

THE WORLD OF THE AMAZING UNIVERSE

WELCOME TO THE AMAZING UNIVERSE



Every story needs a beginning, and the hero of every story needs their origin story. While we may never learn the full truth of how superhuman powers came to exist in our world, we do know a great deal about the first two heroes of our times. Indeed, the first two humans to acquire super-powers are still alive, albeit retired.

From what history tells us, the first human to acquire super-powers was Adam Cross, better known to the world first as Major Victory and eventually as Victory. He appeared on the public stage in the waning years roughly 70 years ago. When people first saw proof of Victory's abilities, they reacted in shock and fear to see a man who could fly, bend steel bars with his bare hands, and ignore tank shells striking him in the chest. Given the uncertainty of the time and the growing fear of "The Red Menace," however, the public came to see Victory as their protector and a true patriot. Rather than act like some sort of demigod, he upheld the law, more importantly, never considered himself above the law. Here was an all-American hero people could cheer and support, secure in the knowledge they enjoyed an advantage over the rest of the world.

The government chose to reveal Victory's existence to the world rather than try to keep him a secret. Given the incredible nature of his powers, attempting to guard such a secret proved futile. By unveiling their premiere "hero" to the public helped the government to keep their second superhuman, Alpha, a secret for several years.

Alpha, the second recruited governmental/military agent with powers, began her career shrouded in military secrecy. While many (although not all) of his adventures enjoyed media coverage, most of Alpha's early missions remained classified to this day. As much as the military wanted to keep Alpha a secret, eventually word leaked to the press. In addition, every major power in the world raced to create their own versions of Victory. The United States announced the Alpha to the world, in part, to remind the world that America retained the edge in powered soldiers.

Once Alpha replaced Victory as leader of the Strikeforce One, she quickly gained her own celebrity status on par with Victory—and perhaps more so. While people respected and admired Victory, they also retained a nervous edge of fear. Alpha, on the other hand, proved herself adroit at public relations. She struck the perfect balance of strength, determination, and fierceness, balancing these values with compassion and inspiration.

The world has since seen the arrival of hundreds of super-powered individuals, both heroes and villains. The public has become inured to the notion of flying humans, people able to shoot laser beams from their eyes, or the ability to read minds. Nonetheless, people still view Victory and Alpha as Earth's greatest heroes. These two continue epitomize the ideal of what it means to have powers and use them responsibly in service to humanity.

HEROES OF THE AMAZING UNIVERSE

AMBER SECTION

After deciding to create a superpowered group to provide security within its borders, the Canadian government likewise established an intelligence organization roughly equivalent to its American counterpart, EaGLE. This decision proved initially contentious, as numerous individuals within the government did not want an agency that lacked oversight or could operate free of conventional restrictions.

This fledgling agency, Amber Section, serves a purpose similar to EaGLE's in that it oversees, investigates, and enforces laws regarding superpowered individuals. The agency maintains close relations with Canada's new supergroup, the Dominion, and it also has strong connections to the Union. This group includes the next generation of heroes in training.

Amber Section includes several branches designed to serve separate functions while working towards the agency's overall goals. One branch provides field agents, including standard agents and special agents. These agents represent the backbone of the service. They undertake missions and often provide crucial support

to the Dominion. There is a research branch, a material services branch, a training branch, and a special services branch (which is the one that ruffles the most feathers in government circles for its high degree of autonomy).

Given how new Amber Section is, it has yet to establish offices throughout Canada fully. It still lacks sufficient agents and other personnel to man these offices once they are formed. Given that, in terms of land mass, Canada is the second largest nation in the world and covers a wide variety of climates and terrain types, it becomes apparent that the complexity of the challenge facing Amber Section is that it can grow its staff and resources appropriately.

One of the most significant challenges currently facing Amber Section originates from within the Canadian government. Some politicians believe the agency requires greater autonomy and the ability to keep some of its operations secret. Other individuals dislike the idea of what they see as an internal spy agency with too much power and independence; they point to the abuses seen in the American system that contributed to the downfall of Strikeforce Three and the catastrophe of the [REDACTED] Incident.

Growing evidence and intelligence reports suggest a mounting and coordinated war is being waged against Canada from one or more as yet unidentified sources. These enemies wield tremendous resources on a global



ASSISTANT DISTRICT DIRECTOR JEAN-PASCAL RAISON



AMBER SECTION AGENT

scale and yet can hide their influence with remarkable ease. These enemies operate through terrorist organizations such as Hyve (an ecoterrorist group) and also support groups such as Helix and the Syndicate. An increasing number of superpowered criminals are either crossing into Canada or are spontaneously being created in Canada and causing mischief. On the surface, their predations appear unconnected. Amber Section has uncovered proof that many of these attacks and incidents are, in fact, related and connected to a shadowy underground network.

This means that Amber Section and, by extension, the Dominion and the Union, stand as the primary (and perhaps only) line of defense to protect Canada from an enemy that remains unidentified and hidden deep in the shadows. Thus, the debate rages about granting the agency additional resources and greater freedom to conduct its work.

CERBERUS

Superhuman powers pose unique challenges that corporate security companies like Cerberus must overcome to protect their clients. In today's world, companies face adversaries who can bypass physical barriers, remain undetected, extract information from minds, or simply overpower physical defenses.

Cerberus, a corporate surveillance and intelligence firm, stands out by taking a proactive stance against criminal groups and organizations to safeguard its clients. Unlike conventional security firms, Cerberus doesn't wait for attacks; it strikes preemptively. While the firm utilizes tools and strategies similar to those of other security groups, it also leverages the unique skills and talents of its three primary operatives and founders, the Doe brothers.

Each of the brothers codenamed Ace, Deuce, and Triple, handles a different aspect of corporate security, ranging from the usual arsenal of electronic countermeasures to on-site investigation, infiltration, and even targeted violence when necessary.

Ace (Lincoln Doe) specializes in investigating, surveillance, and formulating strategies against their firm's enemies. Deuce (Washington Doe) serves as the team armorer and possesses exceptional skill with firearms of all types. Triple (Jefferson Doe) is the company's computer mastermind and technology specialist. Together, the three of them have elevated Cerberus to an elite player in the security services industry. This has also earned Cerberus several powerful enemies, such as the Mosaic Trust, Helix, and the Syndicate.



LINCOLN "LINC" DOE



WASHINGTON "WASH" DOE

CYBERMANCY

Superhuman abilities, advanced technology, and supernatural forces intersect at strange, unexpected places. Many people view technology in terms of magic and superpowers in a similar light. When someone like Wayne Morgan comes along and melds magic with technology and turns it into a multi-billion-dollar corporate interest, it makes just as much sense to people as all the other incredible, mind-bending things in the world.

Wealthy industrialist Wayne Morgan founded Cybermancy by monetizing technology, cutting-edge research, and magic. His corporation cornered the market in this niche and now dominates it. His company owns most of the existing patents for such concepts.

At one time, Morgan was married to another influential inventor and businessperson, Dr. Deva Sahir-Morgan, co-founder (with Mr. Hollis Whitehall) of the tech conglomerate Twilight, Inc. Wayne and Deva's relationship fell apart with considerable anger, which led Wayne Morgan down an unusual path in pursuit of both magic and tech. Despite tremendous scorn from the business world and his peers, Morgan made his impossible dream work.

With all his capital invested and up to his eyebrows in debt, Morgan showed off a prototype cybermantic device, the Prevaricator Predictor, to great fanfare—and

considerable skepticism. He placed the metallic circlet on the head of his test subject. Using science and magic, the device allowed the wearer to tell when someone was about to lie to them before they did so. The prototype demonstrated an astonishing 92% accuracy rate. Corporations and security firms practically tripped over themselves to purchase the device.

Since this gamble, Cybermancy has proven itself a bold agent in the market and a significant player in the super-powered world. With its combined magical and technological resources, Cybermancy has become an expert at predicting supervillain attacks and terrorist strikes, as well as security breaches, albeit only for clients able to afford its services. In addition, Cybermancy agents provide their services in dealing with supernatural threats that standard law enforcement agencies and even the best superheroes struggle to cope with. Whether a company is plagued with vampires, ghosts, hellspawn, or extradimensional horrors, Cybermancy sometimes represents one of the few solutions available that knows what to do.

Relations between Twilight, Inc. and Cybermancy remain cold, and many people view Wayne Morgan as a greedy, evil capitalist who uses magic for his own ends rather than improving people's lives. No one seems to know how or where he acquired his knowledge or skill in the mystical arts; several journalists have tried to account for a three-year gap in Mr. Morgan's recent history (before he founded Cybermancy) but without much success.



WAYNE MORGAN



STRYKE (MERCER RANKIN)

DEMIGODS

One of the most unorthodox active superhero groups also happens to have some of the youngest members in the business. Known as the Demigods, this team holds a reputation for being a band of renegades with a tendency to push the limits. Several law enforcement agencies view them as just this side of being vigilantes. The team is known for being chaotic, flippant, and disorganized in the field, which one might expect from a band of youths in their early to mid-twenties. Nonetheless, when danger threatens innocent people, the Demigods rise to face the challenge in an unusual way.

For now, the Demigods and their true identities remain a mystery. They are connected to Trinity Technologies, a company owned by brothers Augustus and Freeman Washington, AKA Mercury and Freedom, both team members. This connection provides the team with resources and support and even offers a base of operations (the whereabouts of which are still a secret), not to mention a certain degree of public standing that has—for the time being, at least—kept law enforcement from going after the Demigods in earnest.

The media and the public find the team's exploits exciting, especially in their battles against the colorful thugs of the Concrete Dragons. Something is enticing about young heroes, and their enthusiasm for helping ordinary people has made them quite popular, especially among young adults and teens.



ANGER (MADISON WARRINGTON)

DOMINION

A Canadian superhero group, the Dominion predominantly protects Canadian interests and operates within that nation's borders. It sometimes cooperates with American teams such as Strikeforce One (based on the East Coast) and Two (based on the West Coast).

For a time, Canada relied on the aid of Strikeforce Three if they needed superpowered assistance, especially since the Strikeforce teams could reach Canada at a moment's notice via their extensive teleportation network. This changed abruptly following the catastrophic events of the [REDACTED] Incident in which Strikeforce Three's lapse in judgment caused numerous civilian deaths, which in turn led to the unit being decommissioned. Most of its members were convicted of serious crimes and sent to prison (with some exceptions).

While the [REDACTED] Incident didn't directly affect Canada, the loss of Strikeforce Three caused them to reevaluate their defense needs. Not long after that, the Mosaic Trust, a multinational technology conglomerate, approached them with the offer to form a new and entirely Canadian supergroup, the Dominion. The government agreed, but only under the leadership of someone they appointed.

Currently, Assistant District Director Jean-Pascal Raison leads the Dominion. Although his tenure has proven



CYCLOTRON (MINKA DENYSKA)

controversial on occasion, he's demonstrated impressive leadership skills and courage when needed.

The Dominion's present roster includes Chymera, Cyclotron, Dalbec, Ghost Owl, Micron, Osprey, Red Ensign, Supreme, Tsunami, Vortex, Whiteout, and Witchcraft.

The Dominion has proven necessary and vital to Canada's security interests. It has faced off against threats such as Helix (a worldwide terrorist cabal), the Syndicate (a superpowered criminal group), and a variety of new superpowered crooks that have cropped up recently. One of the team's latest missions saw them stop a former member of Strikeforce Three, the notorious Gunther Haas, in his attempt to steal refined uranium from a research facility at the Falcon River site.

With this recent surge in superhuman activity and crime, the Canadians have also established their education system, similar in concept to the one used in the United States for SPBs (e.g., Archerwood Institute, Brimstone Academy, Royal Military Academy), designed to train and prepare youngsters with unique abilities. This led to the formation of a Canadian teen supergroup, the Union.

As talented and capable as the Dominion's members are, they now find their time and resources stretched. Although Canada has yet to experience the degree of superhuman crime and terrorism that the United States and other parts of the world now suffer, it has

nonetheless seen a dramatic uptick. It is only a matter of time before the Dominion needs to establish another team to help with the ever-increasing workload.

EAGLE DIVISION

This agency, the Espionage and Governmental Law Enforcement (EaGLE) Division is a U.S. government organization responsible for training, organizing, and utilizing official super-powered agents. The organization fills several capacities related to super-powered individuals and serves various essential law enforcement functions.

One of EaGLE Division's most significant successes and most essential responsibilities relates to teaching and training potential new super-powered agents. Rather than try to recruit untrained, untested individuals, EaGLE established an educational system designed to funnel them through one of three major academic institutions. These schools include the Archerwood Institute, the Brimstone Academy, and the Royale Military University. These institutions serve as feeder organizations designed to train and prepare powered individuals before they enter into one of the Strikeforce units (usually through Archerwood or the Royale University) or in a civilian position such as with the multinational tech conglomerate Twilight, Inc. (usually through Archerwood or from Brimstone). These schools teach students how to wield their powers and how to use them responsibly.



SUPREME (SEAN O'CONNOR)



EAGLE SPECIAL AGENT

EaGLE also holds responsibility for processing and detaining super-criminals, especially those deemed too powerful or dangerous to remain in standard prisons. EaGLE operates a total of [REDACTED] high-security jails throughout the United States; the most well-known and infamous are known only as the Black Box. These maximum-security prisons use state-of-the-art neutralizer technology to suppress or counteract the most known powers. These prisons also use other control methods, such as chemical restraints, shock collars, and suppressor collars, to keep prisoners in check.

Finally, the EaGLE Division also builds, equips, and maintains the various Strikeforce units across the United States. EaGLE Division deploys these units to deal with super-powered threats around the world and, whenever possible, uses them to proactively eliminate threats. Whether hunting down rogue SPBs (Super-Powered Beings), retrieving stolen or pirated advanced tech, or saving the world from another megalomaniac with a doomsday device, the EaGLE Division carries a heavy but crucial responsibility for global security and peace.

HARBINGERS

A new and upcoming group of teenage superheroes, the Harbingers are the junior team to the United Sentinels of America. They also have a somewhat patriotic bent, much like the Sentinels, but they are designed to better appeal to a younger demographic.



HOUND (ERIK LARSEN)

Similar to the way Strike Squad Alpha represents their school, Royal Military Academy, the Harbingers represent their school, Greystone Preparatory School. Whereas Royal serves as a feeder institution to educate individuals going into military service with the United States armed forces, Greystone is a private school specializing in teaching superhuman youth.

The Harbingers are still relatively new to the scene. The team roster includes Alloy, Charisma, Fatale, Hound, Ion, Oracle, Silhouette, Shadow, Thunder, and Zephyr. The team's trainer and liaison is a former superhero in her own right, Isana Wanda von Rahnke, better known as Meteorit. She was formerly a member of the European Defense Alliance until a serious injury pushed her into early retirement.

HEXSTRIKE BLACK

The advent of superpowers didn't eliminate the need for covert services—instead, it ignited a greater need for them. Nations and city-states now had to contend with telepaths, agents capable of turning invisible, and assassins with the power to kill in various insidious, unpredictable ways.

Once it became apparent that super-powered beings (SPBs) were here to stay, the world's governments scrambled to create new types of covert operations. Every nation on Earth needed to benefit from or counter



SMITH

the abilities of agents possessing these exceptional powers. In the United States, their covert agency for dealing with SPBs was Zero Company.

Zero Company demonstrated a remarkable ability for intelligence gathering, stealing secrets, eliminating enemy threats, and keeping tabs on SPB agents across the planet. However, after more than two decades of success, the agency proved itself as much a liability as an advantage. A series of linked incidents in [REDACTED] led to prison sentences for many of Zero Company's members. The government dismantled the agency and formed a new group from the ashes codenamed Hexstrike Black.

Although not without challenges and issues, Hexstrike Black has shown itself invaluable in global covert operations. The group has averted a dozen significant crises before they blossomed into full-scale catastrophes, and they've provided crucial information enabling other super-powered groups such as the Strikeforce units and EAGLE (Espionage and Governmental Law Enforcement) Division to protect people and deal with the world's most dangerous criminals

HONORED GUARDIANS

Most of the world's largest nations have their own premiere superhero team responsible for national security when it comes to dealing with superpowered threats. In the United States, this comes through the

various Strikeforce units, best exemplified by Strikeforce One. In Canada, this is the Dominion. In China, they rely on the Honored Guardians.

The Honored Guardians are a state-sponsored team with a large roster, although this includes a front-line roster of primary heroes plus a reserve roster of heroes the group can call upon in times of need. Given the vast size of the nation, the Guardians must often split their ranks up so they can handle multiple crises at the same time.

China has invested a considerable amount of time, money, and propaganda into this group with an eye towards building trust in superpowered beings and encouraging Chinese citizens to consider these individuals as worthy, loyal extensions of the state. The propaganda campaign built around the Honored Guardians can sometimes make the members come across as too good to be true and way larger than life, almost like heroes pulled out of a time of myths and legends. The Guardians are expected to live up to the hype when in public, which means they can come across as a bit arrogant or focused too much on imagery over substance.

That being said, the Guardians are undoubtedly effective and well-intentioned, and they show tremendous pride and patriotism towards their homeland. To date, most of their missions have involved saving lives from catastrophes such as earthquakes, mine collapses,



DOCTOR FUSION (BO WANG)



FIRST GENERAL (WEI LI)

structural collapses, and floods. China has so far suffered relatively few incidents of superpowered crime (although that trend shows signs of changing). Sadly, a number of superpowered terrorist groups have started targeting Chinese metropolitan areas in the past few months.

One of the more unusual aspects about the Honored Guardians is the resources available to them, including an advanced teleportation jump network that relies on an AI system capable of predicting where the team needs to go. Put simply, the AI teleports team members to hot spots based on who the AI thinks are needed on-site and when it thinks they are needed. This can be rather jarring for those heroes abruptly teleported without much warning, of course, but in several instances, the AI has actually allowed the Guardians to prevent a catastrophe before it occurred. The AI uses an algorithm in an attempt to predict disasters. There have been some glitches and errors since the system isn't perfect.

IMPERIUM HONOR GUARD

[REDACTED]

MONARCHY/

WATCHMEN OF PENDRAGON

One of the more well-established supergroups in the world watches over the United Kingdom, doing its best to keep the peace and deal with any rogue

superpowered elements daring to show their faces. This group is officially known as the Monarchy, but as part of its title, it is also known (often more formally) as the Watchmen of Pendragon. This group is similar in concept to the Dominion in Canada. It bears some similarity to the Strikeforce teams in the U.S., except with less connection to the military and a closer connection to intelligence agencies such as MI-5, MI-6, and Chamber Six (briefly described below).

The Monarchy/Watchmen of Pendragon can only legally operate within the confines of the United Kingdom, which means its members have no mandate to perform their duties within the borders of the Republic of Ireland, the Isle of Man, or the Channel Islands unless their help is requested in those places.

Compared to the United States groups, the Watchmen operate under a more formal and stricter set of rules and guidelines as to when and how they engage in combat, especially in civilian areas and with regards to the use of lethal force. For a Watchman to kill a suspect is considered both improper and in bad taste, not to mention an automatic trigger for a formal investigation. The Watchmen have formulated combat tactics emphasizing guile, subversion, manipulation, and misdirection over brute force, violence, and "shock and awe" as is typical with groups like Strikeforce One.



CLAYMORE (DAVIS LAWSON)



EXCALIBUR (KINGSWELL MARTIN)

Most missions the Watchmen undertake involve multiple phases. The early phases focus on intelligence gathering and infiltration, often with an emphasis on stopping a criminal incident or attack before it occurs (even if this requires bending the laws a bit). If this involves a spot of time-jumping or altering the laws of probability, then so be it.

Unlike supergroups in other nations, the Watchmen tend to downplay their role and avoid drawing public attention. Their existence isn't a secret, and they show up on news reports on a routine basis, but the team members go out of their way to avoid interviews or the media spotlight. They do not seem to relish the fame that comes with their powers. If anything, their modesty almost comes across to the point of smugness.

The Watchmen of Pendragon can call upon many of the usual resources one expects of a national supergroup, including advanced technology, powered armor suits, a small army of agents and technicians, a special base, and teleportation devices. Of note, however, the group can access unusual powers that remain classified. The media likes to refer to these powers as "black magic" or "supernatural beings," but the spokesperson for the Watchmen always downplays such fanciful stories.

Connected to the Monarchy/Watchmen is the intelligence service known as Chamber Six. This organization is similar to MI-5 but with a focus on

superpowered criminals, enforcement of laws related to superpowers, and investigation of superpowered crimes, which makes it analogous to the U.S.'s EaGLE Branch. Chamber Six maintains numerous hidden sites used to interrogate prisoners and to contain those considered too dangerous to place in mundane penitentiaries.

NINJA SCIENCE FORCE-X

[REDACTED]

STRIKE SQUAD ALPHA

Young people with special abilities who wish to serve in the American armed forces are strongly encouraged to attend the Royal Military Academy. This school provides a rigorous education to prepare them for service and use their superhuman gifts to the best effect. The academy's students compete for coveted positions as part of the school's elite superhuman team, Strike Squad Alpha.

Squad Alpha prepares these young men and women for active duty on one of the various Strikeforce teams after graduation. Members learn teamwork, train how to use their powers as individuals and as a unit and gain valuable field experience. Belonging to Squad Alpha represents a grueling, challenging, and sometimes painful opportunity that, while rewarding, also leaves behind its own scars.

The team's members currently include the following: Victory, Jr., Bravo, Echo, India, Yankee, November, Sierra,



ECHO ([REDACTED])



VICTORY JR. (CROSSLEE ADAMS)

Tango, and Zulu. Their trainer and faculty representative, Gunnery Sergeant Lyle Delfleur, is a hard-bitten drill instructor with a record of training superhumans on the Strikeforce teams.

In the wake of the disastrous events of the [REDACTED] Incident involving Strikeforce Three and its repercussions, the United States government scrutinized all Strikeforce teams and the recruits entering those teams. This makes Strike Squad Alpha and its training efforts more critical than ever. Whereas the Strikeforce Program was once considered the jewel in the crown of the American superhuman defense response, it has become tarnished (albeit still highly valued). It is up to Alpha and its young members to prove themselves and help restore the program's future honor. Of course, this places a problematic burden on these young people.

Alpha has completed a handful of missions to date. While the team has experienced a few setbacks, most of its assignments have proven successful. They've fought Helix terrorists on three separate occasions already. They've bumped into agents of the Syndicate, arms smugglers employed by the Cabal, and an unexpected clash with the Concrete Dragons.

STRIKEFORCE

The United States government, through the agency known as EaGLE Division, operates a dozen specialized

super-powered units throughout the country. Each unit is known as Strikeforce and carries its numeric designation.

Each Strikeforce unit features its specialization and capabilities, and EaGLE deploys the unit best suited to its mission. For example, Strikeforce One possesses the most significant raw firepower and broad capabilities to handle most mission types. Strikeforce Six, on the other hand, specializes in stealth and deception. At the same time, Strikeforce Two includes many SPBs (Super-Powered Being) able to infiltrate computer networks and surveil targets from a long distance.

All Royale Military University graduates, as well as over a third of the Archerwood Institute graduates, pursue military service careers. Most of these individuals serve in traditional units and roles, especially if they possess minor or weak powers.

Graduates possessing stronger powers often seek to join one of the Strikeforce units located throughout the country. Less than one percent of candidates earn a spot on an auxiliary Strikeforce team, let alone the elite team known as Strikeforce One.

Each Strikeforce unit includes up to a dozen SPBs and several dozen support staff such as technicians, medics, armorers, and so forth. Strikeforce units are members of the U.S. Armed Forces. However, because of Strikeforce's special status, it doesn't fall under the restrictions imposed by the Posse Comitatus Act. Thus, these teams



VICTORY (ADAM CROSS)



ALPHA (ATHENA COSTAS)

can operate in a law enforcement capacity within the state in which their base is located. Strikeforce units can also operate in adjacent states with the permission of that state's governor.

In the event of an attack or crime committed by known or suspected SPBs, most states are happy to turn the matter over to Strikeforce, especially since most local law enforcement agencies possess insufficient resources for dealing with powered criminals.

The U.S. military can also deploy Strikeforce units across the globe to deal with super-powered threats. If time and circumstances permit, the U.S. government seeks permission from the host foreign nation to allow Strikeforce personnel on their territory. However, When necessary, Strikeforce units enter foreign territory secretly or before receiving authorization, especially in cases where the target represents an imminent threat. This has drawn criticism and anger from numerous other countries. A few rival nations have threatened to unleash their SPB teams, treating the visiting Strikeforce unit as hostile invaders.

One Strikeforce unit, Strikeforce Eight, suffered a catastrophic defeat at the hands of arch-criminal Gunther Haas and his fellow criminal organization terrorists, the Syndicate. Eight stumbled into an ambush while conducting a mission on the island nation of Charybdis (an ambush no doubt facilitated by the island's

despot leader). Only two members of Eight escaped, and one of them suffered permanent physical trauma. The Department of Defense retired the designation Strikeforce Eight to honor and commemorate the loss. To this day, Haas and his associates stand high on the list of enemies wanted by every Strikeforce member, past, present, and future.

STRIKEFORCE ONE

Of the various Strikeforce groups, Strikeforce One represents the premiere SPB (Super-Powered Beings) unit in the United States and the world. It remains one of the few groups capable of standing against today's greatest metahuman menaces, such as the Syndicate, the Clique, the Mosaic Trust, and a host of independent rogue powers. This unit ranks among the most elite, decorated, and feared of all the Strikeforce teams.

Strikeforce One boasts some of the world's most potent and experienced super-soldiers. Virtually every person on the planet knows about Strikeforce's original leader, the superhero Victory, and most people have heard of his successor, Alpha (Athena Costas, recently retired). Strikeforce One possesses more firepower than any of their fellow Strikeforce teams. Its members also enjoy the most significant worldwide recognition. This, in turn, has given the team's members a degree of celebrity status that makes the military leadership uncomfortable. The public may not know the actual names of these heroes,



BETA (CHRISTOPHER ADAMS)



GAMMA (BRIAN ADAMS)

but they recognize them by their codenames, such as Beta, Gamma, and Tau (Strikeforce One uses the Greek alphabet for its members' codenames).

Strikeforce One's current roster includes the following: Beta (Christopher Adams, energy controller), Gamma (Brian Adams, force energy manipulator), Delta (Cassandra Kirby, material manipulation, tech control), Epsilon (Gavin Santucci, super soldier), Theta (Matthew Coldwater, electrical power), Zeta (Theresa Morris, combat precog, super-soldier), Iota (Omar Sandar, shapechanger), Sigma (Angela Santos-Cross, brute strength super-soldier), Psi (Lili Walsh, telepath), and Tau (an android with a wide array of functions and powers).

STRIKEFORCE TWO

The various Strikeforce teams operated by the military provide the premier superhero defense for the United States. Strikeforce One covers the East Coast, while Strikeforce Two protects the West Coast, operating as it does from its base of operations in the metropolitan area of Las Santos.

While Strikeforce Two doesn't receive the media coverage or attention that Strikeforce One enjoys (mainly because of One's geographical proximity to the nation's capital), it nonetheless provides crucial services to a significant population. Strikeforce Two covers a

significantly larger area of square miles and a far more diverse geographical location, ranging from cities to mountains, forests, deserts, and plains.

On the other hand, Strikeforce Two suffers less bureaucratic interference and oversight than the East Coast team, allowing it to operate a bit more loosely. The team is still a military unit, but it doesn't have the same degree of tight discipline, and its members are more casual regarding rank when dealing with each other.

Suleiman "Su" Khan, AKA Tiamat, leads the team and has a decorated record of service spanning over a decade. He has close ties with several members of Strikeforce One, including Gamma and Epsilon. He's known for his charismatic style and unorthodox methods of solving problems.

A friendly but sometimes intense rivalry exists between Strikeforce One and Two, primarily regarding bragging rights about the things they've achieved, the bad guys they've fought, and the weirdness they've encountered. Overall, Strikeforce Two tends to face off against stranger things, including a gigantic fire-breathing lizard that rose out of the Pacific Ocean, an invasion of sentient vampire bats from an underground city, and the discovery of an extradimensional portal created by one of the first hydrogen bomb tests located at [REDACTED].



DOCTOR DEVA SAHIR-MORGAN



DOCTOR HOLLIS WHITEHALL

TWILIGHT, INC.

An enormous multinational conglomerate, Twilight, Inc., seeks to use technology to better the world and advance the quality of life while earning a profit that enables them to pursue further research and development. In addition, Twilight locates, develops, and supports scientists in a broad spectrum of scientific disciplines worldwide. The company helps anyone with the requisite intelligence and talent to gain the education needed to pursue a scientific career. The company provides more grants, scholarships, and endowments to more people and schools than any other organization.

Several things set Twilight, Inc. apart from other business conglomerates. First, its founder and CEO, as well as many of its leading scientific members, possess superhuman powers. Second, the corporation actively seeks to improve lives through technology while still earning money for its operations and shareholders, but with a heavy emphasis on corporate responsibility.

In the U.S., Twilight recruits graduates from both the Archerwood Institute and the Brimstone Academy to work for them. In doing so, they acquire some of the world's most brilliant super-powered beings (SPBs). This

gives the company an exceptional talent pool from which to draw.

Because several of Twilight's key members possess super-human powers, the company can directly aid in dealing with unusual, catastrophic, or unnatural events—especially those caused or exacerbated by super-powered individuals. Even so, whenever a media interviewer brings up this point, the company's CFO, Dr. Hollis Whitehall, responds, "We're scientists, not superheroes."

Since its formation, Twilight has collected an impressive fund of technological patents, either through the efforts of its employees or acquired from companies it has purchased. The company has struck a balance between defending its patents and allowing fair, reasonable, and non-discriminatory terms for their use to encourage innovation. Unlike many corporations, when Twilight, Inc. buys out a company, it redeploys those employees to new positions rather than stripping the company and dumping its remains.

While most super-powered members working for Twilight lack name recognition or media popularity, they have nonetheless become well-known worldwide for their efforts. These individuals include the CEO and co-founder, Dr. Deva Sahir-Morgan (geothermal control), Dr. Hollis Whitehall, CFO and co-founder (molecular body control), Professor Rhiannon Pryce (alter chemical reactions), Professor Felix Olsson (water control),



PROFESSOR RHIANNON PRYCE



PROFESSOR FELIX OLSSON