

Doctor Omega

The One Who Would Be All

by chainsawrabbit

Zachariah Zurich was one of those children who was building and tinkering before he could walk. Never satisfied with just *knowing* that something worked, he had to find out *how* it worked, *why* it worked, and most importantly, how could it work better? He had three Ph.Ds by the time most people graduated high school, and had a life-long commitment to learning and knowledge.

Professor Zurich was a true renaissance man, able to master any craft he put his mind to, and some of his greatest discoveries and advances were born of his love of the arts. For example, his love of the clarinet and violin led him to breakthroughs in using sonic waves for environmentally-sound demolition and mining practices. His study of colors in paintings led him to develop new ways of manipulating light waves, a discovery that was instrumental in dismantling the barriers surrounding relativistic velocities and allowing the practical colonization of Mars. His first passion, however, was always quantum physics. His driving interest in how and why things worked the way they did led him to pursue the answer to the greatest, most mysterious mechanism of all: reality itself.

As much time as he spent researching and experimenting, Professor Zurich felt that for all the good he was doing in the world, his biggest responsibility was to pass on his knowledge and to encourage brilliance in others. He has always refused tenure, instead teaching for two or three years here, two or three there, classes everywhere from MIT to podunk community colleges, undertaking lecture tours around the globe. Virtually every brilliant scientist or inventor in the world has read one of Zurich's books, or taken one of his university courses. He even mentored Meredith Stinton in her youth.

It came to him one day while he was looking in his shaving mirror. Some things in this world couldn't be explained.. The Heisenberg Uncertainty Principle, the Higgs-Boson theory, the Big Bang, Einstein's lightspeed theory, even gravity... all things that existed in this world, but no one knew the *whys* or *hows* of them. Just like think-tanks that brought brilliant minds together to accomplish more than they could separately, Zachariah surmised, maybe the knowledge behind these reality-defining phenomena was spread across multiple *realities*.

Professor Zurich began researching the possibilities of reaching other realities. He began working from the causality-fork theory, the idea that every time a decision is made, a new alternate reality representing every outcome of that decision is spontaneously generated. His initial goal was to those realities closest to him, the ones branching out from the decision to search for alternate realities. He knew that for every method he didn't try, there would be countless realities where those methods, and countless variations within those methods, would be attempted. Someday, one of them would achieve a breakthrough. It was only a matter of time.

Knowing that soon, he would have so much more to teach his students, Professor Zurich took an indefinite sabbatical from teaching and lecturing. He began seeking research grants for his work, and quickly discovered that putting "discovering and communicating with alternate realities" on the Summary of Intent line led to fast rejections. He began falsifying grant applications, began falsifying reports of his research and progress. He traveled the world, spending time in every laboratory in research station that could possibly benefit his work, bribing officials if he had to. He even spent nine months working alongside his former student at Eaken-Rubendall, and many of Dr. Stinton's breakthroughs in particle physics led to advancements in Professor Zurich's understanding of quantum theory.

During all this traveling and researching, Zurich was retrofitting his own home to serve as a laboratory. Tens of millions of dollars of equipment was delivered to his home, and he began building devices that would make any particle-research facility drool: Full-power particle colliders that could fit

in the back of a pickup truck, microscopes capable of registering Heisenberg-variation differentials in subatomic particles, and his true prize, Professor Zurich's quantum harmonic register, able to distill, catalog and identify every possible quality of reality down to the direction and speed of its quantum-vibration orbital sequence. Of course, the very things Zurich was trying to identify and measure were entirely theoretical, but he knew he was right. He *knew*. He had laid the foundation; now it was time to start building the walls.

During this time, Professor Zurich kept using grant fraud to finance his research. His name carried such weight in the academic community, and he had an endless supply of favors and friends to use to keep the grant applications neat and tidy.

He finally achieved a breakthrough. After months of endless, arduous work, he built what he was sure would be a window into another reality, a thick lens with a simple speaking tube with the lens' and tube's "far" side having a slightly modified quantum harmonic resonance. It should work. It *would* work, he was sure of it. He knew that maintaining the quantum dissonance was causing brownouts for blocks in every direction, but he didn't care. He could do it. He spoke into the lens: "Hello? Is anyone there?"

And he heard a reply. "Hello? Is anyone there, or am I just going mad?"

At that point, the superconductive filaments energizing the quantum dissonance field failed in a rather spectacular fashion. But he'd done it. *He'd done it!*

While his eyebrows grew back in, Zachariah began his research anew. He needed newer, more robust materials, and a greater source of power to sustain the quantum differential. But he'd done it! He could do it again, and better!

Zachariah rededicated himself to making contact. He continued applying for grants, creating entire false identities and research institutions in order to garner more funding for his ultimate goal.

In the midst of rebuilding his machine, the government, having discovered his fraud, cracks down on Zurich's unmonitored research.

He's completely disgraced in the academic and professional communities, and spends several years wandering aimlessly, unable to teach or to pursue his life-long dream. He's a broken man, his dreams in ashes and his life in ruins.

Despite his shattered academic record, Zurich eventually found himself working at CERN. His pet theories may seem like hogwash to other scientists, but Zachariah's brilliance was never in doubt.

Zachariah spends several years working at CERN, where he is still treated as an outcast by his peers for his outlandish theories and his complete disregard for the delicate political balance that determines scientific funding. His complete isolation from others only feeds into his burning desire to connect with other realities, where his work will be appreciated.

New discoveries at CERN, many based on Dr. Meredith Stinton's particle research, reignites his interest in quantum harmonic theory and gives him new ideas on how to achieve them.

He begins stealing tiny bits of material and components from CERN, wherever and whenever he can. Soon, his thefts become focused, as he continues to apply new theories and discoveries to bridging the gap.

He rebuilds the speaking device and manages to make contact, solid, actual contact with another version of himself in very similar circumstances (the "closest" reality to his own, from a quantum standpoint). Elated by this success, Zachariah begins sharing ideas with his alternate self, with the ultimate goal of bridging the gap.

This communication became easier with two sides mutually calibrating their communication devices. After another year of work, the two Zachariahs had built what they believed to be a device that would safely bridge the quantum gap between the two, creating a way to physically travel between

realities.

It worked. They started by passing tiny objects through – pens, paper airplanes, binder clips, whatever was handy around the workshop. After months of tinkering and calibrating and low-risk tests, they decided to take the next step. Zachariah's alternate self volunteered to step through the portal, and for the first time, two alternate selves would shake hands.

Compared to inanimate objects, living things possess a far stronger quantum harmonic. The other Zachariah stepped into the portal. A hand reached into another world. The portal exploded, hurling the two men across their respective laboratories.

The portal on the “far” side catastrophically collapsed, throwing shrapnel and electrical arcs across the laboratory. Zachariaiah rushed to fifth-generation harmonic register lens and fired it up, desperate to assist his alternate self, but there was nothing he could do. The portal was destroyed. The “far” lab was in ruins and being consumed by flames. The other Zachariah lay unmoving amid the wreckage, unmoving.

Professor Zachariah Zurich could do nothing but watch, transfixed, as his other self died.

Watching helplessly as his alternate self's body was slowly consumed by the flames, Zachariah's world suddenly crystallized to a single, glittering point. He knew what he had to do. He had to bring all of his alternate selves together in a place where they would be able to collaborate and research, able to work together and support each other without outside interference. An utopian dimension, dedicated to science, progress, and knowledge in their purest forms. He set about contacting every alternate reality he could, marshaling an intellectual army comprised only of himself. With every reality he contacted, he found that Zachariah Zurich, no matter the circumstances, was a great man of means, ability, and status. The fact that he, possibly the least among them, was the one to discover how to bring them together only reinforced his greatness. He was destined to do this. He was the sum of everything that had come before, the one that would bring the end of it all, the one that would explore the last great unknown.

If he has to conquer a reality before he can help the Multiverse reach its ultimate potential, so be it. He is many. They are few.

Appearance: Doctor Omega is an older man with a wrinkled, wizened face, a receding hairline, and the kind of glasses David Tennant wore while playing the Doctor. The best way to describe his general look and personality would be “John Noble playing Walter Bishop playing the Emperor in a Broadway production of *Star Wars*.” At this point in his life, Professor Zurich, once a kind, delightfully eccentric, and brilliant old man, now has all dedication and humanitarian compassion of Emperor Palpatine combined with the terrifying intensity of Matt Smith's the Doctor when he finally gets serious. He's usually wearing a lab coat, a quantum isolation harness, and a control pad for his devices on his left forearm. He and all his alternate selves wear a digital display tag the chest, like a name tag. The core villain Doctor Omega's reads “0,” since this is his reality. Each other version of Doctor Omega wears a similar tag that displays how far removed they are from their own reality, along with a similar stabilization harness.

Villain Character Cards

Doctor Omega, Misguided Genius

HP: 40

Keywords: Villain, One of Many

Nemesis: ???

Setup: At the beginning of the game, place Doctor Omega's Villain character cards into play, "Misguided Genius" side up.

Search the Villain deck for the card Quantum Confluence Generator and put it into play. Shuffle the Villain deck.

Game Play: At the beginning of the Villain turn, all One of Many cards regain 2 HP.

At the end of the Villain turn, destroy **(H)** minus 1 Hero Ongoing cards.

At the start of the Villain turn, if there are five or more One of Many cards in the Villain trash, flip Doctor Omega's Villain character cards.

Advanced: Flip Doctor Omega's Villain character cards if there are three or more One of Many cards in the Villain trash.

Doctor Omega, Enraged Madman

HP: 40

Keywords: Villain, One of Many

Game Play: When Doctor Omega flips to his Enraged Madman side, restore his HP to its maximum of 40.

At the start of the Villain turn, all One of Many cards regain HP equal to the number of One of Many cards in play.

At the start of the Villain turn, deal the Hero with the highest HP 2 projectile damage, then deal the Hero with the lowest HP 2 cold damage.

At the end of the Villain turn, deal each Hero X energy damage, where X equals the number of One of Many cards in the Villain trash.

Advanced: Reduce the damage dealt to all One of Many cards by one.

Villain Deck

Admiral Omega, Starship Commander

HP: 9

Keywords: One of Many, Warship

Card Text: This card is immune to melee and sonic damage.

At the end of the Villain turn, deal the two Hero targets with the highest HP 3 energy damage.

Bunker: "Great. Another big spaceship."

Absolute Zero: "Voss is gonna be pissed when he hears this guy stole his schtick."

-The One Who Would be All #2

The Alpha Guardian

Keywords: Device

HP: 10

Card Text: Reduce all damage dealt to The Alpha Guardian by 2.

Any attack that targets a One of Many card instead targets The Alpha Guardian.

When The Alpha Guardian takes any amount of damage, it deals X energy damage to the attacker, where X equals the amount of HP The Alpha Guardian lost to the attack.

Young Legacy: "That... is a really big robot..."

Legacy: "Get it together, girl. This is the fourth-scariest thing you'll deal with today."

-The One Who Would be All #3

Amelia Zurich, The Doctor's Daughter

HP: 9

Keywords: One of Many

Card Text: This card counts as a Hero target. When this card would take damage, any Hero may choose to redirect the damage to themselves.

At the start of the Environment turn, deal the Villain target with the lowest HP 2 irreducible fire damage.

Tachyon: "But... he was your father..."

Amelia Zurich: "No, it wasn't. My father died years ago, and he never would have wanted this."

Expatriette: "Just stop, Tack. Sometimes, it's necessary."

-Alpha-Omega #4

The Broken Psychic

HP: 11

Keywords: One of Many

Card Text: Hero, Villain, and Environment cards cannot be played.

"Everybody... Be... QUIET!!!" -The Broken Psychic, The End of the It All One-Shot

Coordinated Master Plan – 2 instances

Keywords: One-Shot

Card Text: All Hero targets take X energy damage, where X = the number of One of Many cards currently in play.

Five Doctors, it took, to build the first bridge. One disappeared while crossing; another arrived and had a psychotic break. The remaining three began talking... sharing... and planning.

Creating the Perfect World – 2 instances

Keywords: One-Shot

Card Text: Shuffle the Villain trash into the Villain deck.

Destroy all Environment cards in play.

Reveal cards from the Villain deck until you reveal a number of One of Many cards equal to the number of Environment cards destroyed. Put those the One of Many cards into play. Discard the rest of the revealed cards.

“You don't understand what we could do! We could benefit everybody, everywhere! So many ideas, so much knowledge... All we need is a place to work! A new world, made of the greatest minds, and the possibilities would be endless!” -Doctor Omega, The One Who Would be All #11

Cumulative Research – 2 instances

Keywords: Ongoing

Card Text: At the start of the Environment turn, play the top card of the Villain deck.

“He's using ideas from dozens of different realities. How should I know what he's thinking?” -Tachyon, The One Who Would be All #3

Doctor Zurich, Inventor

HP: 10

Keywords: One of Many

Game Text: Reduce damage dealt to Devices by 1.

This card is immune to energy and projectile damage.

At the start of the Villain turn, deal each Hero 1 projectile damage.

At the end of the Villain turn, deal each Hero 1 energy damage.

“Please. Death rays are for amateurs. A true genius does it with molecular diffusion.” -Doctor Omega, Inventor, Freedom Five #580

High Lord Omega, Supreme Emperor

HP: 13

Keywords: One of Many

Card Text: This card is immune to melee and projectile damage.

Damage dealt to One of Many cards is reduced by 1. Damage dealt by One of Many cards is increased by 1.

“That Thorathian fool contents himself with enslaving planets... I will enslave entire realities!” -High Lord Omega, Invasion #11

The Magus Omega, Occultist Extraordinaire

HP: 12

Keywords: One of Many

Card Text: All Villain cards are immune to infernal and radiant damage.

At the end of the Villain turn, deal the Hero with the highest HP (**H**) minus 1 radiant damage. Then deal the Hero with the lowest HP (**H**) minus 2 infernal damage.

The Magus Omega: “O half-trained whelp, you think your pathetic sorcery could stop the High Magus? I know secrets you could scarcely dream of!”

NightMist: “Keep believing that.”

-Arcane Tales #72

The Masked Omega, Dark Avenger

HP: 11

Keywords: One of Many

Card Text: This card is immune to melee and projectile damage.

Whenever a One of Many card is dealt damage, deal 1 projectile damage to the attacker.

"These shadows are not yours. This world is not yours. You claim to mete out justice yet don't understand the meaning. You're about to learn what justice truly is." -The Wraith, The One Who Would be All #9

Omega-164, Cyborg Experimenter

HP: 12

Keywords: One of Many, Cyborg

Card Text: Reduce all damage dealt to this card by 1.

At the end of the Villain turn, deal the Hero with the lowest HP (**H**) minus 1 toxic damage.

"Conclusion: Subject possesses insufficient constitution for conversion and reprogramming. Remains shall be recycled into organic fuel. Seeking new test subject." -Omega-164, Justice Comics #412

Pope Omega I

HP: 8

Keywords: One of Many

Card Text: This card is immune to melee and psychic damage.

At the end of the Villain turn, deal the Hero with the highest HP 3 radiant damage. Then deal the Hero with the highest HP 2 psychic damage. Then deal the Hero with the highest HP 1 infernal damage.

Absolute Zero: "Good lord, and I thought the unpowered religious nutjobs were bad... Um, er, sorry, Helena."

Fanatic: "We'll talk later. Now stand down, the rest of you. The blasphemer is mine."

-The One Who Would be All #6

Professor Omega, Master of Nature

HP: 13

Keywords: One of Many

Card Text: This card is immune to cold, fire, and lightning damage.

All Villain cards are immune to damage from environment cards. When choosing targets for

Environment cards, ignore all Villain cards.

At the end of the Villain turn, deal the Hero with the lowest HP (H) minus two melee damage.

Every rendition of Doctor Omega is a master of his chosen field. Some just choose fields a bit more savage than others.

Quantum Confluence Generator

HP: 12

Keywords: Device

Card Text: This card is immune to lightning, psychic, and toxic damage.

At the beginning of the Villain turn, reveal cards from the Villain deck until a One of Many card is revealed. Put the One of Many card into play. Shuffle the rest of the revealed cards into the Villain deck.

Legacy: "That's where they're coming from. What happens if we destroy that thing?"

Tachyon: "Either they all go home, or reality starts collapsing. I'd give it 50-50."

-The One Who Would be All #12

Quantum Interference – 2 instances

Keywords: Ongoing, Limited

Card Text: Whenever a Hero uses a power, deal that Hero 1 irreducible psychic damage.

If there are ever fewer than five One of Many cards in play, destroy this card.

Despite each Omega being shielded against quantum paradox, the presence of so many different quantum harmonics shakes things up a bit.

Quantum Reinforcement – 2 instances

Keywords: Ongoing, Limited

Card Text: Increase by 1 the amount of HP each One of Many card regains at the beginning of the Villain turn.

If there are ever fewer than three One of Many cards in play, destroy this card.

The Zurich equation of quantum physics states that once a certain threshold is breached, the presence of multiple instances of a single quantum-differentiated harmonic will begin reinforcing and stabilizing each others' existence.

Subject Omega, Brain in a Jar

HP: 10

Keywords: One of Many, Device

Card Text: This card is immune to psychic and toxic damage.

When this card is put into play, search the Villain deck and the Villain trash for a copy of *Cumulative Research* and put it into play. If you searched the Villain deck, shuffle the Villain deck.

At the start of the Villain turn, this card deals each Hero target 2 psychic damage.

Fanatic: "What foul abomination is this!"

The Visionary: "It's a brain in a jar, honey. It... happens."

-The One Who Would be All #7

The Wrath of Many – 1 instance

Keywords: Ongoing

Card Text: When this card is destroyed, until the end of the *next* game round, increase damage dealt by Villain cards by 2.

When a One of Many card is destroyed, destroy this card.

Apparently, if you're already a little bit unstable, watching yourself die kinda makes your sanity implode.

Zachariah Zurich, Humanitarian

HP: 9

Keywords: One of Many

Card Text: Reduce all damage dealt by 1.

At the start of the Villain turn, all Hero character cards and One of Many cards regain 1 HP.

"Please, stop fighting! We can live in peace! We can build a better fut—" -Zachariah Zurich, Humanitarian, The One Who Would be All #8