



He helped Unity overcome the alien Armor Hunters that came to Earth to destroy the Shanhara armor and all others like it. They destroyed Mexico City as an indication of their seriousness and the battle to overcome them devastated downtown Los Angeles. When the forces of the Armor Hunters later destroyed all life on Loam, X-O led the survivors to sanctuary on Earth and eventually found a new home-world for them.

Over time, Aric has been a hero, warlord, exile, celebrity, and even king of the distant world of Gorrin for a time. He has gained and lost romantic partners and relationships, as well as new homes or attempts to forge a life for himself apart from his armor. He has always returned to his home on Earth and continued to use his armor to protect the world from threats both alien and home-grown.

POWERS & ABILITIES

Aric was an extraordinary warrior even before his abduction, mastering both the close combat and tactics to lead an army into battle. Bonding with the X-O Manowar armor has enhanced his prowess tremendously. The ancient relic grants Aric extraordinary protection, devastating weapon systems, advanced sensors, and the ability to fly through space. The symbiotic link between the two also grants Aric superhuman strength and cellular regeneration, albeit at the cost of the armor replacing his substance with its own over time. Shanhara herself is intelligent, capable of sharing her insights and advice with Aric.

PERSONALITY

Aric is an ideal of a man from an antique era—resolute, honor-bound, bellicose, and stubborn. He is difficult to sway from his goals and while capable of diplomacy, he is uninterested in talk once battle is joined. Responsibility and leadership have tempered his zeal, advised by his sentient armor. He is slowly coming to terms with the new time and society in which he finds himself and understands he needs to grow, but his extraordinary circumstances interfere with any hope of living a normal life. He is still given to long bouts of melancholy and brooding when faced with a setback or failing, until Shanhara or one of his few friends help to pull him out of it.

Sanhara—Aric's armor—is observant, caring, and introspective, if a touch acerbic. She attempts to provide wise counsel

BACKGROUND

Aric of Dacia was a Visigoth warrior prince around 400 AD, when he and others were abducted by the aliens known as the Vine for use as slaves. The Vine left a number of “plantings” behind on Earth, disguised as human children. Eventually, Aric led a slave revolt on the Vine ship and stumbled across a suit of sentient, adaptive armor—a sacred relic among the alien forces. The armor, Shanhara, bonded to him, giving Aric the power to overcome the Vine and escape their vessel.

Upon his return to Earth, Aric learned that during their relativistic travels through space, centuries had passed and his era and civilization were long-gone. His arrival initially brought him into conflict with Earth's authorities and heroes, but he later joined the super-team Unity as X-O Manowar. The US government provided Aric's displaced people a home in Nebraska for X-O's oath to serve and aid America.

X-O Manowar would later lead a slave revolt on the Vine's homeworld of Loam, overthrowing the planet's military dictatorship and placing control into the hands of the Vine priesthood.

X-O MANOWAR

ABILITIES

STRENGTH	12	FIGHTING	10
STAMINA	3	INTELLECT	1
AGILITY	3	AWARENESS	2
DEXTERITY	3	PRESENCE	2

POWERS

SHANHARA, X-O ARMOR: Aric wears the intelligent X-O armor Shanhara, granting him the following powers, so long as he is wearing it:

- **PHYSICAL ENHANCEMENT:** Enhanced Strength 9, Protection 9 (Impervious 6), Immunity 10 (Life Support), Regeneration 6: Lethal, Injured 1 minute, Wounded 30 minutes
- **BOOSTER ROCKETS:** Flight 9 (2,000 kph)
- **INTERSTELLAR JUMPS:** Movement 5: Space Travel to other star systems
- **SENSOR SYSTEMS:** Senses 13: Communication Link, Danger Sense, Dark-Vision, Interface, Radio, Vision Penetrates Concealment
- **UNIVERSAL TRANSLATOR:** Senses 4: Comprehend Languages

WEAPON SYSTEMS: The armor's weapon systems allow X-O to perform one of the following attacks per turn:

- **ENERGY BLAST:** Ranged Damage 12
- **LIGHTNING BLADE:** Damage 12, Penetrating 10, Reach 1
- **MICRO-MISSILE:** Ranged Burst Area Damage 8

ADVANTAGES

ALL-OUT ATTACK	MENACING ATTACK
COUNTERATTACK	OPPORTUNITY ATTACK
EXTRAORDINARY EFFORT	POWER ATTACK
IMPROVED SMASH	RANGED ATTACK 7
LANGUAGES (ENGLISH	TACTICAL ADVANCE
GOthic NATIVE)	TAKEDOWN 2
LEADERSHIP	TRACKING

and ease the heavy burden Aric carries. Appropriate to a suit of armor, she is extremely protective of her charge, and fully capable of tricking those who threaten him. Most are unaware that the armor is itself sentient, and sometimes underestimate the resources Aric has at his disposal.

SKILLS

ATHLETICS 6 (+18)	INTIMIDATION 6 (+8)
EXPERTISE: HISTORY 4 (+5)	PERCEPTION 4 (+6)
EXPERTISE: MILITARY 6 (+7)	

OFFENSE

INITIATIVE +3	
ENERGY BLAST ●+10●	RANGED, DAMAGE 12
LIGHTNING BLADE ●+10●	CLOSE, DAMAGE 12
MICRO-MISSILE ●+10●	RANGED, BURST AREA DAMAGE 8
UNARMED ●+10●	CLOSE, DAMAGE 12

DEFENSE

DODGE ●10●	FORTITUDE ●9●
PARRY ●10●	TOUGHNESS ●12/3*
WILL ●10●	*WITHOUT X-O ARMOR.

COMPLICATIONS

MOTIVATION - DOING GOOD: Having survived his ordeal with the Vine, Aric works to do good with the power he now wields.

DISABILITY: Aric is missing his left hand, but the X-O armor replaces it while he wears it.

MAN OUT OF TIME: Aric's world is centuries past, and nearly everyone he knew from that life is long dead.

