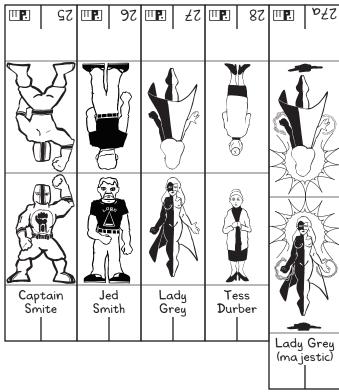


PAPER MINIATURES BY P.D. MAGNUS FEB. 2004

**NOW SHOWING** 

SECRET IDENTITIES

☑ Captain Smite (Heroic Brick)



Smite can endure tremendous punishment and deal it back ten-fold. His no-nonsense, knuckle-sandwich-forcrime attitude has made him the most popular costumed hero in the city. Cops are quite fond of him, although they wish his fans would stop spray-painting walls with the Smite-fist emblem.

## ☑ Jed Smith (Secretive Drifter)

Jed works off and on as a bouncer at Club Logo, a shady techno club near the wharf. He misses work often enough that he'll be fired eventually, and then he'll need another job to support his crime-fighting habit. He doesn't talk much when he's working at the club, and when he's working as Captain Smite he talks even less.

His mother and grandmother were both superheroes, so when Jed was growing up everyone expected that he'd be a hero one day. His mother really wanted him to be a mentalist, though; she was really disappointed the first time he punched through a pile of bricks. It's still something of a monkey on his back.

## ☑ Lady Grey (Heroic Blaster)

Grey can fly and has mastery over the spiritual realm. She appears when there is trouble, fries a few minds, and disappears just as quickly.

## ☑ Tess Durber (Secretive Scholar)

Tess is a medievalist, specializing in theological debates between 11th-century monks. She spends most of her time in the library special collections, translating Latin manuscripts into her idiosynchratic shorthand.

A terrible hypochondriac, Tess is sure that she suffers from a whole range of conditions. She actually does suffer from blackouts, however, and she has begun to suspect the connection between her blackouts and appearances of the superhero Lady Grey. Tess becomes the costumed crimefighter at these times, even though she doesn't remember anything afterward.

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