

# DOC FUTURE

**Identity:** Dr. Milo Morrison, Ph.d.

**Side:** Good

**Sex:** Male

**Experience:** 28,743

**Level:** 7

**Age:** 48

**Training:** +1 Strength

## Powers:

- 1. Armour:** Type B (Technological). Nexus Jump Suit. ADR 93. The armour also grants the following powers:
  - a. Life Support:** 1% chance per point of damage (done to armour) of damaging his life support equipment.
  - b. Dimensional Travel Device:** Type 2. Nexus Jump computer (located in his left gauntlet). Base chance of success 57% (currently 37% due to damage to the navigation computer). Creates a 5' x 5' portal that allows interdimensional time travel. PR 10 per trip. [I 19]
- 2. Flight Device:** Jet-pack. Maximum speed 221 mph (972"), 15 charges. 1 Charge equals one hour of flight time. [S 13, E 17]
- 3. Heightened Endurance A:** +16
- 4. Heightened Intelligence B:** +24
- 5. Sonic Abilities Device:** Sonic Ray Pistol. 28" Range, 1d12 damage, 19 charges. [S 14]

**Weakness – Reduced Strength:** -4 points from Strength. May not gain more than 3 points to Strength from training (two of which have already been used).

## Inventions:

- 1. Portable Comms:** Small portable communication devices that communicate on a specific ultra-high radio frequency. They have a range of 1 mile radius. He has created one for each member of the Mystery Brigade.

**Height:** 6'

**Weight:** 190 lbs

**Basic Hits:** 4

**Agility Mod.:** –

**Strength:** 12

**Endurance:** 28

**Agility:** 15

**Intelligence:** 40

**Charisma:** 20

**Reactions from Good:** +3      **Evil:** -3

**Hit Mod. (1.2) (3.4) (1.6) (2.0) = 13.056**

**Hit Points:** 53

**Damage Mod.:** +6

**Healing Rate:** 3.2

**Accuracy:** +2

**Power:** 95

**Carrying Capacity:** 430 lbs.

**Basic HTH Damage:** 1d6

**Movement Rates:** 55" ground, 972" flight.

**Detect Hidden:** 28% (34%)\*

**Detect Danger:** 32% (38%)\*

**Inventing Points:** 27

**Inventing (120%):** Portable Comms

**To Hit (Unarmed HTH):**

+4

**Damage (Unarmed HTH):**

1d6 + 6

**To Hit (Sonic Abilities Device):**

+4

**Damage (Sonic Abilities Device):**

1d12 + 6

**Knowledge Areas:** Scholar (History), Scientist (Temporal Mechanics), and Research/Technology

**Origin and Background:** Milo Morrison is originally from the North-Am Epsilon-3 Arcology located on an alternate earth of 41,451 CE. That earth had become a barren world that was primarily used as a prison for aliens. For the most part humanity had long left Earth's embrace for the lure of the stars, but pockets still remained. Milo belong to one such pocket – a small enclave of technological civilization (North-Am Arcology Epsilon-3) that acted primarily as an archive of humanity's knowledge and history. The High Ministers of the arcology knew that the ever-growing alien prisoner population outside their enclave were increasing in strength. The High Ministers loathed the idea of the aliens gaining access to humanity's achievements so they came up with an extraordinary plan of escaping their fate – time travel. Thus, the Nexus Jump Project began.

Dr. Milo Morrison was the lead designer behind the Nexus Jump Project. It was his mathematical and temporal acumen that allowed his fellow archivists to construct such a momentous project in such short time. They constructed a jump gate that harnessed an alien type of energy that Dr. Morrison discovered known as Nexus Energy. They used this energy to allow the whole arcology, along with its complete archive, to escape to a safe alternate earth in the distant future.

After the last of the arcology's inhabitants went through the gate, Milo proceeded to destroy it and all information about it. This was the plan since the beginning. With the aid of his portable Nexus Jump Gate generator built into his suit, he was meant to follow behind his colleagues and rendezvous with them at the new Earth. Unfortunately an explosion sent him reeling and damaged the navigation controls on his Nexus Jump computer. The aliens had breached the walls of the enclave and were pouring into the complex.

Milo fumbled with his Nexus Jump computer but he had lost his connection with the Arcology's home beacon on the new earth. Milo tried to make contact with the beacon but was getting nothing but static. Then suddenly he made contact and made his jump as the aliens were swarming the archive. Unfortunately for Milo, the contact he received was not from his fellow arcologists, but from one Rufus Boland who had just become charged with Nexus Energy on an alternate earth set in 1932 CE in the city of New Augustus. As a result of this connection, Milo found himself materializing in New Augustus instead of his desired destination. Once he arrived on this new earth, his Nexus Jump computer became damaged as a result (hence the lower base percentage chance; this can be repaired at a cost of \$100 (in parts, equipment, and power) for each percentage point improved towards the base chance).

His arrival was fortunate for the city as it was under attack by the Cult of the Crimson Circle. The cult had summoned a Typhonian Beast and let it loose on the city while bands of cultists caused havoc and mayhem in the city. A band of heroes stood together on that day; they defended the city and stopped the cult. These heroes became known as the Mystery Brigade. Among these heroes, Milo was one. He has used his technical knowledge to upgrade the Mystery Brigade's HQ, Sub-station Alpha (the secret subway headquarters located under



New Augustus City).

In the early days of Milo's arrival in New Augustus City, he sought ways to repair his equipment so he could return to his own people. He found that the repairs weren't that difficult, even considering with the limited technology on hand. Dr. Morrison decided to stay for a while and take in the new earth before he leaves. Milo has settled in with life in 1932 America.

Milo has become close friends with Rufus Boland (Windrunner). In fact, Rufus is the only one who has seen Doc Future without his helmet on. Milo is reserved about his history so he keeps mainly to himself. That's includes his true identity hence he wears his helmet around others. Often his practical, scientific approach has clashed with the Green Druid's mystical spiritual outlook on an occasion or three. Overall, he is on good relations with the rest of his fellow Mystery Brigade members with the possible exception of the Crusader. The two of them have a more icy neutrality between each other than any sort of true friendship. They both respect each other as fellow teammates, but that doesn't mean they have to like each other.

**Motivation:** Need to Know. Milo's curiosity is his primary driving force. When it comes to knowledge, he is like a sponge soaking it all up.

**Training Bonuses:** (2) +1 to Hit with HTH Combat, (3) +1 Strength, (4) +1 to Hit with Sonic Abilities Device, (5) +1 to Hit with HTH Combat, (6) +1 Strength, (7) +1 to Hit with Sonic Abilities Device.

\* **House Rule:** The Detect Hidden and Detect Danger scores increase by 1% for each level above the first.



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**Occupation:** Mystery Man, temporal refugee

**Identity:** Secret

**Legal Status:** Unknown

**Former Aliases:** None

**Place of Birth:** North-Am Epsilon-3 Arcology, Earth-6923

**Marital Status:** Single

**Known Relatives:** Unknown

**Group Affiliation:** The Mystery Brigade

**Base of Operations:** New Augustus City, New York

**First Appearance:** MYSTERY BRIGADE #1