

George Armstrong

Background: It's a long story.

Fighting Style: An esoteric combination of American Kenpo and Football, consisting of crude but competent grapples, limb-locks, and hand strikes mixed with highly technical lunges and standing throws. Mixed Grappler (+5 to defense, +5 to striking, +5 to grappling, +10 for defensive grappling, +10 for offensive grappling)

Signature Move: Football Tackle (+10 when used, extremely dangerous in concert with your skeleton and musculature.)

Personal Abilities:

True American Patriot: Your dedication to the United States of America, implicit trust of its government, and sense of kinship to your fellow countrymen are nigh-unbreakable.

American Linebacker: You are an exceptionally large and proud American citizen, which helped your career as a linebacker but also comes in handy with wrestling. (+5-10 situational bonus in grapples, if you're larger than your opponent. +10 to recovery from blunt head trauma and to throwing football-shaped objects in combat, specifically.)

Nanomachines, Son!: Your baseline resilience and regeneration are enhanced far beyond the human norm by the experimental nanomachines in your bloodstream. (They have the potential to evolve in the future. +20 to recovery in combat)

Skeletal Integration: The nanomachines have integrated into your skeleton, to great effect, granting you a high-carbon steel skeleton. (Endure and inflict more physical damage, less likely to break bones. Increases caloric needs and requires metal shavings. +20 to recovery in combat. Makes you much heavier.)

Muscular Integration: The nanomachines have integrated into your muscles, granting you near-superhuman physical strength. (Inflict vastly more physical damage on a successful strike. +20 to strength and overpowering your foe in grapples. Further increases caloric needs and requires metal shavings. Makes you heavier, but an order of magnitude better at handling the weight.)

Inventory:

Oishi's Card: A laminated card with a number of runes embossed on it. If you hold it in your hand and focus on it, it will give you a sense of where others can be found. These are contacts of Oishi's, willing to train or patron new fighters. Most in Atsumaru, some others elsewhere.

Paaneeaz's Conch: An apparently magic conch shell which can't be broken or lost, only burnt. If you repeat Paaneeaz's name, he'll answer on the other end. He claims to be a fixer specializing in unusual fights and that you caught his interest after winning the Old Man Fong's Beat 'Em Up.

Sauteur (Thibault Delroix)

Background: Largely unknown, a Parisian and former GIGN member inducted into MASBE for his particular set of skills, he has spent much time exploring the known realms, particularly Atsumaru.

Fighting Style: A classic rendition of French Savate, consisting of rapid, devastating kicks and disorienting palm strikes. Striker. (+10 to striking)

Signature Move: Stunning Chin Kick (No bonus, but highly likely to disorient or instantly knock an opponent unconscious on a hit.)

Personal Abilities:

GIGN Member: He has spent many years operating under the the GIGN, the French equivalent of SWAT, and is highly competent at urban combat. (+10 to marksmanship. High tactical awareness and caution.)

Parisian Arrogance: He has a profound conviction of France's superiority in all things and of his own, as a Frenchman, obligation to set an example for his countrymen. (+10 to any variety of mental combat)

Linguistics Expert: He is fluent in eight languages, French, English, Spanish, Arabic, Chinese, Japanese, Korean, and Hungarian, and can converse in many more. (If encountering an unknown language for the first time, he may roll Bo1 to converse.)

Agent Pearson

Background: Largely unknown, from Missouri, America, an aging, highly knowledgeable cultural scholar employed as a civilian contractor under the FBI.

Fighting Style: None whatsoever, almost certain to die horribly if confronted by any skilled enemy combatant. (+0 to combat, due to lack of skill)

Signature Move: Currently Unknown

Personal Abilities:

Cultural Specialist: He's spent almost his entire life as a scholar of ancient and contemporary cultures, languages, and folklore, and has amassed and retained more knowledge than most public libraries. (+20 to interpreting foreign cultures. If attempting to decipher the meaning or context of anything foreign, he may roll Bo3. If negotiating with a foreigner, he may only roll Bo1 but his +20 for knowledge remains.)

Gourmet Chef: He is an exceptionally skilled chef specializing in more artisinal food, generally a fusion of multiple cultures. For the most part, this makes life slightly easier but has saved his life in the past. (+10 to cook, increasing to a +20 in a well-stocked (not necessarily modern) kitchen.)

Nearly Eldery: He is getting on up there, and while he has a good decade or so of fieldwork left in him, all of his best years are behind him. (-10 to anything requiring physical exertion, such as manual labor or combat.)

Hates Architecture: He has a deep, burning hatred for postmodern and art deco architecture, and loathes brutalism but acknowledges it as appropriate for most governmental and military buildings. (If encountering hated architecture, he must make a willpower check to avoid ranting or vandalizing the structure in question.)

Henry Phillips

Background: Largely unknown, from Kansas, America, currently property of the ESP, who seek to enhance his innate psychic potential for national security purposes.

Fighting Style: A technically competent but unexceptional series of MMA punches and kicks, with a focus on caution. (+5 to defense, +5 to striking.)

Signature Move: Currently Unknown

Personal Abilities:

True American Patriot: His dedication to the United States of America, implicit trust of its government, and sense of kinship to his fellow countrymen is nigh-unbreakable.

Fledgling Telepath: He has awakened his psychic potential and undergone some training, allowing him to sense nearby conscious minds and read their surface thoughts. (+10 to mental combat. Can initiate a telepathic attack to read a conscious enemy's mind before or during the first round of combat, if successful, his next round is rolled with a Bo3.)

Mentally Unstable: He claims to hear voices from outer realms and has committed excessive violence in the past, once attempting to kill a high-value prisoner and consistently wasting time or ammunition on already dispatched enemy units. Previous discipline has left him unwilling to even consider the misuse of his power.

Agent Hickman

Background: Largely unknown, from Colorado, America, cyberwarfare specialist and adept sorcerer employed under the FBI.

Fighting Style: No serious martial training, though he's in decent physical shape and can throw a punch in theory. His magic is much more dangerous. (+0 to combat, due to lack of skill.)

Signature Move: Currently Unknown.

Personal Abilities:

Cyberwarfare Specialist: He is a highly-qualified information technician and hacker, who managed to keep his imageboard browsing secret from the FBI for over two years. (+10 to computer-related rolls, +20 if aware of the computer's owner or agency, automatic success if he has a password.)

Sorcerer: He is an adept mystic capable of quickly casting advanced, dangerous acid spells in combat and laying (or breaking) durable wards against specific types of danger given a minute to work. At any given time, he has a layer of several, redundant wards laid over himself.

Paranoid: He is incredibly suspicious of others and while he can trust his fellow agents, he's constantly wary of external threats or that his fellows may have been compromised. He insists on preparing against imagined threats and assumes everyone is conspiring against him but is occasionally correct. Far more difficult to ambush than the average human.

Unit #1501, Formerly Eric Kramer

Background: Largely unknown, from Illinois, America, currently property of DARPA, who remade him into a full-body combat cyborg after an unspecified incident on the battlefield.

Fighting Style: A crude variant of boxing and wrestling moves made with overwhelming, explosive force, but slow, predictable maneuvers leading into them. (+0 to combat, due to lack of agility and technique.)

Signature Move: Currently Unknown

Personal Abilities:

True American Patriot: His dedication to the United States of America, implicit trust of its government, and sense of kinship to his fellow countrymen is nigh-unbreakable.

Combat Chassis: 94% of his body is gone, replaced by an experimental alloy that's nearly unbreakable, but only nearly. (+20 to recovery in combat, which gradually lowers to a minimum of -10 on successive rolls until repaired. If recovering, he rolls Bo3 to keep fighting, thanks to resilient frame and lack of vital organs.)

Hydraulic Limbs: His limbs have been replaced with bulky, piston-powered variants designed for maximum, sustainable force at the expense of fine manipulation. (Inflict vastly more damage on a successful strike. +20 to strength and overpowering his foes in grapples.)

Flamethrower: He has an inbuilt flamethrower, which can be used to devastating effect on the overwhelming majority of organic material, vegetable or animal. It requires a small amount of a liquid, flammable substance but isn't picky, and its subtle construction leaves it highly difficult for most combatants to dodge.

Built-in Tool-kit: He has a helpful series of fine tools in a wrist-mounted compartment, including both types of screwdriver, a power drill, hammer, tongs, flashlight, sawblade, and a knife.

Despite his lack of dexterity, he can use these with some competency.

Internal Fuel Source: He has no need to eat or sleep for longer than thirty minutes in a 24 hour cycle. This may be dangerous if exposed through extreme damage, though he has been instructed to take precautions.