PC 6-7): Slate is a slow, powerful brick made up of stone. Able to create blinding clouds of dust. Often works with Atalanta and for Viper.

SLIVER (PC 5-7): Shape shifting silvery metallic criminal. Sliver is an avowed enemy of Armor Attack, and has often ambushed individual members.

SNOWFIRE (PC 7): Shelvastra's "mech", a 25 ton, 30' tall walking killing machine with retooled weapons for less deadly power.

THE SOCIETY: Frustrated by the attitude of his former allies in the underground revolution of the sixties, the Sorcerer gathered like-minded potents and new revolutionaries from the ranks of villains and organizations around the United States. Never has such a concentrated group of Politically Correct people been in one place like this. Society seeks such goals as the overthrow of the government, destruction of all fur, animal testing, and farming institutions (except free range, organic ones), and other PC causes. Membership is Black Mamba, Comet, Gorgon, Mother Earth, The Sorcerer, and Ursid.

SOLITAIRE (PC 6): Mystic member of the WCA, the most balanced and calm member of a fairly extremist feminist group.

LE SONE (PC 6): Sonic battlesuit wearing Frenchman, member of Fiacho.

SPECIAL FORCES: In many cities across the US, the police forces are taking advantage of the money made available through the Dornan Act, which encourages law enforcement to use potents. These superhero cops are called Special Forces police, and the membership is different for each city participating. Cities participating in the program are Los Angeles, Kansas City, Dallas, Chicago, and New York.

SPECTRE (PC 7): Martial artist member of Response Team. Able to become desolid and invisible, and still affect the solid world.

SPIRIT GUARD 1 (PC 5): A member of the Liberty Squad, the original Spirit Guard was an inventor who created the armor, and was then used in it to fight the Axis in World War 2. Spirit Guard was able to become intangible, fly for short periods, and fire a stunning mental attack. The armor protected him from most harm as well. Spirit Guard retired later and the suit still stands in the Smithsonian Institute, sans Matter Displacement Generator.

SPIRIT GUARD 2 (PC 7): Similar to the original, the Spirit Guard can become intangible and fly, and wears protective armor. But the new Spirit Guard is much more powerful, reliable, and energy efficient. Now a member of Armor Attack.

SPRINT (PC 7): Second only to Quicksilver in speed, the speedster member of the Toronto Sentinels. Her young age has drawn criticism from Canadian press, but she is very capable.

STACCATO (PC 6-7): Staccato is a very fast and capable speedster/martial artist. He does a lot of mercenary work for groups such as Viper.

STALKER (PC 6-7): Intangible mentalist. Shadowy form and mental attacks that he can use on solid targets make Stalker a feared opponent. Often used as a spy.

STAR SAPPHIRE (PC 6): Kinetic Energy Manipulator member of the Vancouver Sentinels. Although older than Sprint, her inclusion on the team led the Canadian press to begin calling the Sentinels a pajama party.

STEEL BRIGADE (PC 5-6): Although they technically aren't a superhero group like the rest, Steel Brigade is Japan's official potent police force. Each is an armored agent, the armor identical except for a specialized weapon, and are color coded Blue, Gold, Green, Grey, Red, and White.

STEEL WOLF (PC 7-8): Animalistic member of Crimson, ages slowly. One time ally of Captain America in World War 2, earned enmity by killing a German girl Cap saved from a bomb. Cruel and brutal.

STEELFIST (PC 6): Brick with a special drug that makes him immensely strong for a limited time. Also savateur and pilot for the Liberte' team.

STEEL KNIGHT (PC 7): Armor Attack member and present incarnation of the Eternal Warrior. Wears mystical armor and wields a powerful magic sword and shield.

STINGRAY (PC 5): Underwater hero of World War 2. Used a diving suit decades ahead of it's time with a limited use electrical blast. Often a member of the Liberty Squad.

STORM FRONT (PC 6-7): This brother and sister combo has been the primary bane of environmental hazards and perceived environmental hazards for ten years. They strike dams, nuclear plants, strip mines, and other similar places with brutal force, to punish and destroy. Thunder is a brick, with sonic/force powers, and Lightning is a electrical energy manipulator that can teleport them both.

STORMHAND (PC 6): Storm-powered mutant member of Commonwealth Guard. Old man, oddity.

STORMTROOPER (PC 6-7): Armored warriors genetically engineered by Mengele and given special armor. These powerful nazis pilot the Donnermaschine and Blitzenmaschine.

STRONGARM (PC 5-6): Detroit dock worker with the ability to shift into metallic form. Carried an automatic shotgun into a Viper base and shot it to pieces, and was promptly framed for drug dealing. Vanished from prison, whereabouts unknown.

STUNNER (PC 6): Female martial artist with a special stunning attack. Works for hire, but has been known to steal, especially jewelry.

SUNRAY (PC 6): One of the best known heros in America. Sunray makes sure he gets plenty of press, and his rivalry with the super criminal Blitzkrieg is a press favorite. Essentially an energy projector with the ability to manipulate light and heat energy.

SUPERCOLLIDER (PC 6): Brick and impact speedster. Very popular member of the Halifax Sentinels, a role model for young potents.

SWIFT SWALLOW (PC 6): Flying speedster with alien artifact. Member of London Watch and husband of Repulse.

T

TALON (PC 5): Talon is one of the less powerful local heros in the United States. He uses his special prosthetic arm and incredible technical skills to fight criminal organizations in the Northwest. He is very methodical and focussed, which makes up for his power.

TAROT RESEARCH AND DEVELOPMENT: Tarot R&D is a low profile company that does experimental work on Factor's designs, making sure that they work properly and can be manufactured. It is often used by superhero groups for researching potentially dangerous items or substances, and stores such for a price. Tarot employs armored Knight agents for security.

TASKMASTER (PC 7-8): Taskmaster is often tied with the Power Master and Shadowmaster. He and his friends are often tied to attempts at a new organized crime family of potents. He is a very highly skilled soldier with high tech weaponry and armor.

TASMANIAN DEVIL (PC 6): Furry, clawed mutant with vibration powers and immense tunneling speed. Member of Vanguard Australia.

TERROR, INC: Professor Muerte is obsessed with fear, and it's curious power over mere mortals. Terror Inc is a terrorist and robbery group that is his tool to conquering the earth, using his favorite tool. Their activities have been primarily spreading fear and gathering money. Membership is (of course) Professor Muerte, Giganto, Scorpia, Fuer, and agents.

TESLA (PC 7-8): Magnetic manipulator, leader of the Eurostar group. Charismatic leader and idealist.

TETSUONI (PC 7): Literally Iron Demon, Testuoni was a powerful sorcerer during World War 2 who lost much of his power off Japanese controlled soil. He spent much time in the United States sabotaging industry and corrupting citizens, and was apparently impossible to kill (he always had a new body in Japan ready to take over). But after the bombing of Hiroshima, he has never been seen again.

TEUTONIC KNIGHT (PC 5): A nazi agent during World War 2, the Teutonic Knight was a skillful and athletic soldier that was given experimental and magically powered armor and weapons, and a black pegasus to ride. He terrorized the Allied soldiers until Kingdom's Lion tore him literally to pieces in a fight. The armor was destroyed, the pegasus killed. It is not known what happened to the weapons.

T.H.U.N.D.E.R. AGENTS: Part of the United Nations, and the oldest official potent group in the world. It is underpowered now, with super agents in technology provided by the UN. Most of THUNDER's activities have been limited by the UN's ineffectiveness, but in recent years they have become very useful. Members have remained constant: Dynamo (not the solo hero), Lightning, Menthor, Noman, and Raven.

TOKAMAK (PC 6): Former agent of Soviet Union, hero of the people, now discredited and angry criminal agent for the Russian Mafia. Seeks to gain power in the mafia until he can recreate the Soviet Union, but with more punishment for the treacherous peoples of Russia. Considers Stalin to be weak and forgiving.

TOM SLICK (PC 6): Speedster and amoral thief in World War 2. Member of the Freedom Squad more to keep an eye on him than due to his patriotism. Virulent enemy of Germans, which led him to defect to the Soviet Union in 1946, but died of an overdose of his power-granting drug in 1950. The criminal Slick gained his powers from an altered version of Tom Slick's drug.

TOREADOR (PC 5-6): Cuban agent with the ability to become very strong and large. Uses weighted gloves for better punch.

TRIADS: Chinese organized crime, an organization with frightening power and influence. The Triads control most 'Chinatowns', and most of the heroin trade.

TURNCOAT (PC 6-7): Former Viper agent who uses Viper equipment and armor with a new paint job. Specializes in destroying Viper, and is very effective.

U-Z

ULURU (PC 7): Earth elemental with mystical powers in australia, member of Vanguard Australia.

URSID (PC 6): Lycanthrope, a Werebear. Follows strong leaders and has little personal drive. Bodyguard of the Sorcerer primarily.

VANGUARD AUSTRALIA: Australia's official superhero group. Widely rumored to be under the control of Australia's president for life, Menton. The membership is Aurora, Gemeni, Shelvastra, Tasmanian Devil, Uluru, and Volt.

VERSCHMELZUNG (PC 6): Fusion, energy projector that must wear restraining units to control his raging powers. Nazi that is a member of Eisenkreutz.

VETTIL (PC 7): Most famous member of Armor Attack, the reason Tarot R&D is so successful. Inventor of Magesta armor, creator of Heronet and Herofund USA. Much like Iron Man armor, with the twist of being able to travel through any substance at a constant speed.

VIPER: To put it simply, Viper is in it for the money. They want power and control of countries only so it can get richer, and that is through drugs, prostitution, gambling, fencing, and all other criminal interests.

Viper uses whatever means it must and can to achieve this goal. It is the single most powerful criminal agency in the world due to its size, organization, and technological support.

VOLT (PC 6): Aboriginal martial artist with electrical powers and great density. Member of Vanguard Australia, and the terror of organized crime in the area.

VOODOO CHILE (PC 6-7): The first black superhero of the United States was Voodoo Chile, a magical brick. Voodoo Chile was most active protecting black activists and civil rights workers, but was the most altruistic of the sixties heroes. He retired in 1974 and has since dropped out of sight.

THE WHIP (PC 6-7): Very powerful martial artist specializing in a unique whip. Member of Fiacho.

WHITE FLAME (PC 7-8): Very powerful fire energy projector and British aristocrat, leader of Fiacho.

WIDGET (PC 6-7): Armor Attack's newest member, could have been their worst nightmare. Has the power to control and alter mechanical and electronic equipment with a thought. Wears armor that varies widely by need and whim.

WIDOW (PC 6-7): An assassin and thief, Widow has powers similar to a spider's, sans webbing. She is able to enter almost any area, and is suspected in some of the most spectacular thefts in recent news. Widow works for cash, and probably for fun, not on her own.

WIMMIN'S COALITION OF AMERICA (WCA): This radical feminist group has begun establishing schools across the continent for girls. The main school is for young potent girls to learn to use their powers safely and for the betterment of wimmin everywhere. WCA's politics have led it into several conflicts with law enforcement, but several members are solo heroes, which complicates matters. Primary members are Artemis, Hippolyte, Ladybug, Lorelei, Mindlock, Plague, Razor Blue, and Solitaire, with many students.

WINDSHEAR (PC 6-7): Wind based powers from bioengineering and a power suit given by the mad Canadian scientist Doctor Adrastus. Fled and is hunted by Windshriek.

WINDSHRIEK (PC 7): Given biotechnological powers like Windshear of the Sentinels by Doctor Adrastus, Windshriek acts as his personal enforcer and thief. Controlling the winds with her battlesuit, Windshriek is the terror of Canada.

WOODSTOCK (PC 6): Woodstock was a crime fighter of the sixties created by a publicity firm trying to drum up support for Dow Chemical Corporation. Originally a callous and mercenary man, Woodstock used his enhanced physical abilities and gadgets to fight crime in the San Francisco area. Slowly he mellowed, and retired in 1976 to move to Khatmandou.

WRAITH (PC 7-8): Ghostly member of Eurostar, a ghost actually tied to the group. Very fearsome but unreadable, seems to have little motivation except to assist the group.

YAKUZA: The Japanese version of the mafia. Yakuza is hard at work trying to take over where they see the Cosa Nostra failing, but as yet their influence is limited beyond traditional Japanese communities.

YEOMAN (PC 6): Archer and martial artist member of London Watch.

YOOSO: Japan's underworld has several potent agents at work in it, usually enforcers or bodyguards for Yakuza bosses. There is only one real Japanese Super Villain team, the Elements (Yooso). They work for the Takana family, and are active for the Yakuza. Yooso is Hi (fire), Kami no Hayashi (Woods-Spirit), Oni no Mizu (water demon), Tetsuronin (Iron Ronin), and Tsuchi (Earth).

ZUGAIKOTSU (PC 7-8): Japanese for Skull, Zugaikotsu is an assassin and potent hunter for the Yakuza. The most powerful potent in Japan and most other places, he kills and captures with near impunity. He was captured by the Chicago Watch 1 after a nearly successful attempt to capture Shade.