


KRACK			
Rumble	30		
Agility	30		
Might	30		
Moxie	40		
Smarts	10		
Perception	10		
Spirit	30		
<b>Special Focus</b> Military +20 Bazooka +20		160	50

**Powers:**  
 Recovery: 40, Super Taste: 50  
 Energy Bazooka: 40  
 Weakness (Major): See Description

During the 1980s, a 7 foot tall lizard humanoid crash landed in the Nevada Desert. He was part of a Galactic Legion task force that was just passing by, but his ship was hit by a rogue meteor and he crashed. The first people to greet the alien were a small band of US Guardians. Because the alien's translator was broken from the impact of the crash, the only word the Guardians could understand was 'krack'. Krack was not hostile at all, procuring a large energy bazooka from his ship, he drew pictures of monsters in the sand and then stomped on them. The Guardians took the alien in. On his first mission Krack fired his energy bazooka and it let out a tremendous 'CRACK' sound. It also made Krack smile. Krack served as a Guardian until after the War of the Worlds in 2010. He was reunited with his fellow legion members and went back to space where he fights for the Galactic Legion.

**Krack**  
**Identity:** The general public is unaware of Krack's existence.  
**Personality:** Doesn't say much. Probably because the only words out of his mouth are 'krack'. Works well in groups. Tends to be a point man.  
**Allies:** US Guardians, Galactic Guardians, Galactic Legion  
**Foes:** Forces of Evil  
**Popularity:** 10

Krack is not a primitive creature. His dialect is made up of different tones and clicks in the expression of the word 'krack'. Low 'kracks' tend to mean something bad, high 'kracks' mean something happy, and medium 'kracks' mean he is trying to make a statement.

Because Krack is a lizard, he starts slowing down in the cold. He suffers a -10 to all rolls at 40 degrees Fahrenheit and at 30 degrees Fahrenheit he suffers a -50 to all rolls. Anything colder and he goes into a deep sleep. Krack can also regenerate lost limbs. This doesn't happen instantly, but if he were to lose a limb it would grow back as his Health returned. He also has a keen sense of taste. By licking something, Krack can tell what species has touched it.

\*NOTE on the Guardian ZERO Krack: The original Krack was an alien that Jay Amerkanian created. He had a ship and worked with the US Guardians. While on a mission to rescue the US Guardian Commander, Krack stepped on a landmine and was blown to bits. Jay's inspiration for Krack came from when he was looking at a Starjammer's entry in an old Marvel Handbook and saw Ch'Od.



**The Patriot II**



Rumble	30		
Agility	30		
Might	40		
Moxie	40		
Smarts	10		
Perception	20		
Spirit	30	Health	WILD
<b>Special Focus</b> Martial Arts +20 US History +20		140	60
<b>Powers:</b> Recovery: 30, Tough Skin: 10			

**The Patriot II**

**Name:** Unit 2

**Identity:** The general public knew about the Patriot, although they didn't know his true origins.

**Personality:** Very patriotic. Could quote from the Constitution all while bringing down a world of hurt.

**Allies:** US Guardians

**Foes:** Evil

**Popularity:** 40

Near the end of the 1980s, the US Government decided to initiate Project Genetec which turned out to be a total failure. But a rival government lab designed The Patriot series. These genetically grown and enhanced super humans were not driven by combat, but by patriotism. They were educated by caring nannies and treated like normal humans. When the time came, the government unleashed the first Patriot into the world. During his first mission, Patriot 1 was critically injured by a rogue while protecting a school bus of children. The people of America poured their hearts out to the Patriot and sent tons of 'get well' cards. But Unit 1 was in no condition to go back out. So they sent Unit 2 to take his place. Just as caring and loving as the first Patriot, Unit 2 went to work fighting injustice in the world. He was even given a role in the US Guardians. When the Guardian program went international and super humans started looking at themselves like Gods and not heroes, the Patriot returned to America and denounced the Guardians. And when Omega took over the country as President, the Patriot Program went underground. The whole Patriot community lives in Colorado in a small town called Brownwood. During the War of the Worlds, the town was sheltered from the invasion by the mountains. As for the Patriot II, he continues his work as a national super hero, but he despises Omega for his overstayed Presidency.

The Patriot heroes were designed for rough and tough hand to hand combat. They didn't have any real powers, but they were physical power houses, able to hold their own against some of the toughest rogues. They could also recover from injury at a super human rate, although Unit 1 had suffered traumatic injury that couldn't be healed and ended up with a limp and horrific scars.


\*NOTE on the Guardian ZERO Patriot: Jay was always about the Avengers. I don't blame him. So one day while creating characters he saw this Captain America style dude in the Heroes Unlimited RPG. He simply said "I want to be him!" So we created the Patriot. I'm not sure what happened to him after that. I don't think he actually got killed.



**The Patriot**

Jay Amerikanian

Series 3

The Philadelphian			
Rumble	10		
Agility	10		
Might	10		
Moxie	30		
Smarts	20		
Perception	30		
Spirit	40	Health	WILD
<b>Special Focus</b>		<b>60</b>	<b>90</b>
Baseball +20			
Bat-Fu +30			
<b>Powers:</b> SEE DESCRIPTION			

### The Philadelphian

**Name:** Unknown

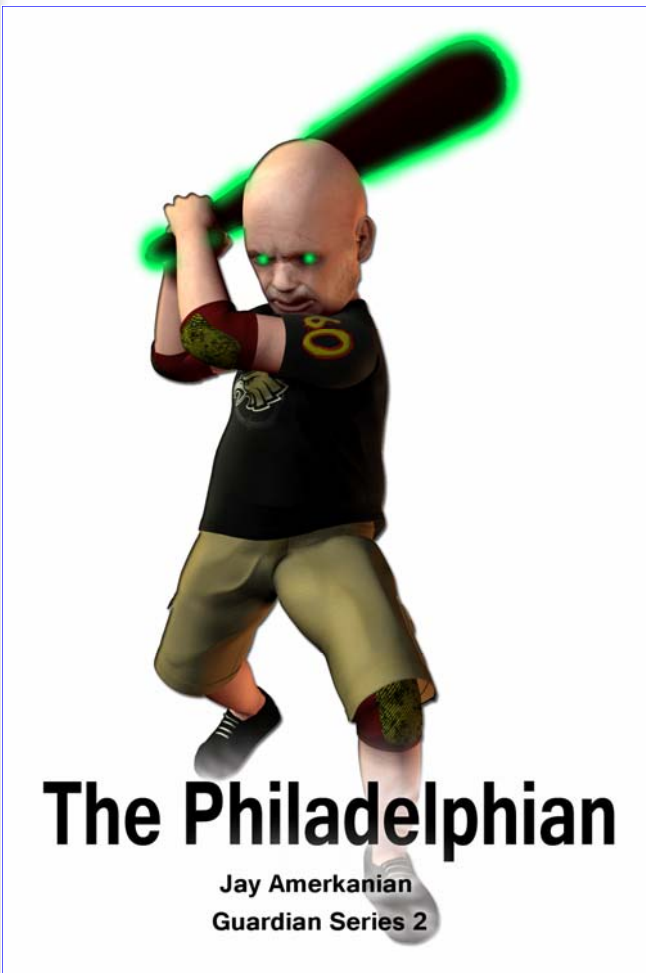
**Identity:** Secret. No one really knew much about the Philadelphian except the rogues he REALLY did a number on.

**Personality:** A long time ago he was a caring and loving old man. But after his daughter was killed by rogues, he became obsessed with bringing down Cartel.

**Allies:** Random heroes

**Foes:** Cartel and his rogues

**Popularity:** 10



The past of the Philadelphian is shrouded in mystery. He was a proud father of a ski instructor and he would do anything for her. While visiting her in Switzerland, he watched in horror as a rogue killed her because she was dating a Guardian. Devastated, the Philadelphian wondered aimlessly into the wild until he came to a clearing in a remote wooded area. At the center was what looked like a large baseball bat. The Philadelphian picked it up and when he did the bat began to glow and energy surged through him. The bat was actually a super weapon from the Galactic Guardian Dimension Forge that had fallen to Earth after its owner was killed in a deep space battle. Feeling powered up, the old man took the name the Philadelphian and put on his favorite Philadelphia Eagles shirt. He then went looking for the rogue who killed his daughter. Not knowing the true nature of the bat, the Philadelphian ambushed a known rogue and took a swing. Missing the target, the bat struck a nearby car and sent it flying almost 200 yards! The rogue was completely shocked by what he saw and tried to run. The Philadelphian was still an old man and couldn't run as fast. Angry, he smacked the bat on the pavement. The ground opened up before him and the rogue fell in. The Philadelphian hit the bat on the ground one more time while praying that the Earth would swallow up the villain, and the Earth closed! Feeling empowered, The Philadelphian waged a one man war on Cartel until finally he stopped when the rogue leader resurrected his daughter. Over a decade later the Philadelphian's daughter died from pneumonia. The current whereabouts of the Philadelphian are unknown, but he has been spotted on occasion roughing up villains.

The BAT of the Philadelphian is a super weapon from the Dimensional Forge. Reserved for the Cosmic ELITE (coming in the near future), it is one of the most powerful weapons in the arsenal. The bat has the following stats:

500 Rank Material

Provides **50 Rank Immortality** to user. The user still ages, but they cannot die. Most heroes who receive this weapon usually give it up when they feel they are looking too old and cannot function to their peak. In the case of the Philadelphian, he started to get really short.

**Earth Control:** 100 Rank (The bat was designed as an asteroid killer. But it can do simple Earth control functions like opening and closing massive crevices, cause volcanic eruptions and create mini-volcanoes. It can even make Earth armor and shields.)

**Flight:** 500 Rank (By breaking off a chunk of Earth and standing on it, the bat can move through space at cosmic speeds. The user, however, must have their own life support. The Philadelphian has only used this power once in order for him to chase a ground based rogue)

**Mighty Strike:** 70 Rank (The bat has a Might of 70, allowing a weaker user to use it to move objects or strike objects like they have a 70 Might.)

**Shape Alteration:** 100 Rank (The bat could change from cane to bat. Eventually the Philadelphian decided with the club look).



\*NOTE on the Guardian ZERO Philadelphian: This was Jay's best character. I tormented that old man as much as I could. He was really just a simple old man who had this cane that when tapped against the ground turned into a super baseball bat with Earth Control. I loved it! But, like all good games, I made him suffer. Killed off his daughter, teased him and generally made Jay play the role of ticked off old geezer. When we got ready to pack up our Guardian Universe game back in the mid 90s because Jay was leaving for the Army, it was all out war. I had a STACK of Rogues on note cards and Jay went through the whole thing, from weakest right up to Cartel. As a reward, I had Cartel bring the Philadelphian's daughter back and they lived happily ever after. It was probably one of the greatest game experiences I have ever had with Jay and the most memorable.

**Jay Amerkanian Tribute Freebie  
Character Designs By  
Jay Amerkanian**

**Updates By  
Jay Libby**

**Art By  
Jay Libby**

Oh, and Jay is alive. Just wanted to get that out there...

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