

George was born to the Armstrong family, to a successful state-level politician. He spent his formative years being taught the importance of the USA in anticipation of him one day taking his father's place. Once he became older, he fell into American football, part as a way to escape, but soon discovered he was an incredibly gifted athlete. In opposition to his father's wishes, he chose to pursue a career in the sport, though his family always supported him. Eventually, he managed to make it into a high-end college as a student linebacker, in no small part for his own ability, though his family connections certainly didn't hurt.

He was poised for an excellent, possibly even pro career when a federal agent approached him with the chance to serve his country and take part in an experimental weapons program. George agreed, abandoning his passion forever, and spent the next two years under brutal nanomechanical experimentation in a classified black-site lab. Eventually, they took and greatly empowered his regenerative abilities. Before the studies could reach a serious conclusion, his lab was stormed by a group of extradimensional samurai and cutthroat mercenaries.

A true American patriot, George attempted to duel their leader, Shichiro, and endured what should've been lethal damage but was defeated. He awakened in a cell and was interrogated by a samurai who introduced himself as Shichiro's father, Takeshi, and revealed that his old lab had been attacked by the combined forces of the Daiyamondo clan and the Blackbloods cartel and he had kidnapped into another dimension, Atsumaru. George demanded answers but was rebuffed and told he would only be taken home if he joined an underground tournament, Old Man Fong's Beat 'Em Up, and attempted to slay a bold ronin known as Shiraishi.

In the interest of getting back home, George agreed and spent the next six months training himself in the Daiyamondo's clanhold. Against the odds, he forced his nanobots to evolve and integrate his skeleton. Then he was taken to Old Man Fong's mansion, where he met Sauteur, an arrogant Frenchman, master of Savate, ex-GIGN operative, and secret agent for

Earthworld. After a short time, they hit it off and realized they would both be fighting in the tournament.

Wishing Sauteur luck, George left and met Oishi, a mysterious agent who claimed to be scouting for talent and fascinated him with American football. Oishi gave him his card, a Ki-embossed item that could lead to other, similar cards of his contacts across the realms. The pre-tournament feast began and George drank and ate to his full, but the local rice-wine was incapable of overcoming the nanobots. To his surprise, the Daiyamondo agents came through and his first fight in the tournament was slated to be against Shiraishi.

To everyone's surprise, he shattered Shiraishi's spine almost immediately with a football tackle. George then fought Blizzard, half-human using ice magic, and won by breaking his arm and ribcage with another tackle. By coincidence, he and Sauteur were next for the fight. Despite lacking any supernatural abilities, Sauteur still nearly managed to defeat George through sheer skill, until he managed to grapple the Frenchman, break his femur, and fling him onto the arena floor. Worried that he killed Sauteur, George demanded someone in the audience heal him and was helped by a few attendees and a priest.

For his next fight and the tournament finale, George was set against Yoshifumi, an unskilled, unexceptional man with impossibly good luck. Rather than fight his foe head-on, he intimidated him with his patriotic zeal until Yoshifumi succumbed to fear and surrendered. George then won Old Man Fong's Beat 'Em Up and received its grand prize, the Primordial Seed, an enormous reservoir of pure, natural Ki. He decided to take it back to the USA but left to see how Sauteur was faring with his wounds. Once he arrived, the priest congratulated him on his win and explained that Sauteur had taken well to his healing Ki techniques and already made a full recovery.

When he left the medical ward, he was mobbed by a crowd of spectators. After brushing off a merchant who wanted him to advertise for his fruit

stand, he was approached by Paaneeaz, a wealthy, water-manipulating foreigner who explained he was a fixer for rare fights and gave George a magic conch shell to contact him in the future. Not even ten seconds later, he was tapped on the shoulder and turned to shake the hand of a wrinkled old man, only to collapse from an onslaught of unnatural energies that left a curse on his soul and an ever-shifting glyph on his hand.

The wizard introduced himself as Yomon Zobon and threatened that his soul would soon be his. Sauteur tried to break his jaw with a kick but was hit with a mild, debilitating spell as he taunted them both. This caused George to snap out of his malaise and tackle the wizard, only for him to vanish and his robes to fade away in his hands. Both realized something was wrong and went to see Oishi, who was worried at his predicament and explained that Yomon Zobon was an ancient threat to the realms, but also that George had been afflicted with a Soul-Brand: a type of tracking spell that would make him clearer to evil men and entities and doom his soul to be sent into the wizard's hands upon death. According to Oishi, the only way to break such a curse was through a power as great or greater than the curse itself or through incredible skill.

He chose to find Old Man Fong, explain what happened, and ask that he help. Old Man Fong, rumored to be a powerful sorcerer himself, apologized for the dishonor of such a thing happening under his roof and agreed to do what he could. In his office, he tried to break George's curse and failed, but succeeded in stopping the glyph from shifting by locking it into place, delaying the deepening of the wizard's corruption by six months. George decided there was no reason to stay and resolved to leave but Old Man Fong gave him a pouch of silver coins and told him when the curse was broken so that he could properly compensate him for his misfortune. Both he and the Frenchman left, found the Daiyamondo agent who took George to the Beat 'Em Up, and followed him away from the mansion.

A long floating boat ride later, where George learned that Sauteur was also a linguist, they landed near a large golden ring in the ground. The agent made a portal leading to a park in Houston, Texas in the middle of the night

in its center and gave him his reward for killing Shiraishi: a debit card with \$2.5 million USD on an account with the Bank of America. Immediately on passing through the portal and feeling US soil under his feet again, George took Sauteur to the nearest Waffle House, where they planned their next move. Horrified beyond comprehension, the Frenchman ordered coffee, black. Delighted by the sights and smells of home, the American ordered their breakfast special and a massive quantity of hashbrowns.

During their meal, George explained that he was an experimental superweapon for the American government that was kidnapped by extradimensional invaders and needed to return. Afterwards, he paid for both of their food and Sauteur, either moved or shaken by his patriotism, did the unthinkable and left a tip for their waitress in foreign currency. The Frenchman led him into a nearby alleyway and confessed his true affiliation. He was an agent for the Mutually Assured Security Bloc of Earthworld, or MASBE, handpicked from the GIGN for his martial arts skill and lingual expertise, and sent to explore Atsumaru for them. Sauteur explained to George that they were excellent to work for and that they would be glad to let him join, but said that for being healed after his defeat, he would be willing to use his contacts to get George back in touch with the FBI, who could get him back in touch with his original agency.

It was a difficult decision, but in the end, he decided to reunite with the FBI. As thanks for the help and out of spite for the samurai who killed those he knew in the lab, George gave Sauteur his \$2.5 million dollar reward, and the Frenchman was so touched by this he told him his real name. Thibault Delroix. They went to the FBI headquarters in Houston, Texas, Sauteur made a phone-call, and said his goodbyes. Shortly after, he was picked up by an FBI agent who sent him through a long, convoluted chain of operatives and blindfolded cross-country drives until he managed to reach another secure facility in West Virginia belonging to the United States Secret Forces, or USSF for short, and was led to speak to its acting commander, Colonel Marshal.

The Colonel listened to his entire backstory, believed it, and was so impressed by his work he called him a true patriot. George then gave him the Primordial Seed, which he said he would give to DARPA, and said he would find the agency he was formerly involved with. Once George ate a small mountain of burgers in triumph and enjoyed sleep in his own, private room, he was called back in for a meeting. The Colonel revealed to him that his original project was under a subsidiary of DARPA known as the Extraordinary Solutions Providers, or ESP for short, and that the ESP had kept redundant, decentralized files of their findings despite the usual procedures to centralize sensitive information to prevent leaks. Thanks to this and blood samples from George, it would take them only an estimated five years to recover their progress instead of decades.

Combined with the Primordial Seed, George's return was a considerable boon to the USA. As a result, the top-brass decided to make the removal of George's curse a priority and brought in Daxius, a CIA warlock who had broken several curses in the past. He attempted to tamper with George's curse and almost instantly had a full-body seizure and his eyes evaporate into mist. The curse-expert died on the spot and a later autopsy found his corpse was somehow drained of every drop of moisture. Colonel Marshal reasoned that the six month window would be best spent training and George agreed. With the help of their world-class facilities, he managed to learn the basics of American Kenpo and incorporate it into his style, and also reached another nano-evolution, causing the nanobots to integrate his muscles and improve his physical strength to a near-superhuman degree. The Colonel was satisfied with the results and despite the top-brass's misgivings in sending him out to break the curse, their agreement that he needed to be sent into the field was unanimous.

Their compromise was to send George out into the field with a squad of agents, handpicked by the man himself from a list of twenty. It took some consideration, but he eventually settled on Sauteur, his newfound friend who he knew was competent, Agent Pearson, a near-elderly cultural scholar with no combat ability whatsoever, Agent Hickman, an imageboard lurking sorcerer and cyberwarfare specialist, Henry Phillips, a fellow ESP

asset and telepath with some MMA skill, and Unit #1501, formerly Eric Kramer, a full-body combat cyborg with a built-in tool kit. Once his party was selected, Colonel Marshal gave him a choice of six separate possible leads to break his curse. Of them all, George was most attracted to either exploring a hellish foreign dimension for future US colonization and FDA-approved corn production or searching a ruin built by the ancient Atlanteans in the amazon rainforest, but in the end, he decided the latter would be better for the USA.

Now, he recites the Pledge of Allegiance and prepares for the next step of his journey.

To be continued...