



HEROIC HORDES™



THE CELESTIAL LEGIONS



MIS7069

Steven Trustrum

**Uses the Super Powers Companion
(2nd Edition)**



HEROIC HORDES™

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A Note on How We Create Characters

At **Misfit Studios**, we believe the rules should serve the character concept instead of the other way around. As such, the characters herein ignore the usual limitation on not being able to purchase the Power Points Edge. Enabling super hero (and villain) characters to continue to develop, expand, and grow their powers is an essential element of the genre. Inhibiting the ability of characters to do so is not something our products supports. So, we encourage Gamemasters to follow the example of characters appearing in our products by allowing players to purchase this Edge with its usual restrictions applied. (Or without the restrictions if your game is better for it.)

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1. NEW TRAITS

We are introducing some new Traits for your use, as well as for the content presented here.

NEW HINDRANCES

Some new Hindrances are required for playing the Celestial Legions in your game.

Obliged

(Minor or Major)

The character is seriously obliged to an individual, group, organization, or the like. The demands on them can work against the hero's best interests and/or those of their companions. A Minor obligation gets in the way now and then, but a Major obligation does so frequently and/or in a fashion that tends to really foul things up. There are almost certainly consequences for not following through on one's obligations.

This Hindrance may be taken more than once, applying to a different obligation source each time.

Sense Signature

(Minor or Major)

Select a particular sense that is especially effective at perceiving the

character, above and beyond any potential fly-by-the-cuff adjustments that may be appropriate to any trap-pings. This could be as simple as the character stinking especially bad (smell) or glowing (sight.) Alternatively, the character could give off a strong energy signature or the like when using a particular power, making the ability to detect that power while in use much easier. For example, using a Ranged Attack may give off bursts of electromagnetic interference that may be traced.

Normally, a Minor Hindrance grants anyone using the appropriate sense a +2 to Notice rolls against the character whereas a Major Hindrance grants a +4. However, if the nature of the Sense Signature Hindrance is very unusual and will not come into play often, the Gamemaster may decide it counts as a Minor Hindrance but confers the +4 to Notice rolls, or they can disallow it outright.

The ability to sense time altering effects is extremely rare, so the Gamemaster rules that a character wishing to take Sense Signature (Temporal Powers) must do so as a Minor Hindrance at +4, or they cannot take it at all.

2. POWERS

Following are some new modifiers for general use and specific powers provided as a Celestial Legionnaire, as well as an entirely new power.

GENERIC MODIFIERS

The following power modifiers may be applied to a wide range of powers possessing the requisite elements to be affected.

Affect Intangible

–2/+2

Powers with this Modifier are able to affect anything that is intangible. This Modifier reduces the power's cost by 2 points if it Affects Only Intangible, meaning the power no longer functions against solid subjects, or increases the cost by 2 points if it affects both intangible and solid subjects.

This modifier cannot be applied to powers that function normally regardless of whether the subject is intangible or corporeal.

Increased Range

+2 or more

Each application of this Modifier improves the power's previous range, as per the Increased Range Table.

Increased Range Table

Points	Range *
2	2 x Normal Range
4	4 x Normal Range
6	8 x Normal Range
8	16 x Normal Range
10	Planetary
15	Solar System
20	Galaxy
25	Universe

* Some levels of the Increased Range Modifier may be accounted for by an existing Modifier already presented for a specific power. For example, the Range Modifier for Attack, Ranged already accounts for the first 4 points of the Increased Range modifier. In such cases, pay for the power's specific Modifier and then buy this Modifier beginning at the next level of adjusted range (e.g., 8 x Normal Range for Attack, Ranged, costing 6 points.)

NEW AND EXPANDED POWERS

Using the Celestial Legions in your game requires introducing a new power, as well as some new modifiers for existing powers.

Faster than Light Travel

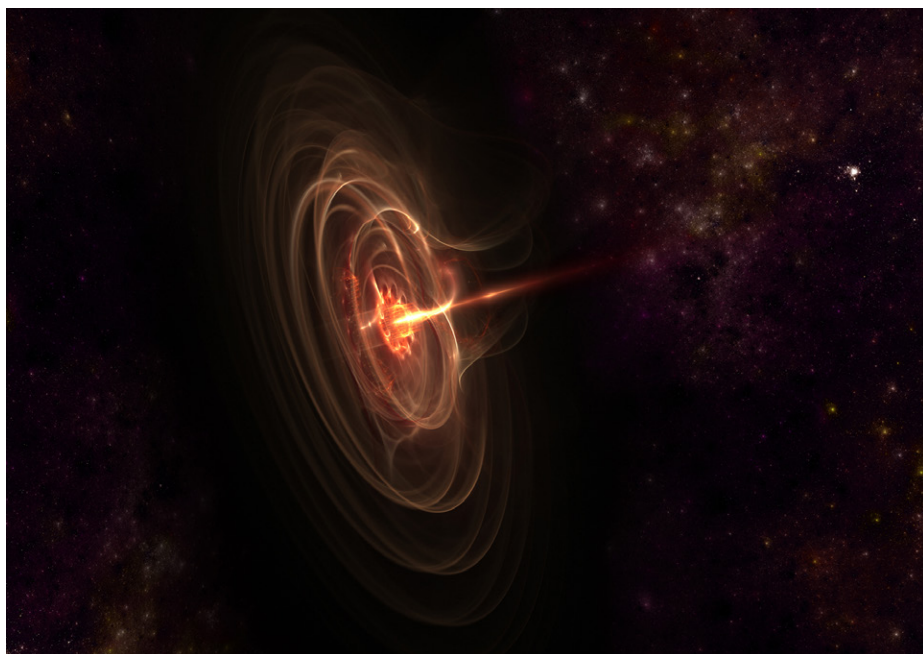
Cost Varies

Trappings: Space warping, hyper-travel, FTL flight

The hero can travel faster than light (FTL), making movement between solar systems and even galaxies in a (somewhat) reasonable time

possible. The character's faster than light speed depends on how many points are spent, as indicated on the accompanying table. If using the hyperspace option for traveling interstellar distances (see the *Science Fiction Companion*), the table instead indicates how many days of travel are required within hyperspace. Either way, Gamemasters may require a Knowledge (Astrogation) skill roll to properly plot a course to the intended destination (see the *Science Fiction Companion* for more details.)

Combat is not possible while traveling faster than light because movement occurs faster than sensory information can travel. Without this information, there is no way to target an attack even if the attack is itself fast enough to strike a target moving at such speeds.



Faster than Light Table

Points	FTL Speed	Hyperspace Time
1	Speed of Light	2d6 days
2	2 x Speed of Light	1d8 days
3	4 x Speed of Light	1d4 days
4	10 x Speed of Light	Instant

Heightened Senses Expanded

The following new senses are available to the Heightened Senses power.

- **Cosmic:** The character has a keen sense that can detect the presence, potency, and flow of cosmic energy. This sense has a range of 12/24/48, imposing Notice roll modifiers of 0/-2/-4.
- **Directional Sense:** The character has an internal sense of where true north is. Furthermore, they can retrace their steps without fail, even when other senses are absent.

The following new modifiers are available to the Heightened Senses power.

- **Radius (+1):** The sense this modifier is applied to can be used in the full radius around you.

Negation Expanded

The following new modifiers are available to the Negation power.

- **Area Effect (+2/+4):** For 2 points, Negation affects an area the size of a Medium Burst Template. For 4 points the hero may use either a Medium or a Large Burst Template.
- **Maintain (+2):** Traits remain negated for as long as the hero maintains their concentration (imposing -1 to all other actions.)
- **Permanent (+20):** Trait steps lost to this power are permanently negated. The ramifications of allowing this are severe, so Game-masters should be careful about permitting this modifier. It is also a good idea to offer the chance for this outcome to be undone as part of a story arc.
- **Range (+2/+4):** Traits can be negated from targets at a range of 12/24/48 for 2 points or 24/48/96 for 4 points.
- **Uncontrolled (-2):** The character automatically negates the indicated Trait with physical contact; the hero is powerless to stop it from happening.

Telepathy Expanded

The following new modifiers are available to the Telepathy power.

- **Empathy (-2):** Only emotions and not complex or even simple thoughts may be communicated.

3. THE CELESTIAL LEGIONS

An ancient race of energy beings, the Gaothoem were one of three species to dominate the Universal Core many millions of years ago following an impressive span of technological and social evolution. During this era, all three civilizations expanded their holdings, colonizing new worlds slowly due to the restrictions of sub-light speed technology. They increased the breadth of their understanding of the universe exponentially during this period, bumping heads with each other in wars that lasted thousands (if not millions) of years due to limitations inherent to such relatively slow travel between stars.

The balance of power was rarely stable for more than a few dozen millennia, with one civilization or another eventually—invariably—growing too big for its current dominion or becoming too greedy after viewing its neighbors' power and territories with envy. Existing under constant threat, even from their current and ever-changing allies, each race swept aside smaller civilizations in their quest for supremacy, spurring on a spike in technological advancement unlike the universe had previously seen.

Eventually, the Gaothoem Conclave's rival, the ultimately more powerful Titonathor Empire, sought to

permanently upset the balance of power in its favor. The latter developed a technology that allowed them to punch through reality into another dimension, creating a wormhole that would instantly gate them anywhere. The intention was to enable them to discover and colonize new, inhabited worlds faster than its two great rivals, the Conclave and Zettex Assemblage. Unfortunately for the universe, no one considered this other dimension already served a function, in this case as a prison for an evil that predated history.

Unleashed by the wormhole experiment, these Fell Hordes (as the ancient darkness came to be known) set about destroying everything in their path with impossible ease and a total lack of discrimination or mercy. Pushed to the brink of extinction, the mighty Titonathor were left with no recourse but to call upon the Gaothoem Conclave and insect-like Zettex for aid. Recognizing the danger to themselves, the three intergalactic powers were able to create a united force strong enough to drive the Darkness back beyond the edge of the known universe, but not before entire sectors of space were devastated and rendered uninhabitable.

Left weakened by the evil they'd unleashed in their territory, the Titon-

athor Empire was vulnerable enough for the Conclave to swoop in and assume control over many planetary systems once the war ended. Expectedly, this led to many border skirmishes—and eventually to war. The Zettex officially retained a position of neutrality during these conflicts while covertly playing all sides against each other to their own benefit. When this duplicity was uncovered, and the extent it played in keeping the war going learned, both the Gaothoem and Titonathor turned on the Zettex.

Considering the Conclave and Empire had pressed each other so severely at the Zettex's secret urgings, both struck back with unprecedented fury, nearly wiping out their foe in their combined wrath. The resulting purge had a nightmarishly high death toll that finally purchased complete and utter peace for the next several thousand millennia. With the betrayers removed, the remaining peoples of the Universal Core knew an unprecedented level of interracial cooperation.

And yet, even a golden age such as this could not last forever. Following nearly four million years of peace, both the Titonathor and Gaothoem began to suffer mysterious troubles.

It began with instances of losing contact with a few scattered, fringe colonies, but this soon elevated to entire worlds being scoured clean without a sign of ever having been inhabited. Each race rushed to fault the other, forgetting the costly peace

they had forged so long ago, but their tempers abided long enough for an exchange of information revealing someone or something else entirely was to blame. All evidence pointed to a new power at work in the universe, and it was very selective and efficient in its methods.

But even that conclusion was a mistake. The Gaothoem and the Empire soon learned the perpetrator was not a new power at all, but rather an old one returned for vengeance. So began the Dread War.

The 'new' enemy was, in fact, the Zettex returned from their exile and near-extinction. Armed with a seemingly innumerable fleet of ships equipped with weapons far beyond anything either the Conclave or Empire could muster, the Zettex had also undergone a radical biological evolution mirroring their exponential leap forward in technology. Unable to match their foe's arsenal and numbers, both races suffered horrible losses each time they faced the vengeful Zettex in battle. Another alliance was formed against the shared foe, yet even their combined militaries barely slowed the aggressors.

The Dread War whittled down both surviving universal powers to mere fractions of their former size and populations, with the Gaothoem Conclave taking the brunt of the attacks and only retaining about one-tenth their previous territories. This was when a terrible decision was arrived at. Opt-



ing for survival at any cost, the Conclave's ruling council secretly struck a deal with their enemy. In exchange for betraying the Titonathor, the Gaothoem would be left alone to govern their few remaining star systems in peace and without further casualties.

Utilizing their secret alliance with the Gaothoem, the Zettex maintained a pretense of retreat and weakening battle lines to build the Titonathor's confidence. Finally, at the Gaothoem's suggestion and with their confidence overshadowing all caution, the Empire sent the remainder of its fleet after what their believed-allies claimed was a vital weak spot in the Zettex battle lines. Tragically, it was a ruse set to lure the Empire's fleet into an empty region of space and away from the worlds they should have been protecting.

In a single moment, millions of Gaothoem ship-sized *Lance*-class mis-

siles concealed as flotsam, detritus, and other obstacles of space took advantage of the diversion. The weapons assailed every known remaining planet, stronghold, outpost, and colony belonging to the ally the Gaothoem had deceived in exchange for their own security. Each missile had been refitted to carry a gift from the Zettex: a gene-tailored, highly contagious plague that proved to be 100% terminal to the Titonathor, yet it left every other life form unharmed.

Victims died horribly as their flesh rotted from within, but not before the disease maliciously enhanced the sensitivity of the victim's nerves a hundred-fold to drive them mad during their slow passing. Within days of the Night of Lances, the plague had consumed almost all the Empire's population. What few Titanathor survivors remained were forced to flee to the four corners of the universe and away

from the plague. The Dread War was finally over.

True to their word, the Zettex left the Gaothoem to rebuild their remaining systems while the victors moved to populate the massive void left by the Titonathor's near extermination. Although the Zettex could have easily pressed on to take what little remained of the Conclave, they found the "mercy" of letting the noble Gaothoem live on to suffer the shame and guilt of their base betrayal far too inviting a revenge to ignore. Even though they had survived, every Gaothoem knew they had lost the war, and their nobility and honor had been annihilated as certainly as had the Titonathor Empire.

With the Dread War behind them, the Universal Core's remaining races tried to move on, but things were now far different than ever before. The Zettex clamped down on space travel, erecting a tyrannical body politic that lorded over the conquered systems. Eventually, a Grand Chancellor would rise to assume control of the Zettex Authority Council that, from then on, would act as advisors and rule in name only. The Zettex Demesne had unequivocally become *the* power in the universe, and anyone who dared defy their authority felt the savage fury of their unconquerable battle fleet.

The Universal Core had finally been tamed and cowed.

PENANCE OF THE GAOTHOEM

Laid low by the guilt of their betrayal, the abased Conclave watched the remaining Titonathor flee for their lives into space's vastness. The Gaothoem had considered themselves noble and selfless—the most enlightened of the Universal Core's races—even if the Titonath Empire, Fell Hordes, and now the Zettex Demesne all possessed superior technology. This race of sentient energy had hoped they had grown beyond such treachery, but the Gaothoem could fool themselves no longer—true enlightenment had never actually been theirs to claim.

The Gaothoem grieved for their lost honor as all Conclave space came to a halt while its citizens collectively succumbed to a civilization-wide depression. In less than a decade following their betrayal, these majestic beings were dying in massive numbers—simply "winking out" of existence for lack of a desire to carry on. Once more, the Gaothoem were on the verge of passing beyond the pale of history, and they likely would have were it not for the insight of a single one of their kind.

A Gaothoem fleet admiral and Dread War veteran, TebenQui stepped forward to rally the spirits and willpower of a small group of scientific and religious leaders. TebenQui convinced these foremost special-

ists there was only one way for their race to both redeem their lost honor and save themselves from extinction: attain a state of true spiritual and physical enlightenment. Hoping such evolution would allow them to defeat the evil they had helped elevate, this Gaothoem select channeled their depression, guilt, and hatred into their new cause with the hope of one day erasing their sins with deeds of equal (if not higher) morality, compassion, and justice.

TebenQui's idea quickly and covertly spread throughout what little remained of Conclave territory, the Zettex Demesne having already annexed all the planets emptied by the ongoing Gaothoem suicides. As the fleet admiral had hoped, the survivors clung to the idea like a lifeline, driving them to vacate their remaining planets as the Gaothoem race converged on Gao Tho, their world of origin. There, the council of spiritualists and scientists had gathered to fulfill TebenQui's vision for the future.

The Zettex moved ever deeper into Conclave space, claiming abandoned world after abandoned world, wondering when they would finally encounter resistance. They penetrated as far as Gao Tho's moons, upon which they placed observation stations, and still there had been no reprisals for their intrusions.

Perplexed but content with their bloodless conquest, the insectoids settled in and watched as most of the remain-

ing Gaothoem disappeared beneath the planet's surface without returning, leaving nothing but dead cities behind. It seemed ultimate victory belonged to the Zettex Demesne, now by far the largest power in the known universe.

Over the span of roughly seven million years, the relatively few remaining Gaothoem slowly worked to hollow concentric layers into Gao Tho, all the way to the planet's molten core. They then lined these cavernous layers with superconductive materials. Although the process drained the world of its natural resources, the immense endeavor served its purpose. Deep within Gao Tho's bottommost layer, at the planet's drained and hollowed heart, was constructed the project's culmination: a great and enigmatic device.

As the surviving trillions of Gaothoem packed themselves into their world's hidden layers, moving their race's incomparably long plan of penance into its final stage, the Zettex felt a dark shiver run through their hive consciousness. Something was about to happen, and the Conclave wanted their corruptors to know it. The last step of their course set, the Gaothoem finally turned on their planetary machine.

Once activated, the device fed upon the energies acquired from the removal of Gao Tho's fiery heart and used it to draw the essence of the Gaothoem filling the layers above into the superconductive materials

surrounding them. In a single moment, these beings of energy became as one—a shared consciousness of many voices, infusing their entire planet with their united essence. They had transformed their world into a living repository of their now singular will.

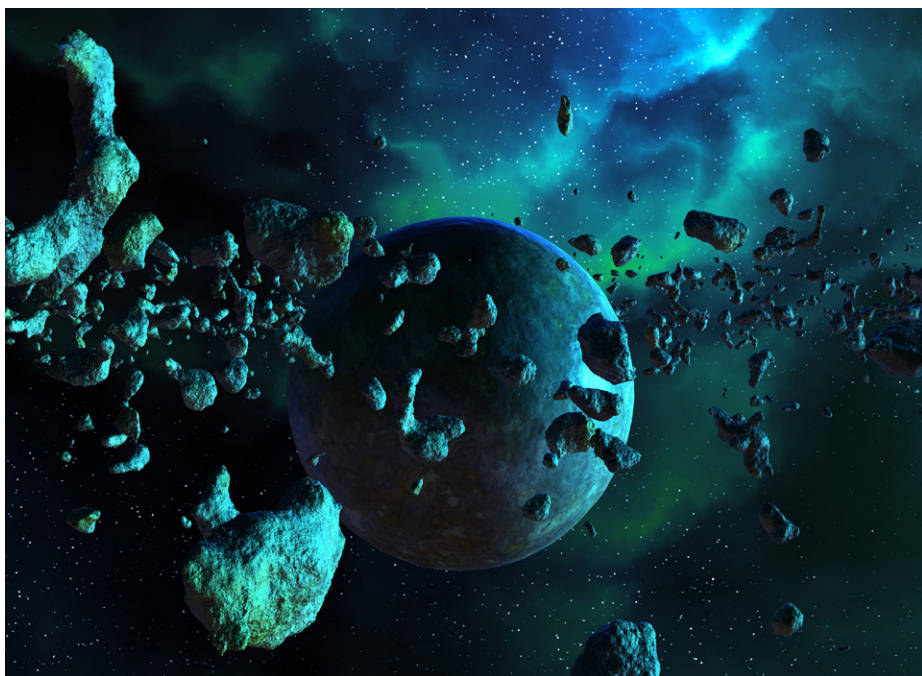
The energy backlash from this process slashed outwards like the ripples from an incalculable stone dropped in a cosmic pond, tearing apart Gao Tho's moons before continuing on through the nearest occupied systems. When this phenomenon finally reached its utmost extent, nothing remained around Gao Tho for nearly one-quarter of a light year except the debris of hundreds of Zettex-annexed planets.

Terrified by the sheer immensity of force required to strike such a blow, the Demesne sent a full battle fleet

into the void surrounding Gao Tho, yet none returned. Unmanned probes likewise went missing without ever transmitting back data after entering the area of destruction. Admittedly outmatched, even if they were not sure by what, the Demesne declared this entire Dead Zone off limits, erected patrols, and created a massive sensor net to ensure the quarantine's integrity, a policy that remains to this day.

But what happened with the Gaothoem's big plan for redemption, you ask?

Gao Tho was transformed into a giant battery of sorts, designed to house not only the unified life force of its former inhabitants, but also their collected minds, personalities, and wills. The process of uniting the life force of trillions of energy beings in this man-



The Collective Consciousness of Gao Tho

The unified world-consciousness of Gao Tho does not think as a single mind, as one would generally couch such a concept. Instead, it operates as a collected instinct that seeks out justice by mentally scanning the universe for subjects likely to be appropriate for transmergence. It will then use its empathy to try and convince the newly transmerged being to take on the cause of cosmic justice.

Essentially, Gao Tho is a living planet that will react to anyone invading its space, including a transmerged essence that approaches uninvited. It will first respond to such intrusions with a warning by instilling intruders with an overwhelming sense of dread and panic. Any unwanted parties who continue onward will then be attacked with absolute ruthlessness, as the Gao Tho's instincts include a sense of self-preservation driven by a need to see its goal of redemption completed.

The extent of the collective consciousness' intelligence is unknown and untested—it could merely be subdued or waiting for the right time to reveal itself, or it could be just what it appears: nothing more than emotion and instinct.

Super Powers

- **Attack, Ranged 5 (34):** Range Solar System, Damage 6d10, RoF 1, Area Effect (LBT), Enhanced Damage, Heavy Weapon, Increased Range (Solar System.)
- **Force Control (50):** Strength d12+12, Area Effect (MBT), Force Field, Heavy Weapons, Increased Range (Solar System.) (Cosmic energy.)
- **Heightened Senses (26):** Cosmic energy detection, Increased Range (Universe.)
- **Telepathy (24):** Broadcast, Empathy, Increased Range (Universe), Limited to Transmerged Beings.

ner is what created the ripple that left the Dead Zone in its wake. Despite all the destruction this event wrought, it allowed the Gaothoem to achieve their ultimate goal of enlightenment.

This new existence allowed a process now known as transmergence to become possible. Transmergence is a state of being by which the Gaothoem collective infuses another sentient life form with the essence of one of their

own kind, allowing the two to work together as the host draws upon the alien's energy to perform wondrous deeds. The Gaothoem planetary consciousness does this by telepathically scouring space for beings capable of handling such power and the capacity to use it to better the cause of life and justice. When an appropriate host is found, a single Gaothoem life essence is shot into space at speeds unlike anything orthodox physics can yet ex-

plain, and then transmergence occurs (whether the host wants it or not.)

A host who accepts their fate reaps great benefits from transmergence. Not only may the host telepathically communicate with the Gaothoem riding within, but they can also draw upon the latter's cosmically attuned life force to access astounding abilities.

Although the powers bestowed by transmergence may sometimes vary from one host to the next (why is not known but allows for a degree of character customization), some abilities *always* manifest. These universal powers include cosmic energy manipulation and space flight, enhanced physical attributes, and the ability to survive in hostile environments, including the cold vacuum of outer space. The Gaothoem works with the host to learn how to use their new talents to pursue the cause of righteousness and life as a Celestial Legionnaire. Unfortunately, a madness born of the inability to cope with their fate awaits any host who refuses to accept the Gaothoem's gift because, so far as anyone knows, there is no way to rid someone of a transmerged life essence short of killing the physical body.

It is vital to note that not all Gaothoem answered TebenQui's call. Many had already filtered out through the universe to seek their own path of redemption while others accepted their lot and either winked out of existence, decided to continue down the despi-

cable path the Great Betrayal had set them upon and become villains, or hid so they could wallow in solitary despair. Regardless of their reasons or disposition, whenever and wherever encountered, Gaothoem that have not taken part in the planetary consciousness of the Celestial Legions are treated with all the fear and awe one would expect when facing the walking dead or a living myth.

THE GAOTHOEM DEAD ZONE

The act of transmergence created a region devoid of planets for nearly half a light year around Gao Tho, the Gaothoem home planet. Now, the area is filled with nothing but detritus—the remains of the systems destroyed by the massive energy ripple released by the planet's transformation. For centuries after the event, no one pieced together what happened, but the rise of the Celestial Legions has finally provided the answer.

The Zettex Demesne has declared the area entirely off-limits after losing the initial fleet sent to investigate the disaster, and so patrols, sensors stations, and killer satellites now surround it (no small feat or expenditure considering the cordon's size.) Nobody except the Zettex are sure if the Demesne is more interested in keeping the curious out or containing whatever it is that dwells in the sector's sole remaining planetary body, but the effect remains the same.

Pirates, smugglers, rebels, and other scum and riffraff often use the Dead Zone's fringe to hide their ships, using unavoidable holes and system failures in the cordon to slip in and out undetected. Although the debris can provide a tempting hideout, the risk of capture and fear of what may reside deeper in the region means only the bravest or most foolhardy dare do so. Treasure seekers are also common enough because the belief that something of value *must* have survived the destruction of all those planets is strong and prolific—and perhaps they are right.

And yet, nobody who has passed into the Dead Zone beyond maximum sensor range has ever returned (so far as anyone knows.) Not even the relatively few Gaothoem who did not share their home world's fate will venture into the region for fear of what may be found within.

THE GAOTHOEM

One of the triumvirate of races to have once dominated the Universal Core, the Gaothoem are sentient beings formed entirely of living, protonic energy. Their history was one of nobility, honor, and the driving desire to explore and attain new heights of scientific achievement, but it came to a tragic end with the betrayal of their allies, the Titonathor. For most of the race, that dishonorable act would lead to transmergence, but for others it meant a nomadic life of wandering

the universe, seeking a new meaning for their existence.

In their native form, the Gaothoem's subconscious will maintains their energy life force in a cohesive, immortal state. Should the being ever lose its desire to live, it will simply "wink out" of existence by intuitively dissipating its energy into its surroundings. In effect, its will to live literally sustains a Gaothoem.

The Gaothoem's energy form appears as a nascent faint blue to violet light that stretches between 5 and 6 feet high, and half that in width. Lacking a physical form, Gaothoem fly about and interact with their environment using a limited form of telekinesis.

GAOTHOEM, NATIVE FORM



Attributes: Agility d4, Smarts d8, Spirit d6, Strength d4, Vigor d4

Skills: Knowledge (Select Four Languages) d4, Knowledge (Select One Science) d12

Pace: 6; **Parry:** 2; **Toughness:** 4

Hindrances: Alien Form (Cosmic Energy), Sense Signature (Minor, Cosmic Energy; +4), Weakness (Major, Magnetism)

Edges: Arcane Background (Super Powers)

Super Powers

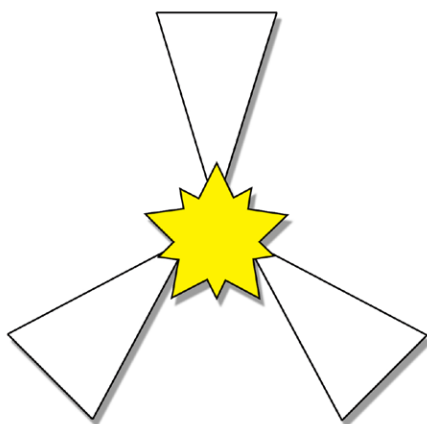
- **Ageless (1)**
- **Altered Form (3):** Cosmic-Energy

- **Doesn't Breathe (1)**
- **Doesn't Eat (1)**
- **Doesn't Sleep (1)**
- **Flight (8):** Pace 6, Climb +6
- **Heightened Senses (1):** Radius Normal Vision
- **Immune to Poison/Disease (1)**
- **Intangibility (3):** Permanent. (Energy form.)
- **Telekinesis (27):** Strength d10, Increased Range (Universe.)

THE CELESTIAL LEGIONS

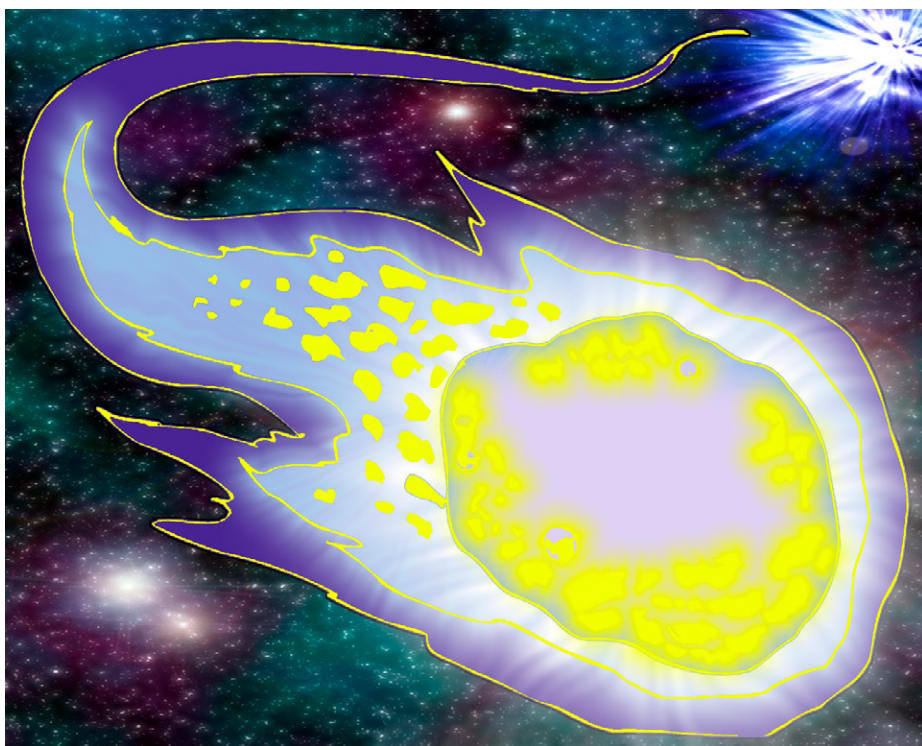
When the Gaothoem transformed their world into a battery to house their collected consciousnesses and life force, a new power entered the fight for universal good and righteousness. To make restitution for past sins, the planetary consciousness ejects Gaothoem essences into the ether of space so they may find a host and join with it, creating an entity of wondrous power and noble calling that shall bring all their abilities to bear in the name of justice and benevolence.

Every host ends up with a large burn scar on their body following transmergence (usually across the chest, if the host has one), a result of so much living energy entering and then fusing with their physical form. This mark always appears the same, somewhat like a merging of three inward-pointing triangles centered by a starburst—the point of entry. Several of the first hosts came to form a loose organization of intergalactic agents who took it upon themselves to police the universe (whether it wanted it or not) on behalf of Gao Tho's collective consciousness. Assuming the mantle of Celestial Legionnaires, these transmerged individuals took the burn mark of their initiation as their symbol, a banner that is now recognized as the Celestial Legions' herald across the universe.



Transmergence

When a Gaothoem bonds with a mortal host, it loses its Flight and Telekinesis powers because it can no longer fly or move objects with its energy form. It is now essentially trapped within its host, unable to manipulate its environment. It becomes a formless mind contained within someone else's body.



Initially, the Legions existed only in the loosest sense of the word: the hosts began calling upon each other for aid when needed, but they had no leadership or structure beyond such rudiments and the ambiguously empathic urgings of Gao Tho's living consciousness. Some tragedies involving miscommunication or an inability to agree upon a hierarchy and/or an appropriate course of action in dire situations made it evident that things had to change, though. The Legions had to move beyond their infancy into maturity, or they would never achieve their goal of universal justice. As the centuries moved on, the Celestial Legions became more formal and better organized, to the point where the planet-mind of Gao Tho was able to refine

its ability to empathically transmit to the Legionnaires and better communicate its collective motives and goals.

Today, the Celestial Legions are highly organized with a rigid command structure that works to ensure members operate as efficiently as possible. Codes of conduct are in place, and senior Legionnaires now seek out newly transmerged hosts (with the help of Gao Tho's expansive empathic reach) to convince them to sign on and, should they enlist, explain the rules and guide such rookies in the use and responsibilities of their powers.

After a brief mentorship, a new Legionnaire is assigned a sector of space to patrol and protect (typically their home system, but not always),

and they are given a means to communicate with their superiors. Of course, membership is not required of a new host, but the Legionnaires have become somewhat caught up in their self-imposed status as galactic police and champions for good. This has led to most hosts who do not wish to play along being shunned and left out in the cold when problems arise.

Much of the Universal Core has sagely accepted the Celestial Legions as an unofficially official law enforcement agency that looks after them on a sector-wide scale. Acceptance does not necessarily mean these civiliza-

tions agree with or even enjoy the Legions' protection and oversight, though. Many planets and galactic governments downright abhor interference in what they consider domestic affairs, but they accept the Legions' intervention because they really have little choice when it comes to disagreeing with individuals who, quite often, can literally go head to head with their best warships and come out on top. Unable to openly oppose the Legions, most dissident civilizations instead choose to make life as difficult as possible for the Legionnaires by politely being uncooperative and difficult whenever possible.

The Celestial Legions

28 points

Leadership: Council

Typical Morale: Bolstered

Smarts d10, **Spirit** d10, **Charisma** +0

Skills: Intimidation d8, Investigation d6, Knowledge (Astrogation) d10, Knowledge (Intergalactic Criminals) d10, Notice d6, Persuasion d4, Stealth (Smarts) d6, Streetwise d6, Taunt d4, Tracking d8

Hindrances: Code of Honor, Enemy (Zettex Demesne, Major), Heroic

Edges: Secure (Mole Network)

Basic Personnel: None

Elite Personnel: Legionnaires

Equipment: None

Headquarters: Special; Gao Tho

Super-Weapons: Special; see The Collective Consciousness of Gao Tho, pg. 14

This section uses rules found in *Super-Powered: Organizations*, also published by Misfit Studios

Not all interstellar communities are so willing to accept the Legions' influence and intervention, however. Some of the more powerful factions in the universe—the Zettex Demesne, especially—resist the Celestial Legions at every turn. Most such resistors are not as morally questionable as the Demesne, either—some are downright reasonable and enlightened, but do not agree with how the Legions conduct themselves. Instead, many of these dissenting factions believe the Celestial Legionnaires represent the corrupting influence of power, even when that power is supposedly benevolent in nature. Such civilizations do not believe the Legions have a right to meddle in their affairs, so they resist the presence of Legionnaires in their territory as best they are able.

Whether seen as noble heroes, tire-some blowhards, or intrusive outsiders, the grand presence the Celestial Legions commands on the cosmic stage cannot be denied.

THE LEGIONNAIRES

A Legionnaire should protect their assigned section of space and maintain the peace. Some take a more active role than others, overthrowing tyrannical governments and hunting evil no matter where it hides, while others choose to be more reactionary and believe the best route is to not interfere in local politics and similar events except when absolutely necessary. There is no set code for such

behavior, beyond the need to protect life, granting the individual Legionnaire incredible discretion when it comes to such matters.

Upon activating their cosmic powers, a Celestial Legionnaire's body manifests a costume that is unique and suited to their nature rather than all wearing an identical uniform. Despite this individuality, however, all such manifested costumes incorporate the Legions' symbol upon it somewhere and will portray a dark star field that twinkles and otherwise reacts to the individual Legionnaire's moods.

The cosmic energies harnessed and projected by all Celestial Legionnaires uses the transmerged Gaothoem as its focal point, thus rendering the energy in the same light blue to violet range as the latter's native energy form. The commonly shared powers are provided in the Celestial Legionnaire Template entry (pg @@.) However, the host's nature and subconscious cause any remaining powers to be suited to them as an individual, thus allowing the player to tailor their character beyond what is outlined in the template.

Legionnaire Selection

Gao Tho's search for appropriate hosts is extensive and delves into the subconscious as well as the conscious mind. Not all subjects of transmergence immediately agree to the path their alien hitchhiker has laid out for them, but an empathic scan beforehand means the selection pro-

cess rarely fails to hit the mark, even if a difficult period of learning and stumbling is required before the host accepts his lot. Nevertheless, this process is not without error.

Just as some hosts had already chosen a life of heroism before becoming Legionnaires, a few have also outright refused to join the Gaothoem's crusade, opting instead for a normal life. This traps the alien essence until the host dies, after which there is a chance it can jump into a nearby sentient within roughly fifty feet, so long as the essence is in good health. However, this is done without the benefit of Gao Tho's empathic selection scan because, once initially ejected from the collective consciousness, the essence is no longer directly connected to the world mind. As such, the ejected Gaothoem cannot return home on its own. If no suitable host is nearby, or if the essence is too weak, the Gaothoem will involuntarily disperse and die.

When they know death is upon them, Legionnaires seek a (hopefully) worthy new host to be near for when the moment comes. Unfortunately, this has occasionally resulted in unworthy (or even villainous) beings undergoing the secondary transmergence and then abusing their power, usually driving the Gaothoem essence mad in the process. The alternative of dissipation and death does, however, leave the Legionnaire little choice unless the alien essence is noble enough to give up its own life to

ensure its power isn't used for evil or selfish ends before a new transmergence occurs.

THE TRANSMERGENCE PROCESS

Whether freshly ejected from the planetary consciousness or jumping from a dying Legionnaire into a new host, the process of Gaothoem essence transmergence remains the same: explosive.

As the essence enters the host, the merging drains the latter's body, reducing their Strength and Vigor each by 1d4 die types for 1d6 rounds, incapacitating them if this would reduce either below d4. What's more, transmergence releases a blast of explosive energy around the host that leaves both the essence and its new home unharmed but may damage the surrounding area. The host is at the center of a Large Burst Template explosion inflicting 6d6 damage to everything but the character.

Transmerged Gaothoem Essence



The following represents a "typical" Gaothoem transmerged with a host, although specific examples will certainly vary.

Attributes: Agility as host, Smarts d8, Spirit d6, Strength as host, Vigor d4

Skills: Knowledge (Select Four Languages) d4, Knowledge (Select One Science) d12

Pace: as host; **Parry:** as host;

Toughness: 4

Hindrances: Alien Form (Cosmic Energy Symbiote), Sense Signature (Minor, Cosmic Energy; +4)

Edges: Arcane Background (Super Powers)

Super Powers

- **Ageless (1)**
- **Doesn't Breathe (1)**
- **Doesn't Eat (1)**
- **Doesn't Sleep (1)**
- **Heightened Senses (1):** Radius Normal Vision
- **Immune to Poison/Disease (1)**
- **Telepathy (1):** Limited to host.

CELESTIAL LEGIONNAIRE TEMPLATE

The following modifications are the result of transmergence with a Gaothoem life essence. Each union is unique, meaning the same essence joining with a new host will impart the following, possibly also along with additional abilities that were not necessarily possessed by any previous hosts (although such abilities need not make themselves known right away.) This allows the player an excuse to tailor their character's powers beyond the basic Legionnaire concept, making each somewhat different from other Legionnaires.

It is possible for self-aware constructs to undergo transmergence. In such instances, the Gaothoem life essence finds purchase in the mechanisms, flow of power throughout the body, and the like. Transmergence cannot occur, however, with the undead, a mindless construct or computer, an unaware object, or the like.

Edges

- **Power Points**

Hindrances

- **Sense Signature** (Minor, Cosmic Energy; +4)
- **Weakness** (Major, Magnetism)

Super Powers (50 Points)

- **Attack, Ranged (10):** Range 50/100/200, Damage 4d6, RoF 1. (Cosmic blast.)
- **Doesn't Breathe (1)**
- **Faster than Light Travel (1):** Speed of Light.
- **Flight (8):** 4 x Pace, Climb 0.
- **Force Control (7):** Strength d10, 24", Force Field. (Cosmic energy.)
- **Heightened Senses (2):** Directional Sense, Eagle Eyes.
- **Regeneration (2):** Level 1, rolls to heal every day.
- **Resistance (1):** Air. +4 to resist effects and Toughness. (Space.)
- **Resistance (1):** Cold. +4 to resist effects and Toughness. (Space.)

- **Resistance (1):** Fire/Heat. +4 to resist effects and Toughness. (Space.)
- **Resistance (1):** Radiation. +4 to resist effects and Toughness. (Space.)
- **Sidekick (5):** Transmerged Gaothoem.
- **Speak Languages (1)**
- **Super Attribute (2):** Agility +1.
- **Super Attribute (2):** Strength +1.
- **Super Attribute (2):** Vigor +1.
- **Telepathy (1):** Limited to transmerged Gaothoem.
- **Telepathy (2):** Limited to Celestial Legionnaires, Broadcast. (Legion Speak.)

THE CELESTIAL LEGIONS IN YOUR GAME

Whether one of the player characters has been initiated via transmergence or not, the Celestial Legions are an opportune gateway for the heroes to become a part of a much wider gaming universe. The easiest and most obvious way to do this is to have one of the characters go through transmergence and acquire a mentor to put them through their paces. This mentor can enlighten them as to the universe at large. It is also possible for the character to inherit a Gaothoem essence by accident (due to proximity to a dying Legionnaire), leaving them on their own to master their powers for quite some time, ignorant of their true purpose and status.

Non-Legionnaire's may interact with the Celestial Legions as allies who have aided (and been aided by) the former in the past, creating a relationship of understanding and mutual assistance. The heroes may be called upon to help the Legions fight this or that intergalactic threat, or perhaps to act as guides when an enemy of the Legions goes to ground on the player character's home turf. It is up to the Gamemaster to determine whether or not they want the heroes to feel like they are small fish in an incredibly big pond based on how the Legions and its agents are presented and interacted with.

It's also possible to employ the Celestial Legions as foes in a game. In such a scenario, the Legions may be portrayed as totalitarian agents of a rather strict vision of justice that doesn't sit well with the player characters when a new Legionnaire is assigned to Earth's sector of space and begins to carry out their duties with great zeal. This could result in Legionnaires interfering in Earth's politics, ranging from influencing laws they see as unjust to interceding in ongoing military conflicts without invitation or welcome.

Such high-handedness would almost certainly raise the ire of many nations, big and small. This would result in retaliatory actions that could draw the attention of even more Legionnaires who may, if things get bad enough, come to believe enacting martial law upon the planet would be the only solution and means to bring peace to Earth, whether the planet's population wanted it or not.

4. SAMPLE CHARACTERS

Celestial Legionnaire



Novice

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

Skills: Fighting d6, Knowledge (Electronics) d8, Persuasion d8, Repair d6, Shooting d8, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 5/6

Hindrances: Obligated (Celestial Legions; Minor), Sense Signature (Minor, Cosmic Energy; +4), Weakness (Major, Magnetism)

Edges: Arcane Background (Super Powers), Power Points 2

Super Powers

- **Attack, Ranged (11):** Range 50/100/200, Damage 4d6, Heavy Weapon, RoF 1. (Cosmic blast.)
- **Doesn't Breathe (1)**
- **Faster than Light Travel (1):** Speed of Light.
- **Flight (10):** Pace 48 (120 mph), Climb 0.
- **Force Control (7):** Strength d10, 24", Force Field. (Cosmic energy.)
- **Heightened Senses (2):** Directional Sense, Eagle Eyes.
- **Regeneration (2):** Level 1, rolls to heal every day.

- **Resistance (1):** Air. +4 to resist effects and Toughness. (Space.)
- **Resistance (1):** Cold. +4 to resist effects and Toughness. (Space.)
- **Resistance (1):** Fire/Heat. +4 to resist effects and Toughness. (Space.)
- **Resistance (1):** Radiation. +4 to resist effects and Toughness. (Space.)
- **Sidekick (5):** Quiton-Pol.
- **Speak Languages (1)**
- **Super Attribute (2):** Agility +1.
- **Super Attribute (2):** Strength +1.
- **Super Attribute (2):** Vigor +1.
- **Telepathy (1):** Limited to Quiton-Pol.
- **Telepathy (2):** Limited to Celestial Legionnaires, Broadcast. (Legion Speak.)

Real Name: Brian Saunders

Aliases: The Celestial Legionnaire

Threat Level: Gamma-E

Age: 22

Height: 5 feet, 11 in.

Weight: 184 lbs

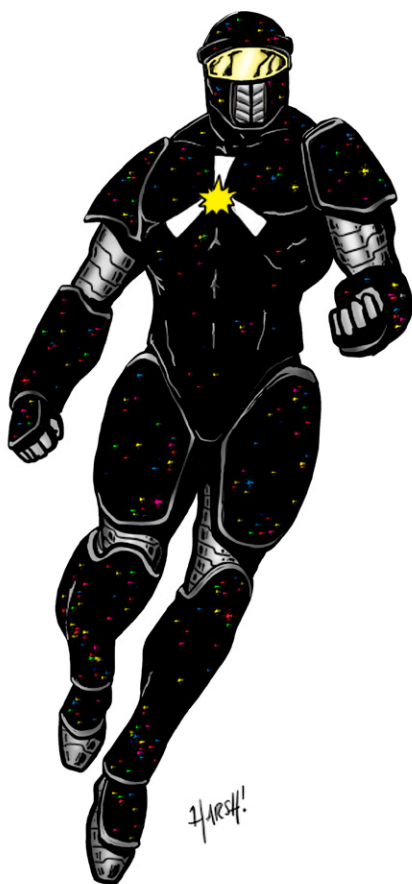
Native Language: English

Occupation: Student

Base: Sol System

Celestial Legionnaire Knowledge (Metahumans) Roll

Modifier	Example
None	The Celestial Legionnaire is human.
-1	The Celestial Legionnaire of Earth is actually just one of many Celestial Legionnaires.
-2	The Celestial Legionnaire is young and inexperienced.
-4	The Celestial Legionnaire's transmergence-bonded Gaothoem is named Quiton-Pol.



Whoa! I've seen some unusual aliens in my day, mate, but none quite so ... interesting ... as you!

Appearance



As befitting his self-image as a knight in shining armor, Brian's Legionnaire garb has manifested as a stylized, futuristic suit resembling science-fiction plate mail, although no actual additional protection is provided. Most of the armor's "plates" are covered in the cosmic starfield pattern brought on by transmergence, and the Legions' symbol rests squarely upon his chest.

When not assuming his heroic guise, Brian is a somewhat ordinary young man with dark, closely cropped hair. He has a studious look about him that is furthered by his habit of constantly adjusting his glasses.

Personality

Brian is generally uncertain of himself, and it makes him somewhat introverted. He is often overcome by his impatience and inquisitiveness, two character flaws that have landed him in a great deal of trouble in both his guises. On a more positive note, Brian is cheerful and bright, result-

ing in charm he is unaware of. In a crisis, his true nature shines through: courageous, cool-headed and reliable, and compassionate to a fault.

Powers & Abilities

Following his bonding with Quiton-Pol, Brian gained the powers of a Celestial Legionnaire. This allows him to fly, including moving and surviving in outer space, and he can channel cosmic energy into powerful blasts or to create constructs that are effectively solid energy. He is also able to communicate with other Legionnaires over great distances and can speak and understand any language (a fact he often has difficulty concealing within the boundaries of his secret identity.)

Allies

The Celestial Legionnaire has made some friends among other super-heroes and even intergalactic organizations and governments during his time in the Legions. He sometimes cooperates with heroes against global or cosmic threats and may be a probationary or auxiliary member of a hero group in the game's setting, if appropriate. He counts his mentor and fellow Legionnaire, Droog, amongst his closest friends and allies.

Quiton-Pol, the transmerged Gaothoem essence bound to Brian, is a snobbish perfectionist always pushing its host to constantly improve. Truth be told, Quiton-Pol was initially unhappy to bond with a being it considered well

beneath its normal standards, but the Gaothoem is learning that Brian has a knack for inspired problem solving, and possesses subdued courage and confidence that shines through in the worst of circumstances.

Enemies

The Celestial Legionnaire has made a mortal enemy of the renegade Legionnaire, Marauder, and some other villains whose activities span beyond Earth. He has run afoul of the Zettex several times and, due to his bond with Quiton-Pol, recognizes the great threat to interstellar civilization they represent.

Background

While studying to become an electrical engineer in his native England, Brian and some friends decided to take a break by renting a cottage in a country village for a weekend. After an evening of drinking at the local pub, Brian's friends thought it would be funny to leave their inebriated buddy to walk back to the cottage, several miles away in the countryside. While staggering down the dirt lanes amongst the fields and hills, Brian was knocked off his feet by a nearby fiery impact. Too drunk to process the risks of doing so, he decided to investigate.

Upon arriving at the impact site, far back from the road in the middle of a field, Brian quickly realized it hadn't been a meteor strike as he initially thought. In the center of a deep, burning furrow in the earth was a

purple woman seemingly dressed in stars. Daring to approach and help if he could, Brian was too late—the woman died even as he was lowering himself into the smoldering hole.

What the drunken youth would soon learn was the woman had been a Celestial Legionnaire and now, her life having expired, the Gaothoem essence she carried escaped her mortal remains and looked about for the nearest available host. Faster than Brian's eyes could follow, the alien left the corpse and fled into his own body, the resulting transmergence erupting in the field's second explosion of the night.

While his suddenly-sober mind tried wrapping itself around what had happened, a dark figure plummeted from the sky. The woman's killer had arrived and, seeing that her Gaothoem companion had already passed on to another, prepared to kill the stunned human. Only the timely arrival of Legionnaire Droog managed to save Brian from his diabolical attacker, Marauder. Together, the neophyte and veteran Legionnaires managed to drive the rogue off.

Brian now leads a double life as a struggling student and space-faring super-hero under Droog's sporadic tutelage. He still has much to learn and, more often than not, lets his enthusiasm and awe get the better of him. The new recruit often allows himself to be distracted by the oddities of his new duties, a fact that Droog is still trying to hammer out of

him during their training sessions.

Still, Brian shows great promise as a Celestial Legionnaire and, with a little maturity and experience, Droog believes the young human may shape up to be one of the Legions' greatest members (although there's no way he'd let Brian know that.)

Team-Up Ideas

The following may give Game-masters ideas on how to incorporate Legionnaire Saunders into their game.

Against the Alien Hordes

The Celestial Legionnaire arrives upon Earth in a very public, fiery manner, crashing into the ground in a busy, public location. It will be obvious he's been in a horrible fight—his Legionnaire's armor will be cracked and leaking cosmic energy—but worse yet is his warning that whoever gave him such a thrashing is on their way to Earth.

Brian's opponent was the vanguard of a fleet of spaceships belonging to a dangerous alien race (or group thereof) who have decided Earth, and its metahuman occupants are too dangerous to be allowed to live or have targeted the planet for conquest, terraforming, or any number of other reasons. Whatever their objectives may be, it can ultimately be summed up in one word: invasion.

Along with Earth's many other heroes (and possibly even super-villains), the player characters will need

to gather their might to repel an overwhelming force with its sights set upon wiping out or enslaving all human life on the planet.

A Legionnaire is Born

By altering Celestial Legionnaire's origins a bit, the former's predecessor and Marauder arrive on Earth to continue their fight instead of the female Legionnaire dying right away. The player characters arrive to lend a hand in dealing with the two unknown combatants when the Legionnaire is slain, passing on her Gaothoem essence to Brian. This allows the characters to witness a new Legionnaire's "birth" and the arrival of Droog, opening an opportunity for the heroes to participate in cosmic-level adventures by befriending Brian when he is taking his first baby steps with his powers.

Review Time

Legionnaire Saunders and one of the player characters, who is also a Celestial Legionnaire, are approached by Droog and informed they'll be undergoing a performance review to ascertain how far both have come in the use of their powers. To do so, they are given coordinates in a (relatively) nearby solar system and sent to capture a powerful, intergalactic fugitive hiding upon a notoriously dangerous asteroid. This massive rock has been transformed into a space station frequented by the dregs of space-faring society.

Unfortunately, the two get in more trouble than Droog expected and

he is forced to call upon the nearest help—the remaining player characters—to go with him and lend a hand. Whether the problem turns out to be their quarry having backup, the Legionnaires being captured by pirates docked at the space station, uncovering a plot designed to instigate an intergalactic war, or something else entirely, it will take the player characters and all three Celestial Legionnaires to set things right.

New Kid on the Block

If one of the player characters is going to play a new Legionnaire, Brian can take the new recruit under his figurative wing and mentor the hero in the ways of the Legions. The Celestial Legionnaire can be used as a means for the Gamemaster to open the players' eyes to the setting's wider world (or, more accurately, to the worlds beyond this one) by serving as tour guide to the universe.

Stolen Power

Someone or something has stolen the Celestial Legionnaire's power (in essence, reversing the transmergence process by removing Quiton-Pol.) He has just enough power to crash land on the heroes' doorstep before what little remained to him gives out. Brian will be very weak, and passing in and out of consciousness, but will eventually be able to hint at a deadly enemy who captured him and then stole his powers. It seems Brian is just the latest Legionnaire to be victimized by

this foe, but he is the only one to have survived and escaped.

It will be up to the player characters to put the clues together to find out who this opponent is and somehow get into space to locate and stop them. The latter will be no simple feat considering the villain has already stolen the powers from a dozen or so Celestial Legionnaires, possibly using the energy to increase their own abilities (whatever they may be.)

Even if the heroes manage to locate this powerful foe and prevent their plans from succeeding, will they be able to extract Quiton-Pol and return the energy being to the Celestial Legionnaire, or will Brian be denied a return to the Legions?

Quiton-Pol



Attributes: Agility as host, Smarts d8, Spirit d6, Strength as host, Vigor d4

Skills: Knowledge (Aramaic) d4, Knowledge (English) d4, Knowledge (Titonath) d4, Knowledge (Zettex) d4, Knowledge (Quantum Mechanics) d12

Pace: as host; **Parry:** as host;
Toughness: 4

Hindrances: Alien Form (Cosmic Energy Symbiote), Sense Signature (Minor, Cosmic Energy; +4)

Edges: Arcane Background (Super Powers)

Super Powers

- **Ageless (1)**
- **Doesn't Breathe (1)**
- **Doesn't Eat (1)**
- **Doesn't Sleep (1)**
- **Heightened Senses (1):** Radius Normal Vision
- **Immune to Poison/Disease (1)**
- **Telepathy (1):** Limited to host.

Legionnaire Droog



Veteran

Attributes: Agility d6/d8, Smarts d6, Spirit d8, Strength d8/d12+1, Vigor d8/d12

Skills: Fighting d8, Intimidation d6, Knowledge (Battle) d6, Notice d6, Piloting d4, Shooting d8

Pace: 6; **Parry:** 6; **Toughness:** 8/10

Hindrances: Obligated (Celestial Legions; Minor), Sense Signature (Minor, Cosmic Energy; +4), Weakness (Major, Magnetism)

Edges: Arcane Background (Super Powers), Brave, Command, Power Points 5, Team Player

Super Powers

- **Attack, Ranged (13):** Range 50/100/200, Damage 5d6, RoF 1, Heavy Weapon. (Cosmic blast.)
- **Doesn't Breathe (1)**

- **Faster than Light Travel (1):** Speed of Light.
- **Flight (14):** Pace 96 (240 mph), Climb +2.
- **Force Control (13):** Strength d12+2, 24", Force Field. (Cosmic energy.)
- **Heightened Senses (2):** Directional Sense, Eagle Eyes.
- **Regeneration (2):** Level 1, rolls to heal every day.
- **Resistance (1):** Air. +4 to resist effects and Toughness. (Space.)
- **Resistance (1):** Cold. +4 to resist effects and Toughness. (Space.)
- **Resistance (1):** Fire/Heat. +4 to resist effects and Toughness. (Space.)
- **Resistance (1):** Radiation. +4 to resist effects and Toughness. (Space.)
- **Sidekick (5):** Dreck-Tal.
- **Speak Languages (1)**
- **Super Attribute (2):** Agility +1.
- **Super Attribute (6):** Strength +3.
- **Super Attribute (4):** Vigor +2.
- **Telepathy (1):** Limited to Dreck-Tal.
- **Telepathy (2):** Limited to Celestial Legionnaires, Broadcast. (Legion Speak.)
- **Toughness +2 (2):** Dense.

Real Name: Droog

Aliases: None

Threat Level: Delta-E

Age: Unknown

Height: 7 feet, 4 in.

Weight: 418 lbs

Native Language: Unknown

Occupation: Peacekeeper and Legionnaire trainer

Base: None

You think that's the sort of speed that will prevent a time-space singularity from collapsing, destroying a solar system as it goes? I don't think so. Pick up the pace!

Appearance

He is a hulking being of blue, translucent flesh wrapped around some manner of a skeletal structure comprised of what appears to be metal balls of varying size and composition. Legionnaire Droog's race is unknown and, so far as anyone is aware, he is unique in this universe.

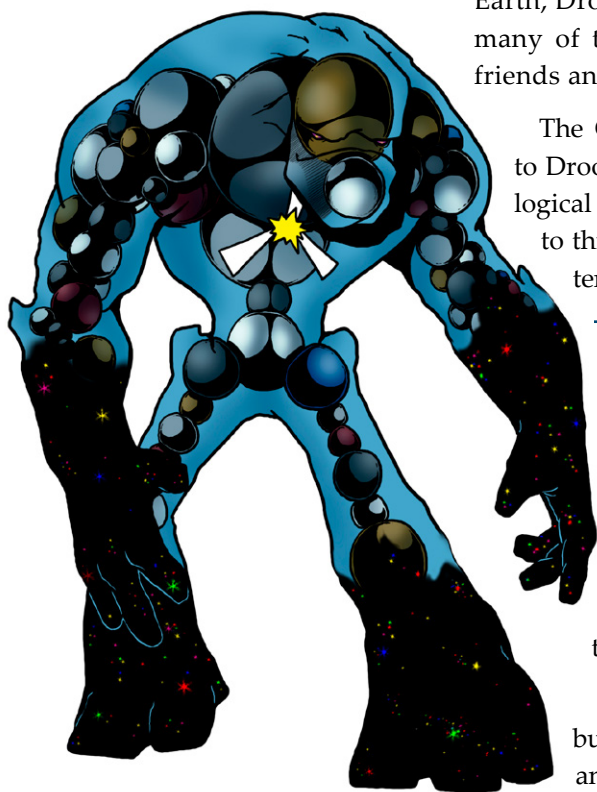
Personality

Normally quiet, when Droog speaks it is with purpose and determined intent, his voice sounding both booming and hollow as though projected from a distance. He is extremely calm and slow to anger but will act with exacting precision and direction when the time comes, even if called upon to unleash the most brutish of force at his disposal.

Powers & Abilities

Droog possesses the powers standard to a Celestial Legionnaire, as

well as naturally exceptional strength. These abilities allow him to fly, including moving and surviving in outer space, and he can channel cosmic energy into powerful blasts or create constructs that are effectively solid energy. He is also able to communicate with other Legionnaires over great distances and can speak and understand any language.



Allies

During his time in the Legions, Droog has helped countless individuals and entire civilizations, earning him many favors and friends. He is also a favorite amongst his peers, especially because he has helped so many learn what it means to be a Celestial Legionnaire. Since working with Legionnaire Saunders of Earth, Droog has also come to count many of the planet's heroes as his friends and allies.

The Gaothoem essence bonded to Droog, Dreck-Tal, is a cheerful, logical being that takes the time to think things through but still tends towards optimism.

Enemies

Droog is known across several galaxies as a powerful force for good. This has earned him a reputation that makes him a target for every jumped-up intergalactic thug looking to make a name for himself.

This Legionnaire holds a burning hatred for all Zettex, an enmity that goes beyond

Legionnaire Droog Knowledge (Metahumans) Roll

Modifier	Example
None	Droog is an extraterrestrial (he is often mistaken for a mutant or even robot.)
-1	Droog is a member of an interstellar organization, the Celestial Legions.
-2	Droog hates all Zettex.
-4	Droog's transmergence-bonded Gaothoem is named Dreck-Tal.

the presence of Dreek-Tal and is clearly tied to something that happened to Droog long ago. The feeling is mutual—amongst the Zettex, Droog is known as “Brood Killer” because the Legionnaire will go so far as to destroy Zettex egg clutches in his efforts to wipe out any Zettex he encounters.

Background

Of an unknown alien species, even Droog’s transmerged Gaothoem essence has not been able to worm Droog’s origins out of this enigmatic Legionnaire. He (as he has indeed identified his gender as male) has been a Celestial Legionnaire for over five centuries, much of which has been acting as a wandering taskmaster reigning in over-zealous new recruits, a self-imposed duty for which he is much respected by his fellows.

Team-Up Ideas

The following may give Game-masters ideas on how to incorporate Legionnaire Droog into their game.

A Call to Arms

Intergalactic war is about to break out between two of the sector’s most powerful empires, and it seems everyone is going to be forced to take a side if it isn’t nipped in the bud. The Celestial Legionnaires are spread too thin to enforce peace, so they’re calling upon the player characters (with whom they have previous experiences) to aid in policing a neutral commerce planet where the final chance at negotiations are taking place. Droog

will serve as their primary contact. (If the heroes can’t get there under their own power, the Legions will send transportation.)

Upon arriving, it will quickly become obvious the whole planet is one immense marketplace. Its surrounding space is filled with countless merchant vessels of all sorts and sizes, not to mention the opposing flotillas that are now staring down the barrels of their opponent’s guns, just waiting for talks to degrade and war to be declared. During the negotiations, the heroes will be kept planetside, ensuring no one supporting either faction will stir up trouble that will send the galaxy into war. The Legionnaires on-site will be too busy keeping the fleets in orbit from firing on each other (and any “suspicious” merchant vessels caught between them) to do much else themselves.

As the negotiations get underway, several incidents will occur to shake things up: starships belonging to both sides will be sabotaged, resulting in hundreds of deaths aboard each of the targeted vessels, and assassination attempts will be prevented against representatives from all parties. Tempers will inevitably flare up, and the galaxy will teeter on the edge of disaster if the heroes can’t discover who is able to slip past the paranoid security surrounding both delegations—whether planetside or aboard their fleet vessels—and undertake deadly strikes meant to instigate the conflict.

School is in Session

Best used at the start of a new game, one of the player characters is a freshly created Celestial Legionnaire, and Droog has been sent to play the role of taskmaster and mentor. As this training goes on, the other characters will witness their friend's growth as an adept Legionnaire and hero, also getting caught up in the dangers a member of the Celestial Legions must confront, even as a neophyte.

This provides opportunities for the Gamemaster to introduce the player characters to what the setting has to offer beyond the reach of Earth while providing a guide (Droog) to help the heroes (if necessary) until the Gamemaster feels they are okay to stand on their own two feet.

Bushwhacked

Several Celestial Legionnaires have disappeared or been found dead, including some of the Legions' heaviest hitters. The player characters will learn this when Legionnaire Droog, a being with whom they have previous associations, shows up looking for them, beaten and barely alive. As allies in the past, Droog felt he had nowhere else to turn while flying through the sector on other business when he was ambushed and forced to flee by an assailant who didn't even provide the Legionnaire the opportunity to identify his attacker. Whoever the killer may be, it's likely Droog's flight will lead him to the player characters, now the only thing standing between the recovering Legionnaire and death.

Dreek-Tal



Attributes: Agility as host, Smarts d10, Spirit d10, Strength as host, Vigor d4

Skills: Knowledge (Biology) d12, Knowledge (Droog's Native Tongue) d6, Knowledge (English) d6, Knowledge (Universal Common) d6, Knowledge (Select 3 other languages used by aliens in your game) d6 each, Repair d8

Pace: as host; **Parry:** as host;
Toughness: 4

Hindrances: Alien Form (Cosmic Energy Symbiote), Sense Signature (Minor, Cosmic Energy; +4)

Edges: Arcane Background (Super Powers)

Super Powers

- **Ageless (1)**
- **Doesn't Breathe (1)**
- **Doesn't Eat (1)**
- **Doesn't Sleep (1)**
- **Heightened Senses (1):** Radius Normal Vision
- **Immune to Poison/Disease (1)**
- **Telepathy (1):** Limited to host.

Marauder

Veteran



Attributes: Agility d6/d8, Smarts d6, Spirit d8, Strength d10/d12+1, Vigor d8/d10

Skills: Fighting d8, Intimidation d6, Knowledge (Battle) d6, Knowledge (Metahumans) d6, Notice d6, Persuasion d8, Shooting d8, Stealth d6

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6/7

Hindrances: Sense Signature (Minor, unusual; Cosmic Energy; +4), Weakness (Major, Magnetism)

Edges: Arcane Background (Super Powers), Power Points 6

Super Powers (74 Points)

- **Attack, Ranged (13):** Range 50/100/200, Damage 5d6, RoF 1, Heavy Weapon. (Cosmic blast.)
- **Doesn't Breathe (1)**
- **Extra Limbs (6):** 2 additional arms.
- **Faster than Light Travel (1):** Speed of Light.
- **Flight (12):** Pace 96, Climb 0.
- **Force Control (7):** Strength d10, 24", Force Field. (Cosmic energy.)
- **Growth (7):** Level 3. (+3 Size, Strength, and Toughness.) Monster. Marauder towers at a little over 10 feet tall.

- **Heightened Senses (2):** Directional Sense, Eagle Eyes.
- **Regeneration (5):** Level 2, rolls to heal every hour. Recovery.
- **Resistance (1):** Air. +4 to resist effects and Toughness. (Space.)
- **Resistance (1):** Cold. +4 to resist effects and Toughness. (Space.)
- **Resistance (1):** Fire/Heat. +4 to resist effects and Toughness. (Space.)
- **Resistance (1):** Radiation. +4 to resist effects and Toughness. (Space.)
- **Sidekick (5):** Transmerged Gaothoem.
- **Speak Languages (1)**
- **Super Attribute (2):** Agility +1.
- **Super Attribute (4):** Strength +2.
- **Super Attribute (2):** Vigor +1.
- **Telepathy (1):** Limited to transmerged Gaothoem.
- **Telepathy (2):** Limited to Celestial Legionnaires, Broadcast. (Legion Speak.)

Real Name: Theofen Theele

Aliases: The Renegade of Idalkal, the Fallen Legionnaire

Threat Level: Delta-E

Age: 1162

Height: 10 feet, 9 in.

Weight: 1,220 lbs

Native Language: Nadilian

Marauder Knowledge (Metahumans) Roll

Modifier	Example
None	Marauder despises the Celestial Legions and has vowed to destroy them.
-1	Marauder once ruled a planet as a tyrant.
-2	Marauder is a former Celestial Legionnaire.
-4	Marauder's bonded Gaothoem essence is insane.

Occupation: Intergalactic criminal

Base: None

You should be honored that you'll die by my hands, even though your name will be lost amongst the thousands that died before you.

Appearance

Like any Nadilian, Marauder has four arms and looks like a cross between a carapace-covered insect and a reptile. Instead of the usual Nadilian earth tones, however, this rogue Legionnaire's carapace is covered with a cosmic starfield that glows blood red with Marauder's corruption.

Personality

Marauder is ruthless and wholly devoid of the sense of justice that once drove him. He is both malicious and without mercy, reveling in violence and cruelty on a scale so large that it affects entire civilizations rather than mere individuals. Dedi's paranoid voice whispering in his mind also makes the renegade incredibly suspicious of everyone and everything, making it difficult to take him by surprise or to double cross him.

Powers & Abilities

Marauder possesses the powers of a Celestial Legionnaire. This allows him to fly, including moving and surviving in outer space, and he can channel cosmic energy into powerful blasts or create constructs that are effectively solid energy. He is also able to communicate with other Legionnaires over great distances (although he rarely does so, except to taunt them or lure them into a trap), and can speak and understand any language.

As a Nadilian, Marauder is much larger than a typical human, has four arms, and commands great strength and agility. These natural abilities combine with the powers bestowed by transmergence to make Marauder a truly formidable foe.

Allies

Marauder rarely works with others, and when he does, the former Legionnaire will plot and plan to take command and assume the top position of power. Few other villains consider Marauder trustworthy, and will thus only work with him briefly and at arm's length (preferably with some manner of leverage to give them the upper hand.)



Enemies

This former brother is the Celestial Legions' most wanted criminal. Although other traitors to their cause and transmergence exist, none are as

reviled or hated so much as is Marauder. Aside from the Legions, there are countless worlds and intergalactic organizations Marauder has wronged who would like little more than to see him dead or brought to justice.

Background

Theofen's great desire to see social injustices righted drove him to enlist with the Nadilian spacefaring lawkeepers upon reaching the age of maturity. Soon after, he was selected to join the Celestial Legions. He showed great promise, but no one could have foreseen the transmergence process planting the seeds of insanity in the Gaothoem essence to which he had bonded.

Dedik, the essence bound to Theofen, became increasingly paranoid about conspiracies within the Legions, and this belief soon began to affect the host, to the point where the Nadilian saw enemies everywhere he looked. The only solution Legionnaire Theofen could think of was to place himself at the top, where he would have the power both to administer proper justice and to fight the many entities who doubtlessly plotted his death.

Even lost to his insanity, the Nadilian's intentions remained noble, and justice was ever foremost in his mind until the incident at Idalkal. Thinking he had to start somewhere, Theofen visited the planet of pacifists and was disgusted by what he saw as complacency—a lack of will to aid the universe in becoming a place of stability and righteousness. Things would change under his rule.

Over the next four centuries, Theofen ruled Idalkal with an iron fist, his power and insanity corrupt-

ing him to the point where justice was no longer a concern. Only control and power mattered to the Celestial Legionnaire, and so he stripped the world and its inhabitants of all it had to serve his wants and desires.

After hearing troubling rumors that could no longer easily be dismissed, and long concerned over their peer's disappearance, some of Theofen's fellow Legionnaires went looking for him. They were horrified by what the Nadilian had done to Idalkal and its people. An epic battle ensued, wherein Theofen gave a surprisingly good (if bloody) account of himself. Despite being heavily wounded, the renegade was able to flee into the void of space, but not before killing half his foes and devastating the planet with a doomsday weapon he'd hidden in his continent-spanning palace.

Now calling himself Marauder—and thoroughly corrupt and sociopathic due to his own malevolent actions and Dedik's increasing insanity—Theofen has since traveled the universe in a ceaseless quest for ultimate power. More than once, this fallen Legionnaire has carved out a kingdom here or there, but each time someone has cast him down, be it the Celestial Legions, the conquered people he stomped beneath his will, or wandering heroes. And yet his thirst for power has not lessened, but grown—Marauder will not stop until the universe bends a knee to his command and all those who would do

him harm are slain (a rather long list considering his insane paranoia.)

Caper Ideas

The following may give Game-masters ideas on how to incorporate Marauder into their game.

Meet Your New Ruler

After years of facing defeat at the hands of the planet's heroes (possibly including the player characters), Marauder has come to Earth at the head of an alliance of conquerors he has managed to forge together using their shared hatred for a world that has produced so many do-gooders. The varied flotillas of alien spacecraft will make quick work of anything the Earthling nations can put into the air, leaving it up to the metahumans (villains and heroes alike) to do what they can to defend Earth. If these defenders can get word to the Celestial Legions, Earth will find an ally in any Legionnaires capable of responding to the call.

Kinslayer

Someone has been hunting and killing Celestial Legionnaires, and all fingers point to Marauder. This conclusion would seem to fall in line with the fact that the renegade has gone to ground and been keeping a low profile of late. Tracking him down will be all the more difficult as a result, although the villain may actually seek the player characters out if the heroes' group includes a Legionnaire. When

the heroes finally catch up to Marauder, will they learn that he has indeed been hiding to make it easier for him to stalk his prey, or is it because something else has been killing the Legionnaires and it turns out this traitor has reason to believe he is next?

The Anti-Legion

After centuries of being hunted by the Celestial Legion, Marauder has had enough of defeat. He has decided to form his own group as a counterbalance. Calling themselves the Forsaken, this group of rogue Celestial Legionnaires is a motley group of contrary goals and clashing personalities; the only things capable of keeping these malcontents together is Marauder's will (and power), and a shared interest in seeing the Celestial Legion brought low.

The Forsaken's first big plot, before they make the universe aware of their unification, will be to cut separate swaths of destruction and death throughout the galaxy, all leading back to a shared, central point. Doing so will undoubtedly draw Celestial Legionnaires onto their tail, Legionnaires each expecting to be hunting a single foe. Once the latter reach the Forsaken's destination, the rogues will ambush each pursuer, in turn, killing the individual heroes together.

Will a player character Legionnaire become an intended victim who happens to bring his friends along, or will the heroes come to a Legionnaire's

rescue after the trap has been sprung? Will they arrive in time or perhaps too late, leaving them only able to avenge the Legionnaire's death?

Dedic



Attributes: Agility as host, Smarts d8, Spirit d10, Strength as host, Vigor d4

Skills: Knowledge (Geology) d12, Knowledge (Nadilian Language) d6, Knowledge (Select Two Alien Languages) d6 each, Knowledge (Universal Common) d6

Pace: as host; **Parry:** as host; **Toughness:** 4

Hindrances: Alien Form (Cosmic Energy Symbiote), Sense Signature (Minor, Cosmic Energy; +4)

Edges: Arcane Background (Super Powers)

Super Powers

- **Ageless (1)**

Nadilian Archetype

This archetype represents the basic Nadilian species characteristics.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d4

Super Powers

- **Extra Limbs (6):** 2 additional arms.
- **Growth (7):** Level 3. (+3 Size, Strength, and Toughness.) Monster. Nadilians average 10 feet tall.
- **Resistance (1):** Cold. +4 to resist effects and Toughness.
- **Doesn't Breathe (1)**
- **Doesn't Eat (1)**
- **Doesn't Sleep (1)**
- **Heightened Senses (1):** Radius Normal Vision
- **Immune to Poison/Disease (1)**
- **Telepathy (1):** Limited to host.

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Harts Horn

Kellian T'Errigal, a man born upon Earth but not of it, has returned to the place of his birth to address a grievous wrong against an ancient enemy, a foe who will assail the land he is one day destined to rule if he cannot find the justice he seeks.

To secure his future and ensure his past, Kellian must ride the mystical power of the hart's horn to return to his birthplace in Halifax, Nova Scotia, where he must confront his greatest foe and the Dark Angel she has summoned to end his life. As her ultimate adversary, Kellian's duty demands he follow the path laid out before him and ride the hart's horn between worlds to do battle with an impossible opponent time and again.

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