

## Nestor

### Superpowered Senior Citizen

You used to fight crime back in the old days, when things were simpler. And more fun. You'd join up with Nautico(some sort of undersea prince) and Atomic Girl and that lot and go bash in the heads of some Communist polar bears. Or bank robbing robots. Or once you fought a alien race that looked like a bunch of three foot tall mummies. The superpowered kids of today don't know what it was like back then.

It was better back then, and you're going to make sure they know it by telling your patented crotchety old man stories. And explaining how supervillains back then were real threats: CyborgHitler was a villain worth fighting. Starmageddon was, too. Most of those guys are gone, now too, except that guy **Brainjack**you fought once or twice. You and Nauticotook him down easily. He never was smart as he thinks he is.

That was a long time ago, though. Now you're just a pitiful old man in a cape. You don't even have any real superpowers, any more. The Freedom Foursome stripped your flight and laser eyebeams and invulnerability from you, after the Incident. You know, when you wrote that tell-all autobiography saying how Nauticohad been using Freedom Foursome funds to pay for hookers, and you had a big fight on top of the Statue of Liberty? That Incident. (There also was something about you having a cocaine habit, but you've been clean for years now.)

Since then, you haven't been doing any hero-ing. But recently you've wanted back in the game. So you obtained a fancy science belt that causes people to dance so long as you keep shooting them with the ray. Stops villains from doing bad stuff.

What's the line from that poem? "*We are not now that strength which in old days / Moved earth and heaven; that which we are, we are; / One equal temper of heroic hearts, / Made weak by time and fate, but strong in will*". Yeah, that's it. But first, where'd you put your heart medication?

### Who You Know:

**Cell Phone Guy**convinced you to come out of retirement, and is supposed to be the one in charge. But he doesn't know what he's talking about. I mean, you were saving lives before he was out of diapers. Why should you listen to him?

**Bjorn Yesterday** is a hapless time travelling Viking being exploited by **Powerbroker**. You happen to speak Bjorn's ancient Swedish dialect, and don't really approve of how Powerbroker is taking advantage of him. Bjorn doesn't see a dime of the profits Powerbroker earns off of him.

### Superpowers:

**Dance Belt:** You can force people to dance so long as you keep focused on shooting the ray at them. They can try a challenge to avoid the effect when you first start.

### Roleplaying Hook:

You're the typical **Crotchety Old Man**. You're convinced everything was better back in the Old Days. And also everything was harder back in the Old Days and heroes these days have it easy. And you'll tell long rambling stories about it to anyone who will stand nearby. Being so old, you also can be quite senile, forgetful and hard of hearing.