

SERIES

THE LEGION

STORY TITLE

ISSUE

DATE

WRITER (GM)

CHARACTER NAME

AVIATAR

DAMAGE CONDITIONS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> STUNNED				<input type="checkbox"/> DISABLED				<input type="checkbox"/> UNCONSCIOUS				<input type="checkbox"/> DYING								

DAMAGE	FORTITUDE	REFLEX	WILL	MELEE	RANGED	INITIATIVE	DEFENSE	HERO POINTS
+9	+5	+3	+5	+11	+9	+3	17/14	6

POWERS, SKILLS, & FEATS

SUPER-STRENGTH +9 (EXTRAS: PROTECTION), **ENERGY BLAST +11** (FLAW: DEVICE), **SUPER-SENSE +5** (FLAW: SIGHT ONLY), **AMAZING SAVE (WILL) +5**, **AMAZING SAVE (DAMAGE) +2**, **FLIGHT +8** (FLAW: LIMITED - WINGS), **WEAPON (MACE - THANE) +2** (STUN), **WEAPON (AXE - MORN) +2** (LETHAL). AERIAL COMBAT, ATTACK FOCUS (ARMED), DODGE, INDOMITABLE WILL, MOVE-BY ATTACK, POWER ATTACK, RAPID TAKE DOWN, STARTLE, TAKEDOWN ATTACK.

CHARACTER NAME

DARK RAVEN

DAMAGE CONDITIONS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> STUNNED				<input type="checkbox"/> DISABLED				<input type="checkbox"/> UNCONSCIOUS				<input type="checkbox"/> DYING								

DAMAGE	FORTITUDE	REFLEX	WILL	MELEE	RANGED	INITIATIVE	DEFENSE	HERO POINTS
+1/+11	+1	+2	+5	+2	+4	+2	17/15	5

POWERS, SKILLS, & FEATS

SORcery +10 (ENERGY BLAST, FORCE FIELD, HEALING, INVISIBILITY, MIND CONTROL, PARALYSIS, AND TELEPORTATION).
ATTRACTIVE, DETECT (MAGIC), INDOMITABLE WILL, IRON WILL, SKILL FOCUS (OCULT), TRANCE.

CHARACTER NAME

JOLT

DAMAGE CONDITIONS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> STUNNED				<input type="checkbox"/> DISABLED				<input type="checkbox"/> UNCONSCIOUS				<input type="checkbox"/> DYING								

DAMAGE	FORTITUDE	REFLEX	WILL	MELEE	RANGED	INITIATIVE	DEFENSE	HERO POINTS
+3/+10	+6	+10	+4	+5	+10	+10	25/15	5

POWERS, SKILLS, & FEATS

ENERGY CONTROL (ELECTRICITY) +10 (EXTRAS: TELEPORTATION - BLINK, LINE OF SIGHT, ABSORPTION - BOOST STR, ELECTRICITY ONLY; POWER STUNT: DRAIN ENERGY; FLAW: MANDATORY POWER ATTACK), **CLINGING +10**, **SUPER-SPEED +5** (FLAWS: INITIATIVE, DEFENSE, AND REFLEX SAVE ONLY), **AMAZING SAVE (FORT) +5** (EXTRA: WILL).
BLINDSIGHT, DODGE, EVAPE, IMMUNITY (ELECTRICITY).

CHARACTER NAME

AEGIS

DAMAGE CONDITIONS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> STUNNED				<input type="checkbox"/> DISABLED				<input type="checkbox"/> UNCONSCIOUS				<input type="checkbox"/> DYING								

DAMAGE	FORTITUDE	REFLEX	WILL	MELEE	RANGED	INITIATIVE	DEFENSE	HERO POINTS
+1/+6	+1	+6	+5	+7	+9	+8	19/15	6

POWERS, SKILLS, & FEATS

AEGIS BATTLESUIT (ARMOR) +8 (EXTRAS: SUPER-STRENGTH, FLIGHT; FLAW: DEVICE), **AEGIS SHIELD (DEFLECTION) +6** (FLAW: DEVICE), **GADGETS +10**, **SUPER-INTELLIGENCE +5**.
BLIND SIGHT (DEVICE), DODGE, EVAPE, EXPERTISE, IRON WILL, POWER ATTACK, SURPRISE STRIKE, TALENTED (CRAFT AND REPAIR).

CHARACTER NAME

STRYKER

DAMAGE CONDITIONS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> STUNNED				<input type="checkbox"/> DISABLED				<input type="checkbox"/> UNCONSCIOUS				<input type="checkbox"/> DYING								

DAMAGE	FORTITUDE	REFLEX	WILL	MELEE	RANGED	INITIATIVE	DEFENSE	HERO POINTS
+3/+15	+3	+15	+1	+9	+9	+15	30/16	6

POWERS, SKILLS, & FEATS

STRYKER BATTLESUIT (SUPER-SPEED) +11 (EXTRAS: MACH-ONE PUNCH, SONIC BOOM, SPINNING; POWER STUNTS: IMMUNITY - HEAT, WALL RUN, WATER RUN, WHIRLWIND, WHIRLWIND ATTACK, DARK VISION; FLAW: DEVICE, NO "TIME SAVING" ON ROUTINE TASKS).
DODGE, EVASION, INSTANT STAND, MOVE-BY ATTACK, RAPID STRIKE.

CHARACTER NAME

TELUK

DAMAGE CONDITIONS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> STUNNED				<input type="checkbox"/> DISABLED				<input type="checkbox"/> UNCONSCIOUS				<input type="checkbox"/> DYING								

DAMAGE	FORTITUDE	REFLEX	WILL	MELEE	RANGED	INITIATIVE	DEFENSE	HERO POINTS
+5/+16	+3	+4	+11	+5	+9	+1	22/18	9

POWERS, SKILLS, & FEATS

AMAZING SAVE (WILL) +6, **TELEKINESIS +11** (EXTRAS: ENERGY BLAST, FLIGHT, FORCE FIELD - DEFLECTION).
CONNECTED, HERO'S LUCK (X3), PSYCHIC AWARENESS, TOUGHNESS.

CHARACTER NAME

TRICKSHOT

DAMAGE CONDITIONS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> STUNNED				<input type="checkbox"/> DISABLED				<input type="checkbox"/> UNCONSCIOUS				<input type="checkbox"/> DYING								

DAMAGE	FORTITUDE	REFLEX	WILL	MELEE	RANGED	INITIATIVE	DEFENSE	HERO POINTS
+10	+8	+9	+6	+10	+11	+5	21/16	4

POWERS, SKILLS, & FEATS

WEAPON (BOW) +4 (EXTRAS: MIGHTY; POWER STUNT: DUAL DAMAGE), **AMAZING SAVE (CALL) +4**.
ATTRACTIVE, ATTACK FOCUS (RANGED), POINT BLANK SHOT, POWER ATTACK, PRECISE SHOT, RAPID SHOT, SURPRISE STRIKE, TOUGHNESS.

CHARACTER NAME

DAMAGE CONDITIONS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> STUNNED				<input type="checkbox"/> DISABLED				<input type="checkbox"/> UNCONSCIOUS				<input type="checkbox"/> DYING								

DAMAGE	FORTITUDE	REFLEX	WILL	MELEE	RANGED	INITIATIVE	DEFENSE	HERO POINTS

POWERS, SKILLS, & FEATS

CHARACTER NAME

DAMAGE CONDITIONS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> STUNNED				<input type="checkbox"/> DISABLED				<input type="checkbox"/> UNCONSCIOUS				<input type="checkbox"/> DYING								

DAMAGE	FORTITUDE	REFLEX	WILL	MELEE	RANGED	INITIATIVE	DEFENSE	HERO POINTS

POWERS, SKILLS, & FEATS

CHARACTER NAME

DAMAGE CONDITIONS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> STUNNED				<input type="checkbox"/> DISABLED				<input type="checkbox"/> UNCONSCIOUS				<input type="checkbox"/> DYING								

DAMAGE	FORTITUDE	REFLEX	WILL	MELEE	RANGED	INITIATIVE	DEFENSE	HERO POINTS

POWERS, SKILLS, & FEATS