

# Project: Twilight

Protecting Humanity from Evil that  
is too Evil for Heroes

## Project: Twilight

Storm Shadow always knew that there were things out there that guns and powers might not be able to handle. When NOAH lost a strike team to a creature of occult origin he decided that it was time to step up the game. He recruited Victor, a mysterious individual with a background in the occult, to assemble a team of occult style heroes to help fight in the war against the Ones Before. Based in a secret facility below New York City, Project: Twilight monitors uncanny events and steps in if it's related to the Ones Before. There are full living quarters for the members of the team along with research labs and a band of security officers to help maintain peace amongst the diverse members. When it's time to act, Project: Twilight uses the Storm Shadow teleporter system to deliver them to the trouble spot.

\*Player's Note: This team may include any player who comes from the *Fighting the Ones Before* issue.

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Main Stats	Devlin	
Secondary Stats		
INT	10	1
AGI	20	2
MGT	40	4
SPT	60	6
MVT	20	2
ST	80	
HP	80	
IN	30	3
Action	50	5
Dodge	40	4
Perception	20	2
Education	20	2
Damage	40	
Demonic Powers*	100	
Comm. w/ Animals	30	
Pistol**	20	Lethal

**Name:** Devlin

**Real Name:** Danny Devlin

**Legal Status:** Dislocated Citizen of Hell

**Age:** Unknown, Appears 20

**Group Affiliation:** Project: Twilight

**Base of Operations:** New York City

**Quote:** *Hey, do you mind? I'm a demon, what did you expect? Green skin?*

During World War One, British forces uncovered a lot of weird things in the trenches of Europe. During a raid on a German outpost, the British troops found a small red boy being held captive in a cage lined with nickel. The commanding officer freed the child and gave him the name Danny Devlin. The officer then sent him back to Brittan where his wife raised the strange boy. But this wasn't any ordinary red boy. He slowly grew horns and a tail. As time went by, Danny found himself alienated from the general public. When his parents died, Danny was forced into hiding, only to be picked up by Storm Shadow, who in turn handed the demon over to Project: Twilight where Danny has purpose hunting down the abominations of the Ones Before. Danny has a hunger for whoopee pies and rats. His room is swarming with the tamed rodents who do everything from bringing the demon magazines to putting away his clothes.

\*Demonic Powers: Invulnerable Fire/Heat: 100, Demonic Healing: MGT per day, Occult Knowledge and Rituals: Skill level 20, Demonic Communication, Unholy Tongue

\*\*Special Ammo: Variable Mystic Ammo: 40 damage vs. Evil



Main Stats	Tanker	
Secondary Stats		
INT	30	3
AGI	10	1
MGT	30	3
SPT	50	5
MVT	10	1
ST	60	
HP	60	
IN	40	4
Action	20	2
Dodge	20	2
Perception	60	6
Education*	60	6
Damage	30	
Containment Suit**	30	
Toxic Blast***	30	
Terror****	20	

**Name:** Tanker

**Real Name:** Charles Wendell

**Legal Status:** Former British Citizen

**Age:** 88

**Group Affiliation:** Project: Twilight

**Base of Operations:** New York City

**Quote:** *Weeze, weeze, weeze.*

Charles Wendell was one of America's leading underwater engineers during the 1950s. On an expedition to the lost city of Mu, Charles located the underwater city and its terrible curse. His men were captured by a mistress of the Ones Before who transformed them into horrid undead creatures trapped inside their deep sea suits. In a desperate attempt to escape Charles dumped their submarine's nuclear waste into the underwater city. The plan backfired and Charles was killed. This wasn't the end, for the mistress used her corrupt powers to bring Charles back

and lock him in a suit filled with toxic gasses which kept him alive. Then she banished him to the surface world where Project: Twilight recovered the engineer. He works with the forces of good as they fight the Ones Before. Tanker, as he is now known, spends his days experimenting with his own toxins trying to find a way out of his suit.

**Skill Highlights:** Underwater Engineering: 40, Mechanical Engineering: 40, Pressure Suit Engineering: 40

\*\* **Containment Suit:** This deep sea diving suit can survive not only miles below the ocean surface, but also in the vacuum of space. Inside the suit there is a mummified corpse of Charles. It swims in a gaseous environment. If the suit is ruptured toxic chemicals will pour out (30 Lethal damage) until the suit empties. Charles then has a total of 30 minutes before he dies from exposure to oxygen.

\*\*\***Toxic Blast:** Tanker can shoot jets of toxic gasses out his vents causing acidic damage to exposed skin and lungs. This does 30 Lethal damage. The toxins also eat away at plastic and rubber at 10 points of damage a turn.

\*\*\*\***Terror:** Seeing a walking talking skeleton is pretty scary. Anyone seeing Tanker must make a Spirit save difficulty 20 or run away in fear.



Main Stats	Midnight	
Secondary Stats		
INT	10	1
AGI	30	3
MGT	20	2
SPT	50	5
MVT	20	2
ST*	100	SPTx2
HP	40	
IN	40	4
Action	60	6
Dodge	60	6
Perception	20	2
Education**	20	2
Damage	20	
Shadow Teleport***	40	
Darkness Generate	40	
Darkness Control	20	
Soul Sucking****	30	

**Name:** Midnight

**Real Name:** Apple Sunday

**Legal Status:** American Citizen

**Age:** 24

**Group Affiliation:** Project: Twilight

**Base of Operations:** New York City

**Quote:** *It's dark isn't it?*

Apple Sunday was the daughter of Dr. Ronald Sunday and Lynda Sunday of Derry, New Hampshire. They were well known in the world of black magic and the occult. When Apple was born, the couple sent her away to a private boarding school for special children of occult families. Here Apple learned about witchcraft and the Ones Before. She wasn't big into the whole thing and ran away only to be caught by fellow students. As punishment the school banished her to the dark dimension. It was here that Apple took on the name Midnight and vowed to serve the Dark Lords. Yet, her innocence made the Dark Lords feel pity for the young girl. As a

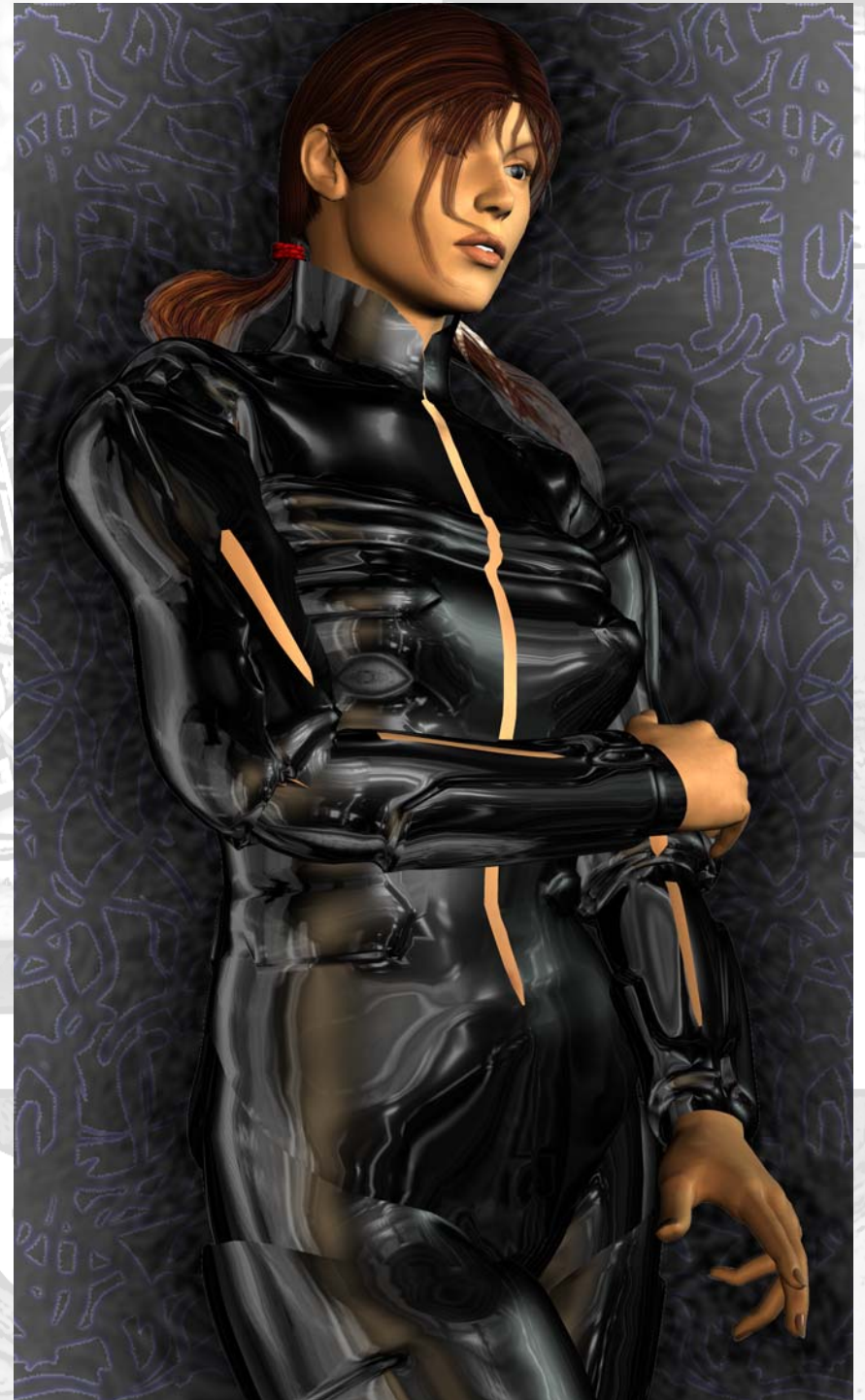
way to exact revenge upon the school that banished Midnight, the Dark Lords gave her amazing powers to use against the cultists. Midnight returned to school and caused so much havoc that many students fled and the schoolmaster killed. Storm Shadow picked up Midnight after the incident and sent her to Project: Twilight, hoping that her unique knowledge of the occult could help battle the Ones Before.

**\*Stun:** Midnight draws extraordinary Stun from the Dark Dimension. Her Spirit is used instead of Might when determining Stun.

**\*\*Skill Highlight:** Occult: 40, Rituals: 40

**\*\*\*Shadow Teleport:** Midnight uses shadows to teleport. She can literally walk from one shadow to the next, even if it's not line-of-sight. She also can use her Darkness Generate power to create shadow fields making it look like she is popping in and out of clouds of darkness.

**\*\*\*\*Soul Sucking:** Midnight lashes out with her darkness sucking the souls of anyone she hits. (See Soul Sucking in GU: Black Galaxy Wars). Anyone killed by this attack turns into a shriveled up blackened body with black dust.



Main Stats	Victor	
Secondary Stats		
INT	20	2
AGI	20	2
MGT	30	3
SPT	70	7
MVT	20	2
ST	60	
HP	60	
IN	40	4
Action	40	4
Dodge	40	4
Perception	40	4
Education*	40	4
Damage	30	
Natural AC	30	
Regeneration	10	
Spells**	40	Spell Ranks
Immortal***	100	

**Name:** Victor

**Real Name:** Unknown

**Legal Status:** Unknown

**Age:** Unknown

**Group Affiliation:** Project: Twilight

**Base of Operations:** New York City

**Quote:** *I'm more than alive. I am that which walks from lifelessness.*

Victor's past is shrouded in mystery. He has walked across history and not once has his history been revealed. Some think him to be an alchemy creation of Medieval times while others think that he must be the Frankenstein monster. Victor just smiles and carries on. The followers of the Ones Before captured Victor in the 1800s and tried to take him apart. They failed and Victor killed them all using a mix of brute force and magic. In the early 1900s, Victor joined the League of Mystery, a band of heroes determined to crush the Ones Before. By 1980, the League had all but died off leaving Victor alone once again. Recently he was

approached by NOAH, of Storm Shadow, to head up a covert team of supernaturals to help fight the increasing presence of the Ones Before. Victor once again had purpose, leading a small band of supernatural freaks against evil that has no limits.

**\*Skill Highlights:** Occult: 40, Spell Casting: 50, History: 50

**\*\*Spells:** Magic Bolts: 40 Stun Damage, Teleport, Magic Vision (seeing through magical illusions), Magic Language (Speaking via magical means), Magic Barrier: 40 AC

**\*\*\*Immortal:** Victor doesn't age. If killed, all Victor needs to do is have his brain placed into another body. If the brain is destroyed, the spirit will locate a dying host and take possession of it, transferring all his powers to that body.

