

MARVEL SUPER HEROES™

BASIC SET

CAMPAIGN BOOK



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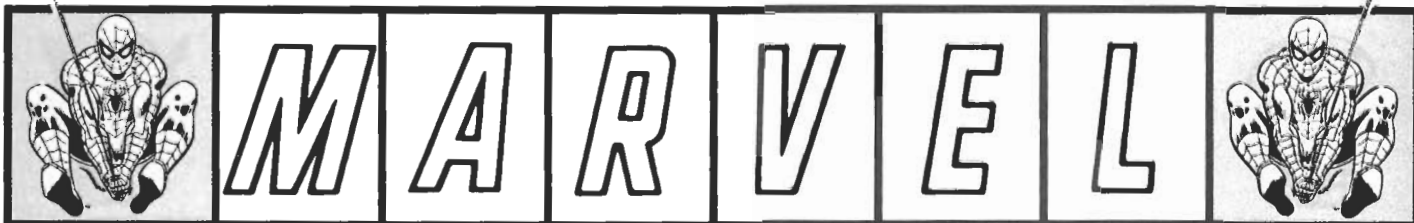
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Introduction

The MARVEL UNIVERSE™ is both diverse and dynamic. As a setting for a role-playing game, it offers a degree and richness of detail unsurpassed by any other world, whether it is drawn from popular fiction, history, or the fertile mind of a single game designer. The MARVEL UNIVERSE is populated with hundreds of colorful characters and is brimming over with wars, chaos, alien invasions, criminal masterminds, rent payments, love, jealousy, confusion, birth, and even death—sometimes of a character we hold dear.

When a game like this bursts into such a dynamic environment, it takes a cross-section and freezes it in time. That's what we've done here. The information in this book is as current and fresh as we can make it as of our publishing date. But, of course, things continue changing in the MARVEL UNIVERSE, just as they change and evolve in your own game campaign. The world we play in is alive.

This book contains complete gaming information on many of the greatest current heroes and villains of Marvel Comics. You won't find everyone listed here, but

all the major characters have been included, and a lot of minor ones, too. If one of your favorites has been left out, the examples here and the information in the rule book should be more than enough to let you figure out any character's stats on your own.

And as things change in the MARVEL UNIVERSE, feel free to update these characters as you see fit. Characters continuously gain new powers and lose old ones, or become more or less powerful, or acquire (or build) new pieces of equipment to enhance their capabilities. Keeping up with the latest developments helps keep the campaign fresh and interesting.

All information on these heroes is presented in standard format and in alphabetical order, heroes first and then villains. Sample "mundane" NPCs and animals are also listed at the back of the book.

(This is the second book of the MARVEL SUPER HEROES™ Basic Set. If you haven't read the rule book yet, please read it first. This book will make a lot more sense after you are familiar with the rules.)

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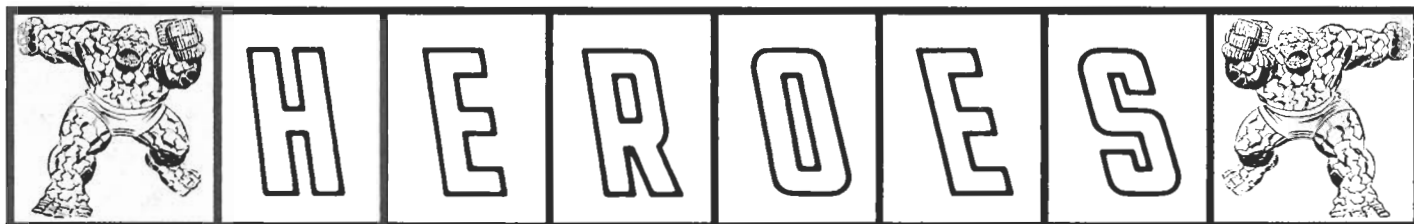
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Heroes

ARCHANGEL

Warren Worthington III, mutant
(public identity)

Fighting:	REMARKABLE (30)
Agility:	INCREDIBLE (40)
Strength:	EXCELLENT (20)
Endurance:	REMARKABLE (30)
Reason:	GOOD (10)
Intuition:	TYPICAL (6)
Psyche:	GOOD (10)
Health:	120
Karma:	26
Resources:	FEEBLE (2)
Popularity:	SHIFT 0

Known Powers:

WINGS. Archangel has large wings made of organic metal. These wings are of Amazing (50) material strength and give Archangel the following superhuman abilities:

- Flight at Excellent (20) speed normally, up to Shift 0 speed in a straight line.
- The wings fire feathers as missile weapons. These strike for up to Excellent edged damage at a 3 area range against all targets in a single area. In addition, the feathers are tipped with a paralyzing agent of Monstrous (75) intensity.
- His wings will regenerate if damaged, becoming fully functional 1-10 turns after taking damage.

BODY ARMOR. Archangel's flesh has been enhanced to sustain up to Remarkable (30) damage.

Limitation:

CONTROL. Archangel's wings have a destructive mind of their own. In threatening situations, Archangel must make a Psyche FEAT or his wings automatically attack any perceived threat.

Revealed Talents: Business, Martial Arts B, Aerial Combat.

In Brief: Archangel's mutant abilities of flight were enhanced by the evil mutant Apocalypse. Archangel broke free of Apocalypse's control and is currently a member of X-Factor.

BANSHEE

Sean Cassidy, mutant
(secret identity)

Fighting:	EXCELLENT (20)
Agility:	EXCELLENT (20)
Strength:	GOOD (10)
Endurance:	REMARKABLE (30)
Reason:	GOOD (10)
Intuition:	GOOD (10)
Psyche:	GOOD (10)
Health:	80
Karma:	30
Resources:	EXCELLENT (20)
Popularity:	POOR (4)

Known Powers:

SOUND GENERATION. The Banshee's scream is of Unearthly (100) intensity; using this scream, Banshee can inflict up to Unearthly force damage at a range of 3 areas. If he so chooses, he may pitch his scream so that it knocks out opponents with Monstrous (75) ability.

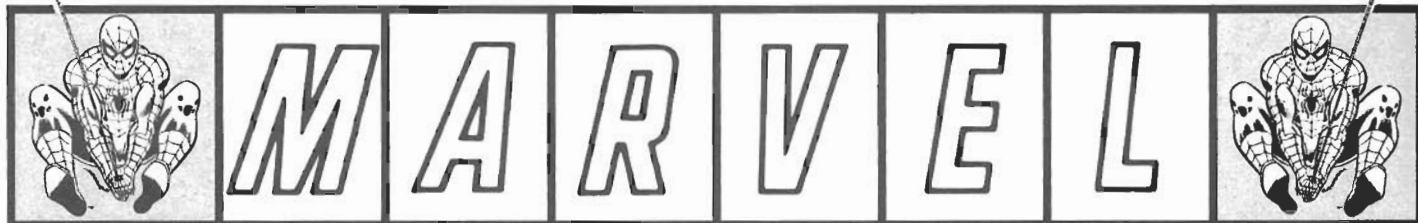
FLIGHT. Banshee can use his scream to fly, at Typical (6) air speed.

BODY ARMOR (EQUIPMENT). Banshee wears a body suit which provides Excellent (20) protection.

Revealed Talents: Law Enforcement, Handguns, Martial Arts A & B, Electronics, Mechanics

In Brief: An Irish-born mutant and former member of Interpol, the European security agency, Banshee was recruited by Professor X to be a member of his "new" X-Men. He is currently a member of the present team.





THE BEAST

Hank McCoy, mutant
(public identity)

Fighting:	INCREDIBLE (40)
Agility:	INCREDIBLE (40)
Strength:	REMARKABLE (30)
Endurance:	EXCELLENT (20)
Reason:	EXCELLENT (20)
Intuition:	GOOD (10)
Psyche:	EXCELLENT (20)
Health:	130
Karma:	50
Resources:	REMARKABLE (30)
Popularity:	EXCELLENT (20)

Known Powers:

MODIFIED BODY PARTS. The Beast's feet are extremely large and dextrous—he may use them as he does his hands in performing Agility FEATs. In addition, he gains a +1CS when wrestling and performing other actions with his feet.

CLIMBING. The Beast has Remarkable (30) climbing ability.

LEAPING. The Beast has Amazing (50) leaping ability.

SPEED. The Beast can move on all fours at Excellent (20) ground speed for short distances.

BALANCE. The Beast has Excellent (20) balance, and may make an additional FEAT roll to avoid losing his balance.

Revealed Talents: Biology, Chemistry, Genetics, Electronics, Acrobatics, Tumbling, Martial Arts C, Multi-Lingual

In Brief: The Beast was one of the original X-Men. In recent years he has mutated further into his present blue, furry form. He is currently a member of the mutant team X-Factor.

BLACK WIDOW

Natalia Alianova Romanova, high-tech
(public identity)

Fighting:	INCREDIBLE (40)
Agility:	REMARKABLE (30)
Strength:	GOOD (10)
Endurance:	EXCELLENT (20)
Reason:	GOOD (10)
Intuition:	INCREDIBLE (40)
Psyche:	EXCELLENT (20)
Health:	100
Karma:	70
Resources:	GOOD (10)
Popularity:	REMARKABLE (30)

Known Powers:

Black Widow has no superhuman powers. She does use the following equipment:

WIDOW'S BITE (EQUIPMENT). Mounted on the wrists, these blasters inflict Excellent (20) energy damage at a range of 3 areas.

GAS-LAUNCHER (EQUIPMENT). Mounted in the widow's bite, the gas-launcher fires a jet of Excellent (20) intensity knock-out gas against one target in the same area.

CABLE LAUNCHER (EQUIPMENT). Fitted within the widow's bite, this device launches a Remarkable (30) strength cable up to 3 area range.

WALL-CRAWLING (EQUIPMENT). Black Widow's suit has special properties which allows her to wall-crawl with Remarkable (30) ability.

Revealed Talents: Weapons Specialist: Widow's Bite, Martial Arts A, B, & E, Espionage, Military, Bi-lingual (Russian & English)

In Brief: A former agent of the Soviet Union, Natalia (informally called Natasha) defected to the United States and currently operates as an independent heroine in this country, working alongside SHIELD and other official organizations.

BOOM-BOOM

Tabitha Smith, mutant
(secret identity)



HEROES

Fighting: POOR (4)
 Agility: GOOD (10)
 Strength: TYPICAL (6)
 Endurance: EXCELLENT (20)
 Reason: POOR (4)
 Intuition: TYPICAL (6)
 Psyche: TYPICAL (6)
 Health: 40
 Karma: 16
 Resources: POOR (4)
 Popularity: 0

Known Powers:

TIME BOMBS. Boom Boom can create spheres of energy which she can then detonate up to 5 rounds later. These "time bombs" can inflict up to Amazing (50) force or energy damage. The amount and type of damage, as well as the detonation time, are determined when the bomb is created. She may throw these time bombs up to three areas away.

Revealed Talents: Thrown Weapons, Streetsmart, Video Games

In Brief: A young girl who ran away from home when her mutant abilities first manifested, Boom-Boom was a member first of the Fallen Angels, and currently of the New Mutants.

CABLE

Full name unrevealed, high-tech

Fighting: INCREDIBLE (40)
 Agility: EXCELLENT (20)
 Strength: EXCELLENT (20)
 Endurance: EXCELLENT (20)
 Reason: EXCELLENT (20)
 Intuition: EXCELLENT (20)
 Psyche: EXCELLENT (20)
 Health: 100
 Karma: 60
 Resources: GOOD (10)
 Popularity: 0

Known Powers:

BIONIC ARM. Cable's arm is made of Remarkable

strength material, and allows him to make Strength FEATs using it with Remarkable (30) ability.

BIONIC EYE. An artificial eye allows Cable to see into the infrared and ultraviolet with Remarkable (30) ability.

Revealed Talents: Guns, Military, Espionage, Leadership, Martial Arts A.

In Brief: A former intelligence agent whose natural abilities have been enhanced with cybernetics, Cable is the current mentor of the New Mutants, teaching them to fight and survive in a hostile world.

CANNONBALL

Sam Guthrie, mutant
 (secret identity)

Fighting: GOOD (10)
 Agility: GOOD (10)
 Strength: GOOD (10)
 Endurance: REMARKABLE (30)
 Reason: TYPICAL (6)
 Intuition: GOOD (10)
 Psyche: GOOD (10)
 Health: 60
 Karma: 26
 Resources: POOR (4)
 Popularity: POOR (4)

Known Powers:

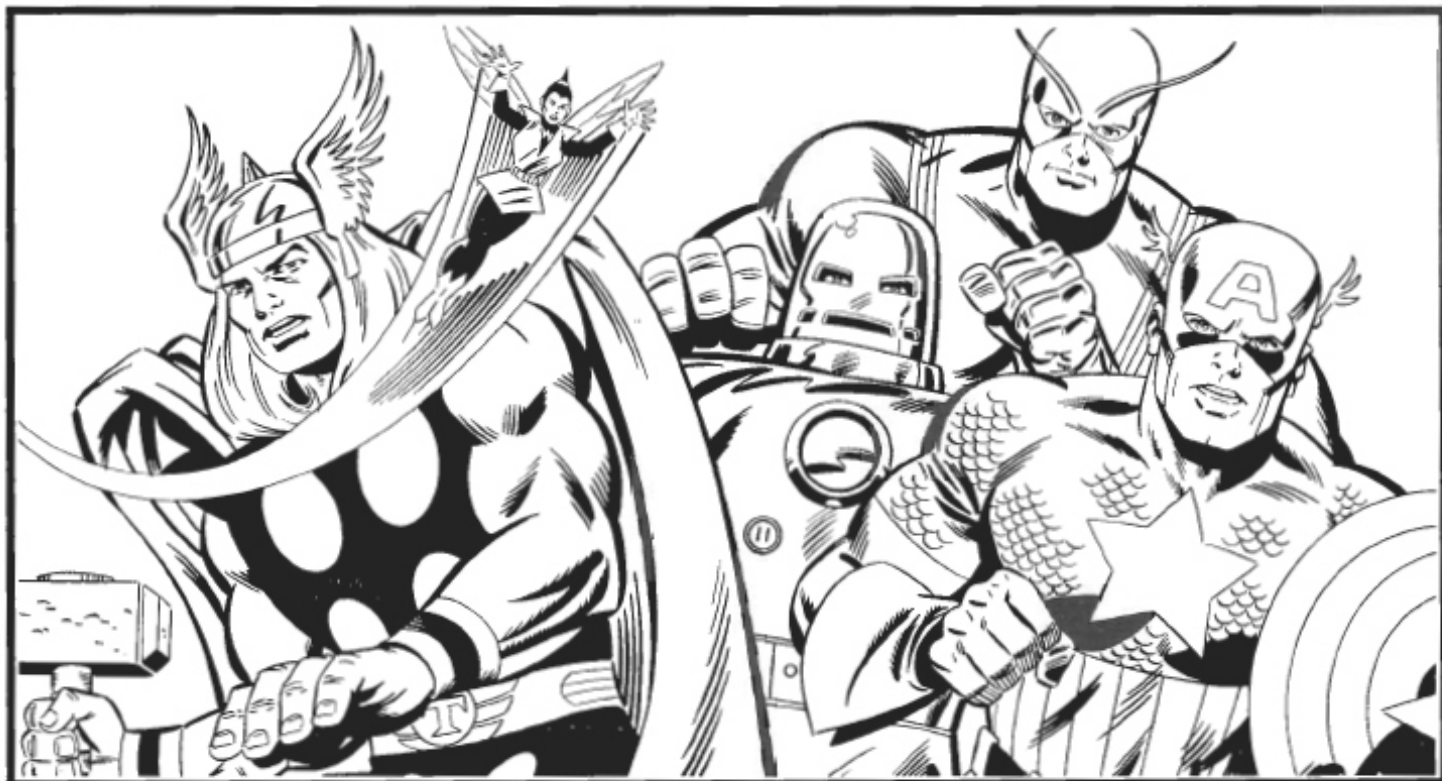
FLIGHT. Cannonball flies by means of directing concussive energy behind him, allowing him to reach Excellent (20) air speed. If he needs to make a turn, he must make an Agility FEAT to do so—with failure resulting in his blasting off in a random direction.

FORCE FIELD. When in flight, Cannonball maintains a Monstrous (75) force field around himself and anyone he is carrying. Cannonball uses this property to make Remarkable (30) ramming attacks without harming himself.

Revealed Talents: Mining, Science Fiction, Leadership

In Brief: A young mutant whose abilities first manifested during a cave-in, Cannonball became a founding member of the New Mutants, and is regarded as that team's leader.





CAPTAIN AMERICA

Steve Rogers, altered human/high-tech
(secret identity)

Fighting:	AMAZING (50)
Agility:	INCREDIBLE (40)
Strength:	REMARKABLE (30)
Endurance:	REMARKABLE (30)
Reason:	EXCELLENT (20)
Intuition:	INCREDIBLE (40)
Psyche:	AMAZING (50)
Health:	150
Karma:	110
Resources:	EXCELLENT (20)
Popularity:	UNEARTHLY (100)

Known Powers:

Captain America has no inborn superhuman powers, but does have the following equipment:

UNIQUE WEAPON/SHIELD (EQUIPMENT). Captain America's shield is a round disk made of Class 3000 strength material. Cap may throw the shield up to 3 areas away. The thrown shield can inflict up to Remarkable (30) Blunt damage, and on a successful Agility FEAT be bounced off of solid objects so as to return to Cap's hand.

MOTORCYCLE (EQUIPMENT). Control Typical (6); Speed Excellent (20) ground speed; Body Poor (4). Cap always wears a helmet when using his motorcycle.

Revealed Talents: Martial Arts A, B, C, D & E, Leadership, Artist, Military, Weapon Specialist: Shield, Acrobatics, Tumbling, Pilot, Wrestling, Espionage

In Brief: Injected with a super-soldier formula, Captain America was the Living Legend of World War Two. Accidentally frozen at the end of the war, Cap awoke in an America very different from the 1940's, but continues his battle for the American rights and liberties he firmly believes in.

CAPTAIN BRITAIN

Brian Braddock, altered human
(public identity)

Fighting:	INCREDIBLE (40)
Agility:	INCREDIBLE (40)
Strength:	UNEARTHLY (100)
Endurance:	AMAZING (50)
Reason:	GOOD (10)
Intuition:	INCREDIBLE (40)
Psyche:	EXCELLENT (20)



HEROES

Health: 230
Karma: 70
Resources: EXCELLENT (20)
Popularity: INCREDIBLE (40)

Known Powers:

FLIGHT. Captain Britain can reach speeds of up to Shift X air speed. At speeds above Remarkable (30) air speed, he must make Agility FEATs to turn.

FORCE FIELD. Captain Britain has a personal force field which provides him (and him alone) Remarkable (30) protection from physical and energy damage.

Limitations:

Captain Britain has two limitations to his abilities.

HOMELAND LINK. First, his powers are strongly tied to his native land (the British Isles). When away from the isles, his Fighting, Agility, Strength and Endurance (though not his Health) drop by 1 rank, and continue to drop by 1 rank for each day thereafter until a minimum value of Typical is reached. Further, use of such powers as flight require an Endurance FEAT to perform.

ALCOHOLISM. Secondly, Brian Braddock is an alcoholic. He must make a Psyche FEAT to avoid drink if the opportunity presents itself.

The effects of fighting under the influence is handled in the listing for Alcoholism in limitations.

Revealed Talents: British Folklore, History, Physics

In Brief: Britain's mystic champion, chosen by a being believed to be Merlin, Captain Britain is a member of Excalibur. His sister is the mutant Psylocke.

CAPTAIN MARVEL

Monica Rambeau, altered human
(secret identity)

Fighting: EXCELLENT (20)
Agility: REMARKABLE (30)
Strength: GOOD (10)
Endurance: REMARKABLE (30)
Reason: GOOD (10)
Intuition: GOOD (10)
Psyche: GOOD (10)

Health: 90
Karma: 30
Resources: EXCELLENT (20)
Popularity: EXCELLENT (20)

Known Powers:

FLIGHT. Captain Marvel can fly at Unearthly (100) air speed, changing direction at will.

ENERGY BLAST. Captain Marvel can project an energy blast of either Monstrous (75) force or energy.

FORCE FIELD. Captain Marvel can project a force field providing Monstrous (75) protection. The force field can be personal or made up to 1 area across.

Revealed Talents: Law Enforcement, Marksmanship, Martial Arts A, B, E, Multi-Lingual

In Brief: Lt. Monica Rambeau of the New Orleans harbor patrol gained light-based powers when exposed to extra-dimensional energies, and developed the ability to become living energy and use energy-related abilities. A former leader of the Avengers, Captain Marvel is currently operating as a reserve member. She is not to be confused with an earlier Captain Marvel, who was a former leader of the Kree and later a hero on earth.

CLOAK

Tyrone Johnson, mutant
(secret identity)

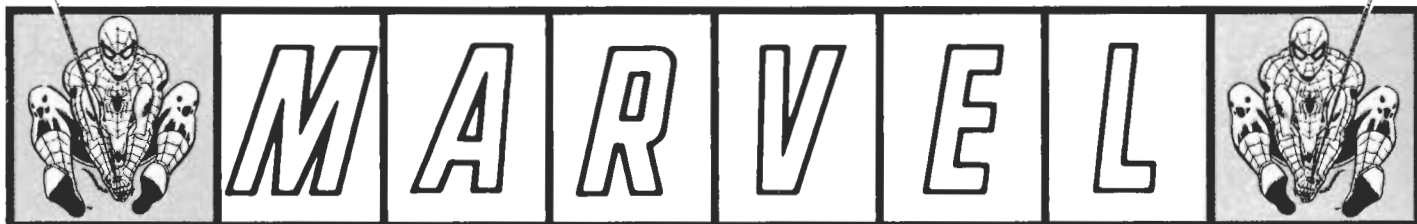
Fighting: GOOD (10)
Agility: GOOD(10)
Strength: EXCELLENT (20)
Endurance: INCREDIBLE (40)
Reason: TYPICAL (6)
Intuition: EXCELLENT (20)
Psyche: GOOD (10)

Health: 80
Karma: 36
Resources: FEEBLE (2)
Popularity: 0

Known Powers:

DARK DIMENSION CONTROL. Cloak has Amazing (50) control over the dark dimension, energy from an alter-





nate universe. Using this ability he can manifest his other powers, but when controlling these powers (or his dark hunger—see below), use this ability for FEAT rolls. Those caught within the dark dimension without a sufficient light source are subject to its hunger.

BODY ARMOR. Cloak's body is mostly made up of blackness from the dark dimension. It provides him with Amazing (50) protection. In addition, he may shield those behind him from missile attacks in a similar fashion.

DARKNESS GENERATION. Cloak can create darkness of Amazing (50) intensity in up to 3 adjacent areas.

TELEPORT. By creating gates through the dark dimension from place to place, Cloak can teleport himself and others with Unearthly (100) ability.

Limitation:

DARK HUNGER. Cloak's dark dimension is apparently a sentient entity with a need for the "light" of human life. Those within the dimension (whether teleporting through or "swallowed" by the cloak) must make an Endurance FEAT or lose one rank in all abilities each turn. Cloak must make an Amazing FEAT roll to expel individuals before they lose all powers. Dagger's light-abilities and some other light abilities either feed or hold back the dark hunger, leaving those within unaffected. Lost abilities are returned with 1-10 turns of leaving the cloak, but while within, the individuals suffer hallucinations of a nightmare world.

Revealed Talents: Streetsmart

In Brief: Tyrone Johnson and Tandy Bowen were runaways who were captured by drug lords seeking guinea pigs to test an artificial drug. The drug reacted with the pair's mutant metabolisms to create Cloak & Dagger, who strike as vigilantes against drug dealers and others preying on the innocent.

RUSTY COLLINS

Mutant
(public identity)

Fighting: TYPICAL (6)
Agility: TYPICAL (6)

Strength: GOOD (10)
Endurance: GOOD (10)
Reason: TYPICAL (6)
Intuition: TYPICAL (6)
Psyche: GOOD (10)

Health: 32
Karma: 22
Resources: FEEBLE (2)
Popularity: 0

Known Powers:

FIRE CONTROL. Rusty has Monstrous (75) control over all types of fire, and he is able to extinguish blazes of up to that intensity.

FIRE GENERATION. Rusty has the ability to create fire of up to Excellent (20) intensity. This flame will last a single round, unless combustible materials are present, in which case it will continue to burn with at least Excellent (20) intensity.

FIRE RESISTANCE. Rusty has an Unearthly (100) resistance to all forms of fire, including his own.

Revealed Talents: Student, Military (Navy)

In Brief: A young sailor whose mutant abilities surfaced unexpectedly, Rusty was "captured" by X-Factor, who taught him the responsible use of his powers. He is currently a member of the New Mutants.

CYCLOPS

Scott Summers, mutant
(secret identity)

Fighting: EXCELLENT (20)
Agility: EXCELLENT (20)
Strength: TYPICAL (6)
Endurance: REMARKABLE (30)
Reason: EXCELLENT (20)
Intuition: REMARKABLE (30)
Psyche: REMARKABLE (30)

Health: 76
Karma: 80
Resources: GOOD (10)
Popularity: TYPICAL (6)





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**Known Powers:**

OPTIC BLASTS. Cyclops shoots ruby-red bolts of Excellent (20) force damage from his eyes. He cannot control these optic blasts without the aid of a special visor. Without the visor, he is unable to open his eyes without blasting what he is looking at.

Revealed Talents: Pilot, Leadership, Martial Arts A & C, Resist Domination

In Brief: A young mutant fleeing both from angry humans and mutant criminals, Scott Summers was recruited by Professor Charles Xavier as a founding member of the X-Men. After serving as that team's leader for many years, he and the other original X-Men formed X-Factor. Scott was married to Madelyne Prior (now deceased) and has a son, Nathan.

DAGGER

Tandy Bowen, mutant
(secret identity)

Fighting:	EXCELLENT (20)
Agility:	EXCELLENT (20)
Strength:	TYPICAL (6)
Endurance:	REMARKABLE (30)
Reason:	GOOD (10)
Intuition:	GOOD (10)
Psyche:	GOOD (10)
Health:	76
Karma:	30
Resources:	FEEBLE (2)
Popularity:	POOR (4)

Known Powers:

LIGHT GENERATION. Dagger can generate light of up to Remarkable intensity, illuminating the area she is standing in and three adjacent areas.

LIGHT DAGGERS. Dagger's main weapons are her light daggers, missiles of solid light which inflict up to Excellent (20) force or energy damage (her choice). She can hurl them up to 3 areas away. Those struck by the daggers must make an Endurance FEAT against their Excellent (20) Intensity or be knocked out.

Revealed Talents: Acrobatics, Tumbling, Martial Arts C, Dancing

In Brief: Tandy Bowen and Tyrone Johnson were young runaways captured by criminals and injected with an experimental synthetic drug. The drug reacted with the runaways' mutant metabolisms, turning them into Cloak and Dagger, vigilantes striking against the drug lords and others preying on young people.

DAREDEVIL

Matthew Murdock, altered human
(secret identity)

Fighting:	INCREDIBLE (40)
Agility:	INCREDIBLE (40)
Strength:	GOOD (10)
Endurance:	EXCELLENT (20)
Reason:	TYPICAL (6)
Intuition:	MONSTROUS (75)
Psyche:	GOOD (10)
Health:	110
Karma:	91
Resources:	POOR (4)
Popularity:	GOOD (10)

Known Powers:

UNIQUE WEAPON/BILLY CLUB (EQUIPMENT). Daredevil carries a billy club made of Incredible (40) strength material. He may throw it up to 2 areas away, and when it hits, it inflicts Excellent (20) blunt damage. In addition, the billy club holds a cable (Good (10) strength material) that can be fired 2 areas away, and allows Daredevil to swing from building to building.

RADAR SENSE. Daredevil has Monstrous (75) radar sense, allowing him to detect enemies (including invisible or otherwise hidden foes) within 360 degrees and up to one area away.

ENHANCED SENSES (ALL EXCEPT SIGHT). All of Daredevil's senses are at the Monstrous (75) level as well. He can therefore read type with his fingers, identify individuals by heartbeats, and tell (by a Power FEAT) if individuals are lying by listening to their heartbeats. Cluttered areas with a lot of activity (such as subways) may reduce or negate this ability.





Limitation:

PHYSICAL HANDICAP. Daredevil is blind, and cannot perform actions which are not covered by his other abilities. He cannot read type at a distance, nor tell color, nor identify the features of a face. If deprived of his radar sense as well, Daredevil is truly blind.

Revealed Talents: Martial Arts A, B & E, Acrobatics, Law, Weapon Specialist: Billy Club.

In Brief: Exposed to radioactive waste as a young man, Matt Murdock lost his sight but found his other senses enhanced, along with a "radar sense." Secretly a blind lawyer, Daredevil uses his abilities to fight for justice. His current "home turf" is Hell's Kitchen in New York, a rough neighborhood where he is the local hero.

DEATHLOK

Michael Collins, robot (cyborg)
(secret identity)

Fighting:	INCREDIBLE (40)
Agility:	REMARKABLE (30)
Strength:	REMARKABLE (30)
Endurance:	INCREDIBLE (40)
Reason:	REMARKABLE (30)
Intuition:	EXCELLENT (20)
Psyche:	TYPICAL (6)
Health:	140
Karma:	56
Resources:	FEEBLE (2)
Popularity:	0

Known Powers:

BODY ARMOR. Deathlok's cyborg body provides Excellent (20) protection from physical and energy attacks.

LINKED WEAPON (EQUIPMENT). Deathlok's pistol can only be operated by him—it is keyed to his cyborg systems and will not function for anyone else. Using this weapon, Deathlok inflicts up to Remarkable (20) energy damage up to 3 areas away.

ENHANCED SENSORS. Deathlok's senses are Remarkable (30) and include a "radar" sense similar to Daredevil's (though at lower levels).

ENHANCED REFLEXES. Due to Deathlok's computer-enhanced mind and body, he receives an additional -1 to all initiative rolls.

ROBOTIC FORM. As a cyborg, a machine with a human brain, Deathlok can be affected by attacks which disrupt or control machinery (such as Shadowcat's disruptive phasing to circuitry). Several of the X-Men would be invisible to him. He is subject, however, to traditional mind-control and telepathic effects, since part of his brain is organic, as well as subject to machine-controlling abilities which override the computer-side of his brain.

Revealed Talents: Computers, Electronics, Bio-medicine, Cybertechnology

In Brief: Research scientist Michael Collins was involuntarily used to provide the new brain for Deathlok, a cybernetic warrior. Collins soon took command of his Deathlok body, and sought revenge against those who trapped him in mechanical form.

DOCTOR PYM

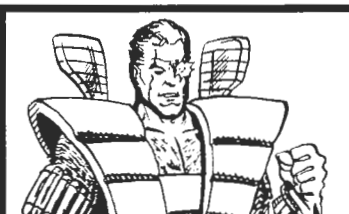
Henry Pym, high-tech
(public identity)

Fighting:	EXCELLENT (20)
Agility:	EXCELLENT (20)
Strength:	TYPICAL (6)
Endurance:	EXCELLENT (20)
Reason:	EXCELLENT (20)
Intuition:	GOOD (10)
Psyche:	GOOD (10)
Health:	66
Karma:	40
Resources:	EXCELLENT (20)
Popularity:	TYPICAL (6)

Known Powers:

PROJECTIVE SHRINKING. Pym may shrink himself or other objects with Amazing (50) ability, reducing them to an inch or less in height. He does this on touch, and may restore the size of any objects he has shrunk in a single round.

MICRO-EQUIPMENT (EQUIPMENT). Pym keeps a small arsenal of equipment in his pockets, shrunk until such



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time as he needs it. Such items include:

- Blasters of up to Remarkable force or energy damage
 - Nets of up to Remarkable material strength.
 - Walls of up to Remarkable material strength.
- Other objects are up to the discretion of the the Judge (for example, the Avengers' Quinjet).

ROVER (EQUIPMENT). Rover is a sentient flying vehicle with VTOL capabilities. Rover has Excellent (20) Control, Excellent (20) Air Speed, and Good (10) Body. It can make Remarkable (30) knock-out gas attacks at a 2 area range, and has Excellent (20) force blasters (4 area range). Rover is equipped with gripping claws of Remarkable (30) strength. Rover benefits from Robotic Construction and has the equivalent of Typical (6) reasoning.

Revealed Talents: Chemistry, Biology, Genetics, Electronics, Physics, Engineering, Mechanics

In Brief: Hank Pym has had a long and varied costumed career, beginning as Ant-Man, then changing to Giant-Man, Goliath, and Yellowjacket before taking his current role as merely Doctor Pym. His abilities in each identity have revolved around his size-changing abilities. He is currently a member of the West Coast Avengers.

DOCTOR STRANGE

Stephen Strange, magical (mystic high-tech)
(public identity)

Fighting:	GOOD (10)
Agility:	EXCELLENT (20)
Strength:	TYPICAL (6)
Endurance:	REMARKABLE (30)
Reason:	GOOD (10)
Intuition:	MONSTROUS (75)
Psyche:	UNEARTHLY (100)
Health:	66
Karma:	185
Resources:	GOOD (10)
Popularity:	GOOD (10)

Known Powers:

MAGICAL ABILITY. Doctor Strange is Earth's Sorcerer Supreme, and has a wide variety of magical and mystic abilities and spells available to him. In general, he per-

forms such magics with Amazing (50) ability. His spells include, but are not limited to, these common spells:

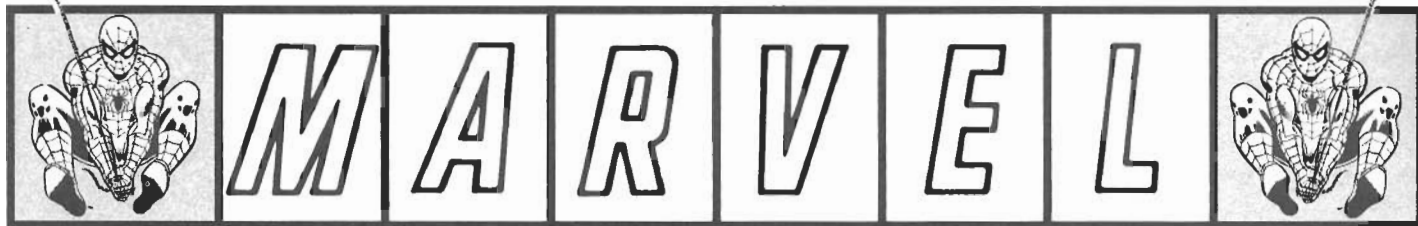
- **Alter Appearance:** For himself or his companions, either changing merely clothing and costumes, or altering physical appearance. A Psyche FEAT against Amazing intensity is required to pierce the veil of the illusion.
- **Astral Projection:** As the power of the same name, with Unearthly (100) ability.
- **Levitation:** As the power of the same name, with Incredible (40) ability.
- **Mystic Shield:** A personal force field against magical attacks (only), of Amazing (50) strength.
- **Telepathy:** As the power of the same name, with Unearthly (100) ability.
- **Conjuration:** A special form of teleport that may be used to bring individuals and items from other mystic planes to the Doctor's location. The target may make a Psyche FEAT to avoid capture in this manner.
- **Eldritch Beams or Bolts:** Amazing (50) intensity bolts of force or energy, 5 area range.
- **Create Dimensional Aperture:** Monstrous ability to open a gateway into another dimension. A Psyche FEAT is required for hostile areas or unwilling targets of this spell.
- **Mists of Morpheus:** Create Monstrous (75) intensity sleep in a single area, with Doctor Strange unharmed.
- **Spell of Silence:** Cloaks an area from sound. Those making a Psyche FEAT roll against the Amazing intensity spell may speak and conjure normally.

SPECIAL ITEM: CLOAK OF LEVITATION. Doctor Strange's cloak of levitation allows him to fly at up to Shift X speed. The cloak has Incredible (40) material strength and can be summoned to act on its own by Doctor Strange.

SPECIAL ITEM: EYE OF AGAMOTTO (EQUIPMENT). The eye is an amulet worn by the Doctor and controlled by a psychic link with him. The eye gives the wearer additional powers, including:

- All detection-type powers with Class 1000 ability. The eye will automatically reveal all illusions, enchantments, and disguises of less than Class 1000 ability.
- Grants a +2 CS to all mental abilities and duplications of mental powers (such as telepathy) by the Doctor.





- Places an unconscious or willing character into suspended animation (the target may take no actions, but suffers no further loss of Health) with Monstrous (75) ability.
- Opens a dimensional aperture for the Doctor with Unearthly (100) ability.

SPECIAL ITEM: ORB OF AGAMOTTO (EQUIPMENT). Another powerful mystic artifact, the Orb has all "detection" type powers with Class 3000 ability, and in addition may view any place or person known to the user. Powerful entities in their home dimensions may block such viewing.

Revealed Talents: Medicine, Specialist in Occult & Mythological Lore, Martial Arts A & E

In Brief: Stephen Strange was an egotistical doctor who was badly injured in a car crash. Seeking a cure from a powerful wizard known as the Ancient One, Strange was chosen to be the Ancient One's pupil, and successor as Earth's premier spell-caster, the Sorcerer Supreme. Strange has proved to be a good choice for the role, and has helped repel numerous menaces from Earth.

FIRESTAR

Angelica Jones, mutant
(secret identity)

Fighting:	GOOD (10)
Agility:	GOOD (10)
Strength:	TYPICAL (6)
Endurance:	REMARKABLE (30)
Reason:	TYPICAL (6)
Intuition:	POOR (4)
Psyche:	EXCELLENT (20)
Health:	56
Karma:	30
Resources:	POOR (4)
Popularity:	POOR (4)

Known Powers:

MICROWAVE GENERATION. Firestar has Amazing (50) ability to generate microwaves. She may fire these from her hands as bolts of up to Amazing energy damage.

FLIGHT. Firestar may fly at up to Typical (6) speeds.

IMMUNITY. Firestar is immune to microwaves & microwave-based attacks. She may be affected by other forms of radiation and energy.

Revealed Talents: Student

In Brief: A young mutant still learning to use her powers, Firestar is an infrequent member of the Hellions, a super-team controlled by the Hellfire Club. More recently, she joined with several other young people to form the New Warriors.

FORGE

Full Name Unrevealed, mutant

Fighting:	GOOD (10)
Agility:	GOOD (10)
Strength:	GOOD (10)
Endurance:	EXCELLENT (20)
Reason:	INCREDIBLE (40)
Intuition:	GOOD (10)
Psyche:	AMAZING (50)
Health:	50
Karma:	100
Resources:	REMARKABLE (30)
Popularity:	TYPICAL (6)

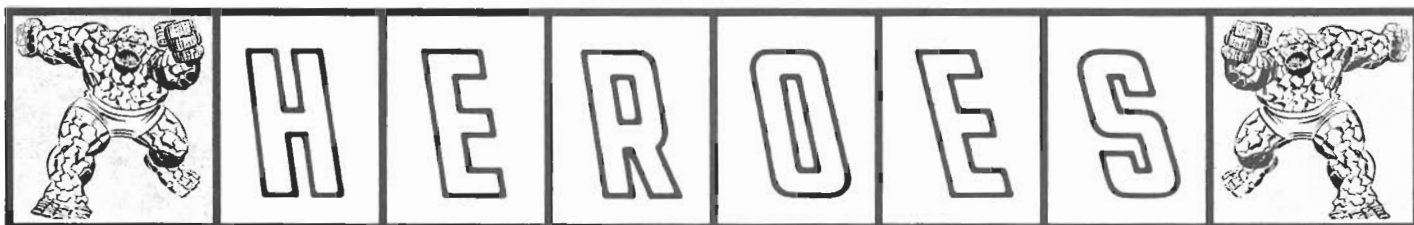
Known Powers:

INVENTION. Forge has the mutant power of Invention, at the Amazing (50) rank. He invents not so much from talent, but from an inborn mutant ability, which allows him to make breakthroughs in his devices that more standard inventors would be unable to perform. While Mr. Fantastic has a greater scope of learning and understanding, Forge has a superior intuitive feeling for mechanical devices.

BIONICS. Forge's right hand and leg are artificial, created by Forge's own inventing abilities to replace limbs he lost in the Vietnam War. These limbs are of Remarkable (30) material, and function in all other ways as normal limbs.

MYSTIC ABILITIES. Forge has natural magical abilities, though he has until now chosen not to use or develop





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them. He does have Spirit Sight (which functions similarly to the Eye of Agamotto in revealing things as they truly are). He performs this action with Amazing (50) ability.

BODY ARMOR. Forge currently wears a suit which provides him with Excellent (20) protection from energy and physical damage.

Revealed Talents: Business, Military, Bilingual (Cheyenne & English), Mystic Background, Occult Lore (Native American)

In Brief: A mutant formerly in the employ of the government due to his inventing ability, Forge joined the X-Men as a super-powered hero, and remains with the team.

FURY, NICK

High-tech
(public identity)

Fighting:	INCREDIBLE (40)
Agility:	EXCELLENT (20)
Strength:	GOOD (10)
Endurance:	REMARKABLE (30)
Reason:	EXCELLENT (20)
Intuition:	EXCELLENT (20)
Psyche:	GOOD (10)

Health:	100
Karma:	50
Resources:	AMAZING (50)
Popularity:	AMAZING (50)

Known Powers:

Fury has no superhuman powers, but does have the following items and equipment:

KEVLAR BODY ARMOR (EQUIPMENT). This Body armor provides Typical (6) protection from physical and energy attacks.

Nick carries a variety of weapons, including:

NEEDLE GUN. Excellent (20) Edged damage, 4 area range.

MACHINE PISTOL. Good (10) damage, Typical range.

FORCE PISTOL. Up to Excellent (20) force damage, 4 area range.

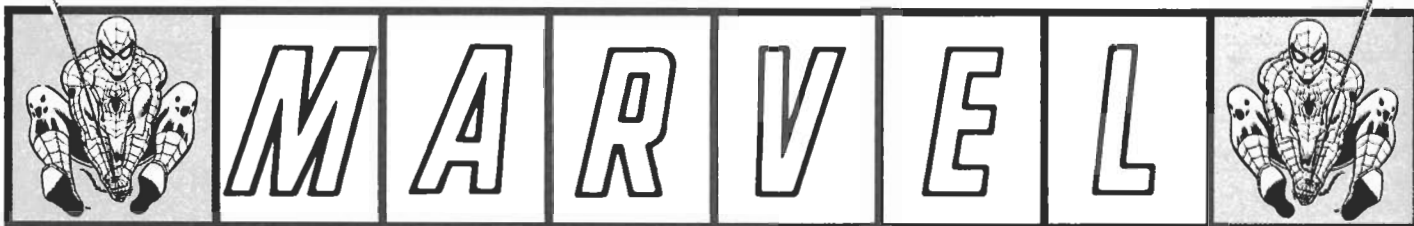
Limitation:

PARTIAL BLINDNESS. Nick is blind in one eye. He can be surprised and blindsided from his left side.

Revealed Talents: Martial Arts A, B, D & E, Leadership, Pilot, Demolition, Military, Wrestling, Espionage

In Brief: A hero of WWII, his life extended by an "Infinity





Formula," Nick presided over both the formation and the destruction of the original SHIELD. A master spy, he has now rebuilt a lighter, more organized SHIELD organization, which he presides over, going regularly into the field.

GAMBIT

Full Name Unrevealed, mutant

Fighting:	REMARKABLE (30)
Agility:	INCREDIBLE (40)
Strength:	GOOD (10)
Endurance:	REMARKABLE (30)
Reason:	EXCELLENT (20)
Intuition:	REMARKABLE (30)
Psyche:	REMARKABLE (30)
Health:	110
Karma:	80
Resources:	GOOD (10)
Popularity:	0

Known Powers:

EXPLOSIVE POWER. Gambit has the apparent ability to invest objects such as pens and playing cards with his mutant energy, then use these items as explosive weapons. He may toss these items up to 2 areas, where they explode with up to Remarkable (30) damage to a single target, or to all targets in an area.

EMOTION CONTROL. Gambit has Remarkable (30) control over the emotions of others, primarily when he talks. He can convince others of his viewpoint or in agreeing with him unless they make a Psyche FEAT. Those aware of this ability may actively resist, allowing them a +3CS to any resistance.

Revealed Talents: Crime, Acrobatics

In Brief: A mutant criminal who specialized in robbing from other crooks along the Mississippi, Gambit joined forces with Storm when she was reduced to a childlike state. The pair eventually rejoined the X-Men, where Gambit remains as a member.

HAVOK

Alexander Summers, mutant
(public identity)

Fighting:	TYPICAL (6)
Agility:	EXCELLENT (20)
Strength:	EXCELLENT (20)
Endurance:	REMARKABLE (30)
Reason:	GOOD (10)
Intuition:	GOOD (10)
Psyche:	GOOD (10)
Health:	76
Karma:	30
Resources:	TYPICAL (6)
Popularity:	GOOD (10)

Known Powers:

PLASMA GENERATION. Havok can generate super-heated plasma with Monstrous (75) ability, allowing him to fire force bolts of up to Monstrous intensity up to 3 areas away.

ABSORPTION. Havok can absorb cosmic energy with Monstrous (75) ability, though he must make an Endurance FEAT to avoid discharging the built-up energy to all within 1 area. He may be affected by almost all other energy or force attacks.

PARTIAL INVULNERABILITY. Havok cannot be affected by his brother Cyclops' eye-beams.

INVISIBILITY TO MACHINES. Havok is invisible to machines, including cameras, film, video, and robotic eyesight, with Unearthly ability.

Revealed Talents: Geophysics, Geology

In Brief: Scott Summers' younger brother, Alex Summers developed his own mutant abilities, and fought as one of the X-Men. Most recently, he has been reborn as a native of the island-nation of Genosha.

HAWKEYE

Cliff Barton, high-tech
(secret identity)



HEROES

Fighting: GOOD (10)
 Agility: REMARKABLE (30)
 Strength: GOOD (10)
 Endurance: EXCELLENT (20)
 Reason: TYPICAL (6)
 Intuition: GOOD (10)
 Psyche: TYPICAL (6)
 Health: 70
 Karma: 22
 Resources: GOOD (10)
 Popularity: INCREDIBLE (40)

Known Powers:

ENHANCED VISION. Hawkeye has Remarkable (30) vision.

PROTECTED SENSES. Hawkeye is partially deaf. This provides Excellent (20) protection from sonic attack.

UNIQUE WEAPONS (EQUIPMENT). Hawkeye's trademark is his bow and arrow, a device with range of 7 areas. Hawkeye has a number of standard and "specialty" arrows, including the following:

- Excellent (20) Blunt damage
- Excellent (20) Shooting damage
- Amazing (50) Grenade damage
- Excellent (20) Intensity Electrical damage
- Excellent (20) Intensity smoke
- Excellent (20) Intensity sonic attack
- Remarkable (30) Intensity light
- Remarkable (30) Intensity acid
- Cable line of Incredible (40) material strength
- Putty arrowhead of Remarkable (30) material strength
- Bola of Incredible (40) grappling ability.
- Net of Remarkable (30) material strength.
- Rocket head allowing a range of 15 areas.
- Boomerang arrow—returns to firer's position next round.

SKYCYCLE. Hawkeye's skycycle has Excellent (20) Control, Excellent (20) Body, and an Incredible (40) Air Speed.

Limitation:

DEAFNESS. Hawkeye is 80% deaf, and must wear a hearing aid. When not using the aid, he receives the

benefit against sonic attacks listed above, but his Intuition FEATS are made at -1CS to all rolls.

Revealed Talents: Martial Arts A & E, Leadership, Marksman, Weapon Specialist, Bow

In Brief: A sideshow marksman inspired by Iron Man's heroics, Hawkeye was first a villain before joining the Avengers. He has been a member of the Avengers teams on both coasts, as well as the "Great Lakes Avengers" operating out of Milwaukee.

HERCULES

Heracles of Olympus, alien (Olympian)
(public identity)

Fighting: UNEARTHLY (100)
 Agility: EXCELLENT (20)
 Strength: UNEARTHLY (100)
 Endurance: UNEARTHLY (100)
 Reason: GOOD (10)
 Intuition: GOOD (10)
 Psyche: REMARKABLE (30)
 Health: 320
 Karma: 50
 Resources: TYPICAL (6)
 Popularity: AMAZING (50)

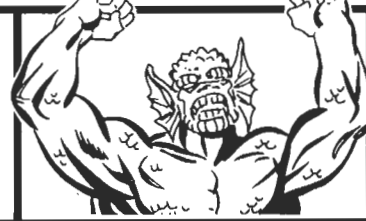
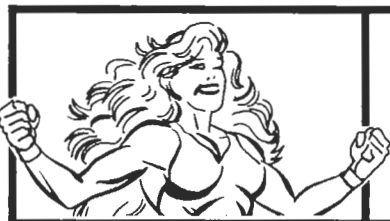
Known Powers:

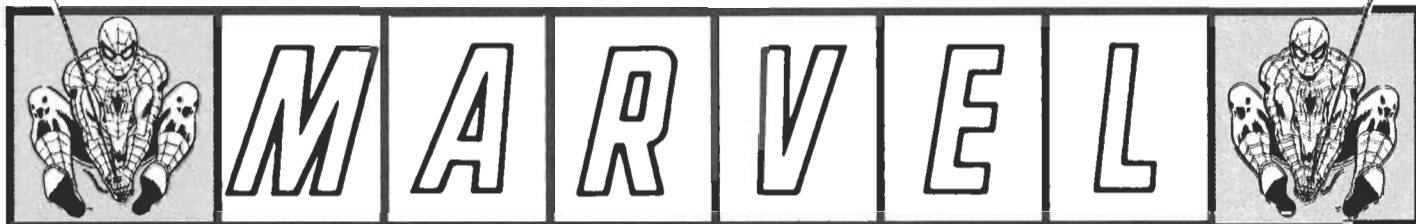
BODY ARMOR. The natives of Olympus have thick skin, providing Excellent (20) protection from physical and energy damage.

RESISTANCE TO FIRE. As well, the natives of Olympus have Excellent (20) resistance to fire.

INVULNERABILITY. As with his fellow Olympians, Hercules does not age, nor is he subject to normal human diseases.

IMMORTALITY. If Hercules is reduced to 0 Health and Shift 0 Endurance, he does not perish. Instead he falls into a coma, and takes no further damage. His Karma pool is reduced to 0 and healing begins. This immortality does not apply to other mystic planes (including Olympus), but only to Earth.





SPECIAL WEAPON: MACE (EQUIPMENT). Hercules' chosen weapon is this adamantine weapon, forged by the god Hephaestus. It is made of Class 1000 material, and inflicts Shift X damage.

Revealed Talents: Wrestling, Sharp & Blunt Weapons, Bow

In Brief: The legendary and ageless hero of ancient Greece, Hercules likes hanging around on Earth, enjoying a good brawl with the likes of Thor and the Avengers, and bestowing his "gift" (a solid thumping) to all miscreants he judges worthy of receiving it.

THE HULK

Robert Bruce Banner, altered human
(public identity)

Fighting:	INCREDIBLE (40)
Agility:	GOOD (10)
Strength:	UNEARTHLY (100)
Endurance:	UNEARTHLY (100)
Reason:	REMARKABLE (30)
Intuition:	GOOD (10)
Psyche:	REMARKABLE (30)
Health:	250
Karma:	70
Resources:	GOOD (10)
Popularity:	0

Known Powers:

BODY ARMOR. The Hulk has Monstrous protection from physical and energy attack forms.

INVULNERABILITY. The Hulk cannot be harmed by cold, disease, or heat.

ASTRAL DETECTION. The Hulk can see objects in the astral plane with Unearthly (100) ability.

LEAPING. The Hulk has Class 5000 leaping ability.

ADRENALINE SURGE. The Hulk gets stronger when angry, gaining a +1CS/round to a maximum of Shift Z. However, for each +1CS to Strength, the Hulk is -1CS to Reason and Intuition FEATs.

Revealed Talents: Physics, Radiation (Specialist

Gamma Rays), Crime.

In Brief: Caught in the radiation of his own Gamma Bomb, Banner developed first the alter ego of the Green Hulk, then the more recent, sinister personality of the Grey Hulk.

The Hulk is a multiple personality whose alternate personas have power. These have included the baseline rational Bruce Banner, the powerful but unintelligent "Green Hulk," and the less-powerful but moderately intelligent "Grey Hulk." Recently, these three personas have combined into one, with the power of the Green Hulk, the intelligence of Bruce Banner, and the emotions and attitude of the Grey Hulk.

HUMAN TORCH I

"Jim Hammond," robot (android)
(secret identity)

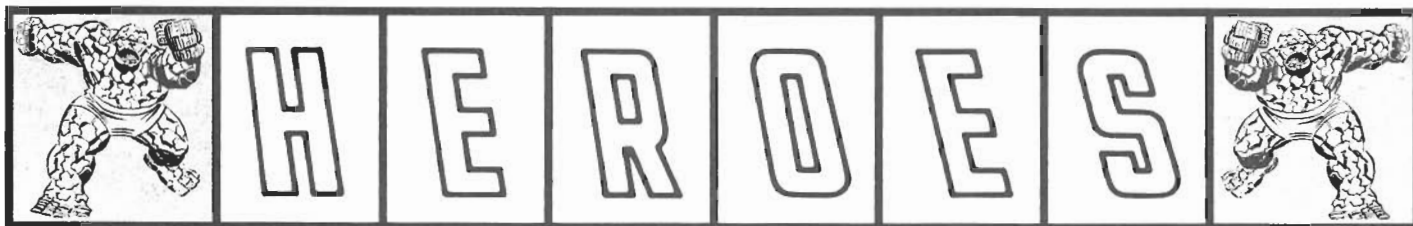
Fighting:	EXCELLENT (20)
Agility:	GOOD (10)
Strength:	GOOD (10)
Endurance:	EXCELLENT (20)
Reason:	GOOD (10)
Intuition:	GOOD (10)
Psyche:	TYPICAL (6)
Health:	60
Karma:	26
Resources:	POOR (4)
Popularity:	EXCELLENT (20)

Known Powers:

BODY ARMOR. The Human Torch's fiery form provides him with Incredible (40) protection against physical objects of Incredible (40) material strength or less. These objects are considered to melt before they strike him. Stronger objects, and energy attacks affect him normally. Water can douse the Torch's flames if in Amazing (50) amounts or intensity (Water in Incredible (40) amounts will force a Power FEAT for the Torch to remain alight).

GENERATE FIRE. The Human Torch can generate flames throughout his body of up to Unearthly (100) intensity. He can fire bolts of flame up to 5 areas distant for up to Unearthly (100) damage.





CONTROL FIRE. The Human Torch has Unearthly (100) control over fire and flames, including both his own and other natural fires. He may extinguish fires of up to Unearthly intensity in one area.

INVULNERABILITY. The Human Torch cannot be harmed by fire or heat, or by attacks based on fire or heat.

FLIGHT. When in flaming form, the Human Torch may attain Excellent (20) air speed.

NOVA FLAME. The Human Torch could expend all his energies to create an explosion of Shift Z intensity. The Torch would then be unconscious for 1-10 turns.

ROBOTIC FORM. The original Human Torch is an android, a synthetic correlation of a human being, and as such is not truly "alive" (though he and his allies might disagree with this definition). He is subject to those powers and abilities which affect machinery (such as Shadowcat's phasing powers or the invisibility to machines of some of the X-Men), but cannot be affected by mind control, telepathy, emotion-controlling powers, and other powers which primarily affect human minds.

Revealed Talents: Law Enforcement

In Brief: An android created by Prof. Horton, the original Torch functioned both as a crime fighter (as a costumed hero as well as a police officer in his "Jim Hammond" identity) and alongside Captain America and the Sub-Mariner as one of the Invaders of World War Two. Deactivated and buried for years, he was recently brought back to life, and is currently a member of the West Coast Avengers, trying to find his place in the modern world.

HUMAN TORCH II

Johnny Storm, altered human
(public identity)

Fighting:	GOOD (10)
Agility:	EXCELLENT (20)
Strength:	GOOD (10)
Endurance:	EXCELLENT (20)
Reason:	GOOD (10)
Intuition:	GOOD (10)
Psyche:	TYPICAL (6)

Health:	60
Karma:	26
Resources:	REMARKABLE (30)
Popularity:	AMAZING (50)

Known Powers:

BODY ARMOR. When in flaming form, The Human Torch has Incredible (40) protection against physical objects of Incredible or less material strength only. Energy attacks affect him normally. Water can douse the Torch's flame if in greater than Amazing (50) amounts (Incredible amounts force a Power FEAT to remain alight).

GENERATE FIRE. The Human Torch can generate flame of up to Unearthly (100) intensity. He may fire bolts of up to Unearthly (100) flame damage up to 5 areas away.

CONTROL FIRE. The Human Torch has Unearthly (100) control over the fire he generates, as well as that from natural sources. He may use this ability to create coils and shapes of flame, as well as create flaming duplicates of himself. He may extinguish natural fires of up to Unearthly (100) Intensity.

INVULNERABILITY. The Human Torch is unaffected by fire and heat attacks.

FLIGHT. In flaming form, the Human Torch flies at Excellent (20) air speed.

NOVA FLAME. The Human Torch can channel all of his power into a single blast of power of Shift Z intensity. After making such an attack, however, all of his energies are depleted and he is knocked out for 1-10 turns.

Revealed Talents: Mechanic, Automobile Design, Race Car Driver

In Brief: One of the original Fantastic Four who gained their abilities from exposure to cosmic radiation, Johnny Storm took the name of the then-inactive original Human Torch as his own identity. He has remained a member of the team since that time.

ICEMAN

Bobby Drake, mutant
(secret identity)





MARVEL



Fighting: GOOD (10)
 Agility: GOOD (10)
 Strength: TYPICAL (6)
 Endurance: REMARKABLE (30)
 Reason: GOOD (10)
 Intuition: POOR (4)
 Psyche: TYPICAL (6)
 Health: 56
 Karma: 20
 Resources: TYPICAL (6)
 Popularity: GOOD (10)

Known Powers:

ICE GENERATION. Iceman can create ice with Remarkable (30) ability, provided that there is any water vapor available. He uses this ability in a number of ways, including:

- Creating ice shields of up to Remarkable (30) protection
- Creating weapons or structures of up to Remarkable (30) material strength
- Project cold of Remarkable (30) intensity, up to three areas away
- Throw ice-balls or daggers for up to Remarkable (30) edged or blunt damage, up to three areas away
- Create slides of ice which allow him to move at Typical (6) Ground Speed

- Create immobile duplicates of himself in ice

INVULNERABILITY. Iceman is invulnerable to cold, and cannot be harmed by cold attacks (though he may be harmed by physical attacks using ice, for example).

BODY ARMOR. When "iced up," Iceman has Remarkable (30) protection from physical and energy attacks. This armor is weakened by heat and fire-based attacks by the rank number of the attack.

Revealed Talents: Thrown Weapons, Accounting, Weapon Specialist: Ice-Weapons.

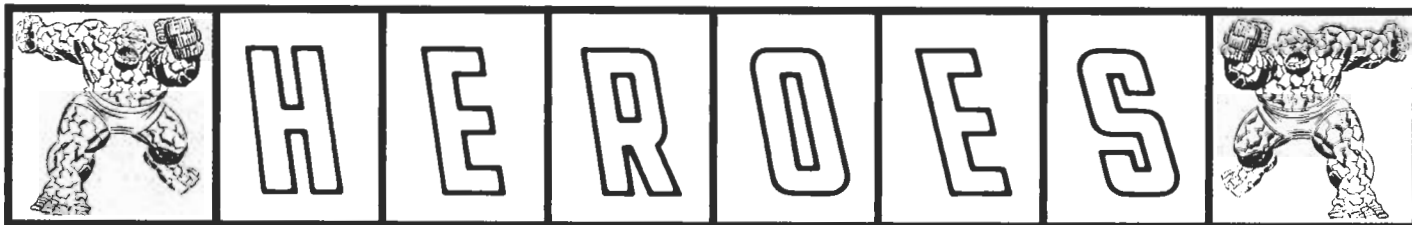
In Brief: Iceman's mutant powers surfaced during adolescence, and he was recruited as the second, and youngest, member of the original X-Men. Since then, he has been a member of the Champions and the Defenders, and he is currently a member of X-Factor.

INVISIBLE WOMAN

Susan Richards, altered human
(public identity)

Fighting: GOOD (10)
 Agility: GOOD (10)
 Strength: TYPICAL (6)
 Endurance: EXCELLENT (20)
 Reason: GOOD (10)





Intuition: EXCELLENT (20)
 Psyche: GOOD (10)
 Health: 46
 Karma: 40
 Resources: REMARKABLE (30)
 Popularity: AMAZING (50)

Known Powers:

INVISIBILITY. Sue Richards can make herself invisible with Remarkable (30) intensity, unable to be seen by those with normal vision. She has in the past also made others invisible, made parts of objects invisible, and made invisible objects apparent to all.

FORCE FIELDS. The Invisible Woman can generate a force field of Monstrous (75) strength in a single area, and extend it over multiple areas, at -1CS to the rank for each additional area. She may create a softer cushion as well which absorbs up to Monstrous damage. Unless Sue has time to "brace" the field (which takes one turn), she is subject to all the Stun and Slam results against the field. The force field is negated if Sue drops the field.

FLIGHT. By creatively using her force field power, Sue can fly at Feeble (2) air speed. She may carry others with her, up to 10 tons of weight.

Revealed Talents: Performer, Martial Arts E

In Brief: One of a spaceship's crew to be exposed to cosmic radiation, Sue Storm is a founding member of the Fantastic Four. She is currently married to Reed Richards (Mister Fantastic) and has a son, Franklin (Tattle-tale).

IRON MAN

Tony Stark, high-tech
 (secret identity)

Fighting: REMARKABLE (30)
 Agility: REMARKABLE (30)
 Strength: AMAZING (50)
 Endurance: MONSTROUS (75)
 Reason: INCREDIBLE (40)
 Intuition: EXCELLENT (20)
 Psyche: TYPICAL (6)

Health: 185
 Karma: 66
 Resources: AMAZING (50)
 Popularity: GOOD (10)

Known Powers:

All of Iron Man's powers derive from his highly advanced armor. His abilities within the armor are as listed above. The abilities presented are for his current suit, but Stark is continually upgrading and improving his armor.

BODY ARMOR. The current Iron Man armor is made of Remarkable (30) strength material, but when stiffened with its personal force field, provides Amazing (50) protection from physical and energy damage.

FORCE FIELD. Iron Man may shunt the energy from his other systems to his force field, raising it to Monstrous (75) protection, but while doing so, he may not use his other weapons.

FLIGHT. Iron Man normally flies at Excellent (20) speed, but can reach air speeds of Shift X. He reaches this maximum only when he has a clear line of flight.

REPULSORS. Iron Man's main weapons are his repulsors, which are fired from his gauntlets for up to Amazing (50) force damage, at a range of 10 areas.

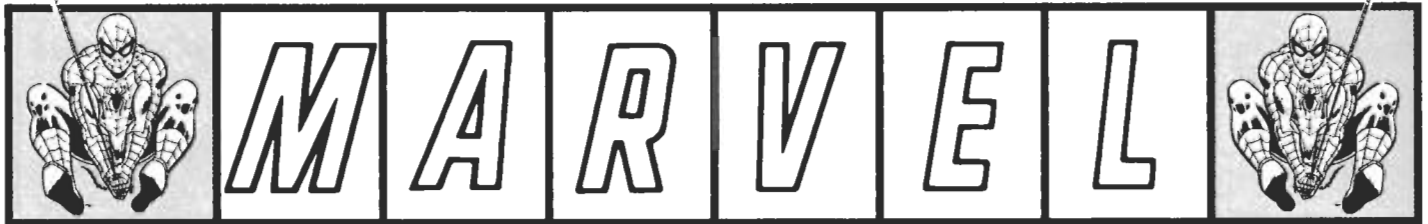
PULSE BOLTS. An intensified version of the repulsors, these pulse bolts are fired in a similar fashion and inflict flat Monstrous (75) energy damage at up to 10 areas range.

HEAT BEAM. Iron Man's chest plate has a thermal beam which can fire up to Incredible (40) rank heat energy up to three areas away. The chest plate can also emit light of up to Remarkable (30) intensity.

TRACTOR BEAM. Iron Man's armor has a tractor beam of Remarkable (30) intensity, able to move or grapple objects as if by Remarkable (30) strength.

ENERGY ABSORPTION. The Iron Man armor can absorb up to 300 points worth of energy, and redirect it through the various weapons systems, raising them to Monstrous for that round. Holding such energy longer than four turns can cause damage for the wearer and those around him. Make an Endurance FEAT or all within one area take Good (10) energy damage, while the wearer of the armor takes Excellent (20) energy damage.





ELECTRO-MAGNETIC PULSE. A recent addition, the EMP generator attacks all electrical systems with Amazing (50) ability, forcing them to shut down. The generator also causes Iron Man's armor to shut down for 6 turns.

PROTECTED SENSES. Iron Man's armor has Remarkable (30) protection from sound and light-based attacks. If blinded by a light-based attack, he will only be blinded for 1 turn, as opposed to 1-10.

ECMs. The Iron Man armor has a number of electronic countermeasures that provide Remarkable (30) protection from radar, sonar, and other electronic detections.

SENSORS. Iron Man's various radar, sonar, and electronics detection allows him Incredible (40) ability to detect objects, radio waves, trace communications and signals, etc.

ANTI-THEFT DEVICES. After several attempts to steal the armor and its technologies, Stark developed a security circuit. Attempts to copy or dismantle the chips used in his armor will cause those chips to melt into useless slag (with Monstrous (75) ability), and the armor itself to detonate in 2 turns for Incredible (40) damage to all in one area.

Limitation:

ALCOHOLISM. Tony Stark is an alcoholic. He is currently not drinking, but has in the past been known to succumb under the pressure of his life as head of Stark Enterprises and Iron Man.

Revealed Talents: Electronics, Business, Engineering

In Brief: An electronics genius who built his first suit of Iron Man Armor to save his own life when captured by rebels, Tony Stark has constantly refined and improved his armor to its present state, the leading edge of modern technology.

JUBILEE

Real Name Unrevealed, mutant

Fighting:	GOOD (10)
Agility:	REMARKABLE (30)
Strength:	POOR (4)
Endurance:	TYPICAL (6)
Reason:	POOR (4)
Intuition:	GOOD (10)

Psyche:	TYPICAL (6)
Health:	50
Karma:	20
Resources:	FEEBLE (2)
Popularity:	0

Known Powers:

FIREWORKS. Jubilee can create multicolored globules of energy, which she calls "fireworks," with Incredible ability. These fireworks dart about at her command, and she can use them to deliver Remarkable (30) intensity blinding attacks or detonate for Remarkable (30) damage. She can absorb these fireworks back into her body without ill effect.

Revealed Talents: Acrobatics, Tumbling, First Aid

In Brief: A mall-living runaway who tagged along with the X-Men without their knowledge, Jubilee rescued Wolverine from the evil cyborg Reavers and helped form the core of the reborn X-Men team. Jubilee is young, gutsy, and often in need of a translator for her heavily-accented valley-speak.

KID NOVA

Richard Rider, altered human
(secret identity)

Fighting:	REMARKABLE (30)
Agility:	EXCELLENT (20)
Strength:	REMARKABLE (30)
Endurance:	REMARKABLE (30)
Reason:	TYPICAL (6)
Intuition:	TYPICAL (6)
Psyche:	TYPICAL (6)

Health:	110
Karma:	18
Resources:	TYPICAL (6)
Popularity:	0

Known Powers:

FLIGHT. Nova can fly at up to Shift X air speed. Normally he keeps it down to Remarkable (30) air speed in crowded areas, and must make an Agility FEAT to make tight turns at speeds higher than that.



HEROES

BODY ARMOR. Nova's skin is thicker and more resistant to harm than normal human skin. It provides him with Remarkable (30) protection from physical and energy attacks.

Revealed Talents: Student

In Brief: Invested with the powers of a Champion of the alien Xandar, the teen-aged Nova lost those powers and returned to normal life. Those powers returned to him under the threat of the Night Thrasher, who then offered him a position in the team he was forming, the New Warriors. He prefers to be called Nova; only Speedball gets away with calling him "kid."

LOCKHEED

Alien (Dragon)

Fighting:	GOOD (10)
Agility:	REMARKABLE (30)
Strength:	FEEBLE (2)
Endurance:	GOOD (10)
Reason:	EXCELLENT (20)
Intuition:	EXCELLENT (20)
Psyche:	EXCELLENT (20)
Health:	52
Karma:	60
Resources:	N/A
Popularity:	0

Known Powers:

FIRE BREATH. Lockheed breathes for Remarkable (30) fire damage up to one area away.

FLIGHT. Lockheed flies with leathery wings, reaching Typical (6) air speed.

PSI-SCREEN. Lockheed's mind is alien, such that he has Class 1000 protection from mental scans and detection.

Revealed Talents: None Revealed

In Brief: An alien creature in the form of a small fire-breathing dragon, Lockheed stowed away with the X-Men and was adopted by Kitty Pryde (Shadowcat). Lockheed is currently a member of Excalibur. When gaming, it is recommended that Lockheed be played either

by the character running Shadowcat or by the Judge, though he can be run as a individual character.

MARVEL BOY

Vance Astro, mutant
(secret identity)

Fighting:	GOOD (10)
Agility:	GOOD (10)
Strength:	TYPICAL (6)
Endurance:	GOOD (10)
Reason:	TYPICAL (6)
Intuition:	GOOD (10)
Psyche:	GOOD (10)
Health:	36
Karma:	26
Resources:	POOR (4)
Popularity:	POOR (4)

Known Powers:

MENTAL BOLTS. Astro can fire bolts of up to Incredible (40) intensity mental energy or force.

FORCE FIELDS. Marvel Boy can create force fields of up to Remarkable (30) intensity in the same area as himself. He is able to extend those force fields into adjacent areas, with the strength reduced by -1CS for each additional area.

MENTAL SHAPES. Marvel Boy can create physical shapes with his mental force fields of up to Excellent (20) material strength.

FLIGHT. Marvel Boy can telekinetically fly at up to Typical (6) air speed.

Revealed Talents: Wrestling, Martial Arts B

In Brief: A young mutant whose mental abilities manifested when confronted by a future-version of himself, Marvel Boy attempted to join the Avengers and, when turned down, became a member of the New Warriors. By causing young Vance to manifest his powers early, the future-Astro created a divergent reality (though this left his own reality, where aliens invaded Earth and survivors formed the Guardians of the Galaxy, intact).





MARVEL GIRL

Jean Grey, mutant
(secret identity)

Fighting:	GOOD (10)
Agility:	GOOD (10)
Strength:	TYPICAL (6)
Endurance:	REMARKABLE (30)
Reason:	GOOD (10)
Intuition:	EXCELLENT (20)
Psyche:	AMAZING (50)
Health:	56
Karma:	80
Resources:	REMARKABLE (30)
Popularity:	GOOD (10)

Known Powers:

TELEKINESIS. Marvel Girl has Incredible (40) telekinetic ability, allowing her to move things with her mind as if she had Incredible (40) strength. Using this ability, she may move herself and others in "flight" of up to Remarkable (30) air speed.

FORCE FIELDS. Marvel Girl can create force fields of up to Incredible (40) protection. These force fields may be extended over multiple areas, at -1CS to their effectiveness.

FORCE BOLTS. Marvel Girl may fire mental bolts of up to Incredible (40) force damage, at a range of 3 areas.

Revealed Talents: Fashion, Resist Domination

In Brief: A young mutant who became one of the original X-Men, Jean Grey lay in suspended animation for several years while her physical form was imitated by the Phoenix Force. With the demise of this original Phoenix Force, Jean revived, and became a founding member of X-Factor.

MEGGAN

Mutant

Fighting:	GOOD (10)
Agility:	REMARKABLE (30)
Strength:	GOOD (10)

Endurance:	INCREDIBLE (40)
Reason:	POOR (4)
Intuition:	GOOD (10)
Psyche:	POOR (4)

Health:	90
Karma:	18
Resources:	FEEBLE (2)
Popularity:	GOOD (10)

Known Powers:

CHANGELING. Meggan has Unearthly (100) shape-changing ability, limited to (generally) human and humanoid characteristics. When making such changes, she can modify her abilities as follows:

- Gain physical Powers such as teeth, claws, tracking ability, exceptional senses (maximum of Amazing (50)), body armor (Maximum of Incredible) and wings or fins.
- Increase physical abilities by a total of 4 column shifts. This may vary from adding one CS to each of the four physical attributes (Fighting, Agility, Strength, and Endurance) or adding +4CS to one single attribute. Health is unaffected, as are the remaining attributes or Karma.
- Meggan's own attitudes affect her appearance. When angry she takes on a monstrous, hulking appearance, when sad she becomes more plain-looking, and when attracted to an individual she reflects that individual or their impression of her. She must make a Psyche FEAT to avoid such involuntary changes.

FLIGHT. Meggan can fly under her own power with Excellent (20) air speed.

ANIMAL COMMUNICATION. Meggan has Unearthly (100) ability to converse with other animals.

RESISTANCE FROM COLD. Meggan's natural insulation provides her Good (10) protection from cold.

Limitation:

HOMELAND LINK. Like Captain Britain, Meggan's abilities are tied to her homeland, the British Isles. Once beyond the Isles, her control over her abilities is less precise. All FEAT rolls are at -2CS, and she is more subject to sudden changes in appearance.

Revealed Talents: Television junkie.





In Brief: A young English mutant who teamed up with Captain Britain in several adventures, Meggan is currently a member of Excalibur with the Captain. She is the most enthusiastic member of the team, though she is subject to sudden mood swings.

MISTER FANTASTIC

Reed Richards, altered human
(public identity)

Fighting:	GOOD (10)
Agility:	TYPICAL (6)
Strength:	TYPICAL (6)
Endurance:	EXCELLENT (20)
Reason:	AMAZING (50)
Intuition:	EXCELLENT (20)
Psyche:	REMARKABLE (30)

Health:	42
Karma:	100
Resources:	REMARKABLE (30)
Popularity:	AMAZING (50)

Known Powers:

PLASTICITY. Mr. Fantastic has a pliable, malleable body, having this power at the Monstrous (75) rank. He can use his form for a number of abilities, including Imitation,

creating a cushion of Monstrous protection, and leaping (rather, forming into a ball and bouncing) with Monstrous (75) ability.

ELONGATION. Mr. Fantastic has Shift X elongation ability, and is able to extend himself to fight opponents up to 5 areas away.

BODY ARMOR. Mr. Fantastic's ductile skin provides him with Remarkable (30) protection from both physical and energy attacks.

Revealed Talents: Electronics, Physics, Dimensional Travel, Engineer, Mechanics

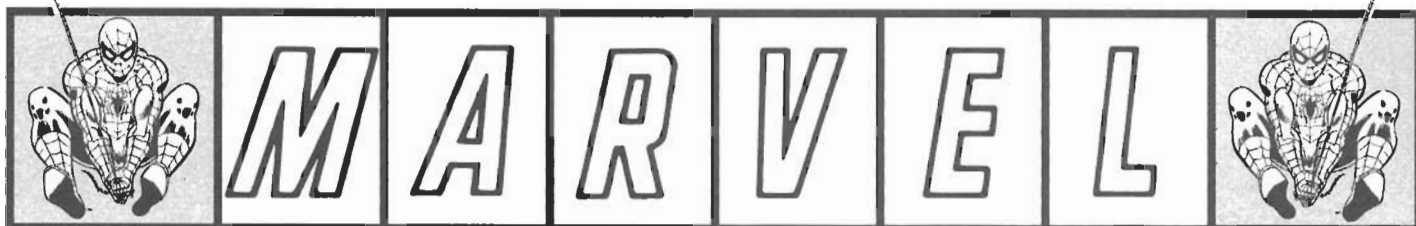
In Brief: The leader of the test-flight of an experimental stardrive, Reed Richards and his companions were bombarded by cosmic radiation, turning them into the Fantastic Four. Reed remains the leader of the FF.

MOCKINGBIRD

Barbara Morse Barton, high-tech
(secret identity)

Fighting:	EXCELLENT (20)
Agility:	EXCELLENT (20)
Strength:	TYPICAL (6)
Endurance:	GOOD (10)
Reason:	EXCELLENT (20)





Intuition: TYPICAL (6)
 Psyche: TYPICAL (6)
 Health: 56
 Karma: 32
 Resources: TYPICAL (6)
 Popularity: REMARKABLE (30)

Known Powers:

Mockingbird has no inborn superhuman abilities. However, she does have the following equipment:

BODY ARMOR (EQUIPMENT). Mockingbird's costume is made of Kevlar armor backed with beta cloth. This provides her with Excellent (20) protection.

UNIQUE WEAPONS: BATTLE STAVES (EQUIPMENT). Mockingbird uses as her primary weapons a set of two battlestaves, made of Remarkable (30) strength material. These battlestaves are carried in holders in the sleeves, and can be used as follows:

- As blunt weapons for Good (10) damage.
- Thrown for Excellent (20) damage.
- The poles may be fitted together and telescoped to create an 8' vaulting pole.

Mockingbird may bounce the poles off her targets and have them return to her hands on a successful Agility FEAT.

Revealed Talents: Biology, Law Enforcement, Espionage, Acrobatics, Martial Arts A, B, & C, Weapon Specialist: Battle Staves

In Brief: A former SHIELD agent turned freelance vigilante, Mockingbird specializes in investigating corruption and threats to the United States. She has been a member of the Avengers, and was previously married to Hawkeye. (They are currently involved in a rocky reconciliation.)

MOON KNIGHT

Marc Spector, high-tech
 (secret identity)

Fighting: REMARKABLE (30)
 Agility: EXCELLENT (20)
 Strength: EXCELLENT (20)
 Endurance: EXCELLENT (20)
 Reason: GOOD (10)

Intuition: EXCELLENT (20)
 Psyche: REMARKABLE (30)
 Health: 90
 Karma: 60
 Resources: REMARKABLE (30)
 Popularity: TYPICAL (6)

Known Powers:

Moon Knight has no superhuman powers currently, though he has gained such powers previously under the influence of the "god" Konshu. He does carry the following equipment:

SCARAB DARTS (EQUIPMENT). These crescent-shaped darts inflict Good (10) edged throwing damage, with a range of three areas.

LASSO-GRAPPLE (EQUIPMENT). An Excellent (20) strength rope with an Excellent (20) grappling ability.

GLIDING (EQUIPMENT). Moon Knight's cape can be used for gliding at Poor (4) air speed.

BODY ARMOR (EQUIPMENT). Moon Knight's costume contains bullet-proof material, providing him with Good (10) protection from physical and energy attacks.

MOON-COPTER (EQUIPMENT). There have been several "moon-copters." The current incarnation has Excellent (20) Control, Excellent (20) Air Speed, and Excellent (20) Body. The copter has VTOL abilities and can move silently. The copters are piloted by Jean-Paul DuChamp, who works under the name "Frenchie."

Revealed Talents: Military, Driver, Business, Handguns, Weapons Specialist: Scarab-darts

In Brief: A mercenary shot and abandoned by his compatriots, Marc Spector was rescued through the intercession of the Egyptian god Konshu. Though possessing super-human powers in the past as Konshu's avatar on Earth, Spector is currently operating on his own, with the aid of his pilot Frenchie and his girlfriend Marlene.

NAMORITA

Namorita Prentiss, mutant/alien (Atlantean)
 (public identity)



HEROES

Fighting: EXCELLENT (20)
 Agility: REMARKABLE (30)
 Strength: INCREDIBLE (40)
 Endurance: EXCELLENT (20)
 Reason: TYPICAL (6)
 Intuition: EXCELLENT (20)
 Psyche: EXCELLENT (20)
 Health: 110
 Karma: 46
 Resources: EXCELLENT (20)
 Popularity: GOOD (10)

Known Powers:

WATER-BREATHING. Namorita can breathe water as well as air.

BODY ARMOR. Namorita's skin provides her with Good (10) protection from physical and energy damage.

RESISTANCE TO COLD. Namorita, like others of the Atlantean race, has Excellent (20) resistance to cold.

SWIMMING. Namorita can swim at Typical (6) water speed.

FLIGHT. Like her cousin Namor, Namorita can fly at Poor (4) air speed.

Limitation:

DEHYDRATION. Namorita is in constant danger of dehydration. If not immersed in water or kept in a damp environment, she suffers a -1CS to FEATs for each hour without such water. If totally deprived of moisture, she loses 1 points of Health per hour. Immersion in water restores such lost Health immediately.

Revealed Talents: Oceanography, Ocean Geography, Ichthyology, Student

In Brief: Namorita, like her cousin Namor (Sub-Mariner) is a mutant, different from both her human grandmother and the remainder of her Atlantean family tree. She has aided her cousin on a number of occasions, and has recently become a member of the New Warriors. She is currently a college student, with an active interest in the environment, particularly the sea.

NIGHTCRAWLER

Kurt Wagner, mutant
(public identity)

Fighting: EXCELLENT (20)
 Agility: AMAZING (50)
 Strength: TYPICAL (6)
 Endurance: REMARKABLE (30)
 Reason: GOOD (10)
 Intuition: EXCELLENT (20)
 Psyche: EXCELLENT (20)

Health: 106
 Karma: 50
 Resources: POOR (4)
 Popularity: TYPICAL (6)

Known Powers:

TELEPORTATION. Nightcrawler can teleport with Shift X ability, up to 3 miles away from his starting location. He generally needs to see the location before teleporting, as "blind" teleportation may result in appearing within a solid object. Nightcrawler may teleport others, but if he does so, they must make an Endurance FEAT to remain conscious. Nightcrawler may make multiple teleports in the same turn as a Power FEAT, either to attack multiple non-adjacent opponents in the same area, or to knock out an opponent by grappling with him and teleporting multiple times.

PREHENSILE TAIL. Nightcrawler has a thin, pointed tail which he can use as an additional hand for grappling or using weapons. He uses this tail with normal Agility.

WALL-CRAWLING. Nightcrawler adheres to vertical surfaces with Amazing (50) ability.

BLENDING. Nightcrawler's indigo skin allows him to achieve Incredible (40) invisibility in darkness.

Revealed Talents: Tumbling, Acrobatics, Martial Arts C, Resist Domination, First Aid, Sharp Weapons (Epee), Mechanics, Electronics.

In Brief: A young German mutant rescued from an angry mob by Professor X, Kurt Wagner became a founding member of the "New" X-Men. He is currently a member of Excalibur, based in the British isles.





NIGHT THRASHER

Dwayne Taylor, high-tech
(secret identity)

Fighting:	INCREDIBLE (40)
Agility:	EXCELLENT (20)
Strength:	GOOD (10)
Endurance:	EXCELLENT (20)
Reason:	EXCELLENT (20)
Intuition:	EXCELLENT (20)
Psyche:	GOOD (10)
Health:	90
Karma:	50
Resources:	INCREDIBLE (40)
Popularity:	0

Known Powers:

Night Thrasher has no superhuman powers, but uses the following equipment:

BODY ARMOR (EQUIPMENT). Night Thrasher's padded body-suit provides Good (10) Protection from physical and energy attacks.

KNIVES (EQUIPMENT). Night Thrasher carries knives along the back of his wrist, which eject on command. These knives inflict Good (10) edged attack.

HELICOPTER (EQUIPMENT). Thrasher's wide variety of resources includes a helicopter for easy transportation. The copter has VTOL abilities, Good Control, Good Speed, and Feeble Body.

Revealed Talents: Computers, Martial arts A & E, Leadership.

In Brief: Night Thrasher's parents were killed by criminals, leaving the young man behind with a large inheritance and a lust for vengeance. To that end he has perfected his fighting abilities as a super-powered vigilante, and also recruited Marvel Boy, Firestar, Kid Nova, Speedball, and Namorita to form the New Warriors.

PHOENIX II

Rachel Summers, mutant
(public identity)

Fighting:	GOOD (10)
Agility:	GOOD (10)
Strength:	GOOD (10)
Endurance:	INCREDIBLE (40)
Reason:	GOOD (10)
Intuition:	REMARKABLE (30)
Psyche:	MONSTROUS (75)
Health:	70
Karma:	115
Resources:	POOR (4)
Popularity:	0

Known Powers:

TELEKINESIS. Phoenix has Monstrous (75) telekinetic skills, which includes both delicate manipulations and moving huge objects. Using her telekinesis, she can fly (and carry others) at Amazing (50) speed, and grapple opponents telekinetically with Monstrous (75) force.

FORCE FIELD. Phoenix can create telekinetic force fields of up Amazing (50) strength. These force screens lose one rank of effectiveness for each TWO additional areas they encompass.

FORCE BOLTS. Phoenix can fire force bolts of up to Amazing (50) force damage. Such force bolts ignore body armor but not force fields.

MENTAL SCREENS. Phoenix has psi-screens of Amazing (50) power, which serve as protection from mental and emotion-based attacks.

TELEPATHY. While not on a par with Professor X, Phoenix is an accomplished telepath, using telepathic abilities with Amazing (50) ability.

MUTANT DETECTION. Phoenix can detect the presence of other mutants by their mental patterns, with Amazing (50) ability. In her alternate future, she was used as a mutant-hunting "hound" to capture escaped mutants.

Revealed Talents: Acrobatics, Martial Arts C & E, Resist Domination.

In Brief: The daughter of Scott Summers and the Phoenix Force in an alternate future timeline, Rachel Summers returned to this time in an attempt to change the past. She was a member of the X-Men, and is currently a member of Excalibur.



HEROES

PROFESSOR X

Charles Xavier, mutant
(public identity)

Fighting:	TYPICAL (6)
Agility:	GOOD (10)
Strength:	TYPICAL (6)
Endurance:	REMARKABLE (30)
Reason:	INCREDIBLE (40)
Intuition:	AMAZING (50)
Psyche:	MONSTROUS (75)
Health:	52
Karma:	165
Resources:	REMARKABLE (30)
Popularity:	GOOD (10)

Known Powers:

TELEPATHY. Xavier is one of the world's premier telepaths, with Unearthly (100) ability. He uses this ability primarily to contact minds within 250 miles. He can monitor the minds of others on a successful FEAT roll. He can also alter the thoughts of others (they must make a Psyche FEAT to avoid), though this is anathema to him, and if he does so, he will lose all Karma.

MENTAL BOLTS. Xavier can fire bolts of mental force for up to Unearthly (100) Force damage. Such mental bolts ignore body armor but not force fields.

MUTANT DETECTION. Xavier has the ability to detect other mutants with Monstrous (75) ability.

ASTRAL PROJECTION. Xavier can create an astral body and enter the astral field with Monstrous (75) ability.

PSI-SCREEN. As the world's most powerful telepath, Xavier has a mental screen of Shift Z, protecting him from mind and emotion-controlling effects.

Revealed Talents: Electronics, Genetics, Engineering

In Brief: A powerful mutant telepath, Xavier seeks to bridge the ever-widening gap between man and mutant. To that end, he has formed teams of young mutants such as the X-Men and New Mutants, both to train them in their powers and use them as champions against evil mutants. Xavier is the consort of the empress-in-exile Lilandra of the Shi'ar, and is currently in space with the Starjammers.

PSYLOCKE

Elizabeth Braddock, Lady Mandarin, mutant
(secret identity)

Fighting:	EXCELLENT (20)
Agility:	GOOD (10)
Strength:	EXCELLENT (20)
Endurance:	REMARKABLE (30)
Reason:	GOOD (10)
Intuition:	REMARKABLE (30)
Psyche:	AMAZING (50)
Health:	80
Karma:	90
Resources:	POOR (4)
Popularity:	0

Known Powers:

TELEPATHY. Psylocke has telepathy at the Incredible (40) level, allowing her to read minds with Incredible ability. She was previously capable of controlling others minds (though at a loss of all Karma) in a previous incarnation, but has not demonstrated any such ability to date.

INVISIBILITY TO MACHINES. Psylocke has Unearthly (100) invisibility to machines and mechanical recording devices, including cameras and sensors.

BIONIC EYES. Psylocke's eyes are made of extra-dimensional bionic material, and give her Typical (6) vision. Previously, these eyes relayed her senses back to the evil Mojo, but that relay has been disrupted.

Revealed Talents: Espionage, Martial Arts A, B, & E

In Brief: The sister of Captain Britain who took his uniform and responsibilities for a brief time, Psylocke eventually became a member of the X-Men. Mystically reborn as an oriental, she has regained her memory of her past and rejoined the X-Men.

PUNISHER

Frank Castle, high-tech
(secret identity)





Fighting: AMAZING (50)
 Agility: EXCELLENT (20)
 Strength: GOOD (10)
 Endurance: EXCELLENT (20)
 Reason: TYPICAL (6)
 Intuition: EXCELLENT (20)
 Psyche: TYPICAL (6)
 Health: 100
 Karma: 32
 Resources: POOR (4)
 Popularity: 0

Known Powers:

Punisher has no super-human powers. He *does* have an extensive arsenal of military equipment, as well as a temperament mean enough to use it. His equipment includes, but is not limited to:

- ASSAULT RIFLE (EQUIPMENT). Range 7 areas, Good (10) shooting damage.
- REVOLVER (EQUIPMENT). Range 3, Typical (6) shooting damage.
- COMBAT KNIFE (EQUIPMENT). Good (10) edged damage.
- GRENADES (EQUIPMENT). Concussion (Incredible (40) force), tear gas (Remarkable (30) Intensity)
- BATTLE VAN (EQUIPMENT). The battle van has an Amazing (50) rank Body and its Control and Speed are both at Remarkable (30) rank.
- BODY ARMOR (EQUIPMENT). Punisher has Good (10) body armor, concentrated most heavily on the skull-head on his suit (the most obvious target).

Revealed Talents: Martial Arts A, Guns, Wrestling, Military, Espionage, Mechanics (weapons), Demolition.

In Brief: When Frank Castle's family was killed by organized criminals, Castle declared vengeance against all crime. As the Punisher, he conducts a methodical, bloody, and dangerous campaign against all those who oppose the law. His attitude and methods have brought him into conflict with other heroes in the past.

QUASAR

Wendell Vaughn, high-tech
 (secret identity)

Fighting: EXCELLENT (20)
 Agility: EXCELLENT (20)
 Strength: GOOD (10)
 Endurance: EXCELLENT (20)
 Reason: GOOD (10)
 Intuition: TYPICAL (6)
 Psyche: TYPICAL (6)

Health: 70
 Karma: 22
 Resources: Excellent (20)
 Popularity: Good (10)

Known Powers:

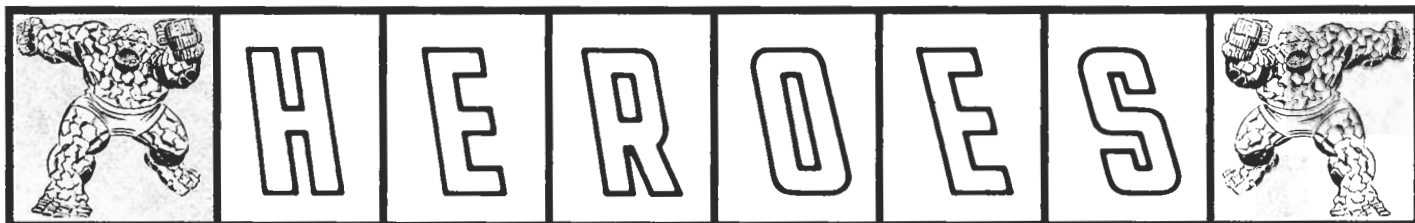
QUANTUM BANDS. Quasar has a set of alien bracelets made of Unearthly (100) material, with the following abilities:

- Force blasts of up to Monstrous (75) intensity.
- Flight of up to Shift Y speeds (though usually no more than Remarkable (30) speed in urban areas).
- Interstellar Gates: Using the bracelets, Quasar can create interstellar gates with Class 1000 ability.
- Create constructions of solid light (hammers, funnels, cages) of Monstrous (75) material strength.
- Create light of Monstrous (75) Intensity.
- Provide life support at Monstrous (75) ability.
- The bands cannot be removed.

Revealed Talents: Law Enforcement, Espionage, Military, Martial Arts A & B, Guns

In Brief: Wendell Vaughn was a SHIELD agent who successfully mastered the use of a set of alien bracelets brought to Earth by an earlier, deceased hero. After a career as Marvel Man and a stint as security chief of Project Pegasus, Quasar found his purpose as Earth's protector from interstellar menaces. His mentor, the mystical Eon, has declared that Quasar is the intended successor to the original Captain Marvel, and that he should be prepared for a major menace from space.





RICTOR

J. E. Rictor, mutant
(secret identity)

Fighting:	TYPICAL (6)
Agility:	GOOD (10)
Strength:	TYPICAL (6)
Endurance:	GOOD (10)
Reason:	TYPICAL (6)
Intuition:	GOOD (10)
Psyche:	GOOD (10)
Health:	32
Karma:	26
Resources:	FEEBLE (2)
Popularity:	0

Known Powers:

EARTH CONTROL. Rictor has Amazing (50) ability to control the earth, manifested in creating earthquakes of up to Amazing (50) intensity and damage. He is very conscious of the inherent dangers of his power, and that his use of it along fault-lines may trigger a major quake. He can subdue earthquakes with Amazing ability.

Revealed Talents: Streetsmart, Student

In Brief: A young Mexican mutant rescued from the mutant-hating Right by X-Factor, Rictor later joined the New Mutants as a member of their team.

SCARLET WITCH

Wanda Maximoff, mutant
(public identity)

Fighting:	GOOD (10)
Agility:	GOOD (10)
Strength:	TYPICAL (6)
Endurance:	EXCELLENT (20)
Reason:	GOOD (10)
Intuition:	EXCELLENT (20)
Psyche:	REMARKABLE (30)
Health:	46
Karma:	60
Resources:	TYPICAL (6)
Popularity:	0

Known Powers:

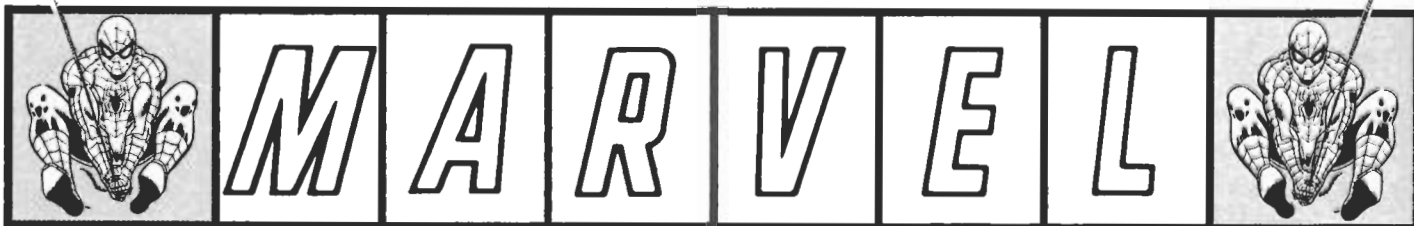
PROBABILITY MANIPULATION. The Scarlet Witch has an Amazing (50) rank ability to manipulate and alter probabilities. In using her power, she can cause unlikely events to occur, such as weapons misfiring, objects bursting into flame, and structures giving way. The player running the Scarlet Witch is unaware of what exactly will occur when she makes a Power FEAT—the Judge determines this based on the strength of the FEAT roll. On a Red result, the effect should be highly beneficial (the enemy is knocked out or potentially injured by the mischance). On a Yellow result, the effect less beneficial (an opponent is unable to make an attack), and on a Green result the effect lesser still (the opponent may make an attack, but suffers -1 or -2 CS to the attack from the sudden mischance). On a White result, the mischance will affect both friend and foe (an exploding gas main which peppers all combatants with hot concrete, for example). Karma may be added to this roll, though the effect chosen will be up to the Judge, not arbitrarily selected by a die roll.

MAGIC USE. In addition to her mutant ability, the Scarlet Witch has some degree of true magical ability, though she often chooses not to use it. Her ability is Incredible (40), and she may create eldritch bolts of Remarkable (30) rank, and a mystic shield of Incredible (40) strength. The Scarlet Witch seems to shy away from her mystic background as the magical realms are populated with other more powerful sorcerers and entities who choose to make her a pawn in their games.

Revealed Talents: Mystic Background, Occult Lore, Bilingual (Hungarian & English)

In Brief: The Scarlet Witch and her brother Quicksilver are the children of Magneto, the master of Mutant Magnetism, though neither he nor they knew this until the children had reached adulthood. The Scarlet Witch and her brother served Magneto in his original Brotherhood of Evil Mutants, then left that group to become heroes with the Avengers. The Scarlet Witch remains a member of the Avengers, though a recent battle with Immortus has stripped her of her powers. Whether her mutant powers are truly gone, or if they will return in another form, remains to be seen.





SHADOWCAT

Katherine Pryde, mutant
(public identity)

Fighting:	EXCELLENT (20)
Agility:	GOOD (10)
Strength:	TYPICAL (6)
Endurance:	EXCELLENT (20)
Reason:	REMARKABLE (30)
Intuition:	GOOD (10)
Psyche:	TYPICAL (6)
Health:	56
Karma:	46
Resources:	TYPICAL (6)
Popularity:	GOOD (10)

Known Powers:

PHASING. Shadowcat can phase with Incredible (40) ability, and is capable of walking through walls, or taking others out of phase with her powers on a successful Power FEAT. Currently, she is permanently caught in her phased state, and must make a Power FEAT to become solid again. If a phased individual (Kitty or others) try to phase out inside another solid object, they take damage equal to the the material strength of that object. When phased, Shadowcat has Incredible (40) disruptive powers on circuitry and other machinery she passes through.

Limitation:

MYOPIA. Kitty is nearsighted and must wear corrective lenses. When acting as a super-hero, she uses contacts, but wears glasses in her "normal" identity as a matter of choice. Without corrective lenses, Kitty suffers a penalty of -1CS on combat FEATs and cannot see clearly more than one area away.

Revealed Talents: Computer, Martial Arts C & E, Resist Domination

In Brief: A young mutant from Chicago, Kitty Pryde was recruited into the X-Men and proved her worth to that team. Earlier operating under the names of Ariel and Sprite, she settled on the Shadowcat name, which she retained after joining the British group, Excalibur. Shadowcat is usually accompanied by her pet dragon, Lockheed.

SHE-HULK

Jennifer Walters, altered human
(public identity)

Fighting:	REMARKABLE (30)
Agility:	EXCELLENT (20)
Strength:	MONSTROUS (75)
Endurance:	AMAZING (50)
Reason:	TYPICAL (6)
Intuition:	GOOD (10)
Psyche:	EXCELLENT (20)
Health:	175
Karma:	36
Resources:	Excellent (20)
Popularity:	Remarkable (30)

Known Powers:

BODY ARMOR. She-Hulk has Incredible (40) body armor, courtesy of her gamma-irradiated skin.

LEAPING. She-Hulk can leap up to 4 areas away in a single bound, giving her Shift Z leaping ability.

RESISTANCES. She-Hulk has Amazing (50) resistances to heat, cold, and disease, as well as Amazing protection from attacks that use those forms.

FLYING CADILLAC (EQUIPMENT). She-Hulk has a flying car built along the lines of an 1954 Cadillac. The craft has Remarkable (30) Control, Incredible (40) Air Speed, and Excellent (20) Body.

Revealed Talents: Martial Arts C, Law

In Brief: Attorney Jennifer Walters was shot by criminals, and only saved from death by an emergency transfusion from her cousin, Bruce Banner (better known as the Hulk). Banner's gamma-irradiated blood caused Walters to change into the She-Hulk, and later she was permanently fixed into that form by additional exposure to radiation. Unlike the Hulk, She-Hulk is pleased with her transformation, and continues her role as a lawyer, using her super-human abilities as need be. She is usually aided by her secretary and assistant, Louise Mason, who in the '40s was the Blonde Phantom. She-Hulk has been made aware of the fact that she is operating in a comic book. She takes this in good graces as well, and does





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not mention it to others, since it would only distress them.

SILVER SURFER

Norrin Radd, alien
(public identity)

Fighting:	AMAZING (50)
Agility:	MONSTROUS (75)
Strength:	UNEARTHLY (100)
Endurance:	UNEARTHLY (100)
Reason:	EXCELLENT (20)
Intuition:	MONSTROUS (75)
Psyche:	INCREDIBLE (40)

Health:	325
Karma:	135
Resources:	POOR (4)
Popularity:	EXCELLENT (20)

Known Powers:

POWER COSMIC. The Silver Surfer wields the Power Cosmic, the ability to channel and manipulate huge quantities of cosmic power, with Unearthly (100) ability. His range with this power is line-of-sight—if he can see it, he can affect it. In the past he has used the Power Cosmic in the following manners:

- Generating power blasts of Unearthly (100) force or energy.
- Raising a single ability score (his own or someone else's) to Unearthly (100) for 1-10 turns.
- Healing others with Unearthly ability (though he cannot restore lost Endurance Ranks).
- Reconstitute matter to his own desires (though he cannot transmute elements).
- Detect energy and type anywhere on a planet, with Unearthly ability.
- Ability to survive with no need to breathe, eat, or drink.
- Due to the Surfer's high personal moral standard, all Karma losses are *tripled*.

FLIGHT. Silver Surfer can fly through space at Class 1000 speeds, opening dimensional gates as need be. Within planetary atmospheres, he moves at Shift Z speeds. The Silver Surfer flies by means of a metallic surfboard made of Unearthly strength material. The board responds to the Surfer's mental commands.

BODY ARMOR. Surfer's silvery skin provides him with Monstrous (75) protection from physical and energy attacks. He is invulnerable to the effects of heat and cold, as well as attack forms of that type (though he may be affected by physical objects made of fire or ice).

Revealed Talents: Martial Arts D, Space Pilot





MARVEL



In Brief: Norrin Radd of the planet Zenn-La offered his services to the world-eating Galactus, in exchange for the latter sparing his world. Galactus transformed Radd into the Silver Surfer, and in the years that followed the Surfer served as that great creature's herald. He turned against his master to save Earth, and, as punishment, was imprisoned there for several years. Now free of the restrictions of the barrier, the Surfer may come and go as he pleases, though he prefers the wonders and solitude of space.

SKIDS

Sally Blevins, mutant
(public identity)

Fighting:	TYPICAL (6)
Agility:	REMARKABLE (30)
Strength:	POOR (4)
Endurance:	EXCELLENT (20)
Reason:	GOOD (10)
Intuition:	REMARKABLE (30)
Psyche:	EXCELLENT (20)
Health:	60
Karma:	60
Resources:	FEEBLE (2)
Popularity:	0

Known Powers:

FORCE FIELD. Skids has a Shift X personal force field, protecting her from most physical and energy damage. She must make a successful Psyche FEAT to lower that force field, or to extend it to cover others. For each other person or area the force field covers, its effectiveness is reduced by -1 CS (protecting another person reduces it to Unearthly (100), protecting 2 areas to Monstrous (75)).

Revealed Talents: None

In Brief: A young mutant runaway who joined the Morlocks, a community of mutant outcasts beneath the streets of Manhattan, Skids was rescued from a "mutant massacre" by X-Factor, and with Rictor, Boom-Boom, and Rusty Collins formed the X-Terminators. This group later became part of the New Mutants.

SPEEDBALL

Robert Baldwin, altered human
(secret identity)

Fighting:	GOOD (10)
Agility:	GOOD (10)
Strength:	TYPICAL (6)
Endurance:	EXCELLENT (20)
Reason:	TYPICAL (6)
Intuition:	TYPICAL (6)
Psyche:	POOR (4)
Health:	46
Karma:	16
Resources:	POOR (4)
Popularity:	FEEBLE (2)

Known Powers:

"SPEEDBALL" EFFECT. Any force or blunt attack of Poor or greater is absorbed by Speedball, with no damage to him. However, the blow causes Speedball to bounce about, allowing him to inflict up to Remarkable (30) damage to opponents he crashes into. Also, this "speedball effect" creates a lightshow affecting opponents' FEATs by -1 to -3CS.

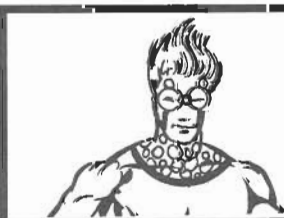
Revealed Talents: Student, Tumbling, Martial Arts E

In Brief: Caught in the energies of a freak laboratory accident, Robbie Baldwin discovered his ability to absorb damage and became Speedball—The Masked Marvel. After a short solo career fighting low-powered opponents, Speedball joined several other young powered heroes to form the New Warriors. Given his relative invulnerability and youth, Speedball is the most light-hearted of the group.

SPIDER-MAN

Peter Parker, altered human
(secret identity)

Fighting:	REMARKABLE (30)
Agility:	AMAZING (50)
Strength:	INCREDIBLE (40)
Endurance:	INCREDIBLE (40)
Reason:	EXCELLENT (20)
Intuition:	GOOD (10)
Psyche:	INCREDIBLE (40)



HEROES

Health: 160
Karma: 70
Resources: TYPICAL (6)
Popularity: REMARKABLE (30)

Known Powers:

WALL-CRAWLING: Spider-Man can adhere to walls and other surfaces with Amazing (50) ability.

SPIDER-SENSE: Spider-man has a specialized "combat-sense" that warns him of danger and potential hazards. This sense functions with Amazing (50) ability, and while it does not determine precise threats, it does indicate the intensity of the threat by the intensity of the buzzing. When his Spider-sense is in operation, Spider-Man cannot be blindsided, and when attacked may be given the opportunity to avoid damage by defensive maneuvers on a successful Power FEAT roll. If his spider-sense is negated (certain chemicals will do this), then his Intuition is normal but he makes all Agility FEATs at -1CS.

WEB-SHOOTERS (Equipment): Spider-man has a set of "web-shooters"—wrist-mounted devices to spin out a specially prepared chemical adhesive up to 3 areas away, which Spider-Man uses for a number of different effects. The webbing is an Incredible (40) strength material, hardening to Monstrous (75) strength the next round. Spider-Man uses the webbing to trap opponents, to create "swing-lines" allowing him to move 3 areas/round, and create shields and other shapes of up to Monstrous (75) material strength. Note that his special movement by web-line tends to make Spider-Man most effective in areas with tall buildings (such as Manhattan) and less effective in areas with low, separated buildings (such as the 'burbs).

SPIDER-TRACERS (Equipment): Spider-Man carries a number of small homing signals shaped like spiders, which are tuned to his spider-sense. He may track these with Amazing (50) ability up to a mile away.

Revealed Talents: Photography, Weapon Specialist: Web-shooters, Chemistry.

In Brief: High school student Peter Parker was bitten by a radioactive spider, giving him the proportional strength and agility of a spider. First seeking to capitalize on his

abilities on TV, Parker chose not to stop a fleeing criminal. That criminal would later kill Parker's Uncle Ben. Chastened by the knowledge that (everybody, now) "With Great Power Comes Great Responsibility," Spider-Man became a masked hero, seeking out criminals and protecting the populace from super-powered menaces. He has continued his career through college, and now works as a freelance photographer and research assistant. He is now married to former fashion model/present soap opera star Mary Jane Watson. Parker's Aunt May is still alive and well in Queens.

STORM

Ororo Munroe, mutant
(secret identity)

Fighting:	EXCELLENT (20)
Agility:	REMARKABLE (30)
Strength:	TYPICAL (6)
Endurance:	AMAZING (50)
Reason:	TYPICAL (6)
Intuition:	EXCELLENT (20)
Psyche:	GOOD (10)
Health:	106
Karma:	36
Resources:	POOR (4)
Popularity:	0

Known Powers:

WEATHER CONTROL. Given her Amazing (50) control over the weather, Storm is capable of the following actions:

- Create fog and rain of Amazing (50) intensity.
- Generate winds of Amazing (50) strength.
- Raise or lower temperature with Amazing ability (50).
- Reduce existing weather affects with Amazing ability (50).
- Summon lightning to strike targets on the ground with bolts of up to Amazing (50) intensity.
- Predict weather within three days.
- Affect weather with mood. Surrounding weather often reflects Ororo's disposition.





FLIGHT. Storm uses her mutant powers of weather control to fly at up to Incredible (40) speeds. She can carry other objects with a power FEAT, and has recently moved and controlled an object as large as an airplane.

INVISIBILITY TO MACHINES. Storm has Unearthly (100) invisibility to machines and recording devices, including cameras and sensors. Robots and other "characterlike" creatures must make a Psyche FEAT against the Unearthly intensity of this ability to perceive Storm.

Revealed Talents: Crime, Escape Artist, Lockpick, Martial Arts A, C, Aerial Combat, Resist Domination.

In Brief: Ororo is an American-born mutant who was abandoned in Cairo after her parents died. She was a young thief before her travels took her south across the desert. In Kenya, her mutant powers manifested themselves. There, Professor X recruited her, and she became one of his "New" X-Men. She worked with the X-Men as both a member and a leader until she apparently "died" not long ago. Ororo was not really dead, however; she had been kidnapped and returned to childhood by a villain named Nanny. Only recently has she recovered her true age and rejoined the X-Men.

SUNSPOT

Roberto Da Costa, mutant
(secret identity)

Fighting:	GOOD (10)
Agility:	TYPICAL (6)
Strength:	TYPICAL (6)
Endurance:	REMARKABLE (30)
Reason:	TYPICAL (6)
Intuition:	POOR (4)
Psyche:	GOOD (10)
Health:	52
Karma:	20
Resources:	GOOD (10)
Popularity:	POOR (4)

Known Powers:

SUNLIGHT CONVERSION. Sunspot can absorb sunlight and convert it to increased Strength and body armor. He

can develop a "powered" state, in which he turns completely black and his Strength becomes Incredible (40). (Health is not affected by this increase.) In this state, he also has Remarkable (30) protection from physical assaults and energy attacks.

Limitation:

NEEDS SUN. Sunspot's power to recharge is tied to solar energy. In areas without such energy, he can only maintain his powered state for 6 to 16 turns. When those turns have elapsed, he must make an Endurance FEAT or return to normal. When fighting in areas reached by the sun (even during cloudy days), he can maintain his "powered" state interminably. In dimensions that involve physics other than our own (such as Asgard), Sunspot's power may be further enhanced or entirely negated.

Revealed Talents: Acrobatics, Student, Bilingual (Portuguese & English).

In Brief: Professor X recruited this young Brazilian when putting together the New Mutants. Sunspot is a hothead, though, and he has left the team on several occasions. He is very loyal to his friends, but he also feels strong obligations to his family. This is despite the fact that his father belongs to the Hellfire Club, an organization which Xavier and the X-Men have fought.

THING

Ben Grimm, altered human
(public identity)

Fighting:	INCREDIBLE (40)
Agility:	GOOD (10)
Strength:	MONSTROUS (75)
Endurance:	MONSTROUS (75)
Reason:	GOOD (10)
Intuition:	GOOD (10)
Psyche:	REMARKABLE (30)
Health:	200
Karma:	50
Resources:	EXCELLENT (20)
Popularity:	AMAZING (50)

Known Powers:



HEROES

BODY ARMOR. As the Thing, Ben has a thick, rocklike hide, which provides Incredible (40) protection against physical attacks and energy damage.

FIRE RESISTANCE. The Thing's tough hide also provides Incredible (40) protection from fire and fire-based attacks.

PROTECTED SENSES. The Thing enjoys Remarkable protection from sonics and sound-based attacks.

ALTER EGO. Several times in the past, the Thing has reverted to his "original" abilities as Ben Grimm. Ben's abilities are:

F	A	S	E	R	I	P
EX	GD	GD	GD	GD	GD	RM

When in his alter ego, Ben uses a "Thing Suit" which provides the body armor and resistances of his altered form, and gives him the following physical attributes:

F	A	S	E
RM	GD	AM	AM

When in "normal" form, Ben has no compunction against carrying Force Pistols (Incredible (40) strength), or hand-held Rocket Launchers (Incredible (40) strength).

Revealed Talents: Pilot (air & space), Martial Arts B, Wrestling.

In Brief: Grim was the pilot of Reed Richard's starship. He and his companions were bombarded by cosmic radiation and transformed into the Fantastic Four. Ben's metamorphosis into the Thing was traumatic for him, and Reed Richards spent years attempting to change him back to normal.

Currently, Ben has been returned to his "normal" conditions. He uses his "Thing suit" to adventure with the others.

THOR

Eric Masterson, alien (Asgardian)
(secret identity)

Fighting:	UNEARTHLY (100)
Agility:	EXCELLENT (20)
Strength:	MONSTROUS (75)

Endurance:	MONSTROUS (75)
Reason:	GOOD (10)
Intuition:	GOOD (10)
Psyche:	REMARKABLE (30)

Health:	320
Karma:	76
Resources:	EXCELLENT (20)
Popularity:	MONSTROUS (75)

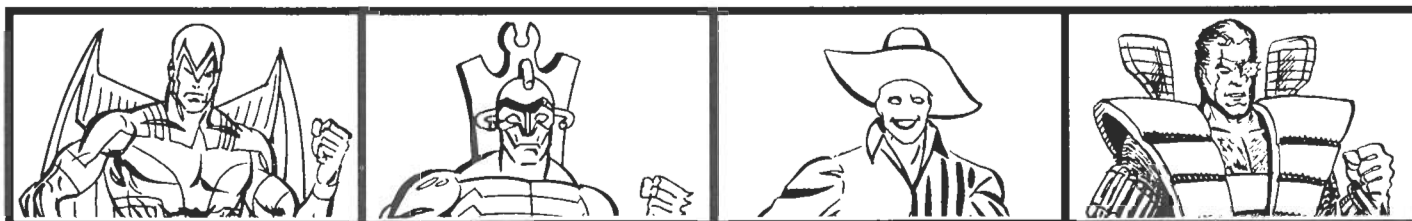
Known Powers:

BODY ARMOR. Thor's Asgardian flesh has Excellent (20) protection from physical assaults and energy attacks.

UNIQUE WEAPON (Equipment). Thor carries a hammer known as Mjolnir. This Class 3,000 material weapon boasts following abilities:

- If used as a blunt weapon, it inflicts up to Unearthly (100) damage.
- If used as a thrown weapon, it inflicts Unearthly (100) damage up to ten areas away.
- When thrown, the hammer returns to Thor's hand the next round. If it is otherwise lost, Thor may retrieve the hammer by a Norse song and a successful Psyche FEAT.
- By tossing the hammer and then immediately grasping it, Thor can fly at Shift X airspeed. (He is carried by the hammer's remarkable momentum.)
- By spinning the hammer, Thor can create a Remarkable (30) force field, which will protect himself and those near him.
- Thor can use his hammer to step between dimensions with Unearthly (100) ability. He normally confines himself to the mythological dimensions such as Asgard, Olympus, and the like, as opposed to alternate Earths or mystic dimensions such as the Dormammu's Dark Dimension.
- Only Thor or someone with a pure heart (Unearthly popularity) can lift the hammer. Machines also can lift it, but no unworthy living creature can use the hammer of Thor.

WEATHER CONTROL. Thor has Unearthly (100) control over the weather. He can calm storms, and also can summon storms and lightning.





ALTER EGO. Thor's human persona is architect Eric Masterson, whose stats are as follows:

F	A	S	E	R	I	P
TY	GD	GD	EX	GD	EX	GD
Health: 66			Karma: 40			

Revealed Talents: Edged Weapons, Mythological Lore, Weapons Specialist: Mjolnir, Architecture.

In Brief: The mythological god Thor was originally sent to Earth by his father Odin to learn humility. Thor learned his lesson all too well, adopting this mudball planet as his home. He became one of its leading heroes and a founding member of the Avengers.

Over the years, Thor has had a number of "secret identities." Recently he merged with the spirit of architect Eric Masterson. He lives a dual life, torn between responsibilities to home and family and to the eternal throne of Asgard.

TIGRA

Greer Nelson, altered human
(public identity)

Fighting:	EXCELLENT (20)
Agility:	INCREDIBLE (40)
Strength:	INCREDIBLE (40)
Endurance:	REMARKABLE (30)
Reason:	TYPICAL (6)
Intuition:	REMARKABLE (30)
Psyche:	EXCELLENT (20)
Health:	130
Karma:	56
Resources:	TYPICAL (6)
Popularity:	EXCELLENT (20)

Known Powers:

ENHANCED SENSES. Tigra's sense of vision, hearing, and scent are at the Monstrous (75) level. She may use these abilities to track opponents at the Amazing (50) rank. However, due to her extended senses, she suffers a -1CS on FEAT rolls against light, sound, or scent-based attacks.

- **Night Vision.** Tigra has an Incredible (40) ability to see in the dark. She suffers no penalty for fighting in the dark.

CLAWS. Tigra's claws inflict Good (10) edged damage.

EMPATHY. Tigra is sensitive to the emotions of others, and can detect and identify them with Excellent (20) ability. In addition, she has an empathic relationship with other cats, and is able to communicate and/or understand them with Incredible (40) ability.

SPEED. Tigra can run at Good (10) ground speed, and she runs with Monstrous (75) endurance.

Revealed Talents: Biology.

In Brief: Greer Nelson was originally The Cat, a high-tech hero using a super-powered suit. An extradimensional race known as the Cat People saved her from death, and bonded her spirit to that of a legendary hero. Since that time, Tigra has had to cope with the increasingly catlike nature of her personality. Doctor Pym is currently studying Tigra in an effort to recover her human nature.

USAGENT

John F. Walker, altered human
(secret identity)

Fighting:	INCREDIBLE (40)
Agility:	REMARKABLE (30)
Strength:	INCREDIBLE (40)
Endurance:	AMAZING (50)
Reason:	TYPICAL (6)
Intuition:	GOOD (10)
Psyche:	POOR (4)
Health:	150
Karma:	20
Resources:	TYPICAL (6)
Popularity:	TYPICAL (6)

Known Powers:

BODY ARMOR. USAgent's enhanced and toughened skin gives him Excellent (20) protection against physical and energy attacks.

SHIELD (Equipment). This is a duplicate of Captain America's shield. Although the material from which it is made has only Unearthly (100) strength, the shield gives USAgent Incredible (40) protection from physical and energy attacks. USAgent has studied Captain America's



HEROES

fighting style, and can bounce his shield off several targets (or opponents) and have it return to his hand on a successful Agility FEAT.

Revealed Talents: Martial Arts A, B, C & E, Leadership, Military, Weapon Specialist: Shield, Acrobatics, Tumbling.

In Brief: Dr. Karl Malus created the process by which Walker gained his superhuman abilities. Walker first appeared in the costumed identity of the Super-Patriot, a self-declared replacement for Captain America. Later, during a brief period when Steve Rogers stepped down as Captain America, Walker took his place as the "official" Captain America.

Walker proved to be both inexperienced and mentally unstable, particularly after his parents died. The role of Captain America was reclaimed by Rogers, and Walker was apparently shot by an assassin. In reality, the assassination was a government cover-up. Walker emerged with a new identity, Jack Daniels, and assumed a new costumed role, The USAgent. Assigned by the government to lead the West Coast Avengers, Walker has become a hard-nosed, no-nonsense, by-the-book individual. That attitude has distanced him from his fellow Avengers.

Recently, Walker was forced to come to term with the death of his parents. Whether this will further affect his ability as a crime-fighter is unknown.

VISION

Robot (Synthezoid)

Fighting:	REMARKABLE (30)
Agility:	EXCELLENT (20)
Strength:	AMAZING (50)
Endurance:	INCREDIBLE (40)
Reason:	EXCELLENT (20)
Intuition:	GOOD (10)
Psyche:	REMARKABLE (30)
Health:	140
Karma:	60
Resources:	POOR (4)
Popularity:	EXCELLENT (20)

Known Powers:

DENSITY MANIPULATION. Vision has Unearthly (100)

control over his own density. At minimum density, he can become an ethereal (but still visible) phantom. At maximum density, he is denser than a diamond. He uses this power in the following fashions:

- His body armor's protection from energy and physical attacks can be increased from Good (10) up to Unearthly (100).
- At a density of Amazing (50) or higher, he may use his power rank instead of Strength when attacking.
- At a density of Incredible (40) and higher, all physical FEATs suffer a -1CS. At maximum density (Unearthly (100), Vision cannot move or attack.
- At Shift 0 density, Vision can phase through solid objects without disrupting them. Vision cannot be harmed by physical attacks while in this state, but he can be harmed by energy attacks.
- At Shift 0 density, Vision can fly at Poor (4) air speed. He cannot carry anyone when in flight.
- Vision cannot affect the density or solidity of others.
- Vision may disrupt living and nonliving material by solidifying inside that material. Damage is equal to the Vision's chosen density rank. Body armor is ignored, but Force Fields are not.

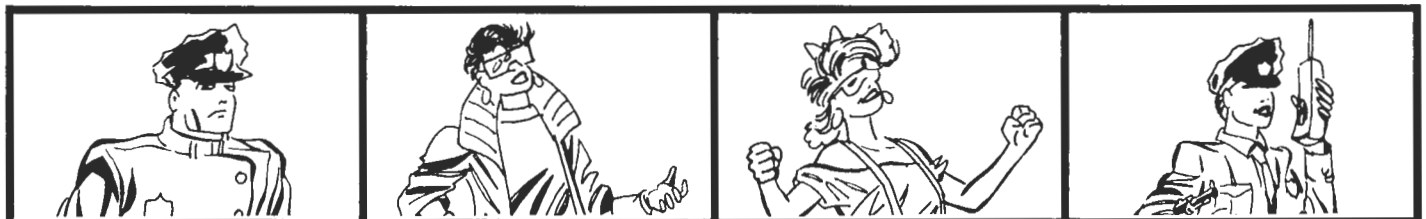
LIFE SUPPORT. Vision has Incredible (40) life support and repair circuitry. He does not need to eat, drink, breathe, or sleep, and attack forms which require such activity (such as poison gas or drowning) do not affect him.

SOLAR REGENERATION. Vision can regenerate damage by converting sunlight into repaired Health. He does this with Amazing (50) ability, but he requires direct exposure to the sun or similar rays.

ENERGY BEAM. Vision can fire heat rays from his eyes or from the jewel in his forehead, inflicting up to Remarkable (30) Energy damage at a range of eight areas.

ROBOTIC FORM. As a Synthezoid, Vision is subject to all attacks against machinery. Shadowcat could disrupt his circuits, several of the X-Men would be invisible to him, and he would be unaffected by powers that affect the human mind or emotions, while subject to those that control machinery.

Revealed Talents: Mechanics, Photographic Memory.





In Brief: Vision, a Synthezoid, was created as a weapon of revenge against the Avengers. Ultron built him using replacement parts from the Original Human Torch as well from as other sources. Vision turned on his creator, however. Instead of opposing the Avengers, Vision became of them, and together they opposed Ultron.

Some time later, Vision married the Scarlet Witch, and the couple went into semiretirement. That period lasted until Vision was deconstructed by individuals who feared his control over machinery. The West Coast Avengers rebuilt Vision, but he remembers nothing of his past, including his feelings toward people or things. In particular, he remembers nothing of his relationship with the Scarlet Witch. Colder and more robotic than before, he remains with the Avengers because that is what he did before his deconstruction.

WARLOCK

Mutant/alien

Fighting:	GOOD (10)
Agility:	EXCELLENT (20)
Strength:	REMARKABLE (30)
Endurance:	INCREDIBLE (40)
Reason:	INCREDIBLE (40)
Intuition:	GOOD (10)
Psyche:	GOOD (10)
Health:	100
Karma:	60
Resources:	FEEBLE (2)
Popularity:	FEEBLE (2)

Known Powers:

SHAPECHANGING. Warlock has an Incredible (40) shapechanging ability, which allows him to imitate others. He can also become functioning duplications of mechanisms—including rockets, starships, giant robots, and helicopters. In general, the maximum ability of any item he duplicates is Incredible (40), provided makes a successful power FEAT. If he fails the FEAT, the maximum is Excellent (20). In changing his shape, he can extend portions of his body up to two areas away.

BODY ARMOR. The material comprising Warlock's body has three important features. First, it boasts Excellent

(20) strength. Second, it offers Excellent (20) protection from physical and energy attacks. Third, parts of Warlock's body can be torn off or shredded with no additional damage.

Warlock is not indestructible, however. If he takes more than Remarkable (30) damage from any one attack, he will lose cohesive body control and look like black spaghetti for the next round. He also will be unable to perform any actions.

CONVERSION. Warlock's people, the Technarchs, do not eat as humans do. They convert their prey to crystal, and then drain the "life" from that crystal. Warlock does this with Monstrous (75) ability. He feeds only on nonsentient organisms such as plants, having realized that draining life energy from humans is grounds for Karma-loss.

Individuals reduced to crystal can be restored by a power FEAT, but if the life-energy is drained, they are dead.

INTERSTELLAR TRAVEL. Warlock has changed himself into large craft in the past. Once, he became a starship that could travel faster than light. Warlock is considered to have Class 1,000 flight capability in space.

Revealed Talent: Television Junkie.

In Brief: Warlock belongs to the race of Technarchs. He is the son of their ruler, Magus. All Technarchs share Warlock's shapechange and matter conversion powers.

Warlock's behavior and attitude make him a true mutant. Unlike other Technarchs, he is a pacifist and a coward. Rather than fight his father (and probably be killed by him), Warlock chose to flee. His escape lead him to the advanced computers of the X-Men Mansion, and into the ranks of the New Mutants. He remains there to this day.

Warlock is excited and mystified by the many facets of Earth-culture, especially television. He often seeks to imitate what he sees on TV—a dangerous proposition whenever Channel 12 airs a Godzilla film-festival.

WASP

Janet Van Dyne, altered human
(public identity)

Fighting:	GOOD (10)
Agility:	EXCELLENT (20)
Strength:	GOOD (10)



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Endurance: EXCELLENT (20)
Reason: GOOD (10)
Intuition: EXCELLENT (20)
Psyche: GOOD (10)
Health: 60
Karma: 40
Resources: REMARKABLE (30)
Popularity: INCREDIBLE (50)

Known Powers:

SHRINKING. Wasp has an Incredible (40) shrinking ability. She can reduce her size to a minimum of one-half inch. When that small, she enjoys a +2CS to hit, and her attacks cause normal damage. Meanwhile, opponents have a -2CS to hit the miniscule super-hero in combat FEATS.

FLIGHT. When at her reduced height, the Wasp gains wings, which allow her to fly at Poor (4) speed.

INSECT COMMUNICATIONS. Wasp communicates with and controls insects with Typical (6) ability.

WASP STING. Wasp can fire energy bolts of up to Remarkable (30) damage, with a 1 area range.

Revealed Talents: Business, Martial Arts D, Aerial Combat.

In Brief: Janet Van Dyne began her costumed career as Hank Pym's assistant. She assumed her Wasp identity soon after he became Ant-Man. Eventually, Janet and Pym married. They divorced after a period of instability on Pym's part. Janet and Pym have reconciled now, but they have not remarried.

WIDGET

Robot

Fighting: FEEBLE (2)
Agility: GOOD (10)
Strength: FEEBLE (2)
Endurance: GOOD (10)
Reason: AMAZING (50)
Intuition: EXCELLENT (20)
Psyche: TYPICAL (6)
Health: 24
Karma: 76

Resources: REMARKABLE (30)
Popularity: AMAZING (50)

Known Powers:

SMALL SIZE. Widget's small size (about a foot long) makes him more difficult to hit. Opponents suffer a -1CS to strike him.

BODY ARMOR. Widget's casing gives him Excellent protection from physical assaults and energy attacks.

FLIGHT. This super-hero flies by unknown means, and can reach Feeble (2) air speed.

JAWS. Widget's jaws inflict Typical (6) edged damage. They also help him consume metal. He can bite through materials of up to Monstrous material strength.

DIMENSIONAL GATES. Widget can generate dimensional gates with Amazing (50) ability. However, there is currently no rhyme or reason to which gates he opens to which dimensions. He seems to prefer alternate Earths, though he probably can open gates into mystic or mythological dimensions, too.

ROBOTIC NATURE. Widget is a robot. He cannot be affected (or contacted) by mind control, telepathy, or emotion-controlling powers, though he can be affected by powers which affect machinery (such as Shadowcat's Phasing ability).

Revealed Talents: None known.

In Brief: A villain called Tweedledope created Widget. Tweedledope is an idiot savant who fashioned Widget out of junk and wires, and somehow got the resulting device to work. This inventor's efforts can never be repeated, so Widget's precise origin remains a mystery.

Widget joined up with Excalibur. Powered by Phoenix II, he led them on a merry dimensional chase through a variety of alternate Earths. He remains with the team to date. Communicating with him is a problem, though, because he repeats fragments of language. In game terms, Widget should be run by the Judge as an NPC.

WOLFSBANE

Rahne Sinclair, mutant
(secret identity)





Fighting: TYPICAL (6)
 Agility: GOOD (10)
 Strength: TYPICAL (6)
 Endurance: EXCELLENT (20)
 Reason: POOR (4)
 Intuition: GOOD (10)
 Psyche: GOOD (10)
 Health: 42
 Karma: 24
 Resources: POOR (4)
 Popularity: POOR (4)

Known Powers:

WOLF, WOLFOID FORMS. Wolfsbane's chief super-power is her transformation into wolf and wolfoid ("were-wolf") forms. The abilities listed above are for her human form. When making the transformation, her Karma remains the same, through her Health may increase as a result of her new abilities. Damage taken by one form is carried over to the new form.

Wolf Form

F	A	S	E	R	I	P
EX	GD	GD	EX	PR	RM	GD

Health: 60

- The wolf form can bite for Good (10) edged damage.
- Her wolf form has Remarkable (30) tracking abilities.
- Her hearing and sense of smell are at the Incredible (40) rank. However, she has a -1CS against attacks that use sound or scent to affect their targets.
- In wolf form, she can move at Good (10) ground speed, even over rough or cluttered terrain.
- She cannot speak as a wolf, but she can communicate with telepaths as well as with others who can speak with animals empathically.

Wolfoid Form

F	A	S	E	R	I	P
GD	GD	TY	RM	PR	EX	GD

Health: 56

- In Wolfoid form, Wolfsbane's bite inflicts Typical (6) edged damage.
- Wolfsbane's claws in this form inflict Good (10) Edged Damage.
- As a wolfoid creature, she only has Typical (6) tracking

abilities, though she is not more susceptible to sonic or scent-based attacks.

- She can move with Good (10) ground speed.

Revealed Talents: Student, Bi-Lingual (Scottish & English).

In Brief: Rahne Sinclair was a young Scottish mutant placed in the care of Moira MacTaggart. Moira turned to her colleague Charles Xavier for her training, and Wolfsbane became a founding member of the New Mutants.

WOLVERINE

Logan, also Patch, mutant
(secret identity)

Fighting:	INCREDIBLE (40)
Agility:	REMARKABLE (30)
Strength:	EXCELLENT (20)
Endurance:	INCREDIBLE (40)
Reason:	GOOD (10)
Intuition:	MONSTROUS (75)
Psyche:	INCREDIBLE (40)

Health:	130
Karma:	125
Resources:	Typical (6)
Popularity:	0

Known Powers:

REGENERATION. Wolverine has Remarkable (30) healing ability, allowing him to recover 3 points of Health every turn. This regeneration is possible only if Wolverine has complete rest and is not taking damage. His regenerative powers seem to function even when his Health is reduced to 0.

RECOVERY. Wolverine can regain lost Endurance ranks as well as lost Health points, at a rate of one per day.

RESISTANCES. Wolverine has Unearthly resistance to toxins and disease. As a result, his two favorite hobbies – smoking bad cigars and drinking, have less of an effect on him than they do on others.

CLAWS. Wolverine has retractable adamantium claws mounted on the back of each wrist. These claws



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made of Class 1000 Material, and in combat inflict Excellent (20) damage.

TRACKING. Wolverine has Monstrous (75) tracking ability.

ADAMANTIUM SKELETON. Wolverine's skeleton is impregnated with adamantium. As a result, Wolverine is +1CS to any damage he inflicts in a slugfest, while charging, or during any combat where he uses his full body (as opposed to just his claws) as a weapon. In addition, he may stun and slam any opponent that he can damage. If he can get past their body armor and/or force field, stun or slam results can take effect.

INVISIBILITY TO MACHINES. Wolverine has Unearthly (100) invisibility to machines, such that his features cannot be recorded by cameras nor by robots. Mechanical creatures such as Vision, Widget, or Cyborg would have to make a Psyche FEAT against the Unearthly intensity of this power to be able to see him (otherwise attacking at -4 CS to hit.)

Revealed Talents: Espionage, Military, Martial Arts B,C, & D, Resist Domination.

In Brief: Logan fought in WWII as a Canadian secret agent. At that time, his mutant abilities extended only to his healing power, but as a result of this, he was kidnapped by a person or persons unknown and given his adamantium skeleton and claws. He was later discovered as a wild man by James Hudson. Hudson worked for the Canadian government, and turned Wolverine into Weapon X, and in this capacity Wolverine fought the Hulk.

Prof. Xavier sought to recruit Wolverine for his "New" X-Men, and the Canadian left government service to join that team. In addition to his Wolverine persona, Logan maintains the identity of "Patch" - the eyepatched owner of a bar in the Far Eastern city of Madripoor, as a place to unwind.

WONDER MAN

Simon Williams, altered human
(public identity)

Fighting:	Good (10)
Agility:	Remarkable (30)
Strength:	Unearthly (100)
Endurance:	Monstrous (75)
Reason:	Typical (6)
Intuition:	Typical (6)
Psyche:	Typical (6)

Health:	215
Karma:	18
Resources:	Excellent (20)
Popularity:	Incredible (40)

Known Powers:

BODY ARMOR. Wonder Man's super-hard skin provides him with Amazing (50) protection from both physical and energy attacks.

RESISTANCE TO HEAT AND COLD. Wonder Man has CL1000 resistance to heat and cold, including attacks that use heat and cold. He can still be affected by the physical effects of such attacks (the force of a fiery explosion, or the weight of a pillar of ice flung at him) though he will be protected by his Body Armor.

LIFE SUPPORT. Wonder Man does not require food, water, or air to live, and can survive in deep space or underwater without ill effects.

FLIGHT (equipment). Wonder Man can fly at Good (10) air speed by means of a jet-powered flying belt.

Revealed Talents: Business, Performer

In Brief: Wonder Man began his costumed career as a super-villain. Williams was recruited by Baron Zemo to infiltrate the ranks of the Avengers and destroy them. To that end, Zemo increased Williams' powers. Williams found he could not betray the Avengers, and instead sacrificed his own life to save the team in battle against Zemo.

However, instead of killing him, Zemo's powers placed Williams in a state of suspended animation, and Wonder Man returned to life. Coming to terms with his death, Wonder Man has joined the West Coast Avengers, and is their most publicly known member.





VILLAINS

ABOMINATION

Emil Blonsky, altered human
(public identity)

Fighting:	Excellent (20)
Agility:	Excellent (20)
Strength:	Unearthly (100)
Endurance:	Unearthly (100)
Reason:	Good (10)
Intuition:	Excellent (20)
Psyche:	Typical (6)
Health:	240
Karma:	36
Resources:	Feeble (2)
Popularity:	Incredible (40)

Known Powers:

BODY ARMOR. The Abomination's scaled hide provides him with Amazing (50) protection from physical and energy attacks.

RESISTANCES. The Abomination has Unearthly (100) resistance to cold, heat, fire, and disease, and to attacks that use these elements. In extreme temperatures or situations without oxygen (such as deep space) the Abomination goes into a coma-like sleep, awakening when more hospitable conditions return.

LEAPING. The Abomination has leg muscles in a class with the Green Hulk, allowing him to leap with Class 5000 ability, clearing two miles in a single bound.

Revealed Talents: Espionage, Russian

Minions. Abomination has no minions. In fact, he has been used by other, more powerful beings as a pawn in their own games. He is a good minion or agent of individuals in need of a good spy with the ability to lift 100 tons. He has worked for the Leader before.

In Brief: Emil Blonsky was a spy who accidentally turned himself into a Hulk-like creature as a result of exposure

to a megadose of gamma radiation. While Bruce Banner developed multiple Hulk personalities, Blonsky became the Abomination with no alternate state.

The Abomination battled a number of heroes through his career, in particular the Hulk. Once cured, once possessed by the disembodied spirit of another villain, the Abomination is once more a heavy duty enemy, willing to hire out his muscle to the highest bidder, specializing in gamma-related crimes.

Playing the Abomination: The Abomination is a perfect bad-guy for those heroes who are strong, tough, and don't mind going a few rounds with an enemy that can level a small town (Thor, Hulk, and Hercules come to mind as potential foes). The Abomination is bright enough to come up with his own schemes, but usually is working as the hired muscle for some greater foe, such as the Leader. The Abomination will fight until he or his foes are no longer standing, and will flee only on the orders of his superior.

BOOMERANG

Fred Myers, high tech
(public identity)

Fighting:	Excellent (20)
Agility:	Remarkable (30)
Strength:	Good (10)
Endurance:	Excellent (20)
Reason:	Good (10)
Intuition:	Good (10)
Psyche:	Typical (6)
Health:	80
Karma:	26
Resources:	Good (10)
Popularity:	Typical (6)

Known Powers:

BOOMERANGS (EQUIPMENT). Myers' major weapons are a variety of specialized boomerangs. He wears seven



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of these boomerangs on his uniform, and may carry others. Myers can throw his boomerangs so that they return to him without damaging himself. Unless otherwise noted, the boomerangs are of Excellent (20) material. His various boomerangs include:

- **Shatterangs.** An explosive boomerang which detonates for Amazing (50) damage to all targets in one area.
- **Gasarang.** Emits a Monstrous (75) intensity tear gas in a single area.
- **Razorangs.** An Incredible (40) material strength, sharp-edged boomerang, the razorang inflicts Remarkable (30) edged damage.
- **Bladerangs.** A further development of the Razorangs, but more delicate, they inflict Incredible (40) edged damage, but have no effect on Body Armor or other protection of Good (10) or better rank.
- **Screamerangs.** These boomerangs emit an Excellent (intensity) sonic attack to all targets in a single area.
- **Gravityrang.** This boomerang creates a localized gravity field of Incredible (40) strength in one area. Those in that area must make a successful Strength FEAT in order to perform any actions. This is a specialized boomerang, and not usually among his standard armory.
- **Reflexrang.** The reflexrang is a solid-weighted boomerang used in standard attacks. On a bullseye, Boomerang has hit a "pressure point" and the target must make an Endurance FEAT against being stunned.

FLIGHT. Boomerang wears a set of boot-jets that allow him to move at Poor (4) air speed. If used as a weapon, they inflict Remarkable (30) damage.

Revealed Talents: Crime, Weapons Specialist (boomerang), thrown weapons.

Minions: Boomerang usually does not use minions. On those occasions when he does, they will be standard "thugs." Boomerang is often a minion in someone else's employ.

In Brief: A talented Australian baseball pitcher kicked out for taking bribes, Boomerang was recruited by the Secret Empire as an agent and given his boomerang equipment by Justin Hammer (in exchange for a piece of his action). Since that time, Boomerang has offered his

services as a freelance assassin, billing himself as "the killer who keeps coming back."

Playing Boomerang: Boomerang is a hired killer without mercy or pity. He works for the highest bidder, though he will often make a hit to prove his reputation to a future employer for a steady position. He auditioned for Kingpin as an assassin, but failed to make the hit.

Heroes will often encounter Boomerang as the man is practicing his craft, either in the process of a hit, or, if given a list of targets, as the bodies begin to pile up. Usually one successful hit means more work for Boomerang, as his customers keep coming back. If caught, he will not normally reveal the name of the person or group who hired him, trusting that his silence may result in bail being provided.

Boomerang is a mid-level villain, though he has several times battled the Hulk (a series of experiences he does not wish to repeat). He does not hold grudges, but will seek out and destroy those heroes who regularly get in his way, as regular defeats at the hands of the same individual are bad for business.

DOCTOR DOOM

Victor Von Doom, high tech
(public identity)

Fighting:	Remarkable (30)
Agility:	Excellent (20)
Strength:	Remarkable (30)
Endurance:	Incredible (40)
Reason:	Amazing (50)
Intuition:	Incredible (40)
Psyche:	Amazing (50)
Health:	120
Karma:	140
Resources:	Amazing (50)
Popularity:	Incredible (40)

Known Powers: The bulk of Doctor Doom's powers derive from his high tech, nuclear powered, computer assisted battlesuit. Several other abilities result from his mystic background, and some of his powers were picked up from other sources as well:

BODY ARMOR (EQUIPMENT). Doom's armor is made of





a high-strength titanium-alloy of Incredible (40) material strength. It provides Doom with Incredible (40) protection from physical and energy damage.

FORCE FIELD (EQUIPMENT). More important than his actual body armor, is the Monstrous (75) intensity force field it generates. This surrounds him and protects him from physical and energy attacks. It is important to note that he cannot himself attack without lowering this field)

FORCE BOLTS (EQUIPMENT). Doom's armor fires bolts of concussive force of up to Monstrous (75) damage, with a 10 area range.

FLIGHT (EQUIPMENT): Doom's armor is also equipped with a jetpack, allowing him to fly at Excellent (20) air speed

ELECTRICITY (EQUIPMENT) : Doom's armor is wired to generate an Unearthly (100) strength electric shock on command. He uses this to deal with individuals grappling with him. The shock is so strong that those in the same area, but not in direct contact with Doom, suffer from an Incredible (40) strength shock as well. In addition to damage, those shocked must make an Endurance FEAT against Unearthly (100) or Incredible (40) or be knocked unconscious for 1-10 rounds.

LIFE SUPPORT (EQUIPMENT). Doom's armor is self-supporting and can survive long exposure in space or underwater at Incredible (40) rank.

MAGICAL ABILITY. Doom is a self-taught magician but, though he may well someday be in a class with Doctor Strange, has not turned his mind fully to magic. He has Typical (6) ability with new spells (usually taken from books) but has researched the following incantations:

- Eldritch Bolts of up to Amazing (50) rank with a 5 area range.
- Dimensional Travel with Good (10) ability, but limited to travel to Mephisto's Dimension.
- Summoning at Good (10) ability to call upon extradimensional beings. His ability to control those beings is another matter entirely.

MIND TRANSFERENCE. An ability picked up from an alien race, the Ovoids, this is a "personality swap" of Doom's mind with another's. He does this with Amazing (50) ability, and his target must make a Psychic FEAT to

avoid being trapped in Doom's body. Such a transference is distasteful to Doom, and used only when there appears to be no other way to achieve his goal.

HANDGUN (EQUIPMENT). Doom carries a 9mm Mauser pistol that inflicts Excellent (20) damage with a handgun's range. He uses it to dispatch small tasks, and also to impress the citizenry who might not otherwise understand the full power of his armor.

OTHER INVENTIONS. Doom has created a wide variety of weapons and other equipment, which he has used over the course of his long career. These include:

- A time machine capable of sending people backwards or forwards in time, as well as to Alternate "What If" Earths, with Monstrous (75) ability.
- A Shrinking Gas of Class 1000 intensity, capable of making targets so small they fall into another universe entirely, known as the microverse.
- A Mind Control device of Unearthly (100) intensity, though he does not normally choose to use this as it prevents him from having a clean-cut victory over his foes.
- As a back-up plan in case of his death, a young man is selected and fed with the memories of Doctor Doom, overwriting his own memory. This new Doom would be Doctor Doom's tool of vengeance against those who killed him. Unfortunately, this plan was put into effect by his Doombots when they thought that Doom was dead, giving Doom's memories to a youth named Kristoff. Kristoff now believes himself to be Doom, has a set of armor similar in abilities to Dooms, is recognized by the Doombots as Doom, and has taken over Doom's home country of Latveria. This is one invention which got away from Doom.
- A floating platform with the following statistics:

Body:	Good (10)
Control:	Excellent (10)
Speed:	Excellent (20)

- Various robots, which are detailed under Minions.

Revealed Talents: Inventing, Engineering, Robotics, Weapon or Energy Systems, Mystic Background, Occult Lore.



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Minions: Doom uses a variety of robots in his work, but is best known for his Warrior and Guardian robots and his imitation Doombots. All of Doom's robots have the benefits and disadvantages of the Robotic Construction Power, and the Doombots may in addition spend Karma to affect their encounters.

- **Warrior Robots:** These robots are large hulking brutes, humanoid but obviously constructed. They are able to speak and to follow simple commands. Their most basic programming requires them to follow the instructions of Doctor Doom and to attack all who invade his home.

Warrior robots are made of Good (10) materials, and have Good (10) Body Armor. They carry force or energy blasters with Remarkable (30) Intensity, though Doom will often giving them exotic weapons or new capabilities at his whim. Such warrior robots travel in patrols of ten, or are in pairs for guarding sensitive areas.

F	A	S	E	R	I	P
EX	GD	GD	EX	PR	PR	PR

Health: 60

- **Guardian Robots:** Obviously non-human, these wheeled robots are brought out in times of need to patrol the grounds, control the populace, and find and defeat any interlopers or invaders. They are more mobile (move at Good (10) ground speed) and less effective than the warrior robots, but are easier to produce:

Guardian robots are made of Typical (6) strength material and have Typical Body Armor. They are usually equipped with force blasters of Excellent (20) intensity and a 3 area range. Some are also equipped with Entangling arms of Excellent material strength, and/or knock-out gas of Incredible (40) strength, at the option of the Judge. If anything, the guardian robots are even dumber and more willing to unflinchingly follow orders than the warrior robots.

F	A	S	E	R	I	P
GD	GD	TY	GD	PR	PR	PR

Health: 36

- **Doombots:** Doom has created a veritable army of replicas which serve him when he either cannot be present or is unwilling to risk his own life (such as

taunting an opponent—always done by remote control since the opponent might get loose). These imitation Dooms believe themselves to be THE Doctor Doom, and will act as Doom unless in the presence of the REAL Doctor Doom, or another Doombot. There are two main varieties of Doombot—Diplomatic and Combat, depending on whether Doom is out to fight or talk.

Combat doombots are made of Incredible (40) strength material and have Incredible (40) Body Armor, Amazing (50) intensity Force Beams, a Monstrous (75) Force Field, and Unearthly (100) Electrical Powers, as well as Excellent (20) Flight capabilities. They are so much like Dr. Doom himself that it is often impossible to determine if a hero is fighting the real Doom or one of his Doombots, as many heroes have discovered.

The Combat Doombots have the following Statistics:

F	A	S	E	R	I	P
EX	EX	EX	RM	EX	EX	EX

Health: 90 Karma: 60

Diplomatic Doombots have only Remarkable (30) body armor, and Good (10) Intensity Force Beams.

They may also fly at Excellent (20) air speed. The Diplomatic Doombots have the following statistics:

F	A	S	E	R	I	P
GD	GD	GD	EX	EX	RM	RM

Health: 50 Karma: 70

Doom never builds anything he cannot destroy. Doom can detonate his robots from a distance or program them to explode if they are in danger of capture, defeat, or become unimportant to him. An exploding Doombot inflicts Incredible (40) energy damage to all in the same area with it.

When in control of Latveria, Doom also commands a unit of soldiers. These soldiers, armed with Good (10) force rifles that have a 3 area range, are supposed to keep the rabble in line while showing that Doom is not above using human defenses in addition to his robots.

Latverian troops are brave when defending their homeland from assault, cowardly when defending their leader from super-powered invaders (unless their leader is present on the battlefield, in which case they would rather fight the invaders than risk their master's wrath). The typical Latverian soldier's stats are:





F TY A TY S TY E TY R TY I TY P TY

Health: 24

In Brief: It is impossible to be brief with Doctor Doom—he is the quintessential Marvel Super Villain, and at one time or another he or his minions have threatened, controlled, and/or fought every other major hero and villain of the Marvel Universe.

Victor Von Doom rose from humble beginnings, the son of Latverian gypsies, but has become a world-threatening power. He lost both parents when young, his father to Latverian nobles and his mother to the forces of darkness, in particular the extradimensional being known as Mephisto.

Doom increased both his mystical and scientific knowledge with a vengeance, such that the dean of State University offered Doom a scholarship. It was at state that Doctor Doom first met Reed Richards and Ben Grimm. It was also there that an experiment in breaking extra-dimensional space (and rescuing his mother) failed, badly scarring Doom and causing him to be expelled from school. The fact that Richards had earlier pointed out the flaw in Doom's experiment made Doom all the angrier.

Doom traveled the world, eventually finding a group of Tibetan monks. He became their master and had them create his first set of armor, complete with his faceplate. He returned to Latveria, overthrew the government, and

installed himself as dictator. Brooking no dissent, Doom ruled with an iron fist, turning the resources of the nation to his plans of world conquest.

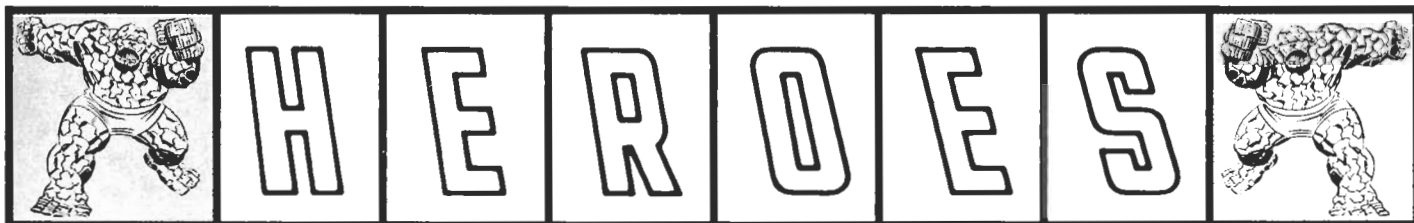
Soon after the formation of the Fantastic Four (which included his school rivals Richards and Grimm), Doom reappeared with the first of many plots to have his revenge on Reed Richards and conquer the world. Over the years, Doom attempted many times to destroy the Fantastic Four, though he always met defeat. As the leader of a foreign country, he could not be arrested.

Most recently, when it was believed he was dead, Doom's robots turned the young Kristoff into a "new Doom." Kristoff ruled Latveria briefly, while Doom lived in exile. Doom has since regained power and once again rules supreme in Latveria.

Playing Doctor Doom: Doctor Doom is a powerful madman, wrapped up in several goals: world domination, defeat of those who have bested him before, and rescue of his mother from Mephisto, in no particular order. Currently, retaking his homeland from usurper is an additional goal.

Doom is a planner, and his plots usually involve something greater than what first appears—determining the abilities of his opponents (present or future), recovery of a technological or mystical device to aid him in a future plot, gaining particular information, or just settling an





earlier slight. Whatever the result, Doom has his own reasons for his actions.

Player characters will likely encounter Doom by accident, crossing over one of the minor aspects of his plots (a burglary to gain artifacts or information, an attack on another individual, the recovery of Latverian materials currently used by the usurper). Once his attention is drawn to the characters, Doom may seek the capture of the heroes or attempt to discover their abilities and prove his own superiority to them. Doom is partial to death-trap situations to make the heroes prove their abilities. Another favorite tactic of his (if the heroes have a "secret base") is to seize command the protection devices of that base and turn them against the heroes.

On a positive note, Doom has a noble streak in him, and if he gives his word on a matter (even something as foolish as letting the heroes go if they beat his latest death-trap situation), he will honor the agreement. He claims to have a sense of beauty and culture, and once let the Fantastic Four go rather than put his famous collection of art treasures at risk in a battle.

Rarely will super-powered heroes meet Doom the first time out, at least the REAL Doom. Usually Diplomatic Doombots are used for information gathering and/or taunting from deathtraps, while the combat Doombots are used for up-close and personal attacks.

Finally, if the heroes attract the attention of Victor Von Doom, then in all likelihood Kirstoff Doom will also take notice of them. Kirstoff is similar to Doom in thoughts and deeds, though he tends to be more direct.

Lastly, when acting as either Doom, remember that this villain is a raving megalomaniac, given to long speeches about his own inherent superiority and his involved plans. He *will* give away a plan before its completion, sure that the heroes can do nothing about it.

DOCTOR OCTOPUS

Otto Octavius, altered human
(public identity)

Fighting:	Typical (6)
Agility:	Good (10)
Strength:	Remarkable (30)
Endurance:	Excellent (20)

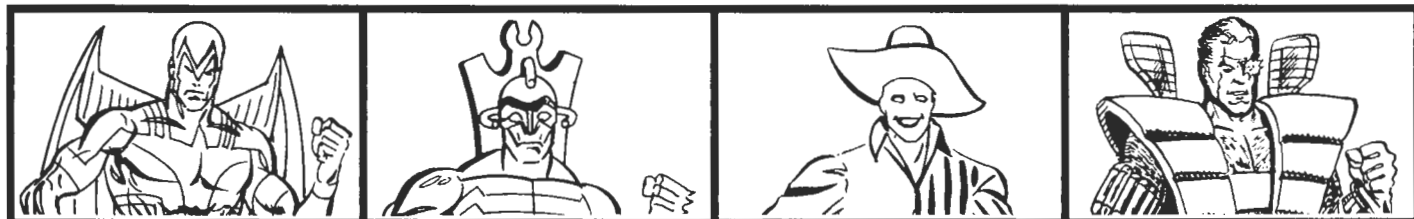
Reason:	Excellent (20)
Intuition:	Typical (6)
Psyche:	Excellent (20)
Health:	66
Karma:	46
Resources:	Good (10)
Popularity:	Excellent (20)

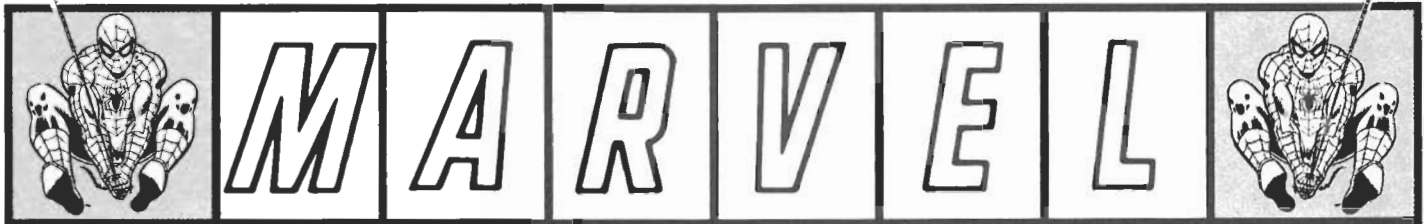
Known Powers:

TENTACLES (EQUIPMENT). Doctor Octopus takes his name from a harness with four metal tentacles worn around his waist. These tentacles are made of a unique alloy (Amazing (50) material strength). The pincers at the end are made of Remarkable (30) strength material. Octopus uses these tentacles in the following fashion:

- He may make up to four attacks in a single round, on a successful Fighting FEAT. He may engage in blunt attacks, wrestling, and combinations of those attacks. Multiple attacks against a single target are made with a single die roll, but with +1CS for each additional arm used. He can attack non-adjacent foes up to an area away.
- A single tentacle can grapple with Remarkable strength. Multiple tentacles can grapple with Incredible strength. If Doctor Octopus uses two of his arms for bracing, he can resist stun and slam results as if his Endurance was Incredible (40).
- Those attacking Doctor Octopus in a slugfest or charging attack must first get past his tentacles, in effect dodging an attack by the tentacles before getting to attack Doc Ock (regardless of initiative).
- Doctor Octopus can move using his arms at 4 areas/round, and can pass over low obstructions (up to 2 stories tall) without difficulty. He can use his arms to climb buildings (punching handholds as he needs them) at 3 stories per round.
- Doctor Octopus is in continual mental contact with his tentacles, and can command them from over 900 miles away. If he's knocked out, the arms themselves will seek to retreat to safety, taking him with them.
- If the arms are damaged, Otto Octavius must make a Psyche FEAT or pass out for 1-10 rounds.

Revealed Talents: Mechanics, Robotics, Radiation Research, Engineering





Minions: Doctor Octopus uses standard Thugs (see *Other Characters*) in an organized criminal syndicate with himself as its head. He also has been known to team up with other superhuman criminals, but usually it is he who initiates this gathering, and establishes himself as its leader.

In Brief: A freak nuclear accident bound Otto Octavius to his tentacle-link harness. The accident also warped his mind towards criminal activity. He has hatched a number of plots to advance himself both in wealth and power. His primary foe has been Spider-Man, but he has fought a number of other heroes as well.

Playing Doctor Octopus: Doc Ock is a criminal mastermind, always with a plot and a few counter-plots on hand. He never reveals his true plans until they are almost complete, and will lie to or not inform his minions or partners as to his true intentions. A meeting with a rival gang might be set-up as an ambush by Ock's forces, while a robbery by his partners may be nothing more than a ruse to attract the attention of the heroes while Doctor Octopus pursues his own, "true" purpose.

Doctor Octopus is more than a match for a low-level or mid-level hero, but is no fool—he will not confront a large team or a very powerful hero by himself. Rather he will leave such an attack force to his own minions while re-treating and salvaging what he can of his plans.

Most heroes will encounter Doctor Octopus from following up on the activities of his minions—Octopus does not desire to put himself at risk without good reason. Usually Octopus remains behind the scenes, ready to leap out and blindsides his opponent at the best possible time.

Doctor Octopus has experienced some self-doubt in his role as a villain in the past several years, but seems to have returned recently as a master of villainy.

DREADNOUGHTS

Robots

Fighting:	REMARKABLE (30)
Agility:	EXCELLENT (20)
Strength:	INCREDIBLE (40)
Endurance:	MONSTROUS (75)
Reason:	FEEBLE (2)
Intuition:	EXCELLENT (20)
Psyche:	FEEBLE (2)

Health:	165
Karma:	N/A
Resources:	N/A
Popularity:	-10

Known Powers:

ROBOTIC CONSTRUCTION. The dreadnoughts are true robots and as such cannot be affected by mental or emotional attacks or by illusions. They can be harmed by powers that affect machinery.

BODY ARMOR. The Dreadnoughts are made of Amazing (50) strength material and have Incredible (40) protection from physical and energy attacks.

RESISTANCES. The Dreadnoughts have Amazing resistance to heat, cold, and radiation.

WEAPON SYSTEMS. The Dreadnoughts have a wide array of equipment at their disposal, including the following:

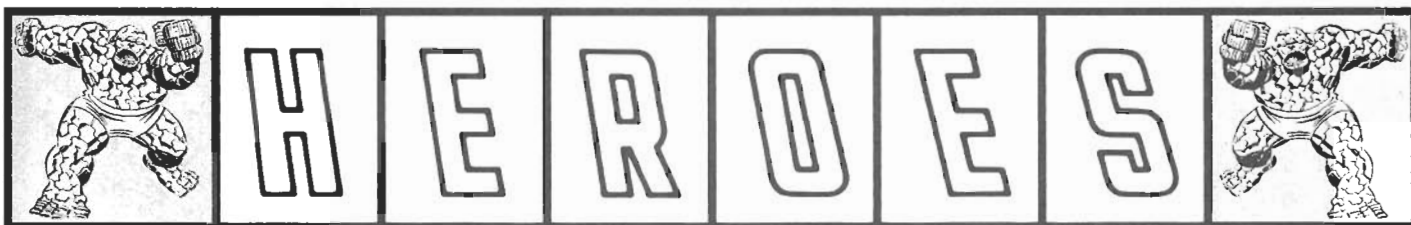
- Flamethrower: 1 area range. Incredible (40) strength fire attack.
- Spikes shot from knuckles: 4 area range. Typical (6) edged damage.
- Electrical Field: On contact only. Inflicts Amazing (50) electrical damage.
- Gamma Ray projector from eyes: 3 area range. Incredible (40) intensity energy attacks.
- Freon gas dispenser in mouth: 2 area range. Creates a field of Amazing (50) intensity cold in one area.

Revealed Talents: Dreadnoughts are programmed to simulate Martial Arts B.

In Brief: Originally created by the criminal organization HYDRA to be used against the original SHIELD organization, Dreadnoughts were later used by the Maggia, a criminal organization under the control of various rival families. Many criminal operatives use Dreadnoughts, which are often rebuilt from pieces and put back into operation after unsuccessful missions.

Playing Dreadnoughts: Dreadnoughts are fun, tough robotic opponents that just about any criminal with a mind to cause mass destruction can obtain, and which can be gleefully blown to pieces with minimal risk. As characters, they have no personality, they only act upon





their orders. They are not given assignments that require careful thought (hold-ups and assassinations are right out), but can guard and ambush fairly well.

A single Dreadnought is a match for a starting hero, and a number of them would give a team of heroes or an individual on Thor's level something to think about.

Dreadnoughts will always be encountered working for someone else, even if that someone else is not on the scene. A good scenario utilizing Dreadnoughts involves having the bad guy of the Judge's choice set one of them on a rampage while he spirits away a shipment of five more from a former Maggia warehouse. The heroes might have to deal with the runaway, but then will find themselves later beset by a larger number of the robots.

ELECTRO

Maxwell Dillon, altered human
(public identity)

Fighting:	GOOD (10)
Agility:	EXCELLENT (20)
Strength:	EXCELLENT (20)
Endurance:	AMAZING (50)
Reason:	GOOD (10)
Intuition:	EXCELLENT (20)
Psyche:	TYPICAL (6)
Health:	100
Karma:	36
Resources:	TYPICAL (6)
Popularity:	-10

Known Powers:

ELECTRICAL GENERATION. Electro has the ability to generate and channel huge amounts of electrical and electrostatic energy, with Amazing (50) ability. He uses these abilities in a number of ways, including:

- Electro can fire bolts of energy from his fingertips, inflicting Incredible (40) energy damage to his opponents. His range is 5 areas, and he is +1CS to hit.
- Electro can administer an electrical shock (on touch) for Monstrous (75) damage, knocking out his opponent for 1-10 rounds unless the opponent makes an Endurance FEAT against Monstrous (75) intensity. Electro

must successfully grapple his opponent before he may use this ability.

- Electro can ride lines of electro-magnetic potential (areas where there is electricity coursing nearby, like powerlines and wiring within buildings), effectively giving him the ability to hover low over the ground, as well as move up vertical surfaces, like skyscrapers. He can reach Monstrous (75) ground speed.
- Electro can override electrical systems with Amazing (50) ability and shut down computers or electrically powered robots. Robots with an Endurance stat may make an Endurance FEAT to avoid this reprogramming.

Revealed Talents: Electronics, Crime.

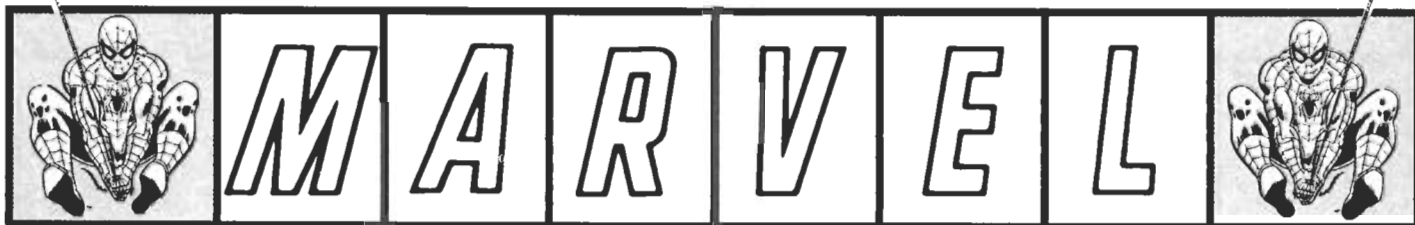
Minions: Electro often surrounds himself with low-level Thugs (see thugs in **Non-Player Characters** section). Often he acts as a minion himself, looking for a big score.

In Brief: Maxwell Dillon was a lineman struck by lightning, an accident that empowered him with electrical abilities. Deciding to capitalize on these abilities through criminal activities, Dillon set himself up as a costumed criminal. He has fought a wide variety of heroes since that time, usually unsuccessfully.

Playing Electro: Electro is a professional criminal whose main purpose is accumulation of wealth and criminal reputation. His powers alone make him a match for a low-level hero, though to take on a team of heroes or more powerful individuals, he himself will be part of a larger team of villains (usually other bad guys with a single power or gimmick, such as Boomerang, and under the direction of a criminal mastermind such as Doctor Octopus).

Heroes will encounter Electro most frequently when he is perpetrating a crime. Once the heroes have busted Electro a few times, he will try to maintain his reputation as a criminal by "getting even" with them. Usually this means cruising the city and looking for the hero in order to beat him up. The most scheming in which Electro will be involved consists of staking out the hero's favorite locations or taking hostages in hopes the hero will show up.





HUMBUG

"Buck" Mitty, high-tech
(public identity)

Fighting:	TYPICAL (6)
Agility:	POOR (4)
Strength:	TYPICAL (6)
Endurance:	POOR (4)
Reason:	GOOD (10)
Intuition:	TYPICAL (6)
Psyche:	TYPICAL (6)
Health:	20
Karma:	22
Resources:	TYPICAL (6)
Popularity:	0

Known Powers:

INSECT NOISE GLOVES (EQUIPMENT). All of Humbug's powers derive from the speakers in his gloves. These speakers are wired to a multi-track tape deck at his waist and allow him to play a variety of insect noises at high decibel levels. The effects of these attacks depend on the noises used. All sonic attacks use Agility to hit:

- The eye-spotted budmoth: Good (10) blunt throwing attack. 3 area range.
- Meadow spittle-bug: Good (10) force damage. 2 area range.
- Buffalo tree-hopper: Incredible (40) force damage. 2 area range.
- Wheat-stem sawfly: Excellent (20) throwing attack. 2 area range.
- Salt-water mosquito: Shorts out electronics with Incredible ability in same area. Also breaks all glass within 4 areas.
- Oblique-banded leaf roller: Amazing (50) intensity emotion attack, 3 area range. Targets must make an Intuition FEAT or be reduced to helpless chortling for 1-10 turns.

Revealed Talents: Entomology (study of insects).

Minions: None. Further, no one would want Humbug as a minion.

In Brief: A former Empire State professor, Mitty turned

his research in insect calls into a life of crime. He's had some bad breaks, but is sure he can pull off a successful job with the help of his tiny insect pals.

Playing Humbug: What, may you ask, is this certifiable dweeb doing in the company of Doctor Doom and Red Skull? Well, he represents a gadget villain, a bad guy built around a single piece of trick technology (in this case his sonic gloves). In this case he is a silly gadget villain, and there are a few of them in the Marvel Universe. Guys like Humbug are minor leaguers without even the hope of being admitted to the ranks of the Alliance of Evil or other bad-guy groups.

In play, Humbug makes a good comic-relief villain, and if he catches his opponent by surprise, can even give a mid-level hero a run for his money for a few rounds (at least until the hero closes distance and hits him). Humbug will normally be found in the middle of a crime, usually for personal profit, but occasionally to aid the insects of the world.

KINGPIN

Wilson Fisk, high tech
(public identity)

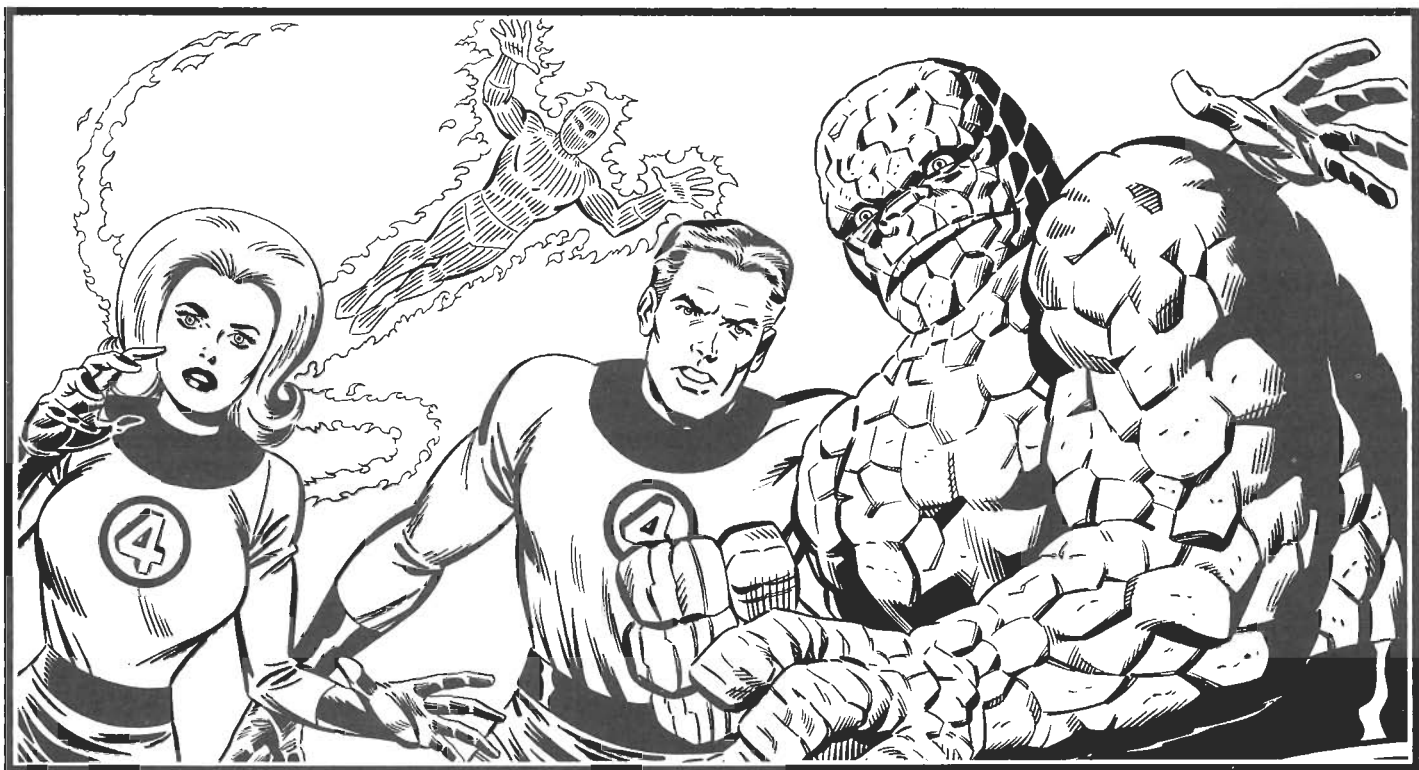
Fighting:	REMARKABLE (30)
Agility:	GOOD (10)
Strength:	EXCELLENT (20)
Endurance:	INCREDIBLE (40)
Reason:	GOOD (10)
Intuition:	EXCELLENT (20)
Psyche:	GOOD (10)
Health:	100
Karma:	40
Resources:	INCREDIBLE (40)
Popularity:	REMARKABLE (30)

Known Powers:

BODY ARMOR. Through his fighting disciplines, Fisk has Poor (4) body armor, sufficient to protect him from most minor attacks.

WEAPONRY (EQUIPMENT): In addition to his own martial arts talents, Kingpin uses a few weapons to defend himself. These include:





- A walking stick made of Remarkable (30) strength material. This stick contains a 3-shot laser (Excellent energy damage, 2 area range) as well as two doses of sleep gas (Amazing intensity, all in one area must make an Endurance FEAT or sleep for 1-10 hours).
- A diamond stickpin containing a dose of the sleep gas. Kingpin may use this only when grappling with an opponent.

Revealed Talents: Crime, Martial Arts A, B, & C, Politics, and Wrestling.

Minions: Kingpin relies heavily on minions, flunkies, goons, and hired help to manage his widespread criminal empire. The most common minions are thugs dressed in three-piece suits and packing pistols. These individuals are Kingpin's bodyguard, though actually they are at best a delaying action and at worst a formality for those individuals seeking an audience with the Kingpin.

Kingpin also uses a variety of super-powered assistants. Chief among these positions in the organization is his personal assassin. A number of individuals have applied for the post, which has a high turnover rate. Generally, Kingpin will give would-be assassins a task ranging from the difficult (a "hit" against an opponent) to the absurd (a "hit" against Spider-Man), depending on whether he thinks they will be a bother or not. Kingpin's current assassin and chief bodyguard is Typhoid Mary.

Kingpin uses criminals, both powered and nonpowered, for a variety of tasks, but is very careful to avoid being closely linked with their activities. With one notable exception (a breaking and entering charge), Kingpin has no criminal record. Any criminal who loudly demands Kingpin's help when captured will be ignored or, if he has valuable information, silenced.

In Brief: Wilson Fisk rose from humble beginnings to control the largest independent crime organization on the East Coast, and a healthy chunk of the drugs, gambling, and other criminal activity in New York City. Behind the facade of businessman Wilson Fisk, "humble dealer in spices", Kingpin is running his operation as a feudal lord, dispensing favors to those who have earned his gratitude and ordering punishments to those who cross him.

Fisk has fought a wide variety of costumed heroes in his time, particularly Spider-Man and Daredevil. He hides behind the law and a layer of bureaucracy whenever he can afford to.

Playing Kingpin: Kingpin considers New York to be his city, and all its residents merely his vassals (whether they know it or not). He is not boastful about his position, and realizes how easily it can be taken from him. As a result, he is continually identifying and neutralizing new threats to the regular course of his business. Two low-level gangs can squabble and fight, as long as they do not





interrupt the flow of drugs into his city. If they do, then action must be taken.

Kingpin is not above using heroes as his pawns in the game, giving them valuable information for their own pursuits, and to reduce the number of potential opponents. Such a situation puts the hero in a moral quandary, which is to Kingpin's benefit as well, since a hero willing to deal with him can often be controlled by him.

Kingpin is not a world-threatener so much as a parasite, a dark side to the city which most high-powered heroes do not connect with and which low-powered individuals must deal with. Most heroes will encounter his actions rather than his person—robberies, extortion, drugs, gambling and numbers running, etc., an entire range of organized crimes. Kingpin will most likely be encountered in his own offices, where he will gladly grant an audience with a hero willing to fight his way past the goons.

If a hero becomes serious enough to truly threaten Kingpin's grip on New York, Kingpin will bring all available power to bear to break him. In the case of Daredevil, Kingpin learned the hero's secret identity, then proceeded to have him disbarred, fired, disconnected by the utilities companies, and finally blown out of his home. Heroes with public identities run a similar risk if they cross the Kingpin of Crime.

LOKI

Loki Laufeyson, alien (Asgardian)
(public identity)

Fighting:	REMARKABLE (30)
Agility:	EXCELLENT (20)
Strength:	AMAZING (50)
Endurance:	AMAZING (50)
Reason:	EXCELLENT (20)
Intuition:	EXCELLENT (20)
Psyche:	MONSTROUS (75)
Health:	150
Karma:	115
Resources:	REMARKABLE (30)
Popularity:	0

Known Powers:

BODY ARMOR. Loki's giant parentage provides him with

extremely dense flesh, such that he has Excellent (20) protection from physical attack.

TELEPATHY. Loki cannot control or read minds, but he can communicate telepathically with CI 1000 ability, and plant suggestions in the minds of others with Amazing (50) ability. While not true mind control, the recipient of the suggestion must make a Psyche FEAT or be compelled to try to carry out the suggestion.

MAGICAL ABILITY. Loki has at his disposal a wide variety of magical abilities, including:

- Animal (and plant) transformation, which works like the power of the same name, Monstrous (75) ability.
- Imitation, the ability to change his appearance with Unearthly power. He cannot gain other abilities or powers in this fashion.
- Matter transformation, changing one substance to another with Unearthly (100) ability. He cannot affect materials above Unearthly material strength. One-area range.
- Eldritch blasts of energy or force, Monstrous (75) intensity, range up to 10 areas.
- Eldritch shield, a Monstrous (75) personal force field effective against physical, energy, and mystical attacks.
- Dimensional travel with Monstrous (75) ability.
- Loki can suffer Kill results (even be decapitated) and still be able to recreate himself at a later date, with Unearthly power. However, it does consume energy he would rather be spending elsewhere.
- Loki can mystically enhance the powers of others. He does this with Unearthly (100) ability. The change lasts only so long as he wishes it, unless the target has a mystic talisman of some type.

Revealed Talents: Occult & Mythological Lore.

Minions: Loki usually prefers to work through his minions, coming on stage only in the very last act to claim his rightful place (usually as ruler of Asgard, a position he feels he is more than suited for). Loki usually seeks powerful allies such as giants and dragons, who he can later betray to his own ends.

Loki is also noted for taking ordinary mortals (not mutants or other heroic types) and enhancing their abilities mystically to his own ends. When so enchanted, make a



HEROES

Psyche FEAT for Loki to determine the effect:

WHITE RESULT—Raise any two abilities +2CS.

GREEN RESULT—Raise any three abilities +2CS and roll one random power.

YELLOW RESULT—Raise any three abilities +3CS and roll two random powers.

RED RESULT—Raise any four abilities +4CS and roll three random powers.

Such minions created by Loki usually last only as long as he concentrates, but there have been a few (such as Absorbing Man and Wrecker) who have maintained long criminal careers and retained their mystic powers. Such minions are not under the control of Loki, and they often set out on their own.

In Brief: The adopted son of Odin, All-Father of Asgard, Loki has had a deep envy of his step-brother Thor, and has in the past engaged in major manipulations and plots in order to destroy his brother and/or seize the throne of Asgard. He prefers to think of himself as a master chess player, with all others as pieces to be moved at his whims.

Playing Loki: Loki is both the god of mischief and of evil, and wavers between being playfully spiteful and destruction incarnate. He is a master politician and liar, and will make any promise, confident that he will be able to break it later.

Heroes will normally not encounter Loki, rather running into his minions, allies, or servants. Loki will meddle in the affairs of Midgard (Earth) only if he can harm his hated step-brother, Thor, or get a good laugh and/or increased power out of the deal.

Loki will seek to humble any who challenge him. If challenged by a force capable of dealing him harm, Loki will flee, leaving any allies behind to fend for themselves. Loki is untrustworthy and malicious even to his allies, so that few are willing to help him out twice.

MACHINESMITH

Samuel "Starr" Saxon, robot
(public identity)

Fighting:	GOOD (10)
Agility:	EXCELLENT (20)
Strength:	REMARKABLE (30)
Endurance:	REMARKABLE (30)

Reason:	INCREDIBLE (40)
Intuition:	EXCELLENT (20)
Psyche:	EXCELLENT (20)
Health:	90
Karma:	80
Resources:	REMARKABLE (30)
Popularity:	-6

Known Powers:

COMPUTER TRANSMISSION. Machinesmith's personality, memory, and thought processes can move from machine to machine. He may occupy his robotic bodies at will, and may take over other robots with Excellent (20) ability. Machinesmith can occupy multiple bodies simultaneously. If one robot body is destroyed, his consciousness may flee to another body.

ROBOTIC FORMS. Machinesmith uses a "standard" form of body, representing roughly his human form. The body is made of Excellent strength material, provides Excellent body armor, and has the abilities listed above. In addition, he may not be affected by emotional or mental attacks, nor is he affected by illusions (though he does know when they are operating). His robotic forms can be affected by powers which affect machinery. Destroying one of Machinesmith's bodies does not cost him any power.

Revealed Talents: Robotics, Defense Systems.

Minions: Machinesmith acts as his own minions. He can occupy a number of bodies at the same time (usually he is comfortable with a maximum of 10). In addition, he can occupy other robotic bodies. Among his favorites are those that imitate super-powered heroes and villains. Such minions vary from model to model, but have the following abilities in common:

- Robotic construction;
- All abilities of the robot have a -1CS from the hero's or villain's true abilities. No abilities or attributes can be above Incredible (40).
- Only physical powers can be duplicated, no mental powers, illusions, or emotion-control powers. His duplication is not exact. To simulate Magneto's magnetic power, for example, Machinesmith used airjets of Incredible (40) power.





In Brief: Machinesmith was originally another super-powered villain—Mr. Fear. A technological genius, Mr. Fear apparently fell to his death after a battle with Daredevil. Rescued by his robotic servants and placed within a computer, Machinesmith despaired of his condition, and forced Captain America to destroy his computer home.

Machinesmith survived this destruction and has come to terms with his inhumanity, in fact reveling in his abilities. He is currently in the service of the Red Skull and makes robot duplicates for the nazis. Machinesmith himself is apolitical—the Red Skull is merely a solid meal ticket, one with access to some exciting robots from the past, such as the Sleepers.

Playing Machinesmith: Machinesmith is a perfect foe for heroes with moral qualms about killing—he can be destroyed numerous times without any ill effect. He just pops into another body and is ready to roll.

Machinesmith delights in mischief. His idea of a good time is to imitate another hero or villain and blacken his name.

Machinesmith's personality has become light and friendly. He often taunts his opponents and chides them. This is a good clue when the players are expecting Doctor Doom and end up fighting someone who wisecracks like Spider-Man.

Machinesmith works primarily to further the Red Skull's plans, but also will work on his own, particularly if there is a chance of picking up a new robot for his collection.

MADCAP

True Name Unrevealed, altered human
(secret identity)

Fighting:	GOOD (10)
Agility:	EXCELLENT (20)
Strength:	GOOD (10)
Endurance:	EXCELLENT (20)
Reason:	TYPICAL (6)
Intuition:	REMARKABLE (30)
Psyche:	REMARKABLE (30)
Health:	60
Karma:	66
Resources:	Poor (4)
Popularity:	0

Known Powers:

REGENERATION and RECOVERY. Madcap has Shift Y powers of regeneration and recovery. He can recover up to 20 points in a single round, and attempt to regain a lost Endurance rank every 10 turns with a successful FEAT roll. Madcap apparently cannot be slain, and all Stun and Kill results are treated as Slams against him. Given these abilities, Madcap never spends Karma for Endurance FEATs.

EMOTION CONTROL. Madcap has a specialized form of emotion control which operates at the Unearthly (100) level. To use this form of attack, Madcap must make eye contact with his target. The target is allowed an Intuition FEAT to protect itself from the Unearthly intensity of this power. Those failing the FEAT will act crazy for 10 rounds plus 1-10 additional rounds. For NPCs this means they act strangely, dance, shout meaningless sentences, and generally act weird. For PCs, the Judge should just encourage them to act oddly for the time and reward 'good weirdness' with a Karma bonus for good role playing.

While under the influence of his mental control, a character cannot engage in combat, but can find himself in dangerous situations as a result of his actions (bungee-jumping off the Brooklyn Bridge, for example).

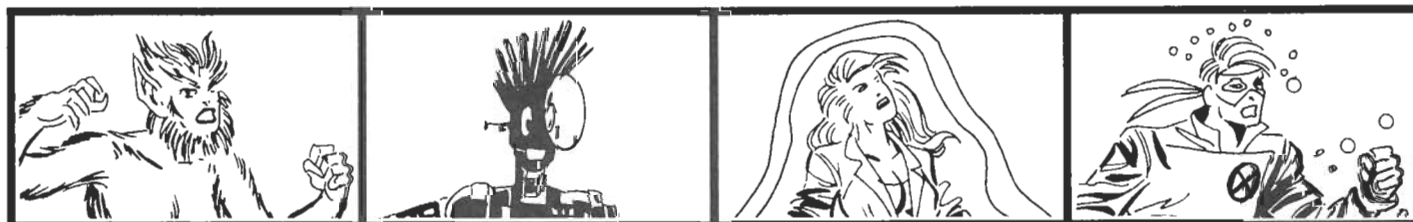
BUBBLE GUN (EQUIPMENT). An ordinary bubble gun, purchased at a five and dime. Madcap uses this to make people believe that the "crazy-power" is a property of his gun, not himself.

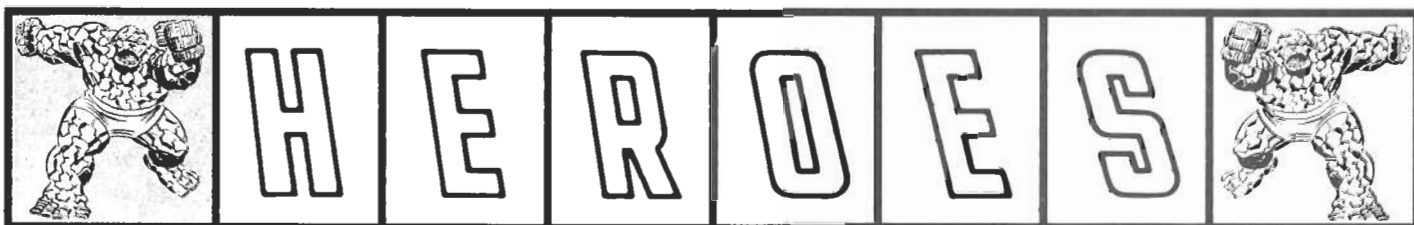
Revealed Talents: None.

Minions: None.

In Brief: The being who would become Madcap was the sole survivor of a collision between a church bus and a tanker truck owned by Advanced Idea Mechanics (AIM) carrying the explosive compound X07. The realization of the random chance that saved him, combined with his new powers of resistance to pain and damage, drove him around the bend. Taking on the new identity of Madcap, he now lives to show everyone he meets that "there is no justice, so why bother?"

Playing Madcap: This guy is a loon, and can vary from being an innocent loon to being a dangerous loon. He has the sensibility of a cartoon character and lives in a world populated by falling anvils, runaway steamrollers,





and massive, harmless (to him) carnage. Madcap is at his most dangerous when he is bored and goes looking for new individuals to convert to his belief that all life is meaningless, so you gotta sing, you gotta dance.

Heroes will most likely encounter Madcap when he is on such a rampage, turning people at random into babbling fools. For most heroes he would be a light, humorous encounter, but could prove hazardous or lethal if he encounters the heroes at the wrong time.

MAGNETO

Magnus, mutant
(secret identity)

Fighting:	GOOD (10)
Agility:	REMARKABLE (30)
Strength:	GOOD (10)
Endurance:	MONSTROUS (75)
Reason:	INCREDIBLE (40)
Intuition:	EXCELLENT (20)
Psyche:	AMAZING (50)
Health:	125
Karma:	110
Resources:	AMAZING (50)
Popularity:	-50

Known Powers:

MAGNETIC CONTROL. Magneto can manipulate iron and iron-based alloys with Unearthly (100) ability. He uses this ability to perform a number of different actions, including:

- Lifting ferrous objects as if with Unearthly (100) strength.
- Scrambling nonsentient machinery (that is, machinery without a Psyche score) with Unearthly (100) ability.
- Inflicting Unearthly (100) damage to iron-based or iron-alloyed characters.
- Detecting magnetic fields with Monstrous (75) ability
- Using metal objects to attack or entrap opponents, with line-of-sight range. The damage these materials inflict can be no greater than the material strength of the object itself.
- Manipulate nonferrous objects with Monstrous (75) ability, including other individuals.

FORCE FIELD. Magneto can create a force field within one area of Monstrous (75) strength. He may use his magnetic and energy powers through this force field. He may extend this force field, but it loses 1CS of strength for every two additional areas it encompasses.

FLIGHT. Magneto can ride the magnetic lines of force, allowing him to fly at Remarkable (30) air speed.

ENERGY CONTROL. Magneto's strongest ability is to manipulate magnetic fields. However, he can also manipulate other types of energy, including heat, light, radio waves, gamma radiation, and x-rays. He does so with Monstrous (75) ability, though he often chooses not to, preferring to remain within his strongest field.

TELEPATHIC PROJECTION. Magneto has some telepathic abilities, though they have not been fully developed. He may cast his thoughts and images up to 10 miles away with Good (10) ability. He has no other telepathic or mind-control power.

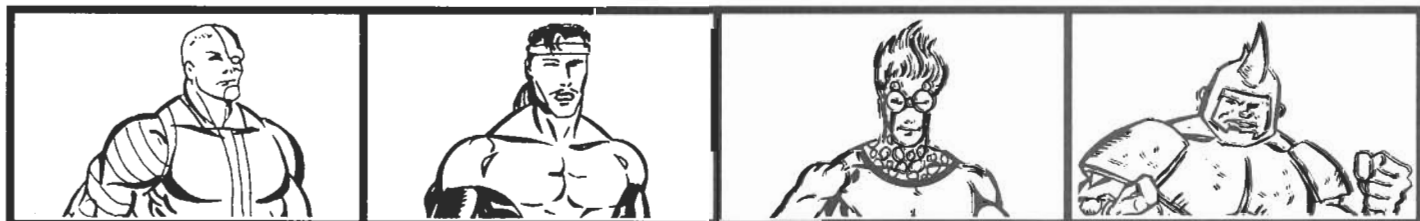
ASTRAL PROJECTION. Similar to his telepathic ability, Magneto can project himself into the astral plane with Typical (6) ability.

BODY ARMOR. Magneto's uniform is made of woven iron/ceramic fibers, and provides him with Excellent (20) protection against physical and energy attacks.

Revealed Talents: Genetic Manipulation, Electronics, Robotics, Engineering, Computers, Leadership, Espionage, Multi-lingual.

Minions: Magneto does not use armies of lesser beings or hordes of robots to advance his own ends. He has in the past, however, assembled "super-teams" of other mutants, similar to the X-Men, to carry off his plots. His original group, the Brotherhood of Evil Mutants, included Quicksilver and the Scarlet Witch, Unus, the Toad, and Mastermind (and later the Blob). Since that time he has led four other groups: a group of transformed savages called the Savage Land Mutates or the Beast Brood, a group of mutants called Mutant Force (now known as the Resistants), and for a brief while the X-Men and New Mutants. He is believed to be currently assembling a new team of superhuman mutants.

In Brief: Magneto learned of man's inhumanity to those different from himself first-hand, as a survivor of the Auschwitz concentration camp. Though his mutant control of magnetism did not surface until later, Magneto will never





forget the lessons taught there by a "master race" over an oppressed minority.

Following the war, Magneto drifted through the Iron Curtain countries, encountering Magda, who became his wife. Magneto's use of his abilities and increasing anti-human stance frightened Magda, and she fled without telling him she carried his children—who would later become the Scarlet Witch and Quicksilver.

When Magneto's abilities came into full bloom he determined that to prevent a repeat of Auschwitz against the mutant minority, the mutants must gain control by striking first. To that end he created his first Brotherhood of Evil Mutants, and clashed with nations and heroic groups for the next several years, specifically Professor Xavier's X-men.

After a series of reverses which included his regression to a childlike state and accidental harming of young Shadowcat, Magneto reformed, trying to take the high road. It was during this period that Professor Xavier left him in charge of both the X-Men and the New Mutants. However, Magneto's authoritarian ways and demand to be unquestioned led to friction in these groups, and eventual disaster for the New Mutants with the deaths and resignations of several members.

With anti-mutant hysteria on the rise, Magneto has decided to return to his old ways, to create a "lightning rod" for anti-mutant sentiment and to be an opponent against whom "good" mutants can prove themselves. Having tried the safe course, he is convinced that only raw power will establish him and mutantkind as the world's rulers. He sincerely believes other mutants will thank him once he has defeated the legions of homo sapiens.

Running Magneto: Magneto is a villain with a cause. He wants to conquer the world, not for himself (he says) but for his people, the mutants. The fact that his actions bring him into conflict with some of the very mutants he wishes to save is beside the point, as such individuals are deluding themselves that they can survive in a human world.

Magneto has strict loyalties and no mercy. He has been hardened by battle and deprivation, and will crush or humiliate all those who stand in his way. As a team leader, he expects his orders to be followed unquestioningly.

Magneto has had a number of secret bases over the years, including an asteroid (destroyed), an Antarctic vol-

cano base (destroyed), an island in the Bermuda Triangle (still active), and a citadel in the Savage Land (still active). He may have a number of other bases as well, filled with equipment designed to bring humanity to its knees.

Magneto is a powerful individual, and beginning player characters can be easily defeated at his hands. He will not try to kill his foes, only pummel them into the ground and humiliate them. Mutants he will attempt to sway to his own side. He does not care for death traps, but will imprison opponents who have been continual hazards.

The most likely encounter with Magneto will involve him striking against some antimutant stronghold, making a reprisal attack for some mutant tragedy, or stealing components to build a deadly device.

Lastly, Magneto does not perceive himself as a villain save by default, and thinks of himself as evil only in that he must perform evil in pursuit of a greater good. This makes him a particularly dangerous foe, as his ultimate intentions are good, but in reaching them he risks repeating the dangers of the past.

RED SKULL

Johann Schimdt (among other names), altered human (public Identity)

Fighting:	INCREDIBLE (40)
Agility:	INCREDIBLE (40)
Strength:	EXCELLENT (20)
Endurance:	REMARKABLE (30)
Reason:	REMARKABLE (30)
Intuition:	EXCELLENT (20)
Psyche:	MONSTROUS (75)

Health:	130
Karma:	125
Resources:	INCREDIBLE (40)
Popularity:	MONSTROUS (75)

Known Powers:

The Red Skull has no superhuman powers other than his increased abilities. However, he has the following equipment:

HANDGUNS (EQUIPMENT). The Red Skull has carried a wide variety of personal weapons in his day, ranging from a Mauser (Excellent damage, 5 area range) to a



HEROES

dartgun carrying Remarkable (30) intensity sleeping drug (3 area range).

DUST OF DEATH (EQUIPMENT). A Remarkable (30) strength poison. Victims struck with this dust must make an Endurance FEAT against the dust or perish, with their Health and Endurance immediately dropping to 0. In addition, the dust causes the victim's facial features to contort to match those of the Red Skull's. Skull can load his dart-gun with this dust.

"SKULL INFECTION." A mutated virus that causes its victim to resemble the Red Skull and become more susceptible to his mind control devices. This virus is Remarkable (30) strength, and victims contacting it must make an Endurance FEAT or be affected. The infection has no other effect, and passes in 1-10 hours.

MIND CONTROL DEVICES. The Red Skull has used a wide variety of Mind Control Devices, including gasses, drugs, flashing lights, and subliminal messages included in a Captain America movie. These devices have a maximum intensity of Amazing (50), and can be resisted by the target with a successful Psyche FEAT. If the target is expecting this type of attack, then Karma may be added; otherwise, it is a blindside.

PERSONAL FORCE FIELD. This device creates a small force field in the area in which Skull is standing. It is only of REMARKABLE (30) strength, and will last 10 turns. His most recent use of this device was to clear a field for a fight between him and Kingpin.

Revealed Talents: Leadership, Marksmanship, Martial Arts A, C, and E, and Oratory.

Minions: The Red Skull excels in gathering minions, a wide variety of individuals who follow him blindly for a variety of reasons, usually centering on his hate-filled version of politics. The Red Skull claims to be a guiding force behind the Watchdogs (an organization of right-wing racial fanatics), ULTIMATUM (a group of anarchist anti-nationalists), and the mysterious Scourge (one or more individuals responsible for killing villains and who escape or otherwise elude capture). See "Henchmen" for stats for these typical members.

The Red Skull delights in turning common individuals to his will through his thought-control devices. He enjoys

nothing more than setting a group of otherwise law-abiding civilians on a rampage of hate-filled destruction.

The Red Skull uses super-powered minions as well. His current crew includes Machinesmith, Mother Night, and Crossbones. This inner circle is devoted to the Red Skull, and while they do not all believe in his version of the future, they believe in the rewards that he can provide them.

In Brief: An orphaned young German, Schmidt lived a cruel life in the streets of Berlin between the wars. Discovering strength in his hatred, he was a cruel, crude, working stiff until he was discovered by Adolf Hitler. Hitler swore he could turn anyone into the perfect Nazi, even a common bellboy (which was Schmidt's job at the time).

Hitler saw the depth of Schmidt's hatred in his eyes and personally oversaw the young man's training as both the perfect Nazi and the Third Reich's most dangerous spy. Hitler himself provided Schmidt with the Red Skull mask that he wore in operations.

With the outbreak of WWII, the Red Skull came to symbolize the cruelty of the Nazis. The threat of the skull was answered by the creation of Captain America as a symbol of liberty. Captain America and the Red Skull fought on a number of occasions throughout the war, with their last fight ending when the Skull was buried alive in a cave-in. Captain America believed the Skull to be dead, but in reality, the Skull was kept in suspended animation with an experimental gas. Later, Captain America himself would be accidentally placed in cryogenic suspended animation until the present day.

During the Red Skull's long sleep, a second Red Skull appeared: a communist agent who fought another man who had donned the mantle of Captain America. This Red Skull went into retirement soon after the reappearance of the original Red Skull, and was recently killed by the mysterious Scourge.

When the original Red Skull awakened, he discovered that the Axis had lost the war and that his hated enemy, Captain America, still lived. The Red Skull attempted to activate a set of robots designed to destroy the world (called sleepers), but was defeated by Cap.

The Red Skull fought a variety of heroes and villains over the next several years, but his greatest defeats were always at the hands of Captain America. Eventually, the effects of the suspended animation gas wore off, and the





Skull apparently died in the arms of his old foe.

In reality, The Red Skull's consciousness was placed in a new body: that of a clone of Captain America. Cap and the reborn Skull fought, and the Red Skull was affected by his own Death Dust. Although he was not killed, the Skull's face was distorted to truly resemble a Red Skull.

Since that time, the Red Skull has returned time and again to plague Captain America and other heroes. He currently maintains a tightly knit operation of agents and other villains, and works for the downfall of the United States and the birth of the Fourth Reich.

Playing the Red Skull: The Red Skull is a political villain, dedicated to the destruction of the United States. He sees the American Dream as a corrupt and weakened image, needing only a good push to knock it over. Through various means, primarily in working at America's weaknesses, he intends to give it that push.

The Red Skull is fond of death traps and intricate revenge plans. These are primarily intended to fight Captain America, but are suitable for anyone who gets in his way. He will always be on hand to gloat. Recently, it has been discovered that he, like Doctor Doom, often uses robots for public appearances (and gloating) to minimize his personal risk. These robots are provided by Machinesmith.

The heroes will rarely encounter the Red Skull directly early in a conflict. They will usually find him as a spider, at the center of his web, working through operatives or under a false identity. Only by peeling back the graft and corruption will they find the Red Skull.

The Red Skull has a flair for the dramatic, however, and while the bulk of his plots will be quiet ones, working within the system, he will often announce his final coup to the world (or at least the captured heroes). Whether a solar-operated laser or a major motion picture with mind-control subliminals, the Red Skull always wants someone to know that he is the man responsible for destroying America. This has proved to be his downfall on a number of occasions.

When playing the Red Skull, the Judge should be proud, boastful, and preaching. The Skull will get up on a soapbox about the country's problems and how he will use those problems to destroy it. The Skull chooses to denigrate the common man and American virtues. The

Judge should have fun playing this character; it only makes the heroes feel better when they bring the plan crashing down around him. The Red Skull is without redeeming virtue—he has none of the nobility of Doctor Doom, nor the concern for his people like Kingpin. He is a villain in every sense of the word.

RHINO

Real Name Unrevealed
Altered Human

Fighting:	REMARKABLE (30)
Agility:	EXCELLENT (20)
Strength:	MONSTROUS (75)
Endurance:	AMAZING (50)
Reason:	GOOD (10)
Intuition:	TYPICAL (6)
Psyche:	POOR (4)

Health:	175
Karma:	20
Resources:	POOR (4)
Popularity:	EXCELLENT (20)

Known Powers:

BODY ARMOR: The Rhino's suit is bonded to his skin and provides him with Amazing (50) protection from physical and energy attacks.

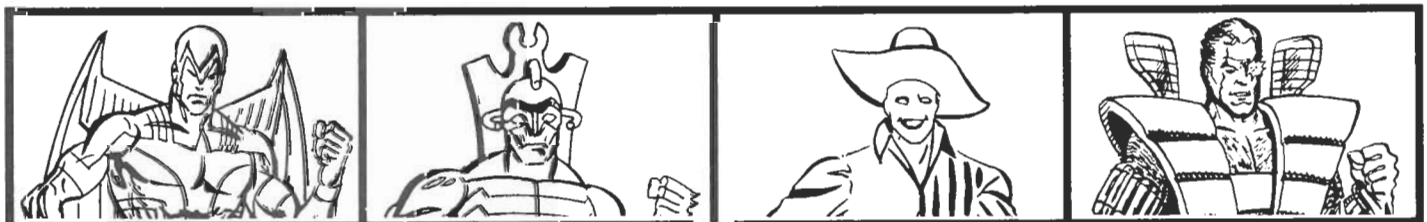
HORNS: The headpiece of Rhino's suit can inflict Remarkable (30) edged damage in close combat.

CHARGING ATTACK: The Rhino uses his suit in a special charging attack. If he can move 4 areas in a straight line, Rhino receives a +2CS to his charging attack to hit and damage. His body armor is considered to be Unearthly against the target he hits.

Revealed Talents: Crime

Minions: The Rhino does not use minions, and often operates alone. He can be enticed into joining larger collections of super-powered villains, although his fighting style tends to limit his usefulness.

In Brief: The Rhino was once a small-time muscle man for the mobs. He was recruited by foreign spies to become their super-powered agent. After receiving the suit





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(and a serious bio-chemical modification), Rhino turned on his benefactors and set out as a freelance operative.

Rhino has fought a variety of heroes, including Spider-Man and the Hulk. His suit was originally removable, but later fused with his skin after an accident in space. He seeks to eventually remove the suit, but needs money for the surgery, money which only further criminal activity can provide.

Playing the Rhino: The Rhino is big, tough, and not too bright, much like his namesake. He is short-tempered and is likely to strike first and sort out the details later.

Rhino is a good villain for mid-level heroes, and as part of a large team, can give even the high-powered heroes of Thor's class a run for their money. The heroes would normally encounter Rhino in the midst of a robbery or abduction (kidnapping is a favorite crime for Rhino).

Rhino is not one for death-traps, making master plans, or seeking to control the world. He lives on much simpler terms—take what you want and smash anyone who gets in the way.

SCORPION

MacDonald Gargan, altered human
(public Identity)

Fighting:	REMARKABLE (30)
Agility:	INCREDIBLE (40)
Strength:	INCREDIBLE (40)
Endurance:	INCREDIBLE (40)
Reason:	TYPICAL (6)
Intuition:	TYPICAL (6)
Psyche:	GOOD (10)
Health:	150
Karma:	22
Resources:	TYPICAL (6)
Popularity:	EXCELLENT (20)

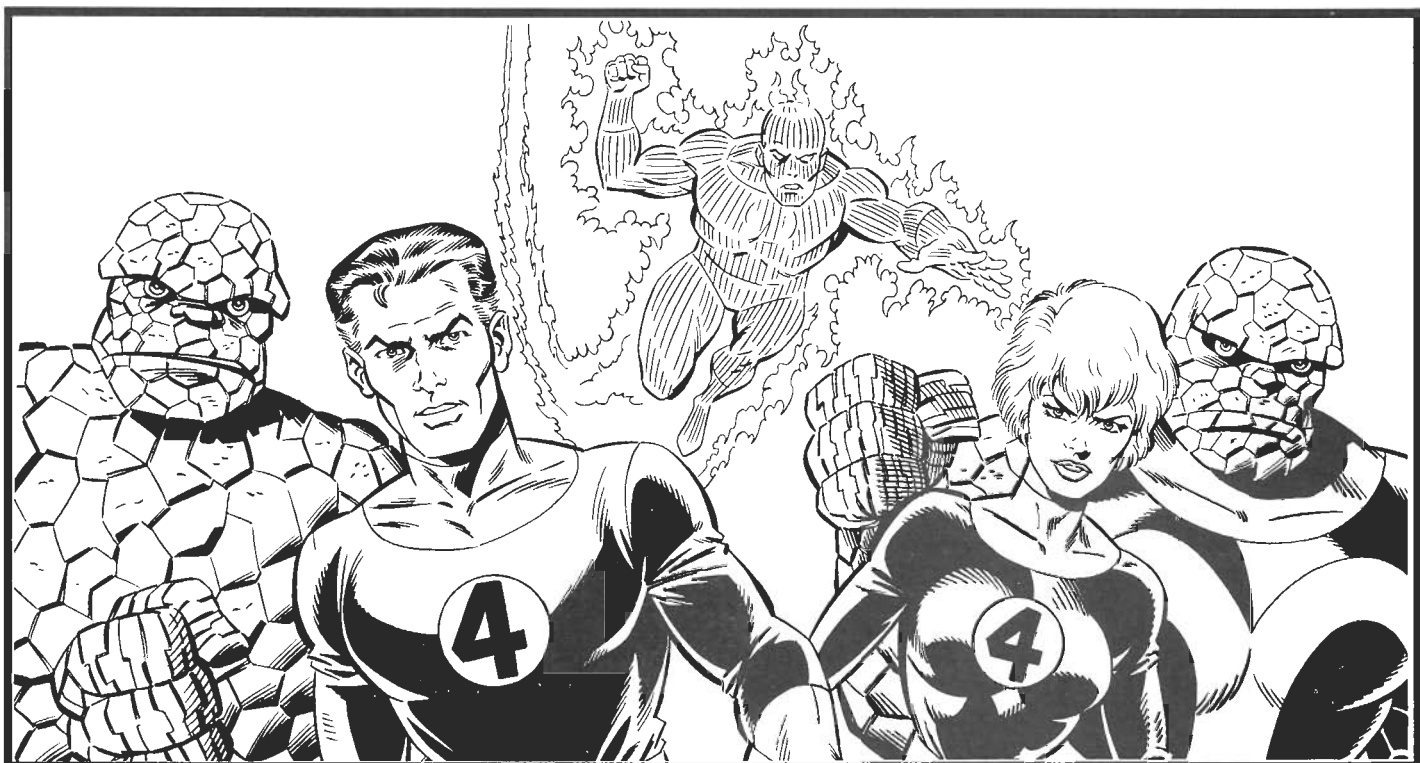
Known Powers:

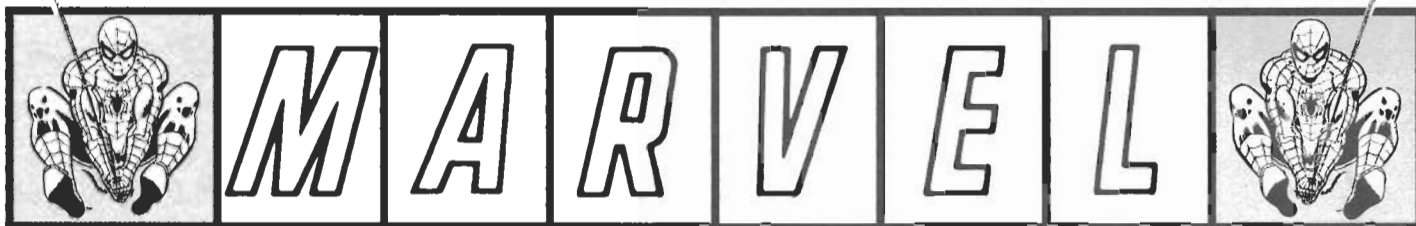
BODY ARMOR: The Scorpion's insulated outfit provides him with Excellent (20) protection from physical and energy attacks.

WALL-CRAWLING: Scorpion has the Excellent (20) ability to crawl up walls.

SCORPION'S TAIL: Scorpion's costume is equipped with a seven-foot-long tail, which Gargan controls cybernetically. This tail is made of Incredible (40) strength material and is used in a number of ways.

- Gargan can use the tail as a blunt weapon, inflicting Amazing (50) blunt damage.
- Coiled as a spring, the tail allows Gargan to leap as if with Amazing (50) strength.





- The tip of the tail is sometimes equipped with a plasma projector, capable of firing for Remarkable (30) force damage up to 5 areas away.

Revealed Talents: Espionage, Weapons specialist (tail).

Minions: At best, Scorpion will have several standard goons working for him.

In Brief: J. Jonah Jameson paid P.I. MacDonald Gargan to undergo his transformation into a super-powered individual in order to defeat Spider-Man. However, the process drove Gargan insane, such that the Scorpion went on a rampage and had to be defeated by Spider-Man to save Jameson's life.

Scorpion is in a mental institution, his care paid for by a repentant (well, mostly repentant) Jameson. Scorpion breaks out of the institution on occasion to get his revenge on those who have wronged him, including Jameson, Spider-Man, and any other hero who has crossed his path.

Playing the Scorpion: Scorpion is a mid-level bad guy, and insane madman driven by greed and revenge. He does not make big plans nor think of world (or even city) domination. Rather, he lives for the moment, for petty robberies, and to get even with those responsible for his miserable state.

Heroes will most likely encounter Scorpion in the process of one of his crimes—either robbery or revenge. The latter is usually directed against J. Jonah Jameson, who paid him for his transformation. Once the heroes foil Scorpion's plan, however, they too will be on his list of foes against whom he plans to avenge himself.

SUPER-SKRULL

altered alien, (identity unrevealed)

Fighting:	REMARKABLE (30)
Agility:	EXCELLENT (20)
Strength:	AMAZING (50)
Endurance:	AMAZING (50)
Reason:	TYPICAL (6)
Intuition:	TYPICAL (6)
Psyche:	GOOD (10)
Health:	150
Karma:	22

Resources: FEEBLE (2)

Popularity: 0

Known Powers:

BODY ARMOR: The Super-Skrull's natural body provides Remarkable (30) protection from physical and energy attacks. If he chooses to imitate the Thing's rocky body, this is raised to Incredible (40) rank.

SHAPE-SHIFTING: Unearthly (100) rank ability to assume any humanoid shape. Powers and abilities do not change with the modification. This is a natural Skrull talent.

ELONGATION: Like Mr. Fantastic, the Super-Skrull can extend up to 3 areas away with Unearthly (100) ability.

FIRE GENERATION: The Super-Skrull can generate flames like the Human Torch with Monstrous (75) ability.

FIRE CONTROL: The Super-Skrull has Monstrous (75) control over flame.

INVISIBILITY: Excellent (20) ability.

POWER SELECTION: Super-Skrull can currently use only one power at a time. He may change from one power to another at will.

Revealed Talents: Espionage, Pilot (spaceships), Hypnosis, Martial Arts C and E, and Skrull or Kree Weapon technology.

Minions: The Super-Skrull is occasionally aided by other Skrulls when he is working for the Skrull Empire. When on his own, he does not normally use minions.

In Brief: Early in their careers, the Fantastic Four foiled a Skrull invasion. The Skrull emperor chose one of his warriors to become a superpowered agent to avenge the Skrulls against that hero group. The result of those processes, the Super-Skrull, was defeated by the FF several times, as well as by the Avengers and other super-powered heroes.

The Super-Skrull has had several falling-outs with his Skrull masters, and has been placed in exile a number of times. The Skrulls have always found a need to retain their super-powered agent, however, and brought him back into service.

Playing the Super-Skrull: The Super-Skrull is the most



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powerful warrior of his race, and knows it. He is supremely confident in his abilities and he is sure that he can beat any opponent. As a result, he normally feels he should be in command and does not take orders well from others.

The heroes will most likely encounter the Super-Skrull in one of two ways: if he is working as an agent of the Skrulls; or, if he is working to get back into the good graces of his Skrull masters. In the former case, he will have other Skrulls as minions and will usually have to answer to some larger Skrull plan (which depends on secrecy and stealth—NOT the Skrull's good points). In the latter case, he will be operating on his own, usually trying to steal something of great power or defeat some hero in order to reestablish his credentials with the Skrull Empire.

The Super-Skrull is a fine warrior but a bad planner. He is capable of laying out a plan of attack involving care and disguise, but as soon as the cover is blown or the plan goes amiss, he jumps in swinging. In battle, the Super-Skrull is boastful and egotistical.

The Super-Skrull is a master at the "escape from certain death" of which villains are capable. He has been atomized, dropped in a reactor, has fallen from orbital space, and has survived all of this. If defeated, he will likely go out in a fashion that leaves no trace of his body, allowing him to return later for revenge.

TYPHOID MARY

Mary (last name unrevealed), altered human
(Secret Identity)

Fighting:	INCREDIBLE (40)
Agility:	INCREDIBLE (40)
Strength:	GOOD (10)
Endurance:	REMARKABLE (30)
Reason:	TYPICAL (6)
Intuition:	GOOD (10)
Psyche:	POOR (4)
Health:	120
Karma:	20
Resources :	GOOD (10)
Popularity:	0

Known Powers:

TELEKINESIS: Typhoid Mary has Typical (6) telekinetic

ability, with a one-area range. She can manipulate one object at a time, but may do so with extreme precision.

PYROKINESIS: Typhoid Mary has Poor (4) ability to mentally set objects alight.

MIND CONTROL: Typhoid Mary has a primitive and effective form of mind control, capable of broadcasting simple mental commands to a single target with Good (10) ability. Her targets are usually not aware of her actions, which allow her effective blindside attacks. Such commands must be simple in nature ("Pull the trigger," "Go to sleep"), and the target must make a Psyche FEAT to resist them. On a successful Power FEAT, she can make non-hostile individuals become enamored with her.

MACHETES (EQUIPMENT): Typhoid Mary carries two machetes which inflict Excellent (20) Edged damage. She makes only one attack per turn, however.

ALTER EGO: Typhoid Mary has two distinct personalities: the malevolent Typhoid, and the quieter Mary persona. Mary is gentle, kind, and emotionally fragile, and is not fully aware of her Typhoid persona. Typhoid is aware of Mary, and can control her in much the same way that she gives mental commands to others.

Mary has the following statistics:

F	A	S	E	R	I	P
PR	TY	PR	TY	GD	TY	PR

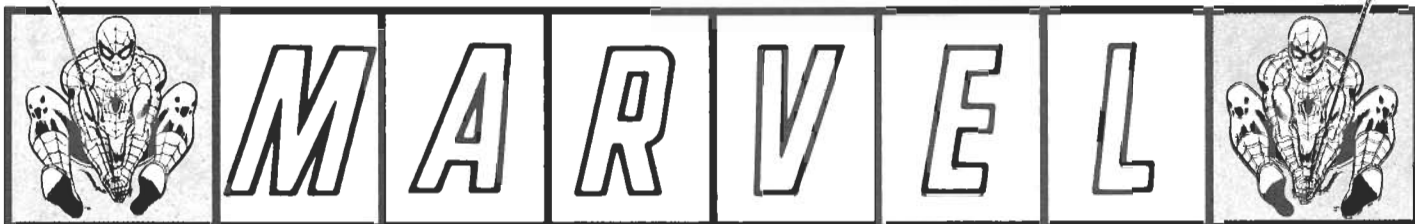
Mary's Health is the same as Typhoid. The two personas have radically different appearances, voices, and heartbeats. In addition, Typhoid is in a continual fever, her body temperature higher than normal.

Revealed Talents: Performer, Weapons Specialist (Machetes), Martial Arts C and D, Tumbling.

Minions: Typhoid Mary neither wants nor needs followers. She will, in special cases, gather a group of former foes of a particular hero under her command to defeat that foe. When acting on behalf of Kingpin, she may use some of his thugs.

In Brief: Typhoid Mary is a former mental patient with her personality split between the gentle Mary and the aggressive Typhoid. She escaped custody, and for a brief time was a successful stage actress before her darker personality took hold, turning her to murder and blackmail.





Arriving in New York City, she began attacking criminal organizations for her own enrichment. This brought the approval of the populace of New York City, who considered her one more costumed vigilante. This also brought the attention of Kingpin, who controlled the operations Mary was wrecking.

Kingpin confronted Typhoid Mary, and instead of fighting, hired her to go after his arch-enemy, Daredevil. Kingpin gave her information as to Daredevil's secret identity and operations. In turn, while the Mary personality caused Daredevil to fall in love with her, her Typhoid persona nearly killed him in battle. Typhoid succeeded in confusing Daredevil in his role, causing him to leave New York for a time.

Typhoid Mary has remained in Kingpin's employ, and the two are romantically linked. However, she is seeking to dominate both Kingpin and her Mary side of the personalities, who has become more aware of Typhoid's existence. Kingpin, for his part, keeps Typhoid as his "personal bodyguard" though his affections toward her make it difficult for him to risk her in battle.

Playing Typhoid Mary: Typhoid Mary has a dual personality. Unfortunately, the personality the heroes are most likely to encounter is that of Typhoid, who delights in harming others and making them dance to her mentally-called tune. She not only kills—she enjoys it.

Typhoid Mary is a suitable opponent for low-and mid-level heroes, particularly those with near-human abilities. Daredevil and Punisher would both find Mary a challenge. Most heroes will encounter Mary acting on behalf of Kingpin, carrying out his orders.

The Mary side of Typhoid Mary's personality is very vulnerable, and can easily fall for a hero. Should this happen, Typhoid will try to have the hero killed in order to deny Mary a strong person on whom she can depend.

THE VULTURE

Adrian Toomes, altered human
(public identity)

Fighting:	EXCELLENT (20)
Agility:	REMARKABLE (30)
Strength:	EXCELLENT (20)
Endurance:	INCREDIBLE (40)

Reason:	REMARKABLE (30)
Intuition:	GOOD (10)
Psyche:	GOOD (10)
Health:	110
Karma:	50
Resources :	TYPICAL (6)
Popularity:	TYPICAL (6)

Known Powers:

FLIGHT (EQUIPMENT): Vulture takes his name from the flying harness he wears, an electro-magnetic antigravity generator that allows him to fly silently at Typical air speed (6 areas/round).

Revealed Talents: Mechanics, Crime, Electronics, Aerial Combat.

Minions: Vulture often has a gang of thugs and goons in his employ to carry out his plans. They have typical thug statistics. Also, Vulture will enter into alliances with other super-powered bad-guys to further his own goals.

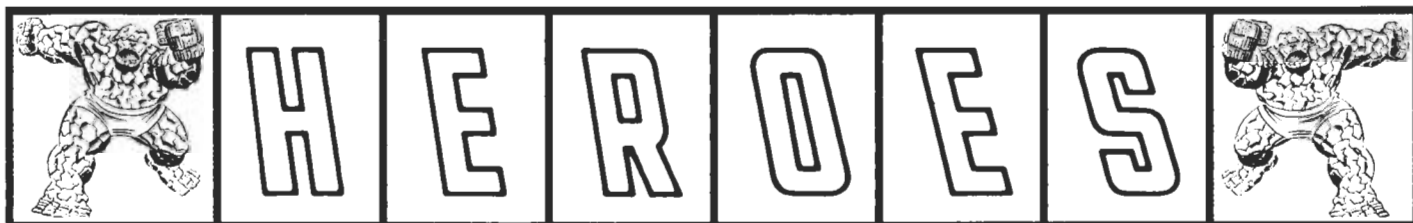
In Brief: Adrian Toomes invented his flying harness. First, he used it to terrorize his embezzling business partner. Toomes found he so enjoyed his freedom and criminal life that he turned entirely to crime. He has had a long criminal career, though most of his battles have been with Spider-Man.

Playing the Vulture: The Vulture is a wise old bird, advancing beyond the stage of merely robbing people from above (though he will still do so if he needs ready cash). He is careful, but not spectacular. He has no desire to run New York's crime cartels; he only wishes to get his piece as an independent free-lancer.

Vulture is a mid-level bad guy who can normally be found on the scene of a crime, usually a planned affair that he and his minions had spent much time carefully casing before the robbery. Vulture is sometimes motivated by revenge, but is usually more interested in personal rewards.

Vulture's greatest personal weakness is his vanity. There have been other pretenders to the throne who have developed their own Vulture costumes, which have caused Vulture to come out of hiding to publicly challenge and thrash them. This form of trademark protection has made others wary of taking up the Vulture's mantle.





Nonplayer Characters Chart

Not all the people in Manhattan are packing super powers. Here are a few examples of the other types of people to be found.

Innocent Bystander F A S E R I P
Health = 24 TY TY TY TY TY TY TY

The ordinary Joe-in-the-street. Usually unarmed, often a potential victim.

Thug F A S E R I P
Health = 30 GD TY TY TY PR PR PR

Run-of-the-mill criminal, usually carrying a handgun or knife.

Henchman F A S E R I P
Health = 32 GD TY TY GD PR TY PR

A slightly better breed of criminal, with some modest training. May have a weapon talent, may even be heavily armed.

Policeman F A S E R I P
Health = 36 GD GD TY GD TY TY TY

Fights for law and order. Will have Law Enforcement talent, carry handgun and billy club (blunt weapon).

S.W.A.T. Team

Member F A S E R I P
Health = 46 EX GD GD TY TY TY GD

This elite policeman has Law Enforcement and Marksmanship talents. S.W.A.T. team body armor provides TY protection.

Soldier F A S E R I P
Health = 46 EX GD TY GD TY TY PR

Member of the armed forces. Has Military talent, rifle.

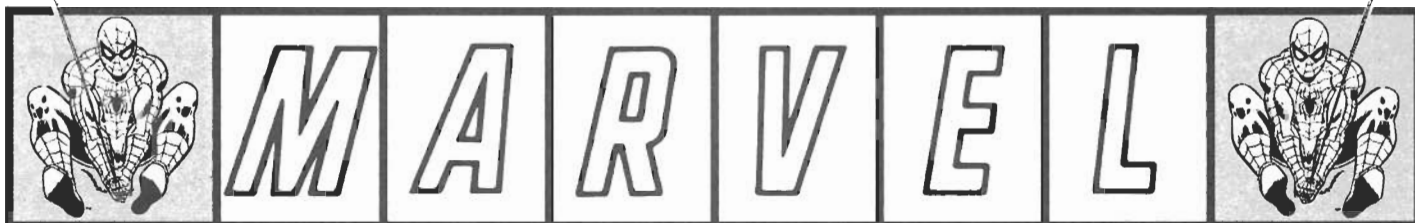
Fire Fighter F A S E R I P
Health = 26 TY TY GD EX TY GD TY

Has First Aid talent as well as fire-fighting skill and equipment.

Federal Agent F A S E R I P
Health = 50 GD EX GD GD GD GD GD

Agent of the government (usually ours, but not always). Has Law Enforcement, Marksmanship talents. Sometimes carries a handgun or other weapon, but often unarmed.





Animals Chart

Alligator

Health = 64 F A S E R I P
PR GD RM EX FE FE FE

Uses edged attacks, moves 1 area/turn on land, 2 areas/turn in water.

Bear

Health = 76 F A S E R I P
GD TY RM RM FE PR FE

Uses edged attacks, grappling, moves 2 areas/turn.

Dinosaur

Health = 180 F A S E R I P
RM GD IN UN FB FB FB

Makes edged attacks, moves 2 areas/turn.

Dog

Health = 32 F A S E R I P
GD TY TY GD FE GD FE

Uses edged attacks, moves 2 areas/turn, tracks with RM ability.

Horse

Health = 76 F A S E R I P
TY GD RM RM PR TY PR

Uses blunt attacks, moves 3 areas/turn.

Lion

Health = 60 F A S E R I P
EX GD GD EX FE FE FE

Uses edged attacks, moves 2 areas/turn, includes all big cats.

Shark

Health = 100 F A S E R I P
GD GD RM IN FE FE FE

Uses edged attacks, swims 3 areas/turn.

Wolf

Health = 50 F A S E R I P
EX GD GD GD FE FE FE

Uses edged attacks, moves 2 areas/turn, tracks with EX ability.



Battle Effects	Blunt Attacks	Edged Attacks	Shooting	Throwing Edged	Throwing Blunt	Energy	Force	Grappling	Grabbing	Escaping	Charging
	BA	EA	Sh	TE	TB	En	Fo	Gp	Gb	Es	Ch
	Fighting	Fighting	Agility	Agility	Agility	Agility	Agility	Strength	Strength	Strength	Endurance
White	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss
Green	Hit	Hit	Hit	Hit	Hit	Hit	Hit	Miss	Take	Miss	Hit
Yellow	Slam	Stun	Bullseye	Stun	Hit	Bullseye	Bullseye	Partial	Grab	Escape	Slam
Red	Stun	Kill	Kill	Kill	Stun	Kill	Stun	Hold	Break	Reverse	Stun

[illegible]