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ARCHETYPES SET 2

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THE TOMORROW LEGION ARCHETYPES (SET 2)

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CITY RAT

HALIMA CORTEZ

Hamadi was a fool! He should have never tried to steal from an electronics dealer with so many friends inside of Chi-Town. When the security forces came for him, she saw no choice but to help him escape. Halima dragged her brother onto her hovercycle and led Coalition forces on one of the wildest chases the 'Burbs had known in years. Through luck and wild talent, the Cortez siblings got away, though both of their faces are on wanted posters all over the Coalition now. Grateful, but still foolish, Hamadi took up with the Black Market. Halima decided to seek different challenges. On the road, she'd picked up rumors about the Tomorrow Legion, so she decided to see how her talents might prove useful with them.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d6, Driving d6, Fighting d8, Lockpicking d6, Notice d6, Piloting d10, Shooting d10, Stealth d8, Streetwise d6, Taunt d6, Throwing d6

Cha: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 12 (5)

Hindrances: Overconfident, Loyal, Wanted (Minor)

Edges: Ace, Acrobat, Ambidextrous, Scrounger, Strong Willed, Thief, Two-Fisted, Upgrade (x2)

Gear: Huntsman Armor (+5, +1 Toughness), Two Wilk's 237 Laser Pistols (Range 15/30/60, Damage 2d6+1, RoF 1, AP 4), Vibro-Blade Vambraces (Str+d8, AP 4, Mega Damage, +1 Parry), 2 extra clips/belts each weapon, NG-S2 Survival Pack, Lockpicks, 800 credits.

Cybernetics: Bionic Strength Augmentation (+1 die type, Strength, figured in), Core Electronics Package (+4 Repair and Common Knowledge, computer, radio), Cyber-Wired Reflexes (+1 die type, Agility, figured in), Optics Package (+2 sight-based Notice, thermal and night vision, video recording), Subject Matter Expert Port IV (up to four die types in Smarts-linked skills), Targeting Eye (+2 Shooting).

Special Abilities:

- **Hero's Journey:** A number of bonuses, already figured in, come from Halima's Hero's Journey rolls.
- **M.A.R.S.:** City Rats are one of the Mercenary, Adventurer, Scholars, and Rogues options, which means Halima begins as a Seasoned character with a number of special bonuses.
- **Subject Matter Skill Sets:** Though physically switching between sets is a free action, it takes a full round for a new set to come online. Halima has two chips: First Aid (Healing d10) and Hacking (Knowledge: Computers d10).
- **Sweet Ride:** Halima has an NG-357 Magnum-Turbo Hovercycle with the nuclear engine option (but no mounted weapons yet).



BURSTER

ARIEL FIREDANCER

The renegade Altara just wanted to prove what she could do. She didn't feel particularly heroic when she made her way to the Tolkeen war zone; she was just wanted to flex her powers upon running into a rather large contingent of CS troops and decided to start practicing on them. Barely surviving the encounter, she wiped out most of the platoon in the process. She limped away and hid, nursing wounds and a grudge. Hearing rumors about Castle Refuge and the Tomorrow Legion, Ariel decided they presented an excellent opportunity to get payback.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Intimidation d8, Knowledge (Arcana) d4, Notice d6, Psionics d8, Shooting d4, Stealth d6, Survival d4

Cha: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 12 (6)

Hindrances: Bad Reputation, Enemies (Minor — Coalition), Loyal, Overconfident, Quirk (Pyromaniac), Vengeful (Minor), Wanted (Minor — Atlantis)

Edges: Alertness, Arcane Background (Psionics), Attractive, Danger Sense, Elan, Frenzy, Improved Fiery Aura, Major Psionic

Powers: *armor, darksight, fly*. **ISP:** 30.

Gear: NG-33 Laser Pistol (Range 15/30/60, Damage 2d4+1, AP 2), NG-S2 Survival Pack, 2 extra clips, 1800 credits.

Special Abilities:

- **Blind:** Altara cannot see colors, read, or notice visual details. This is offset by natural radar that extends 200" (1200').

- **Everything Burns:** The flames of a Burster set most things on fire. See Burster in the see *The Tomorrow Legion Player's Guide*.

- **Fiery Aura:** Ariel can surround herself with a fiery aura at will, no roll required. The aura grants her +6 Armor (which stacks with the *armor* power, but not worn armor) and a damage field of 3d8. Both remain active for as long as she wishes, or until she is Incapacitated or otherwise unconscious. If she spends 3 ISP when activating the field, the armor is M.D.C. capacity. She can extend this aura to a Medium Burst Template.

- **Fire Mastery:** Ariel can pick a spot within 12" and place a Large Burst Template, where she can create, control, or extinguish flames as a free action, no roll required.

As an action, she can roll her Psionics skill to impose -2 to Trait rolls over the area (-4 with a raise) due to heat, smoke, and other conditions.

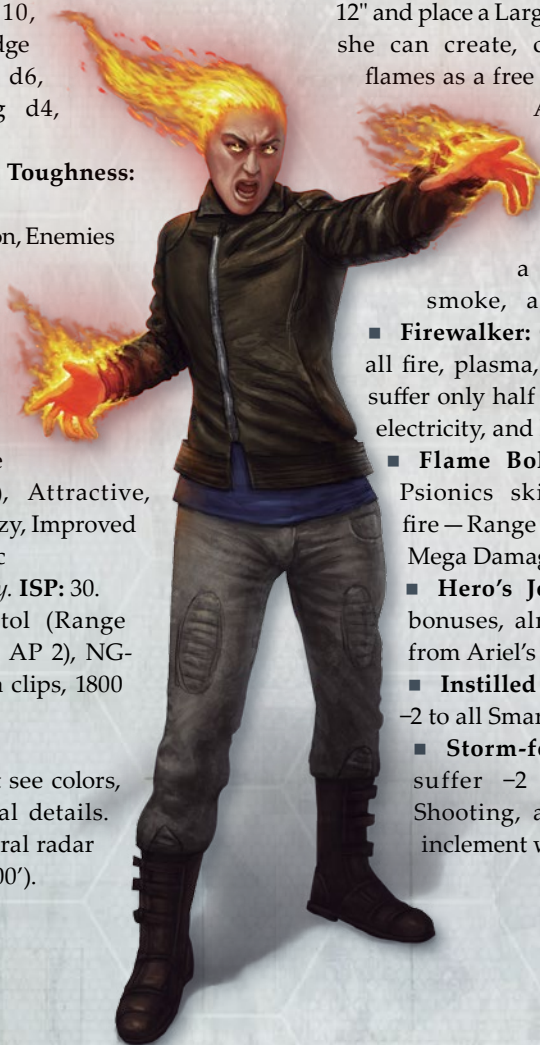
- **Firewalker:** Completely immune to all fire, plasma, and heat effects. They suffer only half damage from lightning, electricity, and lasers.

- **Flame Bolt:** Ariel can use her Psionics skill to hurl a bolt of fire — Range 12/24/48, Damage 4d6, Mega Damage.

- **Hero's Journey:** A number of bonuses, already figured in, come from Ariel's Hero's Journey rolls.

- **Instilled Ignorance:** Altara suffer -2 to all Smarts rolls.

- **Storm-fouled Senses:** Altara suffer -2 to Notice, Fighting, Shooting, and Throwing rolls in inclement weather.



COMBAT CYBORG

HARV

Harv was fine with taking Coalition money for whatever jobs they might need mercs for. He didn't mind blowing away some demons or other monsters to earn the credits. Blowing away helpless refugees—men, women, and children—just because they had pointed ears or might have used magic, was a different matter. Harv wanted nothing to do with it. His boss, Mac Basila, saw things differently, and blood was spilled (though Mac's still out there and ready for a rematch). Harv eventually found Castle Refuge and a new job he could live with.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12+2, Vigor d12

Skills: Fighting d10, Intimidation d6, Notice d6, Repair d6, Shooting d10, Streetwise d4

Cha: -2; **Pace:** 8; **Parry:** 7; **Toughness:** 22 (8)

Hindrances: Enemy (Minor—Mac Basila), Heroic, Stubborn

Edges: Fleet-Footed, Quick, Rock and Roll!, Steady Hands, Upgradeable

Gear: Mini Rail Gun (Range 75/150/300, Damage 2d8+4, RoF 4, AP 6, Mega Damage), NG-56 Ion Pistol (Range 10/20/40, RoF 1, Damage 1-3d6), Chain Greatsword (Str+2d10, AP 2, Mega Damage), 2 extra clips/belts each firearm, communicator, 2000 credits.

Cybernetics: Armor Plating (+4 Armor), Audio Package (+2 hearing-based Notice), Bionic Strength Augmentation, Core Electronics Package (+4 Repair and Common Knowledge), Cyber-Wired Reflexes, Optics Package (+2 sight-based Notice, thermal and night vision), Reinforced Frame II (+4 Toughness), Synthetic Organ Replacement.

Special Abilities:

- **All Those Moving Parts:** Harv cannot be healed or treated with medicine—he must be repaired. Fixing a Harv requires the Repair skill—which is used like the Healing skill, only with no Golden Hour.
- **Heavy:** Borgs suffer -2 to operate any Power Armor, Robot Armor, or vehicles (including weapons and systems) if the machinery is not customized for them.

- **Hero's Journey:** A number of bonuses, already figured in, come from Harv's Hero's Journey rolls.
- **Inhuman Appearance:** Cyborgs suffer -2 to their Charisma.
- **Loss of Dexterity:** Cyborgs suffer -2 to Agility rolls and any Agility-linked skills not directly related to combat.
- **Malfunctions:** Harv is subject to the Technical Difficulties Setting Rule.
- **More Machine:** +2 to recover from Shaken; ignore one wound level; self-contained breathing; immune to diseases and poisons.
- **Size +1:** Big and heavy.
- **Unarmed Damage:** Str+d6, Mega Damage, always considered armed.
- **Upgradable:** Six Strain remaining.



CRAZY VALKA MAD-EYES

The bunny rabbits exploded, the bluebirds scattered to the skies, and the sweet baby deer's mother got completely blown away. The Magic Kingdom burned to the ground, and Valka can't stop crying at night as she remembers all the screaming and the sad and the blood. The Dark Skull Facers—there were so many of them, and they were so evil. She and her friends just couldn't save the poor bunnies! Valka Mad-Eyes knows her friends drug her away from the Burning Magic Kingdom and delivered her to the Good Dwarf Kingdom, though she barely remembers the journey. She hopes serving alongside the Knights of Tomorrow will help her keep the bad dreams away and, maybe, rescue some more bunnies.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d8, Intimidation d4, Notice d6, Psionics d6, Shooting d10, Stealth d6, Streetwise d4, Survival d4, Throwing d6, Tracking d4

Cha: 0; **Pace:** 12; **Parry:** 7; **Toughness:** 13 (5)

Hindrances: Delusions (Major), Heroic, Loyal, Stubborn

Edges: Acrobat, Arcane Background (Psionics), Dirty Fighter, Gun Nut, Frenzy, Off the Handle, Quick, Woodsman

Powers: *deflection, fear, illusion.* **ISP:** 10.

Gear: Huntsman Armor (+5 Armor, +1 Toughness), Wilk's 447 Laser Rifle (Range 40/80/160, Damage 3d6, RoF 1, AP 2), Wilk's 237 Laser Pistol (Range 15/30/60, Damage 2d6+1, RoF 1, AP 4), Vibro-Sword (Str+1d10, AP 4, Mega Damage), Six Frag Grenades (Range 5/10/20, Damage 3d6, Mega Damage, LBT), Four AP Grenades (Range 5/10/20, Damage 3d8, AP 8, Mega Damage, SBT), Three Plasma Grenades (Range 5/10/20, Damage 3d10, SBT), 2 extra clips each firearm, NG-S2 Survival Pack, 1200 credits.

Special Abilities:

- **Bio-Regeneration:** Valka makes a natural healing roll once per day.
- **Distinctive Appearance:** Valka has the classic protruding Mind-Over-Matter (M.O.M.) nodules on her head.

- **Enhanced Speed:** Crazies double their normal Pace.
- **Heightened Senses:** Valka gains +2 on all Notice and Tracking checks. She also ignores two points of Range Penalties.
- **Hero's Journey:** Valka's Hero's Journey rolls granted her (among other things already figured in) the ability to spend a Benny whenever she gets a raise on a Trick check to gain the Drop against that opponent. If she's ever out of grenades, she begins a new session with 1d4 Frag Grenades. Finally, she gains a +2 when using Intimidation or Persuasion, as well as when she uses the *fear* power.



- **Losing It:** As a free action (due to Off the Handle), Valka can go Berserk (as per the Edge) at will. She is also Fearless (as per the Monstrous Ability) while in this state. The Gun Nut Edge allows her to use firearms while Losing It. Coming out of this state is called Getting It Together, and for a period of time, Valka suffers a -2 to all Trait rolls as she deals with the after-effects of her delusions and other psychological issues (see the Cuckoo for Competence sidebar). The duration for this effect is based on what she rolls on her Smarts die after Losing It. Valka cannot use Losing It while she is Getting It Together.

- **Raise:** She only spends 1d6 minutes Getting It Together.
- **Success:** She spends 1d6 × 10 minutes in the Getting It Together state.
- **Failure:** She spends 1d6 hours Getting It Together.
- **Critical Failure:** She spends the next 24 hours Getting It Together.
- **Needs Action:** When Valka goes without action for an extended period of time, she tends to become agitated, irritable, and fidgety. This gives her a -2 Charisma and -1 on all Trait rolls until she sees some action again.
- **Super Endurance:** Crazies only need 4 hours of sleep and gain +4 on all checks against Fatigue.
- **Super Reflexes:** -2 to be hit by all attacks.
- **Valka's Delusion:** Valka Mad-Eyes awoke from her M.O.M. conversion to discover she lives in a fully-animated version of the world she once knew. As a child, she saw a few old animated movies on an ancient device, one of her fondest memories of time shared with her family. Bright colors and imaginary beings defined the world of those movies, and now that's the world she lives in. Most innocent people are humanoid rabbits or other anthropomorphic animals.

The Coalition soldiers and their machines are overblown caricatures of their real-life counterparts, and her allies are melodramatically enhanced animated versions of themselves. When she's Getting It Together, all the color drains out of this cartoon world, and things seem to pause or stutter to her (as though the machine running the "movie" is experiencing technical difficulties). It makes things strange for those who work with her, but she still manages to function.

CUCKOO FOR COMPETENCE

Valka Mad-Eyes is a Crazy, someone who's had Mind Over Matter process done to her. The main part of the M.O.M. conversion involves placing a series of small implants in the subject's skull, using nanotechnology to stimulate the brain in complex ways. Effectively, it overclocks the body into superhuman performance levels. Though the actual implants of today's iteration of the tech are small and concealable, the vast majority of Crazies insist on the traditional rods and domes that extrude prominently from the head.

M.O.M. implants permanently enhance a Crazy's speed, endurance, strength, and senses, as well as dramatically increasing her healing factors. She gets all this at the low, low price of rational thought and emotional stability. In a world where Hell can literally erupt right around the corner and a large percentage of the population of the planet wants to kill her, many would consider her choice ironically rational.

MYSTIC

KAI-SEIL

In the aftermath of the war against Tolkeen, the Lyn-Srial Kai-Seil was among the many practitioners of magic who did all he could to rescue survivors. He refused to fight alongside those who would violate every tenet of decent thought and rationality, corrupting the earth with the foul taint of summoned demons. Yet he also refused to see so many innocents fall at the hands of the vengeful Coalition. Escorting a few dozen refugees southward and away from the ruins of battle, Kai ran into Lieutenant Jennifer Killian and her CS patrol. Instead of opening fire on unarmed civilians, Jennifer insisted Kai turn over any magic wielders he knew were responsible for the demons. To save his charges, he turned over a necromancer and a Shifter he knew hid among the refugees. True to her word, Killian let the rest go. Kai-Seil went on to join

the Legion, wondering if he will ever see the blue-eyed, surprisingly reasonable soldier again.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d8, Vigor d6

Skills: Fighting d6, Healing d6, Knowledge (Arcana) d6, Mysticism d10, Notice d6, Persuasion d4, Psionics d8, Shooting d4, Stealth d6

Cha: 0; **Pace:** 4; **Parry:** 6; **Toughness:** 12 (7)

Hindrances: Enemy (Coalition, Major), Enemy (Federation of Magic, Major), Heroic, Loyal, Quirk (Speaks to the spirits out loud), Vow of Path (Mix of Shinto and Buddhism, Major), Wanted (Major—Coalition)

Edges: Alertness, Arcane Background (Miracles), Arcane Background (Psionics), Danger Sense, Holy Warrior, Luck, Master of Magic

Powers (Miracles): *bolt, boost/lower Trait, healing, smite.* **PPE:** 20



Powers (Psionics): *clairvoyance, mind reading, telepathy*. **ISP:** 10

Gear: Combat Mage Armor (+7 Armor, Full Environmental, +1 die type Strength—figured in), NG-33 Laser Pistol (Range 15/30/60, Damage 2d4+1, RoF 1, AP 2), Magic Staff (Str+d6, Reach 1, +1 Parry, two hands), NG-S2 Survival Pack, 2 clips for firearm, 6000 credits.

Special Abilities:

- **Cosmic Confluence:** Kai can exchange ISP for PPE, and vice-versa, at a 2-for-1 rate. He must immediately use points exchanged this way.
- **Distinctive D-Bee:** Lyn-Srial are highly distinctive and suffer a -4 Charisma dealing with anyone loyal to the Coalition.
- **Flight:** The wings of a Lyn-Srial grant him flight at his normal Pace +6 (12").
- **Four Arms:** Lyn-Srial have four arms, granting them one additional non-movement action each round at no multiple action penalty.
- **Hero's Journey:** A number of bonuses, already figured in, come from Kai's Hero's Journey rolls. All of his damage-dealing spells automatically do Mega Damage, and if they normally would, he gains +5 AP.
- **Higher Standard:** If Kai fails to live up to his Heroic or Vow Hindrances, he can lose access to his Arcane Background (Miracles) until he atones.
- **Inherent Nature:** The Golden Ones are supernaturally good beings.
- **Low Light Vision:** Kai suffers no penalties for Dim or Dark lighting.

■ **Magic Staff:** Kai-Seiil's magic staff grants the following bonuses:

- +1 to all Mysticism rolls;
- A pool of 10 PPE, which regenerates at the same rate Kai's PPE does;
- The ability to do Mega Damage for a single round for 2 PPE.
- Two spells, *banish* and *dispel*, and Kai can use the Mega Power versions of each.

■ **Mystic Awareness:** Mystics can use *detect arcana* at will, at no PPE or ISP cost. They can also sense supernatural beings with a Notice check within line of sight.

■ **Non-Standard Physiology:** Armor is twice as expensive to purchase and repair for Lyn-Srial, and they suffer -2 to operate any gear in Power Armor, Robot Armor, or vehicles not customized to their bodies.

■ **Poor Ground Speed:** Lyn-Srial suffer a -2 Pace when on the ground, and a d4 running die.

■ **Regeneration:** Kai gains a natural healing roll once every 24 hours. If he suffers a permanent injury, he makes a Vigor roll after recovering from Incapacitation; if he succeeds, the injury heals after 1d6 days.

■ **Spiritual Channel:** Mystics have a connection to the divine or spiritual, allowing them to use the *divination* power at will, costing no PPE or ISP. However, each time the power is used, a Vigor check is rolled to resist Fatigue, and a cumulative -1 penalty is applied for each added use over a day. The penalties are removed after a full night's rest, which also gets rid of any Fatigue accumulated this way.

TECHNO-WIZARD

ULYSSES CHANCE

Ulysses Chance made a great living working for the Black Market. He kept the machines running, made useful stuff for others to use in field operations, and had plenty of time to experiment, tinker, and invent. One day, he went out with a team to examine a machine his Black Market colleagues discovered hidden away in a small town. The inhabitants had fought desperately to protect the device; Ulysses saw nothing but bodies and blood everywhere. When he realized his employer had wiped out an entire population just to grab a piece of alien tech, Ulysses snapped. A smoking crater where the machine once stood covered his escape. Not long after, he signed up with the Tomorrow Legion.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Fighting d4, Investigation d6, Knowledge (Arcana) d6, Knowledge (Engineering) d6, Knowledge (Science) d6, Notice d8, Piloting d4, Repair d8, Shooting d6, Streetwise d6, Survival d4, Techno-Wizardry d10

Cha: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 9 (4)

Hindrances: Enemy (Minor – Black Market), Heroic, Quirk (Argues with machines), Overconfident

Edges: Arcane Background (Weird Science), Mr. Fix It

Powers (Weird Science): *armor, burst, speed.* **PPE:** 15

Gear: TW Adventure Survival Armor (+4 Armor, +2 Vigor versus environmental effects), TK Revolver, enhanced (Range 12/24/48, Damage 2d6+2, RoF 1, AP 4, +1 Shooting, 5 PPE), Tool Kit, Shadow Cloak,

Communications Band, NG-S2 Survival Pack, 8000 credits.

Special Abilities:

- **Arcane Machinist:** Create any device from the following list as an action, up to 5 times a session: *armor, barrier, blast, blind, bolt, boost/lower Trait, burrow, burst, clairvoyance, confusion, damage field, darksight, deflection, detect/conceal arcana, dispel, drain Power Points, entangle, environmental protection, farsight, fly, havoc, healing, intangibility, invisibility, light/obscure, pummel, quickness, slumber, smite, speak language, speed, stun, succor, telekinesis, teleport, wall walker, and warrior's gift.* Requires an action and a Techno-Wizard roll (-2 per rank of power higher than Seasoned).

- **Communications Band:** This device grants Ulysses the *speak language* power, as well as +2 Charisma and an additional +1 (for a total of +3) to Persuasion and Streetwise rolls.

■ Hero's Journey:

Ulysses' Hero's Journey rolls granted him (among other things already figured in) the ability to reduce PPE expended by 1 whenever he gets a raise or higher on a power use roll. He also gains +2 to Streetwise, Survival, and Common Knowledge rolls related to North America.

- **Machine Maestro:** +2 all non-combat skills relating to machines (bypassing security, picking locks, operating vehicles, using sensors, etc.). +4 if the item or device is Techno-Wizard in nature. For combat-related checks, bonuses become +1 and +2 respectively.

- **Shadow Cloak:** This item grants +2 to all Stealth checks, as well as the *fear* and *invisibility* powers.

